

The --- ULTIMATE SOCCER DICTIONARY --- of American Terms ---

Abandon the game plan

To switch to a different type of attack and/or defense during the course of a match, other than the original plan designed before the start of the match, usually due to going down by a number of goals.



Abandoned match, Abandon the game, Abandonment

Law 7 of the FIFA Laws of the Game. A game which has to be terminated before completion, due to such things as loss of daylight or lightning. Game is to be replayed unless competition rules specify otherwise.

Absent, Absence

Player not available to perform for a team (e.g., due to injury, illness, national team duty, or suspension).

Absorb, Absorb pressure, Absorbing pressure

With respect to a team's defensive performance – To resist, withstand, and defend against attacks without being scored on.

Academy (Soccer academy)

A formal program of education for soccer players, often in-residence, usually combining traditional schooling with intensive soccer training and instruction, provided by a team or institution, to develop its own players from youth to advanced teams.

F (Abbrev.)

Forward; shorthand for the forward position.

FA (Abbrev.)

Football Association; the governing body of soccer in England.

Face of the crossbar

That part of the crossbar of the goal which can be seen from within the field of play, usually pertaining to rebounds.

Face of the goal

The full plane of the goal mouth from the ground up to the crossbar and from one goalpost to the other.

Face of the post

That part of either upright of the goal which can be seen from within the field of play, usually pertaining to rebounds.



Face up, Face up to

To mark an opponent head on.

Face, Faces, Facing

The goalkeeper against a penalty-kick taker. (E.g., “When **facing** a penalty kick, goalkeepers often have less than half a second to react.”)

Facing the goal, Face the goal, Faced up

The body is directed forward with the eyes looking at the goal.

Fail to pull the trigger

To not shoot when one should; to shoot too late.

Failed Clearance

A miskick by a back defender, often allowing the ball to be recovered by an opposing striker, sometimes resulting in a goal being scored.

Failed to connect

A pass is not received by its intended target.

' (An apostrophe; abbrev. for "minute") ■□

Shorthand representing "minute" for the time during a game when a goal was scored. Example: **9' J. Smith** - John Smith scored in the ninth minute of play, sometime between 8:00 and 8:59.



+1

Plus One; Practice activity where the "+1" represents a player who switches to always be with the team with the ball; ex., 2 v 2 +1; Plus 1.

1 v 1, etc. ■□

One versus one; One-on-one; See: "v terminology"; Practice drill with one offensive player versus one defensive player; number of offensive players is listed first.

1-shirt, 1-jersey

Jersey number worn by the goalkeeper under the old, traditional (numbers 1-through-11) numbering scheme.

1st Attacker

First Attacker; generally, the player with the ball heading for goal after a change of possession.

1st Defender

First Defender; generally, the player on the defensive team who first meets the opponent with the ball after a change of possession.

2nd Attacker

Second Attacker; generally, the first player without the ball heading for goal; the next most-dangerous attacker closest to the player in possession of the ball.

2nd Defender

Second Defender; generally, the player on the defensive team who takes on the first closest attacker without the ball and provides immediate support to the First Defender.