

Soccer Terms

Advantage when a team quickly advances the ball down the field in an attempt to get its players near the opponent's goal before the defenders have a chance to retreat. See also Against the Run of Play, Break, Counterattack and Fast Break.

Advantage Rule a clause in the rules that directs the referee to refrain from stopping play for a foul if a stoppage would benefit the team that committed the violation.

Aggregate Goals the total number of goals scored by a team from more than one match

Arc the quarter circle at each corner of the field in which the ball is placed for a corner kick.

Assistant Referee prior to 1996 they were known as linesmen/lineswomen. There are two per game. Their job mainly consists of signaling out of bounds, goal kicks, corner kicks, and off sides positions and to assist the Center referee. See also Linesmen and Linesperson.

Attacker any player on the team that has possession of the ball. See also Central Forward, Forward, Goal Poacher, Offensive Player, Poacher, Striker, and Target Man

Attacking Midfielder the most forward-playing midfielder, playing right behind the forwards; they support the offense by providing passes to forwards to set up goals. See also Withdrawn Forward.

Back a defender.

Back Four originally, this term described a formation of deep defenders comprised of the left and right outside fullbacks, and two other central defenders often called a stopper and a sweeper. Lately this term is a reference to a system of play which describes defensive responsibilities in a zonal manner.

Boots British term for soccer shoes. What Americans refer to as cleats. See also Cleats.

Call a decision made by the referee.

Center a pass from a player located near the sideline towards the middle of the field; used to get the ball closer to the front of the goal. See also Cross, Crossing Pass and Service.

Center Circle a circular marking with a 10-yard radius in the center of the field from which kickoffs are taken to start or restart the game. See also Center Spot.

Center Line a line that divides the field in half along its width. It is parallel to the goals. See also Midfield Line.

Center Spot a small circular mark inside the center circle that denotes the center of the field from which kickoffs are taken to start or restart the game. See also Center Circle.

Central Defender a player who guards the area directly in front of their own goal in a zone defense; does not exist in a man-to-man defense.

Central Forward a team's most powerful and best-scoring forward who plays towards the center of the field. See also Attacker, Forward, Goal Poacher, Offensive Player, Poacher, Striker and Target Man.

Central Midfielder the versatile midfielder most responsible for organizing play in the midfield area, creating scoring opportunities for the attackers, linking offense with defense and often a team's energetic and creative leader.

Chip a high soft kick. To lift a ball over another player's heads.

Clear to kick the ball away from one's goal. See also Clearing.

Cleats the metal, plastic or rubber points in the bottom of a soccer shoe used to provide a player with traction; term also used to refer to the shoes themselves. See also Boots.

Coach able Moment a quick freeze of the action during a drill. The coach blows their whistle and the players freeze in their positions. The coach gets in, makes an observation or point, and then immediately gets back out. No preaching and no long drawn out speeches. This is the consensus pick among coaches as the best way to coach drills.

Consolation Match a tournament game played between the losers of the 2 semifinal matches to determine the third-place team.

Contain a term to tell a defensive player to slow down an offense to get adequate defense in place.

Corner direct free kick taken by an attacking player from the corner of the defending team's end of the field in an attempt to score; awarded to an attacking team when the ball crosses the goal line last touched by the defending team. A kick made by the attacking team from the corner arc on the side of the field where the ball went out of play. A corner kick is awarded when the ball is last touched by a defensive player and goes out of play over the goal line without resulting in a goal. Opponents must be at least 10 yards away from the ball when the kick is taken. A goal may be scored directly (without being touched by another player) from a corner kick. See also Corner Kick.

Corner Area a quarter-circle with a radius of 1 yard located at each of the 4 corners of the field; on a corner kick, the ball must be kicked from inside this area. See also Corner Arc.

Corner Flag the flag located at each of the 4 corners of the field, inside the corner area. See also Flag.

Creating Space a player draws a mark away from their teammates or away from the area that they want open. The most obvious use of this is to draw defenders out of the box on set plays (i.e. corner kicks) so that a player on the same team can use that space to receive, shoot or head the ball.

Crest the symbol used to represent a club or team and to distinguish itself from others. The symbols are generally worn as a patch on the jersey over the heart (right side of the chest). These symbols range in size, color, shape and meaning and generally have significance to the regions they represent. Many of the unique identifiers in this symbol are club/team name, location, date founded, religious symbols, slogans, geographic indicators, etc.

Cross a kick into the middle of the goal box, a pass from an attacking player near the sideline to a teammate in the middle or opposite side of the field; used to give the teammate a good scoring opportunity. A pass in which the ball is kicked from one side of the field to the other side. A pass usually made from either flank of the field and aimed at being headed or kicked in goal by another teammate. See also Center, Crossing Pass and Service.

Crossbar the horizontal beam that forms the top of a goal and sits on top of the two posts; it is 24 feet long and supported 8 feet above the ground.

Dangerous Play when a player attempts a play that the referee considers dangerous to that player or others. Play that is likely to cause injury. Examples are high kicking, playing while lying on the ground, or playing the ball while it is in the possession of the goalkeeper.

Defender a player who functions primarily in the defensive third of the field and whose major role is to repel attacks on the goal by the opposing team. See also Defensemen and Fullback.

Defending Team the team that does not have possession of the ball. See also On Defense.

Defensive Midfielder the player positioned just in front of their team's defense; they are often assigned to mark the opposition's best offensive player. See also Midfield Anchor.

Direct Free Kick a free kick that is awarded for substantial infractions of the rules such as fouls that involve physical contact such as tripping, holding, pushing, tackles from behind, jumping into an opponent, handballs by field players or for a handball by the goalkeeper when they are outside of the penalty area. Opponents must be at least 10 yards away from the ball (opposing players may stand on their own goal line between the goal posts), but the player taking the kick may do so without waiting if they wish. The ball is not in play until it has traveled its own circumference. The ball must be stationary when kicked and the kicker may not touch the ball a second time until it has been played by another player (of either team). A free kick can score by going directly into goal. It does not have to be touched by anyone other than the kicker.

Draw a game that ends with a tied score. See also Tie Game.

Drop Ball a method of restarting a game where the referee drops the ball between 2 players facing each other. The ball is in play after it touches the ground. A drop ball restarts the game after play is stopped for no penalty situation (e.g. after an injury). The ball is dropped where it was last in play or at the nearest point outside the penalty area. A goal may be scored directly from a drop ball.

18 Yard Box a rectangular area 44 yards wide by 18 yards deep with its long edge on the goal line; the goalkeeper may use their hands to block or control the ball only within this area. Large area (18 x 44 yd. on a full size field) in front of goal in which any of the "direct kick" fouls by the defending team result in a penalty kick. Also delimits the area where the goalie can use their hands. The penalty area includes the goal area. See also Goal Area, Goal Box and Penalty Area.

End Line the field boundary running along its width at each end. Runs right across the front of the goal; the line which a ball must completely cross for a goal to be scored. See also By Line and Goal Line.

Extra Time time added to the end of any period according to the referee's judgment of time lost due to player injuries or intentional stalling by a team. Generally between 1-3 minutes but it is up to the discretion of the referee to add as much as they see fit. See also Injury Time.

Field Players any of the 11 players on the field except a goalkeeper. This distinction is used to note the big differences between goalies and all other players on the field because a goalie's unique abilities and responsibilities.

50-50 Ball a pass that neither attacker nor defender have an advantage of winning possession.

Finish the ability to complete an offensive play with a shot on goal. See also Put Away and Score.

Finisher a striker who has the ability to "put away" or score on the opportunities given to them.

Finishing completing an offensive play with a shot on goal.

Flags these are the flags that are placed at the four corners of the field marking the corners of the field. These flags stand at least 5 feet high. See also Corner Flags.

Football name for soccer everywhere except in the USA.

Forward the 1, 2, 3 or 4 players on a team who are responsible for most of a team's scoring. They play in front of the rest of their team where they can take most of the shots. Player who functions primarily in the attacking third of the

field and whose major responsibility is to score goals. See also Attacker, Central Forward, Goal Poacher, Offensive Player, Poacher, Striker, and Target Man.

Forward Line the 2, 3 or 4 forwards who work together to try and score goals.

Free Kick a kick awarded to a player for a foul committed by the opposition; the player kicks a stationary ball without any opposing players within 10 feet of him.

Friendly a match that does not count in official standings (e.g., not a World Cup qualifying match). See also Practice Match or Scrimmage.

Fullback a rear defender. See also Defender and Defensemen.

Futbol Spanish word for soccer.

Get Square an offensive tactic of getting ten to twenty yards away from a teammate who possesses the ball at a 90 degree angle (formed between the teammate and the goal. This is an attempt to give the ball carrier an option for passing if they cannot find a forward teammate to pass to.

Give and Go Pass a series of passes where one player passes to a nearby teammate and then sprints forward to open space to receive a pass in return. See also Wall Pass.

Goal a ball that crosses the goal line between the goalposts and below the crossbar for which a point is awarded. A one point score occurring when the whole of the ball passes entirely over the goal line, between the vertical goal posts, and under the horizontal crossbar. A goal is not scored if the ball was not touched by another player (of either team) after an indirect free kick, goal kick, kick off, or throw in. Also the name for the 8-foot high, 24-foot wide structure consisting of two posts, a crossbar and a net into which all goals are scored.

Goal Box the rectangular area 20 yards wide by 6 yards deep in front of each goal from which all goal kicks are taken; inside this area, it is illegal for opposing players to charge a goalie not holding the ball. Area (20 x 6 yd. on a full-size field) marked within the penalty area, and directly in front of goal, from which all goal kicks originate. See also 18 yard box, Goal Area and Penalty Area.

Goal Kick a type of restart where the ball is kicked from inside the goal area away from the goal; awarded to the defending team when a ball that crossed the goal line was last touched by a player on the attacking team. Taken by any defending player to restart the game after the ball goes out of play over the goal line, having last been touched by an attacking player. It may be taken from any point within the half of the goal area nearest where the ball went out. All opposing players must stand outside the penalty area. To be in play, the ball must leave the penalty area (inbounds); otherwise the kick is retaken.

Goal Line the field boundary running along its width at each end. Runs right across the front of the goal; the line which a ball must completely cross for a goal to be scored. See also By Line and End Line.

Goalie the player positioned directly in front of the goal who tries to prevent shots from getting into the net behind them; the only player allowed to use their hands and arms, though only within the penalty area. Player who functions primarily in the penalty area and whose major responsibility is to prevent the opponents' shots from entering the goal for a score. The goalkeeper is the only player allowed to touch or pick up the ball with their hands, and may only do so when the ball is within their own penalty area. The keeper is the team's last line of defense. See also Goalkeeper and Keeper.

Goalkeeper the player positioned directly in front of the goal who tries to prevent shots from getting into the net behind them; the only player allowed to use their hands and arms, though only within the penalty area. Player who functions primarily in the penalty area and whose major responsibility is to prevent the opponents' shots from entering the goal for a score. The goalkeeper is the only player allowed to touch or pick up the ball with their hands, and may only do so when the ball is within their own penalty area. The keeper is the team's last line of defense. See also Goalie and Keeper.

Golden Goal where a game ends with the scoring of a goal in overtime rather than by the expiration of an extra time period. Used in some international soccer tournaments; particularly in Europe, the World Cup and now in the MLS. See also Sudden Death.

Good Ball a good pass to a teammate.

Hacking kicking an opponent's legs.

Half Line the line across the middle of the field, dividing it in half.

Half Volley kicking the ball just as it rebounds off the ground.

Halfback another name for a midfielder. Player who functions primarily in the center (neutral) third of the field and whose principal job is to link the defense and the attack through ball control and passing. See also Linkmen, Mid and Midfielder.

Halftime the intermission time between the 2 periods or halves of a game. Usually between 10-15 minutes. See also Intermission.

Halves the segments of time into which a game is divided. A regulation game played by adults consists of two 45-minute halves. See also Periods.

Handball illegally touching the ball with the hands or arms, the opposing team is awarded a direct free kick. See also Ball to Hand.

Hand to Ball the deliberate handling of a ball by a player other than the goal-keeper in the Penalty Area. This is considered as a deliberate action by the player and is penalized. In other words movement of the hand towards the ball. This is the opposite of Ball-to-Hand which means a movement of the ball into the players hand which is not deliberate. That action requires no penalty.

Illegal Slide Tackle tackles from the front "cleats up" and almost any tackle from the rear are considered illegal by most referees. See also Legal slide Tackle and Slide Tackle.

Indirect Free Kick a free kick that is awarded for other fouls that are judged not to be serious such as obstruction, dangerous play or charging. Indirect kicks must touch another player (either team) before the ball goes into the net in order to score. The player kicks a stationary ball without any opposing players within 10 feet of him; a goal can only be scored on this kick after the ball has touched another player. The ball is not in play until it has traveled its own circumference. The ball must be stationary when kicked and the kicker may not touch the ball a second time until it has been played by another player (of either team).

Injury Time time added to the end of any period according to the referee's judgment of time lost due to player injuries or intentional stalling by a team. Generally between 1-3 minutes but it is up to the discretion of the referee to add as much as they see fit. See also Extra Time.

In Play when a ball is within the boundaries of the field and play has not been stopped by the referee. See also In Bounds.

Juggling keeping a ball in the air with any part of the body besides the hands or arms This is used for practice and developing coordination.

Keeper the player positioned directly in front of the goal who tries to prevent shots from getting into the net behind them; the only player allowed to use their hands and arms, though only within the penalty area. Player who functions primarily in the penalty area and whose major responsibility is to prevent the opponents' shots from entering the goal for a score. The goalkeeper is the only player allowed to touch or pick up the ball with their hands, and may only do so when the ball is within their own penalty area. The keeper is the team's last line of defense. See also Goalie and Goalkeeper.

Kickoff officially begins the game at each half and restarts play after a goal is scored. The ball must go forward (into the opponent's half of the field) and is in play after rolling its own circumference (about 27 inches). This was changed in the July 1997 FIFA rules to "the ball must move." The player kicking off must not play the ball again until it has been played by another player (of either team). Opponents must be at least 10 yards away from the ball in their own half of the field when the kick off is taken.

Laws of the Game the 17 main rules for soccer established by FIFA.

Legal SlideTackle tackle where the defender gets all or most of the ball from the attacker. See also Illegal Slide Tackle and Slide Tackle.

Linesmen now known as assistant referees. If they are certified, assistant referees may help the referee call fouls, offside and out-of-bounds calls. If they are not certified they are restricted to helping make out-of-bound calls. And they carry a flag to signal their observations. Also Linesperson Person (often a parent volunteer) who assists the referee; one linesperson is assigned to each touchline. Their primary responsibility is to indicate when the ball is out of play (i.e. when the whole of the ball crosses the whole of the touchline or endline). The linesperson also signals which team has the right to put the ball in play again by using their flag to show the direction of play for the restart. See also Assistant Referee and Linesperson.

Man in the Middle another name for a referee.

Midfield the region of the field near the midfield line; the area controlled by the midfielders.

Obstruction when a defensive player, instead of going after the ball, illegally uses their body to prevent an offensive player from playing it.

Officials the referee and 2 linesmen who work together to make sure the game is played according to the rules of soccer. They are responsible for stopping and restarting play, keeping track of the score and the time remaining and citing violations of the rules and called fouls. They wear uniforms that distinguish them from the players on both teams.

Offside a violation called when a player in an offside position receives a pass from a teammate; an indirect free kick is awarded to the non-offending team. Offside is defined as occurring at the moment the ball is played by one of the attacking players to a teammate. A player is in an offside position if they are nearer to the opponents' goal line than the ball, unless (a) the player is in their own half of the field, or (b) there are at least two opponents (one may be the goalkeeper) nearer the goal line than the player.

A player is penalized if they are in an offside position AND if, in the judgment of the referee, the player is (a) interfering with play or with an opponent, or (b) seeking to gain an advantage by being in that position. A player is not declared

offside (a) merely by being in an offside position; (b) if they receive the ball directly from a goal kick, a corner kick, a throw in, or a drop ball; or (c) if the ball is last played by an opposing player.

Offside Position an attacking player positioned so that fewer than 2 opposing defensive players (usually the goalie and 1 other defender) are between them and the goal they are attacking; a player is not offside if they are exactly even with one or both of these defensive players. Being in an offside position is not the same as off sides and is not illegal unless the player participates in the play or gains an advantage in being off sides.

Offside Trap a play by the defense to catch the attacking team off sides. It is often used on restarts (short corner kicks, deep indirect free kicks and deep throw-ins). The sweeper usually calls out "Trap" as a signal for the fullbacks to pull up past the attackers as soon as the ball is put into play by an attacker.

Onside the opposite of offside. Being found in a legitimate position where a goal scored will count.

Out of Bounds when a ball is wholly outside the boundaries of the field, having completely crossed a sideline or goal line. See also In Touch and Out of Play.

Out of Play when a ball is wholly outside the boundaries of the field or play has been stopped by the referee. See also In Touch and Out of Bounds.

Overtime the extra periods played after a regulation game ends tied. It is used in in all levels of soccer to produce a winner if a championship, tournament or match calls for one.

Own Goal when a player accidentally puts the ball in their own goal which counts as a goal for their opponents.

Passing when a player kicks the ball to their teammate; used to move the ball closer to the opposing goal, to keep the ball away from an opponent or to give the ball to a player who is in a better position to score. See also Service.

Penalty a punishment given by the referee for a violation of the rules. See also Penalty Kick, Penalty Shot and PK.

Penalty Arc a circular arc whose center is the penalty spot and extends from the top of the penalty area; designates an area that opposing players are not allowed to enter prior to a penalty kick. The arc at the top of the penalty area; no player may be within this area while a penalty kick is being taken.

Penalty Area a rectangular area 44 yards wide by 18 yards deep with its long edge on the goal line; the goalkeeper may use their hands to block or control the ball only within this area. Large area (18 x 44 yd. on a full size field) in front of goal in which any of the "direct kick" fouls by the defending team result in a penalty kick. Also delimits the area where the goalie can use their hands. The penalty area includes the goal area. See also 18 yard box, Goal Area and Goal Box.

Penalty Kick awarded to the attacking team if the defending team commits a direct free kick violation within the penalty area. Penalty kicks are taken from the penalty mark. All players (of both teams) except the kicker and opposing goalkeeper, must remain on the field of play outside the penalty area and penalty arc. The opposing goalkeeper must stand on the goal line and only allowed to move laterally before and after the shot is taken, between the goal posts. The player taking the kick must kick the ball forward and may not touch the ball a second time until it has been played by another player (of either team). The ball is in play after it has traveled its own circumference. A goal may be scored directly from a penalty kick. For any infringement of the penalty kick rules by (a) the defending team, the referee will allow the kick to proceed, but if a goal does not result, the kick will be retaken; (b) the attacking team, other than the player designated to take the kick, if a goal is not scored it will be disallowed and the kick retaken; (c) by the player taking the penalty kick, committed after the ball is in play, an opposing player will take an indirect free kick at the point where the infraction occurred.

The referee's whistle always starts the taking of a penalty kick. Any penalty kick taken prior to the referee's whistle will be retaken using the referee's whistle as the proper start for the kick. See also Penalty, Penalty Shot and PK.

Penalty Mark a mark on the field from which penalty kicks are taken. It is located 12 yards from the goal line, equally spaced between the goal posts. See also Penalty Spot and Spot.

Penalty Shot a kick taken from the penalty spot by a player against the opposing goalie without any players closer than 10 yards away; awarded for the most severe rule violations and those committed by the defense within its own penalty area; also taken in a tiebreaker to decide a match. See also Penalty, Penalty Kick and PK.

Penalty Spot the small circular spot located 12 yards in front of the center of the goal line from which all penalty kicks are taken; positioned at the center of the penalty arc. See also Penalty Mark and Spot.

Periods the segments of time into which a game is divided; a regulation game played by adults consists of two 45-minute halves. See also Halves.

Pinafore the colored bibs worn in practice by players to distinguish each team. See also Pinny.

Pinny short for pinafore. The colored bibs worn in practice by players to distinguish each team. See also Pinafore.

Pitch the rectangular area where soccer matches are played. See also Field.

PK short for penalty kick. See also Penalty, Penalty Kick and Penalty Shot.

Play a generic term for trapping, dribbling, kicking or heading the ball.

Play On referee's opinion that stopping the play at that point would benefit the team that committed the foul more than the team that was fouled. For example, if a player with a break-away is tripped from behind but the player is able to retain possession and has a chance to shoot on goal the referee would not want to stop the play at that point and charge the defender with a penalty. The referee retains their right to issue a penalty card at a later point in the action. By yelling "Play on" he lets everyone know he is aware of the foul.

Possession control of the ball. It is a statistic that is usually measured in percentage of time a team has possessed the ball as opposed to the other team. For instance, if one team has had 40% of the possession the other team has had 60% of the possession. Usually a team that has had more possession throughout the game is more dominant. However, if a team is good at counterattacking or has just not attempted or converted shots into goals, possession percentage may not necessarily reflect the outcome of the match.

Red Card a card issued by the referee for particularly blatant fouls or abusive language. A player receiving a red card is automatically ejected for the game and their team must play the remainder of the game shorthanded. A team may not substitute for an ejected player.

Reading the Game being able to anticipate an opponent's moves, see what help teammates need and giving it to them. The more experienced a player is, the better they are at a reading a game because they have seen many different situations already.

Service another term for passing or crossing a ball for a fellow teammate. See also Center, Cross, Crossing Pass and Passing.

Set Pieces formations and tactics used during restarts; throw-ins, corner kicks, goal kicks, free kicks, and penalty kicks. See also Set Pieces.

Set Play a planned strategy that a team uses when a game is restarted with a free kick, penalty kick, corner kick, goal kick, throw-in or kickoff. See also Set Play.

"Settle" a phrase used to tell a player to settle down and get the ball under control because there is no pressure from the defenders. See also "Time".

Shoot to take a shot on the goal. See also Shooting and Shot.

Shooting when a player kicks the ball at the opponent's net in an attempt to score a goal. See also Shoot and Shot.

Shootout a tie-breaking procedure used when teams have tied after playing overtime periods. Teams must use players who were on the field at the end of the last overtime period to take five alternating shots at the opposing goal and goalie. The team ahead at the end of five shots by both teams is the winner. If the score is still tied, the shootout may go to sudden death where the first team to gain a one goal advantage after two players have shot on goal wins. In this case, each team must use players other than the first five and who were also on the field during the last overtime period.

Side general term used to identify either the attacking or defending team on the field. The term side is used because soccer teams occupy either 1 of 2 sides of the soccer field.

6 Yard Box the small area in front of the goal similar to the crease in hockey.

Slide Tackle an attempt by a defender to take the ball away or redirect the ball from the carrier by sliding on the ground feet-first into the ball. See also Illegal Slide Tackle and Legal Slide Tackle.

Small Sided Game a match played with fewer than 11 players per side. This is currently "in" in American recreational soccer because it allows more touches on the ball during a game and promotes ball control and confidence in younger players.

Support having other players on a team nearby to help their fellow teammates either on offense or defense.

Switching the Field a strong lateral pass from a wing player to a midfielder, and then onto another wing player. The purpose is to remove the ball from the immediate area of strong defense, and take advantage of the defending teams lack of shape. Young and inexperienced teams often can be beaten badly by this simple tactic. See also Reversing the Field and Switching the Point of Attack.

Switching the Point of Attack when the defense is closing down the attacking team's way to goal, the attacking team usually switches the point of attack to a side where there is less defensive coverage. See also Reversing the Field and Switching the Field.

Tackling the act of taking the ball away from a player by kicking or stopping it with one's feet. Only a minimal amount of shoulder-to-shoulder contact, called a charge, is permitted to knock the ball carrier off balance. Unnecessary roughness and use of the hands are not permitted.

Through Ball a ball delivered through the defensive line to a teammate to get him the ball behind their defender; used to penetrate a line of defenders. Usually this is a pass through a tight space between defenders. See also Splitting the Defense, Threading it Through and Through Pass.

Through Pass a ball delivered through the defensive line to a teammate to get him the ball behind their defender; used to penetrate a line of defenders. Usually this is a pass through a tight space between defenders. See also Splitting the Defense, Threading it Through and Through Ball.

Throw-In a type of restart where a player throws the ball from behind their head with two hands while standing with both feet on the ground behind a sideline; taken by a player opposite the team that last touched the ball before it went out of bounds across a sideline. Taken to restart the game after the whole of the ball crosses the outside edge of the touchline. The throw in, by any member of the team that did not touch the ball last, is taken at the point where the ball went out of play. The thrower must face the field and throw the ball with both hands, in one continuous motion from the back of their head and over the top of their head. When the ball is released, the thrower must have some part of both feet on the ground on or behind the touchline. See also Legal Throw-In.

Touchline a line that runs along the length of each side of the field. See also Touchline. See also Sideline.

Unlucky a phrase used by soccer coaches to tell a player that they were doing what they were supposed to but unfortunately the result was just not positive.

USSF (United States Soccer Federation) organization formed in 1913 to govern soccer in the USA. This is America's link to FIFA, providing soccer rules and guidelines to players, referees and spectators nationwide.

USYSA (United States Youth Soccer Association) the official USA youth division, which organizes and administers youth league competitions, establishes rules and guidelines, and holds clinics and workshops to support players, coaches and referees. It is the largest youth soccer organization in the USA.

Volley any ball kicked by a player when it is off the ground.

Wing a forward or midfielder who stays wide to either side of the field. The main responsibilities of a wing are to feed the ball to the strikers and to take shots when they are open. See also Wingers.

Winning the Ball the successful taking of a ball from another player by tackling or intercepting it.

Yellow Card a warning card issued by the referee for repeated or blatant fouls or abusive language. Anyone receiving two yellow cards in a single match is automatically ejected for the game and their team must play the remainder of the game shorthanded. They may not substitute for an ejected player.