

## VACAVILLE LADY KNIGHTS

U-10 Girls Soccer Team - VUSC
Vacaville, CA

www.vacavilleladyknights.com





## **KEYWORDS, 2010 SEASON**

**BREAKAWAY** Dribble the ball charging forward at maximum speed and leaving the defenders behind

**CHIP** Kick the ball (high) over the players

**CLEAR** Kick the ball upfield out of the defenders area

**COVER** A warning given to cover a specific area of the field, usually in the defensive zone

CROSS The ball that has been kicked or thrown (from a throw-in) from near the touch line towards the goal CUT A rapid change made when carrying the ball. The ball carrier moves the ball in a different direction to

avoid being tackled

**DRIBBLE** Control the ball with the feet while moving on the field of play

**DROP BACK** Run back toward your own goal to defend against the advance of the opponent

**FAKE** The act of a player "faking" an action, to surprise a defender, then the player with the ball makes another

move. Example- faking a shot, then passing the ball off to a teammate

**FEINT** A move made by a player that deceives the defender, allowing the player to move the ball the other way.

Example - any of the step-over moves

**FIRST TOUCH** A beautiful way to move the ball on the field with a weaving of passes done with only one touch

GOAL SIDE Defensive position which is near your own goal. Place yourself between your own goal and the opponent HEEL Also called back-heel. To pass the ball directly behind oneself by using either the heel or sole of the foot

**INSTEP** The top part of the foot covered by the lower part of the shoe laces

**JUGGLE** When the ball is kept in the air by a player, using any legal part of the body

**KICK** When the ball is hit by the foot either to pass or score a goal

MAN ON Warning given to the player about to receive the ball that is going to be under pressure from a defender

MARK A defender who is guarding an opponent

MARK UP Used to instruct players to guard an opponent so that all attacking players are marked.

**OPEN** When a player is situated in an unmarked position

**OPEN UP** To move to another point in the field opposite of the play or away from the ball

**OVER** Pass or kick the ball on top of the players or the goalie

**OVERLAP** Move on the field by changing positions with teammates on a weaving formation

**PASS** To give the ball to a teammate

**POSITION**Names given to where the players plays: goalie, defender, midfielder, forward, etc **PRESSURE**Instruction to a player to apply pressure to an opponent who has possession of the ball.

**PUSH** Soft kick to the ball with the inside or outside of foot

**PUSH UP** Move all players forward in their position

**ROLL** Move the ball by stepping it with the sole of the foot (rolling motion)

SEND IT Pass the ball forward or diagonally across the field to your team mate who is better positioned

**SHIELD** Place the body between the ball and the defender

**SHOT** To kick the ball attempting to score into the opponents goal.

**STEP-OVER** Move the leg on top of the ball

**STOP** Use of the sole, inside, outside of foot to stop the ball

**TACKLE** To take the ball from the opponent while the ball is being dribbled

**TAKE OVER** When a player with the ball moves closer to another player and allows the ball to change players rapidly

without interruption and without a pass

**TIME** A warning to tell a player as she receives the ball that she has time to gain control of the ball.

**THROW-IN** Restart of the game awarded to the team that did not touch the ball last before it went over the side line

(touch line)

**TOUCH** Feel the ball with the foot. Expression used to pass the ball with the first touch

**TURN** Move the ball in an opposite direction while in possession of the ball, either to go forward or to play a

cross or a shot

**WALL** The players who stand between the ball and their own goal at the time a free kick is going to be taken.

These players form a human barrier between the ball and their goal.

WALL PASS The give and go. Receive the ball and rapidly pass it to the same player with a first touch