

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.

' (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.

D (1) (Abbrev.)

Defense; shorthand for defense or a defender.

D (2) (Abbrev.)

Draw; shorthand for a tie or a number of ties.

D (penalty arc) (Abbrev./Symbol)

Law 1 of the FIFA Laws of the Game; that portion of a circle with a radius of ten yards marked on the field outside the penalty area from the penalty spot; looks like the capital letter “D” of the alphabet when combined with the intersecting line of the penalty area.



Dance

Dribbler moving on or around a ball with repetitive foot moves that look like dancing.

Danger area, Danger zone

Area immediately in front of the goal from which it seems most goals are scored.

Dangerous

Creating a situation that could result in a possible shot on goal.

Dangerous attackers

Generally, opponents who are currently residing in the Danger Zone.

Dangerous cross

A well-struck cross directed toward multiple teammates in front of the goal.

Dangerous play

Law 12 of the FIFA Laws of the Game; generally kicking too high, heading too low or failing to get up when on the turf and engaged with an opponent; results in an indirect free kick.

Dasher boards

Indoors, walls that keep the ball in play. Outdoors, low barricades – mostly containing advertising – outside of the field of play that restrain the ball from going too far away from the perimeter lines.