

Back (drop, got me back) – pass the ball back, don't forget the goalie. If there is nothing forward go back where the player behind you has more space and options—switch field—give and go.

Check your shoulder – constantly look over your shoulder to see if anyone snuck behind you if you are defending or to what your move should be if your back is to the defense.

Clear (clear it) - the act of moving the ball out of the area of one's own goal by throwing (goalkeeper only), kicking it up field, or out of bounds.

Cross (center) – a pass from either side of the field towards the middle of the field. It is used primarily to get the ball closer to the front of the goal. The words "center" and "cross" are used interchangeably.

Danger Zone – the scoring area in front of your own goal. ALWAYS keep it out of this area.

Find feet - do not pass without purpose. Take a second and pass to a team's feet unless you are kicking out of bounds as a defensive strategy.

Fire (or whatever code word(s) work for you) – a verbal signal that is given on an indirect kick that signals another player to touch the ball before the thus allowing it to be a direct kick.

Give-and-go – pass to a teammate and immediately go to space or to goal where the teammate you passed to immediately gives it back to you.

Goal side – Position yourself between the player you are guarding and their goal.

Hit me (I'm open) – teammate verbally signaling they are open.

In the box – corner or free kicks (watch for offside's on free kicks), get in the penalty area (box) and look for a header or volley in the net.

Keeper - Goalie verbally announces to teammates that they have the ball. You should get away from the goalie, or turn and face to other team, or shield defenders charging goalie.

Man On – the call a player makes to a teammate who is closely marked by an opposing player but may not be aware of it.

Make a wall – When defending a free kick.

Mark up (find a mark) – when defending a throw in, corner, or free kick, find a player to defend (mark)—preferably goal side.

One touch – one touch pass or one touch shot.

Rebound – follow your shot and look for the rebound, just like basketball

Send it (chip pass) – a pass over the defenders while a team is onside that he chases down and hopefully scores.

Space – (create space, find space) - Attackers want to get away from defenders into open space so they have time & room to attack. Defenders don't want to give attackers space, especially if the attackers are in scoring range (i.e., in the "Danger Zone")

Spread the field - When you are attacking, you want to "spread" or "stretch" the defenders to open up holes in the defense. By spreading the defenders, you force them to cover a larger area so the defenders are

farther apart & can't do as good a job of supporting each other. (On the other hand, if you are defending, you want to be careful to not get too spread out or stretched).

Support – a defender helps support the offensive play.

Switch – one teammate verbally tell another they need to temporarily “switch position”. Example a defender has a run at the goal and yells switch thus becoming a mid-fielder or forward

Switch Fields - An attacking concept where the ball is quickly passed from one side to the other (i.e., to the "weak side") where the defense is weaker. This is usually done with a long pass (often a chip pass). This also has the effect of loosening or stretching the defense so it is less compact & easier to penetrate.

Take the shot – shoot, now, don't hesitate.

Time (take your time, you have time, got time) – all referring to you have time make your move or pass—no need to rush.

Un-bunch (separate) – Look around, do you see a bunch of your teammates with 10 feet of you? Well then – separate.

Win the ball - gain possession of the ball, often when it is a loose ball or a ball, which the other team also has a chance to win. The team that "wins the ball" the most usually wins the game. Like in basketball, positioning relative to opponents can increase the chance of being able to win the ball. Hustle, speed, a quick start and not being afraid of contact are also important, For example, if you are on defense, a good strategy is to stay behind the opponent. This will allow you to step in front and steal the ball or to defend the opponent even if he gets the ball. (Whereas if you play in front of the opponent and the ball gets past you, the other team might be able to fast break toward your goal). When on offense, good positioning on your team's goal kicks might be to stay beside the opponent so you have a chance to win both short and long balls. If your team controls the ball, you should try to get open for a pass so you don't have to fight to win the ball. Whether on offense or defense a player should always be aware of where the nearest opponent is and if an opponent is nearby the attacker will often run to meet a pass so the opponent can't beat him to it.

Your in – you are on sides, drive to the goal and score.

Player talk:

- "Back" or "Drop" - Would be yelled by a "trailer" to let a teammate with the ball know that he has support behind him & can play the ball backward if needed.
- "Carry" - Continue to dribble the ball.
- "Hit me" or "I'm open" – signal to pass.
- "Keeper" - The goalkeeper might yell this to let teammates know they should move aside & let him have the ball (i.e., so he can pick it up or catch a shot).
- "Man On" (See "Man On").
- "Send it" - Send a Through Ball.
- "Switch" - (See "Switch").
- "Time" - Means a defender is not nearby & the ball handler has time to dribble or look for a pass. (i.e., don't rush a play).