



On-Field Oral Communication Vocabulary

Tactical Instructions (defensive)

“Away” - Used by GK or even other teammates to instruct their own teammates to clear the ball immediately without attempting to control it

“Close him/her Down” - Asks 1st defender to reduce the pressurizing distance to force the 1st attacker's eyes down on the ball

“Contain” - Tells teammate to delay the attacker until defensive support arrives so he can tackle. Do not dive in or sell yourself to get beaten

“Double/Double Down” – Tells teammate to assist in double-teaming the first attacker (i.e. defenders combine to win the ball)

“Drop/Drop Off” - Retreat toward own goal, eliminate the space behind the defense

“Goal side” – Get between the opponent and the goal

“Lock on” – To mark somebody - defensively – see below

“Mark Up” – Used to tell teammates to be sure they have taken responsibility for marking an opponent man-to-man, especially on free kicks and corners, and throw-ins. Same as above

“No Turn” – Get tight to the opponent to keep him/her from facing their own goal

“Pressure” – Asking the 1st defender to reduce the distance to force the 1st attacker's eyes down on the ball. First responsibility of the closest defender to the ball.

“Tuck In” – Asking the weak side defenders to take up a position closer to the middle of the field. Making the space more compact defensively.

“Shift Left” or Shift Right” - Moves the defensive formation to mirror the movement of the ball – to slide from one side of the field to the other

Tactical Instructions (attacking)

“Carry/Run with It” - You have room to dribble forward; stay composed don't play a low-percentage pass

“Check” – Come back toward the teammate with the ball looking to receive the ball

“Corner” – Play the ball toward the corner

“Cross” – Play the ball across the field toward the opponents' goal

“Far Post” – Tells teammate to go there for a cross; 2. Refers to the post furthest from the ball/cross

“Near Post” - Tells teammate to make a run to the near post; 2. Refers to the ball closest/nearest to the ball/cross.

“Hit It” – Shoot/strike the ball

“Leave it/Dummy” – Let the ball go for someone else who feels they are in a better position to do something with the ball. Often used for deception.

“Man On” – Warns of immediate pressure from a blind side

“Switch Fields” – Refers to changing the point of attack when your team has the ball – go from one side of the field to the other.

“Time” – You are not under pressure; get your head up and assess your options

“Turn” – Used to tell a teammate receiving ball with back to opponents' goal that he can turn and go forward

“What You See” – You are not under pressure from your blind side, time and space to be able to make a decision with the ball.