



## PGYSA/PG IMPACT Club Playing Model

### 2019-2023 Soccer Terms & Communication Strategy

The following outline builds a standardized language framework, whereby we as a Club (Athletes, Coaches, and all other Team Staff/Members) use to provide a clear and consistent communication strategy.

When required, the following commands and communications should be loud, short and direct, so there is no confusion or distraction. When applicable, use the players name and the command.

#### Goalkeeper Terminology

- **Clear**
  - Immediately clear the ball away from the goal area as there is immediate danger. Clearance should be substantial enough for the team to reorganize defensively and/or relieve momentary pressure.
- **Drop**
  - The keeper is announcing for the backline to drop deeper and DELAY the opponents attack and/or prevent a deep ball from being played over the top.
- **Front (the ball)**
  - Cueing a defending player to get in 'front' of the ball during an opponent's free kick. This is done to delay a quickly taken free kick and give time to recover and set a defensive strategy.
- **Keeper**
  - Used **ONLY** by the keeper to announce they are playing the ball. All teammates in the area should attempt to shield that area/ball and ensure their GK is protected.
- **Mark up**
  - A general reminder to all players defending on a set-piece, they are to mark up all opposition players and/or cover all open space.
  - This command can be more specific, e.g., "mark-up #8", etc.
- **Over**
  - The keeper is announcing they are NOT playing the ball on a cross and back post players must engage, as the ball has been played over their position within the goal.
- **Out**
  - The keeper is announcing they are NOT playing the ball on a cross or a shot, as it is going out of bounds. The field players can therefore shift attention toward building the attacking frame.
- **Shift (Left or Shift Right)**
  - The Goalkeeper is instructing the backline to adjust laterally across the pitch and closer to the ball.
- **Step**
  - The keeper is instructing the backline to step higher up the field to pressure the opposition and/or compress the space between lines.



### **Field Player Terminology**

- **Around the horseshoe**
  - Working the ball around the backline to change the 'face' of play.
- **Back foot**
  - During the transition moment from attack-defense. Defenders transition their weight rearward and prepare to drop/shift/collapse by shifting their weight slightly onto the toe box of their back foot.
- **(Check your) Balance**
  - A cue to check for the team's front-to-back balance between lines and the degrees of support between players **DURING THE RUN OF PLAY WHEN DEFENDING**.
  - \*\*\*Remember 45 degrees is the base of support between members within a line and between lines. The base of support is adjusted to be more acute or obtuse as the player's deem necessary.
- **Build it**
  - Cue to ensure possession is secured once having been regained. If the team has been out of balance while defending, the ball must be bumped or transferred to create the time for the team to set an attacking frame and subsequently build methodically.
  - \*Note this is usually used when changing strategy and shifting away from a more direct attacking style.
- **Can we play**
  - This phrase is used as a cue to bring calm to field players that are playing out of rhythm and are 'fighting' the ball.
- **Check your frame**
  - A cue to check for the team's balance between lines and degrees of support between players **DURING THE START OF A PLAY (e.g., Goalkick)**.

### **Note this is different than:**

- **Set your frame**
  - A cue to check for the team's balance between lines and degrees of support between players **DURING THE RUN OF PLAY**.
  - (e.g., Setting a five or six player build-up on one flank for the purpose of switching the ball to the opposite flank for engagement into the attacking third).
- **Chalk (on your heels)**
  - Signal for players on the flank to create more width by getting wider to the line.
- **Compress**
  - To compress is for the whole team to shift their defensive strategy and close the space between players. This is done to disrupt Technical Players that are easily finding space between defenders.
- **Delay (Jockey)**
  - This tells the teammate to delay an opponent running or dribbling the ball, by dropping, giving up space and buying time for defensive support.



- \*Note that when out of balance and delaying an opponent, it is very important for young athletes to NOT leave us exposed by going “fishing/biting” for the ball.
- **Drop**
  - We have lost possession having pushed numbers forward in attack and recognized we are out of balance defensively.
  - \*There is space behind our backline and attacker(s) open that are an immediate threat. We must Delay the longball and keep the opposition playing in front of our backline. More defensive help is immediately requested to track back and help set our defensive block.
- **Engage**
  - A cue to directly attack the opposition by taking on the immediate defender 1v1 or playing an immediate penetrating ball.
  - \*This is usually called when possession has been gained and we have an opportunity for an immediate vertical or semi-vertical counterattack.
- **Front Foot**
  - Defenders should be leaning slightly forward towards their front foot. Used when anticipating an opposition back pass and the team prepares for a full press.
- **Hit!**
  - This is a cue to drop the ball behind the opposition back line. Usually done when their backline is caught to high up the field, caught square, or have not adjusted fast enough, leaving a substantial ‘gap’ between defenders.
- **Hold the line (or just “hold”)**
  - Refers to our defensive/offside line. Means to hold our line of attrition and pressure higher up the field to force the opposition to play to the side or back.
- **Line of Attrition**
  - Setting the distance of our backline in relation to our Line of Engagement and our own goal.
  - There are 3 different lines of attrition (high, medium, low) in which each are used at varying times within a game.
- **Pressure**
  - Giving a cue to a teammate in possession, that an opponent is about to provide pressure and challenge them for the ball.
- **(The) Odds Game**
  - A defensive strategy where the total number of players in the team attacking strategy are reduced.
- **Out**
  - Play the ball out of bounds (only used in the case of an on-field emergency).
- **Play Football**
  - This cue that is used when the game is getting out of rhythm. This is a mental cue for us to refocus our mind and body and return to playing our brand of football.
- **Precise**
  - This is a cue that we need more precision in the execution of a technique or tactic during our attacking frames.



- **Press**
  - Apply defensive pressure on the ball when a defensive player has their head down for the purpose of regaining possession.
- **Push-on**
  - Encouraging backfield players to get forward and assist in the attack.
- **(The) Pyramid**
  - A strategy where the line of engagement purposefully forces the ball wide while defending a set-piece (i.e., goal kicks).
- **Relax**
  - Used to calm the anxiety or tension of an individual player when their physical and/or mental output is/are out of rhythm.
- **Shift**
  - The field is split into three vertical channels. To shift is to transition more players into or out of a specific channel, for the purpose of decreasing space and placing more pressure around the ball carrier.
- **Side-on**
  - Refers to the defensive position taken by our backline when holding a high line but are anticipating a long ball from the opposition.
  - Using the visual cue of the opponent looking down field and then down at the ball when NOT under pressure, we turn side-on and shuffle back a few strides while funneling towards our own goal. This allows us to hold the advancing run of an opposition attacker and build separation when recovering.
- **Support**
  - Informing a teammate on the ball that they have a support pass if needed.
- **Switch**
  - Brings attention to the team to bring more balance to our attack and increase ball distribution between flanks.
- **Square**
  - Playing a lateral ball.
- **Squeeze**
  - Our defensive blocks are designed to specifically force the opposition into specific areas. To squeeze is to quickly outnumber and pressure the ball carrier to either win the ball back or force it backwards.
- **Time**
  - Tells a teammate acquiring possession, there is no opposition pressure in the immediate area.
- **Tuck (In)**
  - Moving closer to the center of the field as a defensive unit. This is done to decrease the central space for the opposition to penetrate and subsequently force the ball into wide areas.
- **Turn**
  - Telling a teammate there is no pressure when receiving a ball with their back to goal.