



SOCCER AT A GLANCE:

Soccer is a simple sport, and watching it can be enjoyable for anyone. But to savor it demands a fine eye. With experience you will see beyond the man with the ball. You will see the defender slyly forcing the attacker in a path toward the corner of the field . . you will anticipate an attackers pass into an open area of the field a split-second before it is suddenly occupied by a teammate . . you will see, as the ball approaches the goal area, how the goalie shifts his position to cut down the angle of the most likely shot by the attacking team. Above all, do not take your eye off the game for a minute. Soccer doesn't stop. It is ninety minutes of continuous action.

Noel Pantner
COACH

THE PLAYERS:

Each team fields eleven wild and crazy guys . . . with the craziest being the goalkeeper. There are usually four defenders, three midfielders and three forwards . . . but this will vary with teams. Each team is allowed a maximum of three substitutions and no sub will be allowed to take the place of a player ejected from the match.

FORWARDS The attacking front line whose job is to setup and score goals.

STRIKER A middle forward who is paid to score a lot of goals.

WINGER The right and left outside forwards who try to get the ball to the striker or take shots on goal on their own.

MIDFIELDERS (Linkmen) Players in the middle of the field "linking" the attackers and the defenders. They must be able to go both ways . . . a hurry.

DEFENDERS (Backs) They are the goalkeeper's best friends. Their job is to help keep the ball away from the goal.

SWEEPER A roaming defender who picks off stray passes — sweeps the goal clear of balls.

GOALKEEPER (Goalie) He stays near the goal and is the only player allowed to put his hands on the ball . . . but only in his own penalty area. He does a lot of diving, leaping and cursing.



SPECIAL MOVES TO LOOK FOR:



BREAKAWAY An attacker, with the ball, going one-on-one against the goalie. The goalie can usually be heard cursing his defenders at this time.

CHARGE To nudge an opponent away from the ball. Your arms must be kept down at your side.

MARKING To guard an opponent.

COVER To back up a teammate with the ball, or to back-up a teammate guarding the man with the ball.

CLEAR A defender's kick or a goalkeeper's throw to get the ball away from the goal . . . followed by a big sigh of relief.

DRIBBLE Same as in basketball, but moving the ball with the feet.

SCREEN Placing your body between the ball and your opponent.

TRAP Stopping the ball with the feet, thigh or body.

HEAD It may not look sane, but you hit the ball with your head.

VOLLEY Kicking the ball while it is in the air.

OVERLAP A defender's moment of glory, when he overtakes a winger going downfield and is part of the attacking unit.



HEADING



TRAP

LOB PASS A high soft kick (pass) to a teammate.

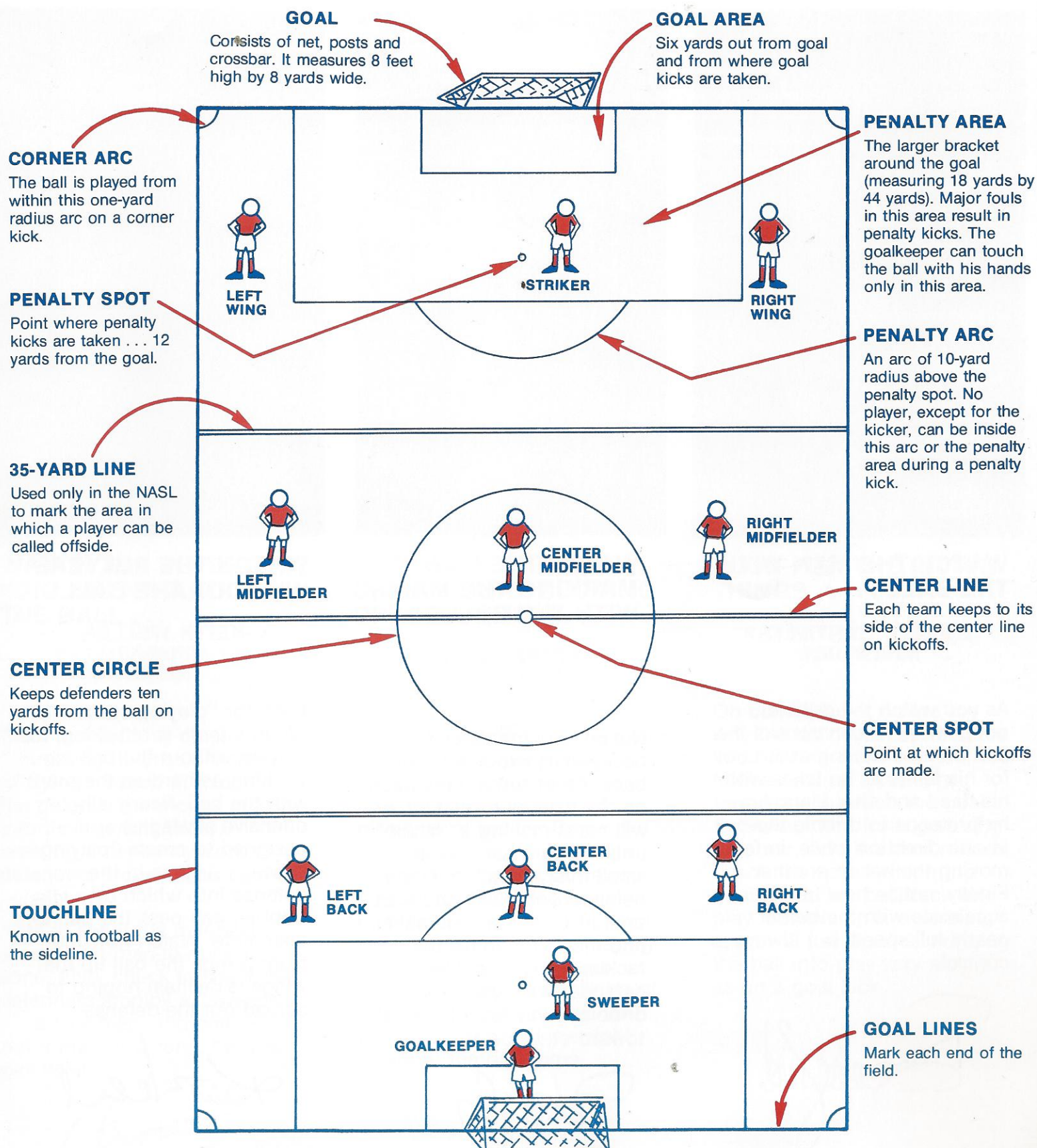
CHIP PASS A short pass over the defenders. The ball has a "backspin" and dies when it hits the ground.

WALL PASS Pass the ball to a teammate, run ahead and get a pass back.

CENTER PASS To pass the ball from the wing area into the penalty area. This upsets the defenders no end.

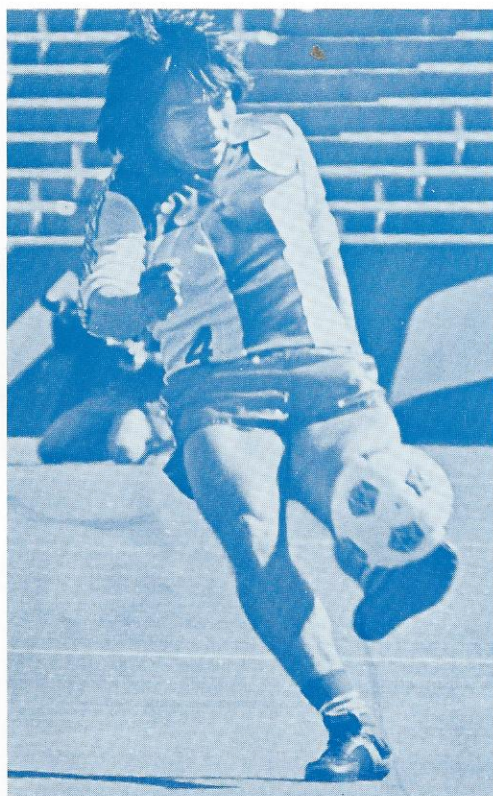
THE "PITCH":

The soccer playing field is called the PITCH. The Pitch may vary from 100 to 130 yards long by 50 to 100 yards wide.



WHO AND WHAT TO WATCH ON THE SOCCER PITCH:

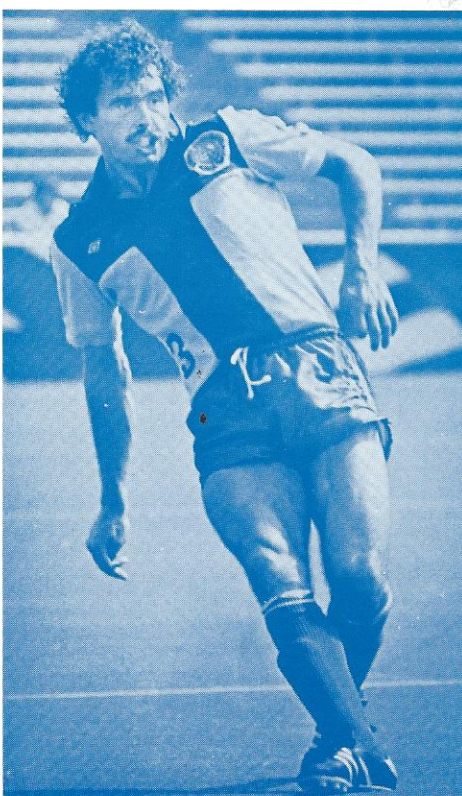
Fans unaccustomed to the sport tend to watch the player with the ball. However, studies show that the individual player only has the ball for two minutes the entire match. What he does the other eighty-eight minutes is just as important.



WATCH THE MAN WITH THE BALL . . .

RINGO CANTILLO
MIDFIELDER

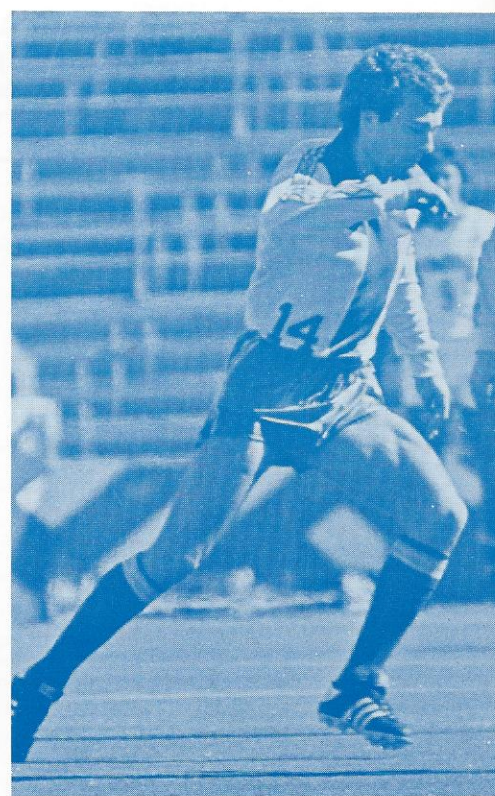
As you watch the dribbler, notice how he can control the ball without looking at it. Look for his feints as he fakes with his head and shoulders, how he pretends to dribble the ball in one direction while, in fact, moving the ball in another. Finally, notice how he can accelerate with the ball at nearly full speed, but always in control.



WATCH THE MAN MARKING THE MAN WITH THE BALL . . .

PETER CARR
DEFENDER

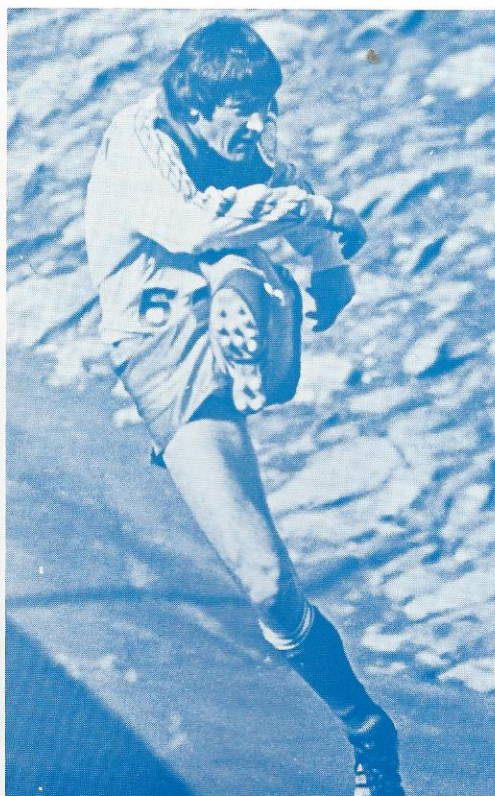
Notice how the defender backpedals like a defensive back, never turning his back on the man with the ball. He will resist making a "tackle" until the dribbler makes a small miscalculation. Great defenders will wait and wait until just the right moment and then slide in for the tackle. Sometimes the defender will "play" the dribbler away from the goal toward other defenders.



WATCH THE PLAYERS WITHOUT THE BALL . . .

KEITH WELLER
FORWARD

Look for "playing space." When a team is attacking, the players without the ball are working as hard as the man with the ball. Nearly all offensive strategies are designed to create "playing space" . . . gaps in the defense into which the dribbler can pass the ball to a teammate. Watch how the team brings the ball up the wings (sidelines) hoping to spread out the defense.



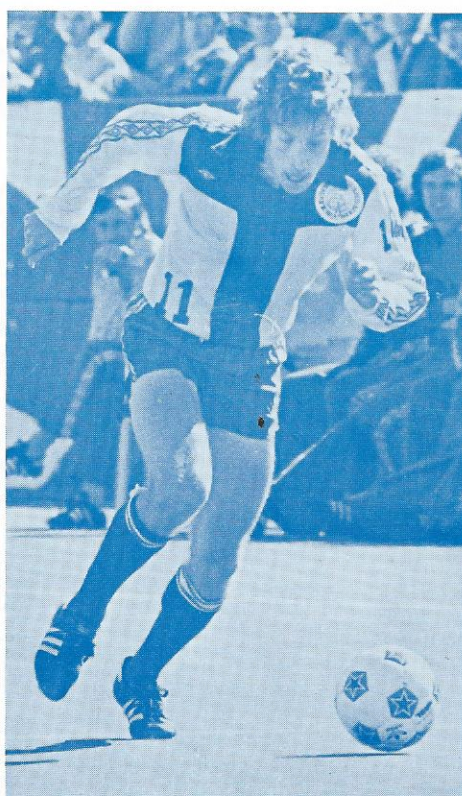
**WATCH THE DEFENDERS
WHO AREN'T AROUND
THE BALL ...**

**PETER SIMPSON
DEFENDER**

Most teams today employ a "retreating defense". Instead of trying a tackle at midfield, the defense retrenches quickly into their own territory, creating a dense network of defenders around their own penalty area.

Note to see if the defenders are playing man-to-man or a zone. Also, check to see if the defenders employ a "sweeper" ... a free man who covers, not a man or a zone, but the ball itself.

Peter Simpson

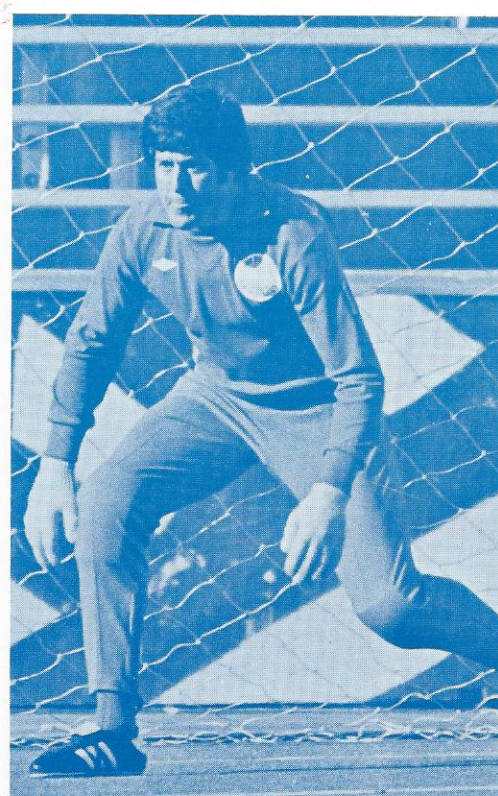


**WATCH THE WINGER
CREATE GOAL SCORING
OPPORTUNITIES ...**

**KEVIN WELCH
WINGER**

Crossing passes from the wing to the center forward area is one of the most important and underrated elements of soccer. By bringing the ball up the side of the field the winger helps spread out the defense and creates open space in front of the goal. Notice where playing space has opened up and watch the delicate precision of the winger to get the ball to the right place and the right player at the right time.

Kevin P. Welch



**LOOK FOR THE LITTLE
THINGS ...**

**KEVIN "CAT" KEELAN
GOALKEEPER**

On corner kicks, notice the way the ball is kicked to curve into or away from the goal. Notice how an attacking forward will screen the goalie to prevent him from grabbing a corner kick. If a shot misses, check the speed which the goalie puts the ball back into play. For example, a winning team will use up time bringing the ball into play very slowly as on a goal kick.

Kevin Keelan

THE OFFICIALS:



REFEREE

That man dressed in black is the supreme dictator of the match. He keeps the time and calls all of the fouls. His word is final.

LINESMAN

There are two linesmen and they assist the referee in signaling offsides and indicating which team kicked the ball out of bounds.

YELLOW CARD

A warning to a player that he is being too over-exuberant in his play.

RED CARD

Indicates immediate ejection from the game for repeated infractions or **really** getting carried away, such as slugging another player.

THE BALL:

A soccer ball is 27 to 28 inches in circumference and weighs between 14 and 16 ounces.



The ball is usually a patchwork of black and white polygons. NASL soccer balls are a patriotic red, white and blue with stars.

SOCCKER FOULS:

Most fouls in soccer are obvious. Usually an intentional act that may injure another player or hinder action on the field. Unsportsmanlike behavior will also be penalized.

MAJOR FOULS:

(Resulting in a Direct Free Kick)

- Kicking, or attempting to kick an opponent
- Jumping at an opponent
- Striking, or attempting to strike an opponent
- Pushing an opponent
- Holding an opponent
- Tripping an opponent
- Charging in a violent manner
- Charging from behind unless the opponent is obstructing
- Handling the ball (carrying, striking or propelling) with the hand or arm



MINOR FOULS

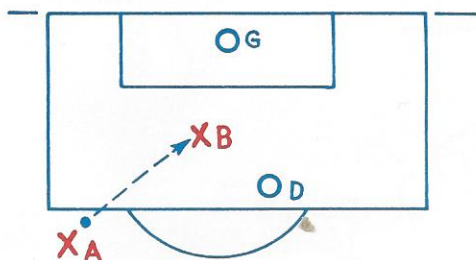
(Resulting in an indirect Free Kick)

- Playing in a dangerous manner
- Charging another player when ball is not within playing distance
- Intentionally obstructing an opponent
- Charging the goalkeeper, except when (a) he is holding the ball (b) obstructing an opponent (c) outside his goal area
- Goalkeeper takes more than four steps while in control of the ball
- If a player persistently infringes the Laws of the Game
- Player shows disagreement from any decision given by Referee
- Ungentlemanly conduct

IT LOOKS LIKE A FOUL ... BUT!

TACKLING: Simply the act of trying to take the ball away from another player by using the feet. The tackling player must touch the ball before he touches the dribbler.

SPECIAL MOMENTS TO LOOK FOR:

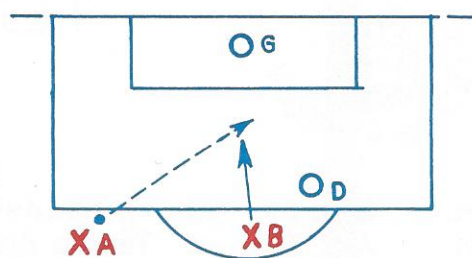


THIS IS OFFSIDES

Player A plays ball ahead. But, at the time of the kick there is only one defender (the goalie) between Player B and the goal. B is offside.

OFFSIDES!

Basically, an attacking player is offside if there are not at least two defending players (goalkeepers included) between him and the goal when the ball is passed to him. In the NASL he is **not** offside if (a) he is more than 35 yards from the goal, (b) the ball is last touched by an opponent, (c) he gets the ball from a goal kick, a corner kick, a throw-in or a drop by the referee.



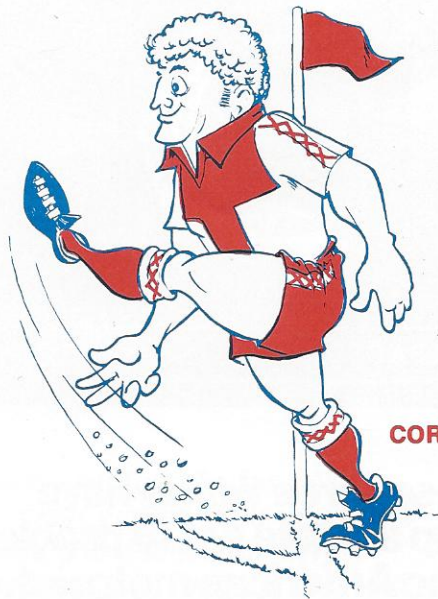
THIS IS NOT OFFSIDES

Player A plays ball ahead. At the time the ball was kicked there were two defenders between Player B and the goal. No offside here.

FREE KICK

The team, against whom a foul was committed, gets a free kick (unguarded) from the point of the foul. The defending players must be at least 10 yards from the ball.

- **DIRECT FREE KICK** Awarded for major fouls. The ball can be kicked directly into the goal for a score.
- **INDIRECT FREE KICK** The ball is kicked into play, but must be touched by another player (either team) before it goes into the goal.
- **PENALTY KICK** Awarded for a major foul on the defense within its own penalty area. A kick taken from the penalty spot with only the goalkeeper to defend . . . and he must remain in one spot, on the goalline, until the ball is kicked.
- **CORNER KICK** When the defending team hits the ball past its own goal line the offensive team puts the ball into play from the corner arc nearest where the ball went out. When the kick is taken you'll usually see a lot of kicking feet and bouncing heads in front of the goal.
- **GOAL KICK** A free kick by the defenders, from the goal area, when the attacking team hits the ball over the goal line but not into the goal.
- **THROW IN** Awarded to team A when team B hits the ball over (completely over) either touchline. The thrower must have both hands on the ball with both feet touching the ground (on or behind the line) and the throw must be made directly over the head.



CORNER KICK

SHOOTOUT



- **DROP BALL** Something like a jump ball, except with the feet and the referee drops the ball instead of throwing it in the air.
- **SUDDEN DEATH** If the regular match ends in a tie there is an overtime of two seven and one-half minute periods. The first team to score wins.
- **SHOOTOUT** If there is still a tie after Sudden Death, each team gets 5 shots on goal . . . one-on-one against the goalie. A player is given the ball from 35 yards out and has 5 seconds to dribble it in and shoot. If there is still a tie after this (and you haven't gone into cardiac arrest) the teams take alternate attempts until one team has the lead after an equal number of attempts.

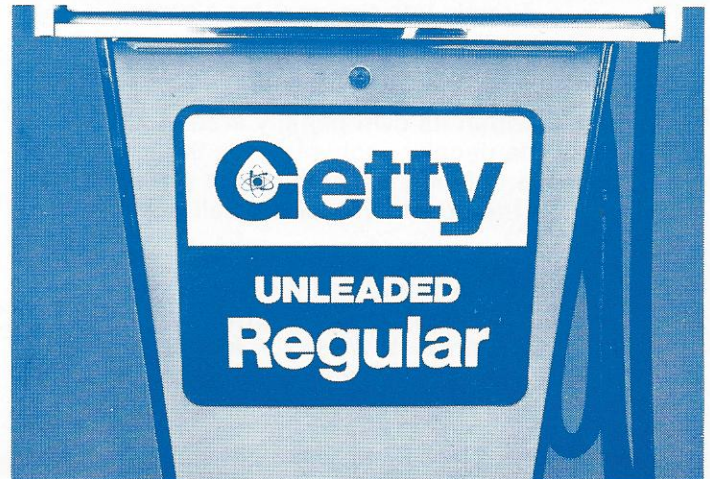
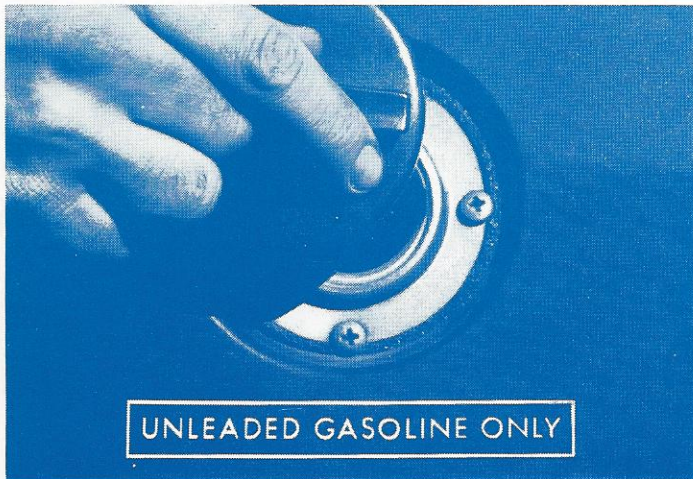


1979 SCHEDULE



Sat.	Mar. 31	at	Ft. Lauderdale	
Sat.	Apr. 7	at	Tampa Bay	
Sat.	Apr. 14	at	Philadelphia	
Thur.	Apr. 19	at	Houston	
Sat.	Apr. 28		MEMPHIS	8:00
Sat.	May 5		ROCHESTER	8:00
Wed.	May 9	at	Edmonton	
Sat.	May 12	at	California	
Wed.	May 16		CHICAGO	8:00
Sat.	May 19	at	Memphis	
Wed.	May 23		WASHINGTON	8:00
Sat.	May 26		TORONTO	8:00
Wed.	May 30		LOS ANGELES	8:00
Sun.	June 3	at	Washington	
Wed.	June 6		CALIFORNIA	8:00

Sat.	June 9	at	Detroit	
Sat.	June 16		TAMPA BAY	8:00
Fri.	June 22	at	Toronto	
Sun.	June 24	at	New York	
Wed.	June 27	at	San Jose	
Sat.	June 30		DETROIT	8:00
Sat.	July 7		NEW YORK	8:00
Wed.	July 11		EDMONTON	8:00
Wed.	July 18	at	Seattle	
Sat.	July 21		SAN DIEGO	8:00
Sat.	July 28		PHILADELPHIA	8:00
Wed.	Aug. 1		ATLANTA	8:00
Sat.	Aug. 4		FT. LAUDERDALE	8:00
Wed.	Aug. 8	at	Dallas	
Fri.	Aug. 10	at	Rochester	



**These three words have
opened up a whole set of problems
for the American motorist.**

These three words solved them.

Unfortunately, most unleaded gasoline users have had to learn to take the bad with the good.

The good? Cleaner air and a cleaner-running engine.

The bad? Lack of pep and performance—even a disturbing knock.

Well, take heart. Because Getty Unleaded Regular actually provides the kind of performance you may have thought you'd never get from an unleaded. The power you used to get from old-fashioned leaded regular. Plus the clean-running smoothness of an unleaded gasoline.

And most important, Getty Unleaded Regular sells for less than most other major unleads.

So fill up with Getty Unleaded Regular. And get more power for less money.

