

# Arthur Treacher's<sup>®</sup> Soccer Teacher



**Washington  
DIPLOMATS**

*-Michael Andberg*

# THE TEAM

Soccer teams are composed of 11 players — 10 “outfielders” and 1 goalkeeper. A variety of formations exists, but the most common one is four defenders, three midfielders and three forwards (4-3-3). Each team may make a maximum of three substitutions in a game, and once a player is removed, he may not return.

**GOALKEEPER** The last line of defense. He stays near the goalmouth area and is the only man on the field entitled to touch the ball with his hands. But even the goalkeeper can only use his hands within the 18-yard penalty box area. Outside of those lines, he’s like anyone else on the field.

**DEFENDERS** As the name says, these men are to keep the ball away from the goal. Often burly

athletes, defenders will sometimes move forward into the attack, but their primary object is to protect the goalkeeper.

**MIDFIELDERS** The creators. Midfielders must be prepared to do a lot of running in either direction, linking up the defense with the forwards. Midfielders are often “artists” with the ball, creating and setting up scoring opportunities.

**FORWARDS** Men whose job it is to score goals. They play up front and work closely with the midfielders to create scoring chances. Specifically, a striker is a forward who plays in the center, while wingers play to the outside on the front line.



# THE LINGO OF SOCCER

As with all other sports, soccer has its own lingo of specialty terms which describe action and situations on the field. Familiarity with the terms will enhance enjoyment of the game and enable even a novice to discuss the game with any soccer fan from anyplace in the world. The sport and its language are universal.

**CENTER** To pass the ball from a wide position on the field into the penalty area, where, hopefully, a scoring chance can take place.

**CROSS** Similar to centering, but generally applied to balls passed in the air across or into the penalty area.

**DRIBBLE** To move the ball downfield with your feet. Similar to the basketball term, but, remember, hands off!

**HEADING** A method of scoring, passing or controlling the ball by making contact with it with your head. It looks painful, but it’s really not when done properly.

**MARKING** Guarding an opponent.

**OVERLAP** The practice of a defender making a long run down the sideline, past his own winger and into the attack.

**PITCH** Another name for the field of play.

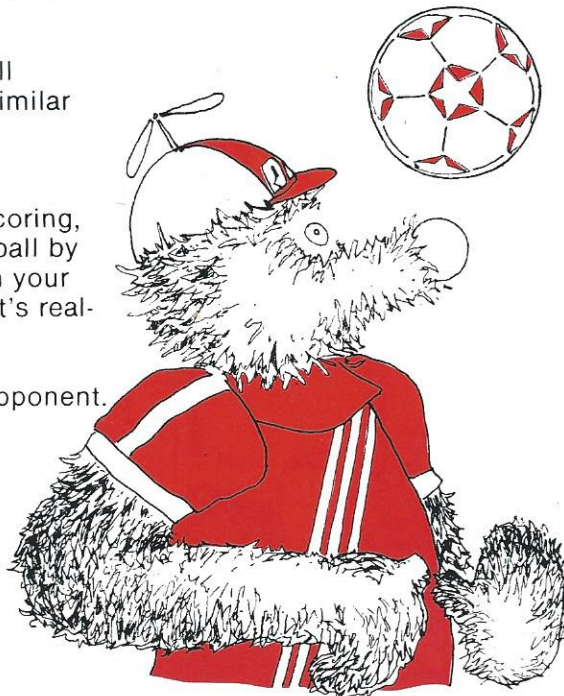
**SLIDING TACKLE** The method of taking the ball away from an opponent by sliding at him on the ground and attempting to poke the ball with your foot.

**TACKLING** Attempting to, or actually taking the ball away from an opponent when both players are playing the ball with their feet.

**TOUCHLINE** The out-of-bounds lines, or sidelines. The out-of-bounds line that are on each end of the field are called end lines.

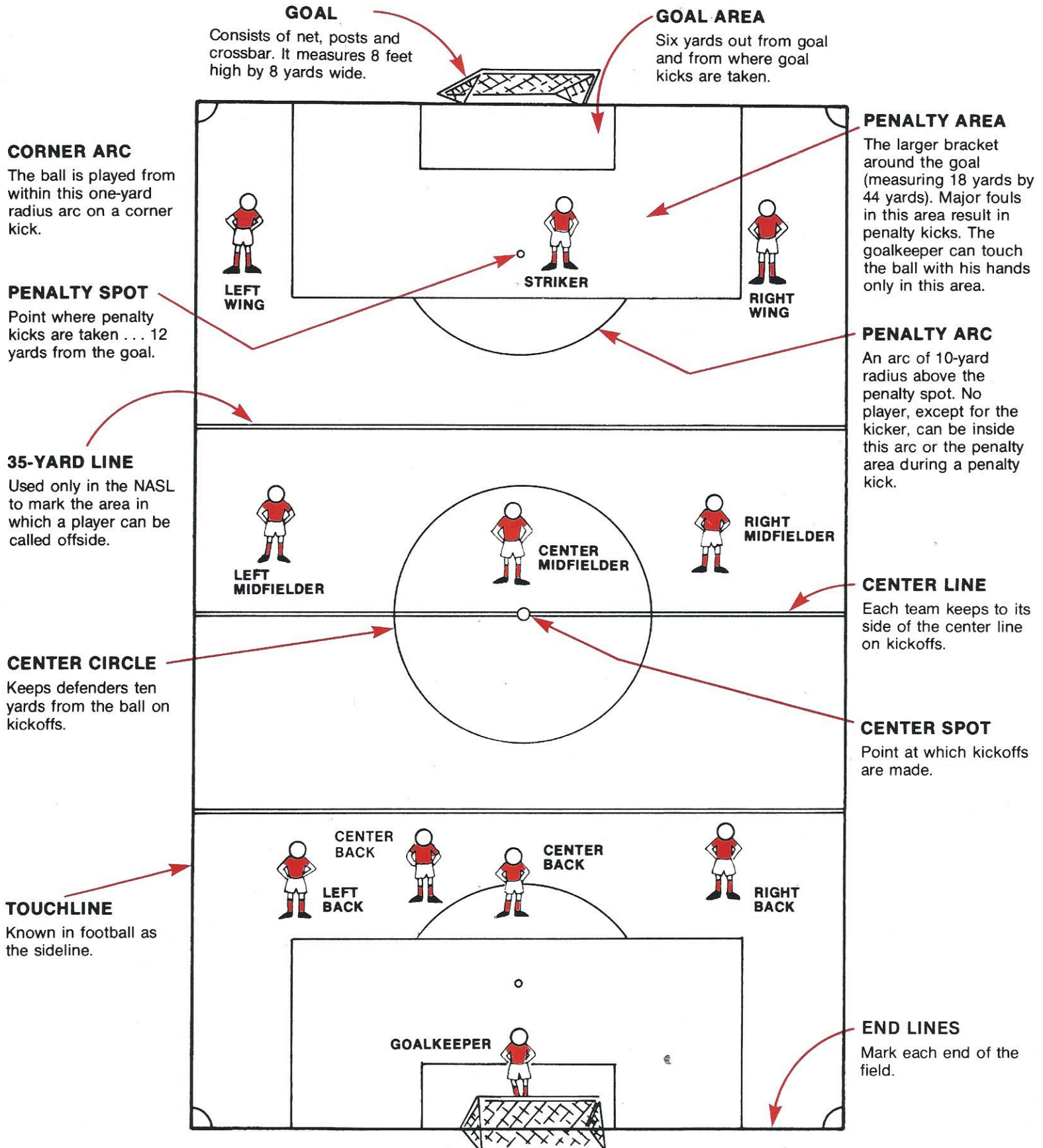
**TRAP** The method of controlling the ball with one’s feet, thighs or chest.

**WALL** A unit of defenders set up side-by-side in front of a free kick. The wall must be set more than 10 yards away from the spot of the kick.



# THE "PITCH":

The soccer playing field is called the PITCH. The pitch at RFK Stadium measures 110 yards by 70 yards. Other fields vary from 100 to 130 yards long by 50 to 100 yards wide.



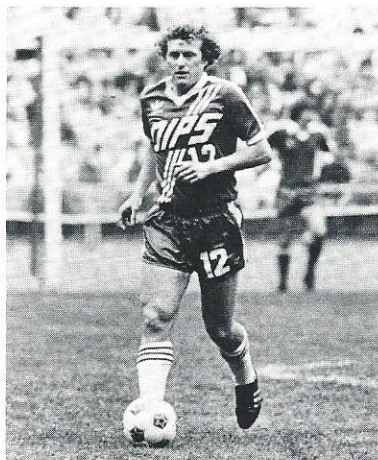
# WHO AND WHAT TO WATCH ON THE SOCCER

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.



## **SOCCER TIPS GORDON BRADLEY/HEAD COACH**

When the Diplomats gain possession of the ball, the 11 players, including Bill Irwin, have to think offense, because now we're in possession. It doesn't say that all the players have to charge forward, because we've got a defense, a mid-field and an attack. But they've got to take up the best position possible to support the offensive move that takes place. Because soccer is a game of opposites, the defensive team has got to take the best possible defensive position to defend against the attacking team. This means a lot of the players, the strikers being the exceptions, must get behind the ball, so their bodies are between the ball and their goal. The philosophy of defense is to always have one more man back on defense than the other team has attacking. We divide the field into thirds, having a defensive area, a mid-field area and an offensive area. Fans can look when we have the ball in the defensive area of the field, to see if we can play it from that area into one of the other two, without having the ball intercepted or without it breaking down. If we do then we're going to be somewhat successful in the beginning of the build up. If we continually lose the ball in our area of the field the chances are that the other team will capitalize on our mistakes. The game is won or lost on possession. People should be watching in each area of the field for the players to continually keep possession and move the ball forward.



## **SOCCER TIPS WIM JANSEN/MIDFIELDER**

As a midfielder it is important to do everything! It is especially important to work hard without the ball, running all the time to create space and opportunities. A primary job is to give the ball to the attacking midfielders and the forwards; but also a midfielder must be able to react when the ball changes possession. I must, on defense, help slow down the other team's attack to give my teammates time to get back and cover. A midfielder is literally in the middle. We all have to help both the offense and the defense. It takes a lot of running without the ball, and this is sometimes difficult for the fans to pick out, but it is something they should all watch for.



## **SOCCER TIPS JOHAN CRUYFF/MIDFIELD**

Any player on the field only has the ball five or six minutes every game, so it is very important to watch what the players are doing off the ball. Also, everybody makes mistakes in soccer and you have to see how the players cover for their mistakes. If someone loses the ball on a bad pass or for some other reason, the team that lost the ball must immediately go on defense; and then when they repossess the ball, they must immediately go on the attack, and all this you must do with 11 people. That is the most difficult thing in soccer, everyone has to think and do the same thing. What a fan has to look for are the different situations. It is nice to see goals scored, but to totally understand the game and educate the children, they must get to know the other things, things besides scoring goals. People in the stands can see when a player moves into a space that has been created and then the ball can be passed to him. The important thing to watch is the players who don't have the ball, because it is often these players that create the opportunity for a goal to eventually be scored.



## **SOCCER TIPS ALAN GREEN/FORWARD**

A strikers role is obviously to score goals. But fans should look out for things when a striker doesn't have the ball too. They should watch for them making decoy runs through the other players. I have to make space for the people to run into, I have to take players away to create space for others to come into and score, or allow shots at the goal. Another thing strikers should do is to help defend on occasion, when it's called for. We have to get behind the ball to help the defenders and midfielders out. The main thing though, is to score goals and help out on defense over all.



*Best Wishes  
Bobby Stokes  
#25*

## SOCCER TIPS BOBBY STOKES/FORWARD

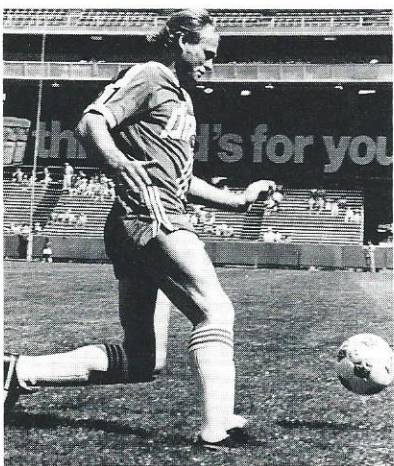
Basically my job is to score goals. I'm a small fellow so I have to make maneuvers around big defenders, and the way to do this is with movement. That is why we do quite a lot of running off the ball. Obviously you're going to score when you've got the ball but you also have to create space and a position for other players to receive a ball in that space so they have a good chance of scoring goals. That's why Alan Green is a tremendous goal scorer. I do what they call a lot of donkey work, which is taking defenders away and creating space for Alan or Johan. That is my job, but I've also got to score a few goals which I look forward to doing.



*Robert Iarusci*

## SOCCER TIPS ROBERT IARUSCI/DEFENDER

Primarily my responsibility as a defender is to defend. My objective is to stop my opponent from scoring or creating any type of scoring opportunity. Once that job is comfortably accomplished, then I can think about helping out the offense on occasion. In other words, as a right fullback, there are times when I can move up and contribute to our attack. But my job is not only defending my man; it's also covering my area, making sure the other people around me are doing their job, and when the ball is on the other side, looking to cover around the back of the defense if any loose balls should come back. I'm to aid my keeper in spotting players. I'm to help my midfielders in picking up men or passing the ball to other players, because being behind other players, I have more vision than they have. If I can direct their flow of play then I think I'm helping the team in moving the ball forward.



*Nick Mijatovic*

## SOCCER TIPS NICK MIJATOVIC/DEFENDER

There are many different things you have to do and many different systems to play. I must cover the last man. I defend against the forwards, the people who are supposed to score the goals for the other teams. I cover the center forward and a lot of the time I stay back to cover the position in front of our goal. If I don't stay back it can be very dangerous sometimes. I have to protect Bill Irwin and the goal and I can't give the play to the man I'm marking. It's also important for a defender to do a lot of jumping, heading and clearing the ball, and sometimes slide. I have to stay between my goalkeeper and the man I'm guarding. In some situations though I can move up and help the forwards too. Most of the time, though, I must stay back and guard my man.



*Bill Irwin*

## SOCCER TIPS BILL IRWIN/GOALKEEPER

When the play is around midfield, I position myself in relationship to the ball. If it's in the middle of the field I position myself off the line a bit. If it's to the right, I'm a little to the left of the goal, so I can make angles, ecetera. If the play moves farther into the other part of the field I move farther off my line, and again position myself in relationship to the ball. I'm always on my toes. You have to be ready for shots. You have to be alert when the play comes into the area. It's basically just positioning yourself in relationship while covering angles.

# THE OFFICIALS

As in all sports, soccer has officials on the field to administer the rules and keep order. The North American Soccer League has one referee, two linesmen and a fourth sideline official at each game.

**THE REFEREE** The man in charge of the game. He is the ultimate authority on any situation that might arise. He keeps the official time on a special watch, calls fouls and decides any dispute.



**LINESMEN** One linesman is stationed on each side of the field, moving with the flow of the play. They assist the referee in calling offsides and by indicating which team kicked a ball out of bounds. Each linesman carries a colored flag, which he raises when infractions are noted.

**4TH OFFICIAL** Used only by the NASL, the 4th official, stationed at the halfway line on one side, assists the referee in the substitution process. If a coach wishes to substitute a player, he informs the 4th official, who in turn notifies the referee.

## INFRACTIONS

The referee has two powerful weapons in his pocket during each game — a yellow card and a red card. These are extreme disciplinary measures, above and beyond the standard whistle for fouls.

**YELLOW CARD** A warning to a player that he is doing or has done something of an extreme nature. If a player receives two yellow cards in one game, he is automatically ejected from the remainder of the contest and no substitution is allowed.

**RED CARD** A red card offense means automatic and immediate ejection. A referee will show a red card to a player if the player refuses to cease violating the rules or gets carried away and commits a vicious foul.



## SOCCKER FOULS

When the referee blows his whistle, it is usually to indicate that he has called a foul. There are nine major fouls which result in a direct free kick (unless they are called on the defense within the penalty area . . . then its a penalty kick), and eight lesser fouls which result in an indirect free kick.

### THE MAJOR FOULS

- Kicking an opponent
- Jumping at an opponent
- Striking an opponent
- Pushing an opponent
- Holding an opponent
- Tripping an opponent
- Charging violently
- Charging from behind
- Handling the ball with hand or arm

### THE LESSER FOULS

- Dangerous play
- Charging a player when the ball is not within reach
- Intentionally obstructing an opponent
- Charging the goalkeeper except when he is holding the ball or outside the penalty area
- Goalkeeper taking more than four steps while in control of the ball
- Persistent infringement of the rules
- Verbal dissent from referee's decisions
- Ungentlemanly conduct

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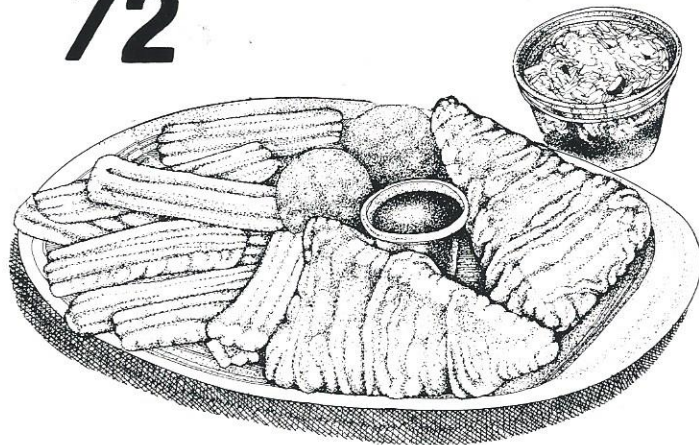
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Not good in conjunction with any other offer.

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## SPECIAL PLAYS TO WATCH

Though soccer is, generally speaking, a non-stop sport of 90 minutes duration, some stoppages (of the play, not the clock) do occur. When this happens, most likely a special situation has arisen. These instances — called set plays — can be extremely dangerous. A fairly high percentage of goals result from action off set plays. Let's take a look at some of these, as well as other special situations.

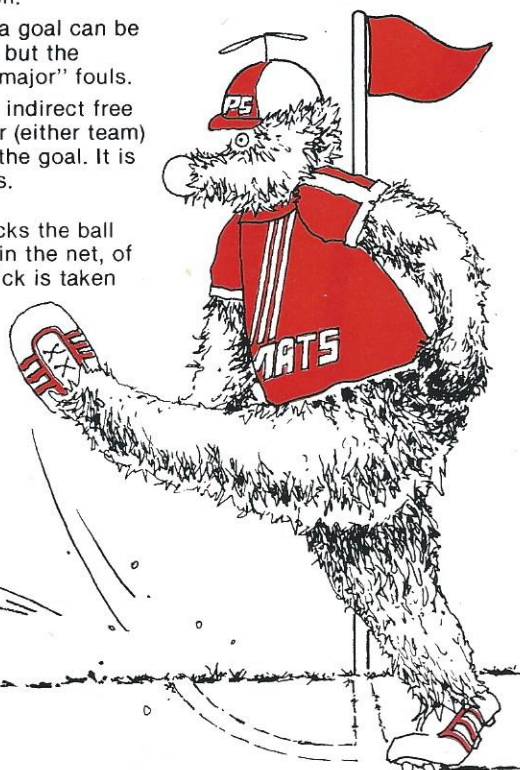
**FREE KICKS** There are two types of free kicks awarded by the referee — direct and indirect. They come about as a result of a foul having been called, and the free kick is taken to re-start action.

**DIRECT FREE KICK**—A kick from which a goal can be scored directly, without touching anyone but the kicker. It is awarded for any of the nine "major" fouls.

**INDIRECT FREE KICK**—to score from an indirect free kick, the ball must touch one other player (either team) after being kicked and before going into the goal. It is awarded for any of the nine "minor" fouls.

**CORNER KICK** If the defensive team kicks the ball out of bounds over the end line (not within the net, of course), a corner kick results. A corner kick is taken from the corner of the end line nearest to where the ball went out. A goal can be scored directly from a corner kick.

**GOAL KICK** If the offensive team turns the ball over the end line without scoring, a goal kick takes place. The goalie boots the ball from the edge of his goal area.



**PENALTY KICK** A relative rarity, the penalty kick is given by the referee when one of the nine major fouls is committed by the defense within the penalty area. The ball is placed on a spot 12 yards directly in front of the goalkeeper and a player has one opportunity to score. The ball is "live" after a penalty kick.

**THROW-IN** Any time a team loses possession out of bounds on the sidelines (touchline), a throw-in is granted to the other team. The thrower must throw the ball back into play with both hands stretched over his head and with both feet planted on the ground.

**OFFSIDE** One of the most difficult infractions to understand, but actually it's not hard. Briefly stated, in the NASL, offside cannot occur unless the infraction takes place inside the 35-yard line markers. A player is offside if there are not two players between him and the goal line when the ball is PASSED to him. Remember, offside is called when a player is out of position at the time of the PASS, not when he receives the ball.

**SHOOTOUT** Not a set play, but a special situation. In the NASL, there are no tie games. If a game ends tied after 90 minutes, a 15-minute sudden death period is played (teams changing ends after 7½ minutes). If the overtime is scoreless, then The Shootout is used to determine a winner. The best way to think of The Shootout is as a one-on-one confrontation between a shooter and the lone goalkeeper. The shooter takes the ball on the 35-yard line and has five seconds to take a shot. The game winner is determined after five kicks or whenever one team has an insurmountable edge in goals scored in the same number of tries. Teams alternate their attempts, with the visitors going first.

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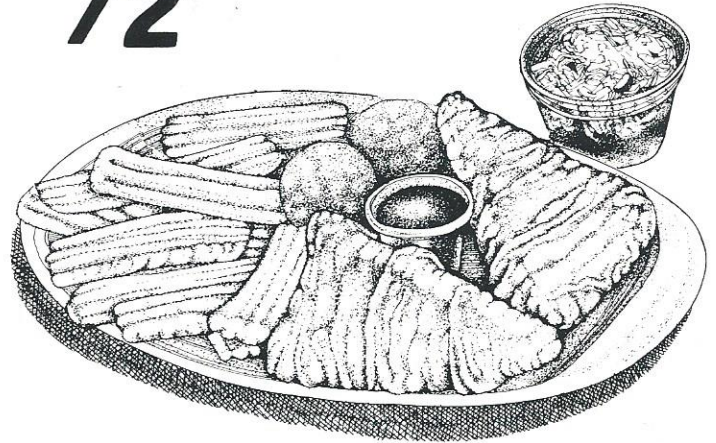
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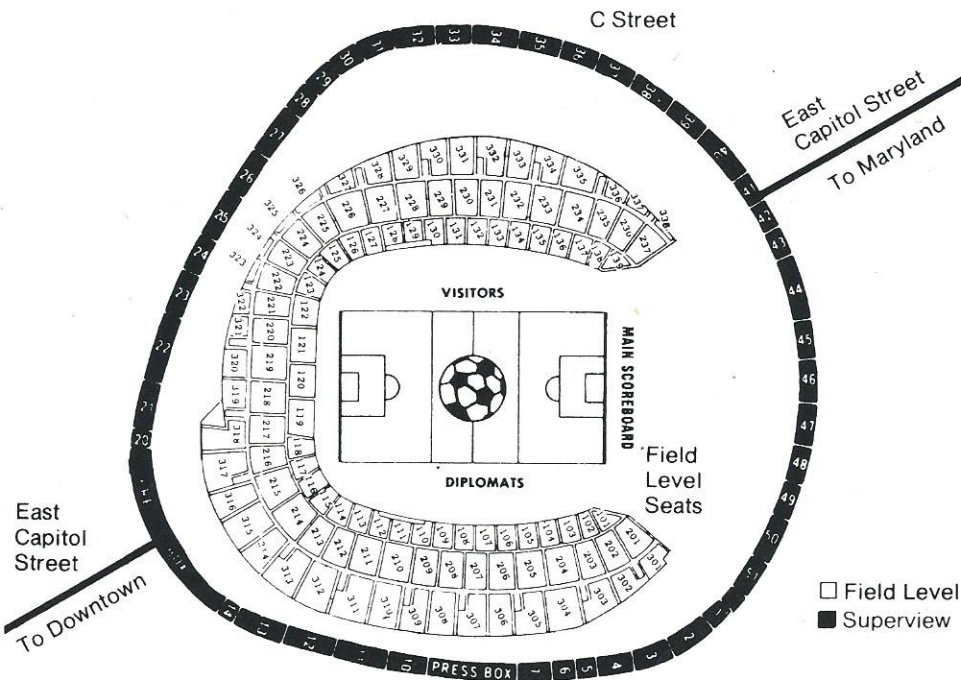
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**RFK STADIUM SEATING DIAGRAM**

For complete ticket information, call 544-6000



**Washington Diplomats 1980 Schedule**

Date	Opponent (Site)	Time*
Sat., March 29	at Tampa Bay Rowdies	8:00 pm†
Sat., April 5	at Tulsa Roughnecks	7:00 pm†
Sun., April 13	PHILADELPHIA FURY	2:30 pm
Sun., April 20	DALLAS TORNADO	2:30 pm
Sun., April 27	at Toronto Blizzard	2:30 pm
Sun., May 4	CALIFORNIA SURF	5:00 pm
Sun., May 11	PORTLAND TIMBERS	5:00 pm
Sat., May 17	at Ft. Lauderdale Strikers	8:00 pm
Sat., May 24	at Atlanta Chiefs	7:30 pm
Sun., June 1	NEW YORK COSMOS	2:00 pm
Wed., June 4	at Philadelphia Fury	7:35 pm†
Sat., June 7	at Chicago Sting (Wrigley Field)	2:30 pm
Sun., June 15	FT. LAUDERDALE STRIKERS	2:30 pm
Tues., June 17	at Rochester Lancers	8:00 pm†
Sun., June 22	SAN JOSE EARTHQUAKES	2:30 pm
Wed., June 25	VANCOUVER WHITECAPS	8:00 pm
Sun., June 29	HOUSTON HURRICANE	2:30 pm
Wed., July 2	at Portland Timbers	7:30 pm
Fri., July 4	at Los Angeles Aztecs	7:30 pm
Wed., July 9	at San Diego Sockers	7:30 pm
Sat., July 12	at New England Tea Men	2:30 pm
Wed., July 16	SEATTLE SOUNDERS	8:00 pm
Sat., July 19	at Memphis Rogues	7:30 pm
Wed., July 23	TAMPA BAY ROWDIES	8:00 pm
Sun., July 27	ROCHESTER LANCERS	2:30 pm
Wed., July 30	TULSA ROUGHNECKS	8:00 pm
Sat., Aug. 2	TORONTO BLIZZARD	8:00 pm
Wed., Aug. 6	at Minnesota Kicks	8:05 pm
Ⓢ Sat., Aug. 9	at Vancouver Whitecaps	8:00 pm†
Sun., Aug. 17	at New York Cosmos	7:30 pm†
Wed., Aug. 20	NEW ENGLAND TEA MEN	8:00 pm
SUN., Aug. 24	MINNESOTA KICKS	2:30 pm
SUN., SEPT. 21	SOCCER BOWL-80	TBA

\*All Times Local †Televised over WTTG-TV, Channel 5  
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