

# Program



**Columbus Magic vs. Cleveland Cobras**  
**Saturday, April 28, 1979—Franklin County Stadium**  
**8:05 pm**



MEMBER OF THE AMERICAN SOCCER LEAGUE



# Why we call it Magic

When Columbus was awarded a membership in the American Soccer League on July 27, 1978, the idea of professional soccer in Ohio's capital was still very much in the formative stages. There was no team at that time, let alone a name for the group of players who would eventually be chosen.

In order to come up with a suitable name, a public contest was held and officials of the new Columbus team read over 2,000 entries before picking their favorite. Magic, submitted by Mike Newton of the Columbus area, was chosen because the officials felt the name said in a single word what soccer was all about.

"Imagine the magnificent effort and control a player must develop in order to leap four feet in the air and glance the ball with his head in the precise direction of the goal, or the lightning fast movement of a player's feet and legs as he controls the ball in a high-speed foot dribble toward the opponent's goal. Moments like these can only be called Magic," said Alaina Jones-Fearnley, general manager of the new team, in explaining why the name Magic was chosen.

**Look for the Columbus Magic official program May 13, including complete player roster.**

**Athletes Foot...**  
is the official  
Magic Sports  
Equipment Store

Northland  
Mall  
268-1343

O.S.U. Campus  
1716 N. High St.  
299-6967

Eastland  
Plaza II  
864-4280

# About the American Soccer League

With the opening of the 1979 season, the American Soccer League starts its 46th year. The oldest professional loop in the United States, the ASL dates back to 1933. Over the years, the League has played a major role in promoting the expansion of soccer in the U.S. and has helped the sport reach the level of popularity it enjoys today.

Although the ASL's official formation came in 1933, the League had its actual beginning two years before, when professional players decided to form their own organization independent of the state associations for which they played at that time. In 1933 the ASL inaugurated a 10-club unit and was recognized by the U.S. Soccer Federation, which granted the League sole rights to professional soccer along the Atlantic Seaboard.

In its efforts to promote soccer in the U.S., the ASL has led the way in bringing outstanding foreign teams to the nation. Since 1946, the League has brought many world-famous squads to the U.S. and through a reciprocal agreement has sent clubs to Mexico, Cuba, Central and South America.

The ASL has continued to grow and prosper under the guidance of Robert Cousy, the basketball great turned coach who has served as ASL Commissioner since 1974. Under Cousy's administration, the ASL has added several new clubs and expanded to the West Coast.

**GATORADE**  
is the  
thirst quencher...  
of Magic.



# We're Magic



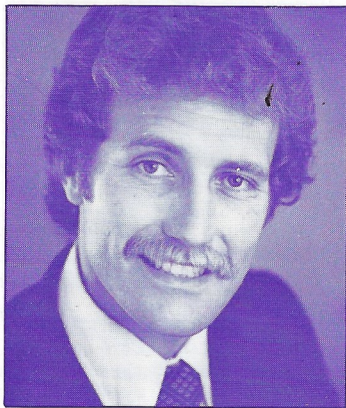
**Theodore S. Celeste, President**

Ted Celeste, 34, was selected to head Columbus Magic because of his keen business sense and a demonstrated ability to motivate people. A native of Lakewood, Ohio, and graduate of Wooster College, Ted has made Columbus his home for the past several years. An avid soccer fan, he is Vice President of National Housing Corporation and a partner in Terra Nova Investments, a real estate firm with investments nationwide.



**Alaina Jones-Fearnley, General Manager & Media Director**

The first woman to serve as general manager of a major league professional sport, Alaina is a California native with an extensive background in business and public relations. She holds a degree in Business Administration from the University of California and was with the staff of the Washington Diplomats of the North American Soccer League prior to joining the executive staff of Magic. Alaina is the wife of Gordon Fearnley, assistant coach of the Sacramento Gold, another American Soccer League team.



**Paul Taylor, Head Coach**

At only 30, Englishman Paul Taylor has over 12 years experience as a professional soccer player. A graduate of Loughborough University in Leicester, England, with a degree in physical education, Paul arrived in the U.S. in 1977 to play professional soccer for the American Soccer League's Los Angeles Skyhawks. When a knee injury shortened his playing career, he turned his talents to forming a youth development program in the U.S. and England which he hopes will be a feeder for Magic.



**Esther Elaine Wrightsel, Administrative Assistant**

A Columbus native, Esther is one of those rare people who can do several jobs at once. It's an ability that's come in handy since she joined the busy Magic staff. Esther is a graduate of Whitehall-Yearling High School and attended Otterbein College and Ohio University at Lancaster. She was an administrative assistant with a major New York City garment contractor and managing editor of the monthly publication Church Business Report before joining Magic.

## Columbus Magic Club Organization and Information

### Executive Division

President .....	Theodore S. Celeste
General Manager & Media Director .....	Alaina Jones-Fearnley
Administrative Assistant .....	Esther Wrightsel
Promotions Director .....	David Hetzler
Ticket Sales Coordinator .....	Bonnie Milenthal
Stadium Director .....	Jerry Folz
Novelty Sales Coordinator .....	Judy Abarbanel
Secretary .....	Jonda Pabst

### Team Division

Head Coach .....	Paul Taylor
Assistant Coach .....	Keith Peacock
Team Physician .....	Dr. Richard Slager, M.D.
Community Relations Coordinator .....	Frank Vizcarra
European Scout .....	Les Rigby

### Club Information

Executive Offices ..	199 South Fifth Street Columbus, Ohio 43215 (614) 224-GOAL
Stadium .....	Franklin County Stadium 1155 West Mound Street Columbus, Ohio
Playing Surface .....	Astroturf
Team Colors ....	Sky Blue, African Violet, Silver & White
ASL Division .....	Eastern Division
Team Uniform .....	Pro-Quip, London, England



# LEARN THE GAME

## THE RULES

**Rule 1—The Field of Play.** (Diagram right)

**Rule 2—The Ball** circumference 27"-28", weight 14 oz.-16-oz.

**Rule 3—Number of Players.** Each team consists of 11 players, one of whom must be the goalkeeper. A maximum of three substitutes may be used.

**Rule 4—Player Equipment.** Consists of a shirt, shorts, stockings and shoes. Goalkeeper must wear colors which distinguish him from the other players.

**Rule 5—Referees.** One referee is appointed for each match. He is responsible for control of the game and his decisions are final.

**Rule 6—Linesmen.** Two linesmen assist the referee by indicating offside, when the ball is out of play, and which team is entitled to the corner kick or throw in.

**Rule 7—Duration of the Game.** Shall be two equal periods of 45 minutes unless otherwise agreed upon.

**Rule 8—The Start of Play.** A flip of coin decides which team will kick off. Each team must stay on its own half of the field and the defending players must be at least 10 yards from the ball until it is kicked.

After a goal the team scored upon will kick off. After halftime the teams change ends and the kickoff will be taken by the opposite team to that which started the game. A goal cannot be scored directly from a kickoff.

**Rule 9—Ball In and Out of Play.** The ball is out of play when (a) it has wholly crossed the goal line or touchline, whether on the ground or in the air, or (b) when the game has been stopped by the referee.

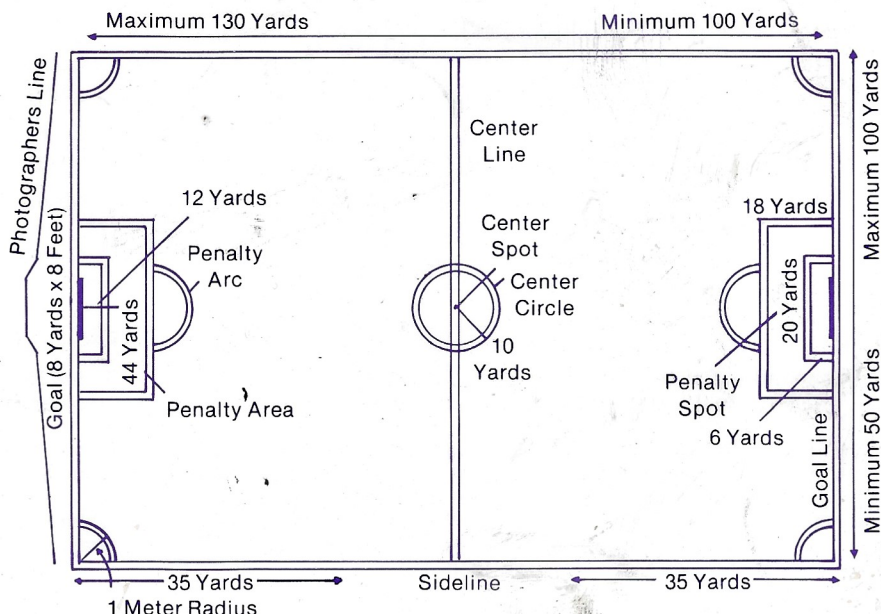
**Rule 10—Method of Scoring.** A goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the cross bar.

**Rule 11—Offside.** A player is offside if he is nearer his opponents' goal line than the ball at the moment the ball is played unless, (a) he is in his own half of the field of play, (b) there are two of his opponents nearer to their own goal line than he is, (c) the ball last touched an opponent or was last played by him or (d) he receives the ball direct from a goal kick, a corner kick, a throw in, or when it was dropped by the referee.

**Note:** This is the Traditional Rule. In 1973 the NASL introduced a "Blue Line" Concept with a line drawn the width of the field 35 yards from each goal (see diagram). Under it, an attacking player is not offside until he is within 35 yards of his opponents' goal rather than midfield, as under the Traditional Rule.

**Rule 12—Fouls and Misconduct.** A player who intentionally attempts to or actually: (1) kicks, (2) trips, (3) jumps at, (4) charges violently, (5) charges from behind, (6) strikes, (7) holds or (8) pushes an opponent, or (9) in-

## THE FIELD



tentionally handles the ball shall be penalized by a direct free kick. Any one of these nine offenses committed in the penalty area by a defender will result in a penalty kick to the offensive team.

A player committing less flagrant violations such as offside, dangerous plays, obstruction or ungentlemanly conduct will be penalized by an indirect free kick.

**Rule 13—Free Kicks.** Are classified into two categories: "Direct" (from which a goal can be scored directly against the offending side) and "Indirect" (from which a goal cannot be scored unless the ball has been touched by a player other than the kicker before entering the goal).

For all free kicks the offending team must be at least 10 yards from the ball until it is kicked.

**Rule 14—Penalty Kick.** A direct free kick taken at the penalty mark. All players except the player taking the kick and the goalkeeper must stay outside the penalty area and at least 10 yards from the ball (hence the arc at edge of penalty area).

**Rule 15—Throw In.** When the ball has wholly crossed the touchline it is put back into play by a throw in from the spot where it went out and by a player from the opposite team that last touched it. A goal cannot be scored directly from a throw in.

**Rule 16—Goal Kick.** When the ball has wholly crossed the goal line after being last touched by a player from the attacking team, it is put back into play by a kick from the goal area by the defending team.

**Rule 17—Corner Kick.** When the ball has wholly crossed the goal line after being last touched by a player from the defending team, it is put back into play by a kick from the corner on the side the ball went out by the attacking team.

## GLOSSARY OF TERMS

**Center**—to pass the ball from a wide position on the field into the penalty area.

**Charge**—pushing the opponent off balance legally by shoulder to shoulder contact.

**Clear**—a throw or kick by the goalkeeper or a kick by the defender in an attempt to get the ball away from the goal area.

**Cross**—same type of pass as center.

**Dribble**—a way of advancing the ball past defenders by a series of short taps with one or both feet.

**Half-Volley**—kicking the ball just as it is rebounding off the ground.

**Hands**—illegal act of intentionally touching the ball with the hands or arms.

**Heading**—a method of scoring, passing and controlling the ball by making contact with the head.

**Lob**—a high, soft kick taken on the volley, lifting the ball over the heads of the opponents.

**Marking**—guarding an opponent.

**Obstructing**—preventing the opponent from going around a player by standing in his path.

**Overlap**—the attacking play of a defender going down the touchline past his own winger.

**Pitch**—another name for the field of play.

**Save**—the goalkeeper stopping an attempted goal by catching or deflecting the ball away from the goal.

**Screen**—retaining possession and protecting the ball by keeping your body between the ball and opponent.

**Sliding Tackle**—attempting to take the ball away from the opponent by sliding on the ground.

**Tackling**—attempting or taking the ball away from an opponent when both players are playing the ball with their feet.

**Trap**—controlling a ball passed close to the player by means of the feet, thighs or chest.

**Volley**—kicking the ball while it is in flight.

**Wall Pass**—a pass to a teammate followed by a first time return pass on the other side of the opponent (give and go).

**Wing**—an area of the field near the touchline.

**4-3-3**—the player formation most used today (a goalkeeper, four defenders, three midfielders, three forwards).

**4-2-4**—most used alternative formation to the 4-3-3 (a goalkeeper, four defenders, two midfielders and four forwards).