

**TUGAS BAHASA INGGRIS UNTUK PENJAS TINGKAT 1**  
**DOSEN: DIAH GUSRAYANI**

1. Bentuk 8 kelompok berdasarkan olahraga yang ada di silabus (football, ice skating, badminton, basketball, archery, angling, boxing, dan golf).
2. Masing-masing kelompok bersiap untuk berdiskusi dan presentasi di depan kelas berkaitan dengan istilah-istilah yang ada pada tiap cabang olahraga tersebut. (Bahan bisa mencari sendiri atau nanti disediakan).
3. Untuk tugas hari ini, buat resume (terjemahan) kedalam bahasa Indonesia, istilah-istilah dalam cabang olahraga *soccer* berikut. Pekerjaan dilakukan per kelompok. Dikumpulkan.

***Kelompok 1***

***Advantages:***

*situations where a team has possession of the ball and outnumbers the opposition near the opposing goal.*

***American football:***

*a term used by non-Americans to distinguish the popular U.S. sport of football from soccer which they also call football.*

***Assist:***

*the pass or passes which immediately precede a goal; a maximum of two assists can be credited for one goal.*

***Attacking midfielder:***

*the most forward-playing midfielder, playing right behind the forwards; he supports the offense by providing passes to forwards to set up goals.*

***Attacker:***

*any player on the team that has possession of the ball.*

***Attacking team:***

*the team that has possession of the ball.*

***Back:***

*a defender.*

***Back header:***

*a player's use of his head to direct the ball backwards.*

***Back tackle:***

*an attempt by a defender to take the ball away from a ball carrier by swinging the defender's leg in front of the ball from behind.*

***Ball carrier:***

*a player that has possession of the ball.*

***KELOMPOK 2***

***Banana kick:***

*a type of kick that gives the ball a curved trajectory; used to get the ball around an obstacle such as a goaltender or defender.*

***Caution:***

*see Yellow card.*

**Center circle:**

*a circular marking with a 10-yard radius in the center of the field from which kickoffs are taken to start or restart the game.*

**Charge:**

*to run into an opponent; legal if done from the front or side of the ball carrier; illegal against a player without the ball or from behind.*

**Goal line:**

*the field boundary running along its width at each end; also called the end line; runs right across the front of the goal; the line which a ball must completely cross for a goal to be scored.*

**Goalkeeper:**

*the player positioned directly in front of the goal who tries to prevent shots from getting into the net behind him; the only player allowed to use his hands and arms, though only within the penalty area*

**Corner area:**

*see Corner arc.*

**Corner flag:**

*the flag located at each of the 4 corners of the field, inside the corner area.*

**Corner kick:**

*a type of restart where the ball is kicked from the corner arc in an attempt to score; awarded to an attacking team when the ball crosses the goal line last touched by the defending team.*

**counterattack:**

*an attack launched by a defending team soon after it regains possession of the ball.*

### **KELOMPOK 3**

**Cross or crossing pass:**

*a pass from an attacking player near the sideline to a teammate in the middle or opposite side of the field; used to give the teammate a good scoring opportunity.*

**Cut off:**

*when a defensive player keeps his body between an attacker and the defender's goal, forcing the attacker out towards the sidelines.*

**Dangerous play:**

*when a player attempts a play that the referee considers dangerous to that player or others, such as trying to kick the ball out of the goalie's hands, even if no contact is made.*

**Defenders:**

*the players on the team that does not have possession of the ball.*

**Defending team:**

*the team that does not have possession of the ball.*

**Defense:**

*a team's function of preventing the opposition from scoring.*

**Defensive pressure:**

when one or more defenders closely mark a ball carrier to harass him into losing the ball.

**Direct free kick:**

a kick awarded to a player for a serious foul committed by the opposition; the player kicks a stationary ball with no opposing players within 10 yards of him; a goal can be scored directly from this kick without the ball touching another player.

**Diving header:**

a ball struck near ground level by the head of a diving player.

**Draw:**

a game that ends with a tied score

### **KELOMPOK 4**

**4-2-4:**

a formation that consists of 4 defenders, 2 midfielders and 4 forwards.

**4-3-3:**

a formation that consists of 4 defenders, 3 midfielders and 3 forwards; the most common formation used by teams.

**4-4-2:**

a formation that consists of 4 defenders, 4 midfielders and 2 forwards.

**Free kick:**

a kick awarded to a player for a foul committed by the opposition; the player kicks a stationary ball without any opposing players within 10 yards of him.

**Goal:**

a ball that crosses the goal line between the goalposts and below the crossbar for which a point is awarded; also, the 8-foot high, 24-foot wide structure consisting of two posts, a crossbar and a net into which all goals are scored.

**Goal area:**

the rectangular area 20 yards wide by 6 yards deep in front of each goal from which all goal kicks are taken; inside this area, it is illegal for opposing players to charge a goalie not holding the ball.

**Goal kick:**

a type of restart where the ball is kicked from inside the goal area away from the goal; awarded to the defending team when a ball that crossed the goal line was last touched by a player on the attacking team.

**Beat:**

to get the ball through or around an opponent by dribbling or shooting.

**Clear:**

to kick the ball away from one's goal.

**Club:**

a team that plays in a league.

## **KELOMPOK 5**

**Hand ball:**

a foul where a player touches the ball with his hand or arm; the opposing team is awarded a direct free kick.

**Hat trick:**

3 or more goals scored in a game by a single player.

**Header:**

the striking of a ball in the air by a player's head.

**Indirect free kick:**

a kick awarded to a player for a less-serious foul committed by the opposition; the player kicks a stationary ball without any opposing players within 10 yards of him; a goal can only be scored on this kick after the ball has touched another player.

**Injury time:**

time added to the end of any period according to the referee's judgment of time lost due to player injuries or intentional stalling by a team.

**Kickoff:**

the method of starting a game or restarting it after each goal; a player passes the ball forward to a teammate from the center spot.

**Man-to-man:**

a type of defense where each defender is assigned to mark a different forward from the other team; the most common type of defense for national-level teams.

**Match:**

a soccer game.

**Midfield:**

the region of the field near the midfield line; the area controlled by the midfielders.

**Midfielders:**

the 2, 3 or 4 players who link together the offensive and defensive functions of a team; they play behind their forwards.

## **KELOMPOK 6**

**National team:**

a team consisting of the best players in a country chosen to represent it in international competitions such as the World Cup.

**Offense:**

the function of trying to score goals.

**Offensive player:**

see Attacker.

**Offensive team:**

see Attacking team.

**Official game clock:**

the clock that the referee carries with him on the field so he can signal when each half is over; does not stop during the game, even when play does.

**Officials:**

the referee and 2 linesmen who work together to make sure the game is played according to the rules of soccer; responsible for stopping and restarting play, keeping track of the score and the time remaining and citing violations of the rules, called fouls; they wear uniforms that distinguish them from the players on both teams.

**Offside:**

a violation called when a player in an offside position receives a pass from a teammate; an indirect free kick is awarded to the non-offending team.

**Offside position:**

an attacking player positioned so that fewer than 2 opposing defensive players (usually the goalie and 1 other defender) are between him and the goal he is attacking; a player is not offside if he is exactly even with one or both of these defensive players.

**Overtime:**

the extra periods played after a regulation game ends tied; used in collegiate and championship international matches to determine a winner.

**Passing:**

when a player kicks the ball to his teammate; used to move the ball closer to the opposing goal, to keep the ball away from an opponent or to give the ball to a player who is in a better position to score.

## KELOMPOK 7

**Penalty:**

short for penalty kick; also, a punishment given by the referee for a violation of the rules.

**Penalty area:**

a rectangular area 44 yards wide by 18 yards deep with its long edge on the goal line; the goalkeeper may use his hands to block or control the ball only within this area.

**Penalty kick:**

see Penalty shot.

**Penalty shot:**

a kick taken from the penalty spot by a player against the opposing goalie without any players closer than 10 yards away; awarded for the most severe rule violations and those committed by the defense within its own penalty area; also taken in a tiebreaker to decide a match.

**Playoff:**

a tournament that takes place after a season's schedule has been completed; used to determine a champion.

**Points:**

a team statistic indicating its degree of success, calculated as follows: 2 points for a win (3 in the 1994 World Cup), 1 point for a tie, 0 points for a loss; also, an individual statistic for a player, calculated by totaling 2 points for each goal and 1 point for each assist.

**Possession:**

control of the ball.

**Post:**

goalpost or the area near it.

**Red card:**

a playing card-sized card that a referee holds up to signal a player's removal from the game; the player's team must play the rest of the game shorthanded; presented for violent behavior or multiple rule infractions (two yellow cards = one red card).

**Referee:**

the chief official; he makes all final decisions, acts as timekeeper, calls all fouls and starts and stops play.

## KELOMPOK 8

**Score:**

to put the ball into the net for a goal; also, the tally of goals for each team playing in a game.

**Striker:**

a team's most powerful and best-scoring forward who plays towards the center of the field; also, the name of the mascot for the 1994 World Cup.

**Substitution:**

replacement of one player on the field with another player not on the field; FIFA rules allow only 3 substitutions per game.

**Sudden death:**

a type of overtime where the first goal scored by a team ends the game and gives that team the victory; most overtime in soccer is not sudden death.

**Tackling:**

the act of taking the ball away from a player by kicking or stopping it with one's feet; only a minimal amount of shoulder-to-shoulder contact, called a charge, is permitted to knock the ball carrier off balance.

**Territory:**

the half of the field which a team defends.

**World Cup:**

the international soccer competition held by FIFA every 4 years between the top professional teams in the world, pitting nation against nation; the most watched event in the world, attracting a television audience of over 3 billion viewers.

**Yellow card:**

*a playing card-sized card that a referee holds up to warn a player for dangerous or unsportsmanlike behavior; also called a caution; 2 yellow cards in one game earns a player an automatic red card, signaling his removal from the game.*