



Woodbury Soccer Club: Goalkeeper Communication

KEYS:

- ✓ You must be **confident/specific/commanding**. A goalkeeper is the equivalent of a General leading troops into battle.
- ✓ Your communication forms the morale and confidence of your group. Effective communication will project confidence to everyone.
- ✓ You can see the entire field, oftentimes the best information is just pointing out obvious things you see. (Turn v Man on; Who is open; Where to move)
- ✓ Communication is your best tool in PREVENTING shots/opportunities for your opponent.
- ✓ Goalkeepers at the highest levels MUST communicate. It is as important as kicking a ball or making a save.



TIPS:

- ✓ Start with simple/obvious instructions (Keeper/Away, Turn/Man On) until you get more comfortable with communication
- ✓ Give INSTRUCTIONS, not “suggestions”.
- ✓ Use a tone that you would appreciate and respond to:
Confident, Positive, Motivating NOT **Negative, Nagging, Panicked, Emotional**
- ✓ Start by focusing on players around the ball (1st defender) then start building up to communicating to groups of players/players away from ball as you get more comfortable.
- ✓ Give information after **every** backpass, throw, and short pass out of the back.
- ✓ Be careful of talking TOO much. A running commentary throughout the game gets tuned out REALLY quickly.

Are you a good General in battle? Have someone record you for a half and you will quickly learn if there are things you can correct. We are often much different than we think.



WSC GOALKEEPER TERMINOLOGY (to be used by all WSC GKs):

Keeper: You are intercepting a ball, alerting defense to cover space/runners for you

Away: You are NOT intercepting a ball, assigning defense to win ball instead.

(NAME), Ball: Assigning specific player to close down the opponent with ball. You are establishing the first defender, getting pressure on the ball.

Slide Left/ Right: You want the backline to shift across field (usually because ball has been switched.) Use a name first if only moving one person.

Drop: Directing defenders to retreat to either a.) cover up space deep because player on ball can serve long, or b.) delay so recover defenders can begin to track down ball.

Up: Directing backline to step up the field together to compact space and push offside line higher. Usually on all clearances and passes made towards opponents goal.

(Name), Step: Asking the 1st defender/player defending the ball to attempt to tackle. Most often used on pressuring defender that needs to hold their ground (ball around top of 18.)

Out: Telling team to clear the ball out of the defensive 1/3. And push up very quickly once that is done.

Pinch: Directing covering defenders to squeeze centrally (and drop slightly) when one of the center backs step to the ball. Preventing backline from getting split.

Contain or Patience: Instructing defender on ball to stay on feet (and not lunge!). Used most often in wide space of the field where attackers are in a less dangerous location...thus, no urgency to win tackle.

(Name), Home or Back: Instructing specific player to play the ball back to your FEET.

(Name), #(Number): Instructing specific player to track a specific runner.

Turn: Alerting player about to receive the ball that they don't have an immediate defender and can turn.

Man On: Alerting player about to receive the ball that they have a defender close by and need to be careful.



SETTING UP A WALL:

SPECIFY THE NUMBER OF PLAYERS NEEDED

- + RIGHT/LEFT (to cover near post)
- + MARKING UP RUNNERS (assign specific players to specific opponents)
- + PUSHING UP DEFENSE TO HOLD OFFSIDE LINE (18 yd line or equal with wall)

IF INDIRECT: Assign specific player to go to ball on first touch.

SETTING UP FOR DEFENSIVE CORNER KICKS:

SPECIFY LOCATION OF PLAYERS (near/far post if used, zonal locations if used)

- + MARKING UP RUNNERS (assign specific players to specific opponents)
- + REMIND (teammates should have open body shape/hips toward field/be able to track runner and ball at same time); teammates needs to be first to challenge ball in air)

IF 2 PLAYER ON BALL (SHORT CORNER): Assign specific player(s) to go to ball.