

English Tutorial Classes Week 7

FOOTBALL

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THE ORIGIN AND EVOLUTION OF FOOTBALL

Football, also known as **soccer**, is one of the most popular sports in the world today. Its origins can be traced back to ancient times, with various forms of the game being played throughout history.



Ancient Origins Of Football

In ancient times, many civilizations had their own versions of ball games that were similar to modern football. These early games were often played for military training or religious ceremonies.

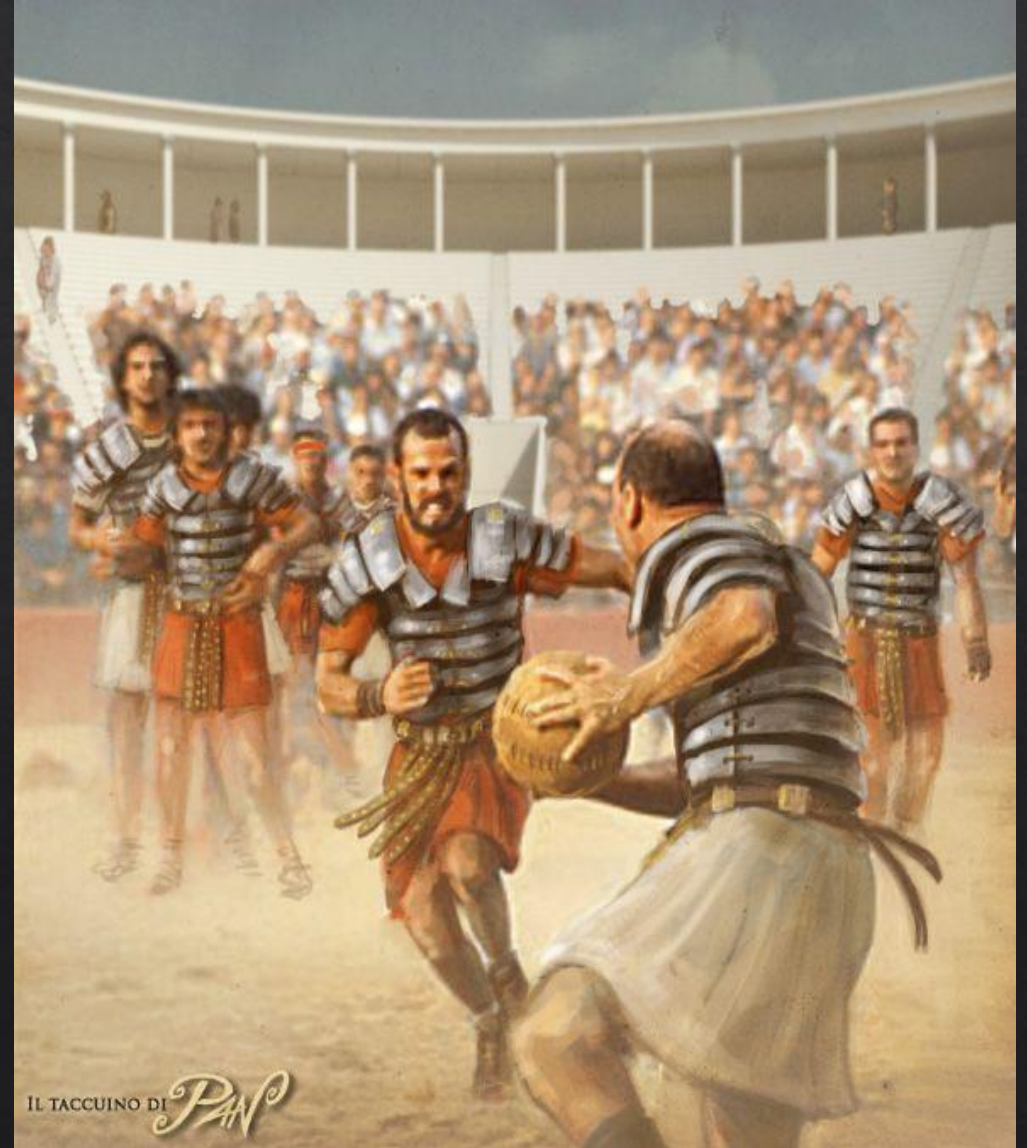
One example is cuju, a Chinese game from the 3rd century BCE, where players kicked a ball into a net.



Ancient Origins Of Football

Other ancient civilizations, like the Greeks and Romans, also had their own ball games.

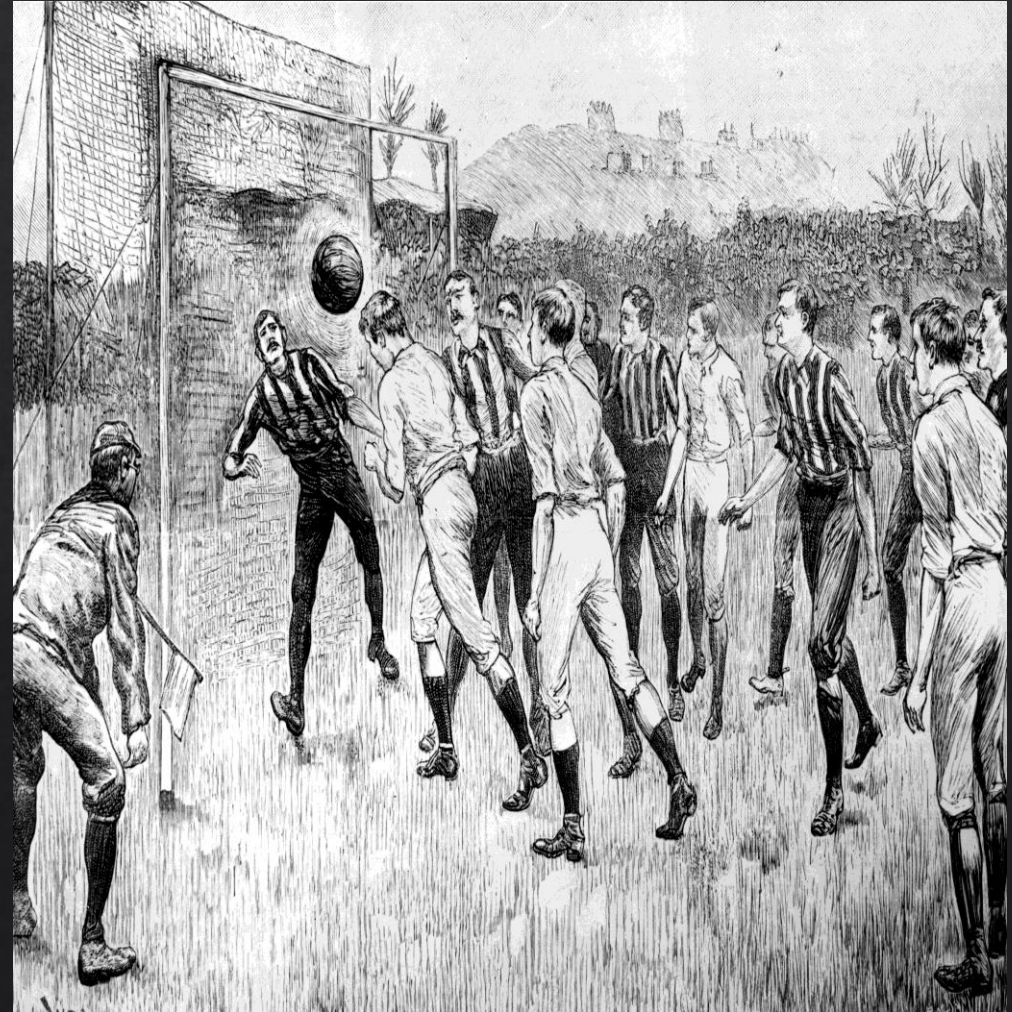
One well-known example is the Roman game of harpastum, where two teams tried to keep a small ball away from the other team.



The Evolution Of Football Throughout History

During the 19th century, football changed a lot and started to look more like the game we know today.

The Industrial Revolution helped make football more organized because factories and workplaces created teams and held matches. This led to the creation of rules and regulations.



The Birth Of Modern Football

The birth of modern football can be credited to the formation of the **Football Association (Fudbalski savez)** in England in 1863.

The FA introduced a set of rules, which became the foundation for modern football.



The Birth Of Modern Football

These rules included the use of a round ball (upotrebu okrugle lopte), the prohibition of physical violence (zabranu fizičkog nasilja), and the concept of offsides (ofsajda).



The Birth Of Modern Football

In the late 19th and early 20th centuries, football spread across Europe and other parts of the world.

International competitions, such as the **FIFA World Cup** (**Svensko prvenstvo u fudbalu**), were created, making the sport even more popular.



Key Milestones In The History Of Football

Milestone	Year
First official football match	1872
Introduction of the penalty kick	1891
FIFA World Cup inaugural tournament	1930
Introduction of yellow and red cards	1970
Development of modern football tactics	1950s-1960s

Field of Play



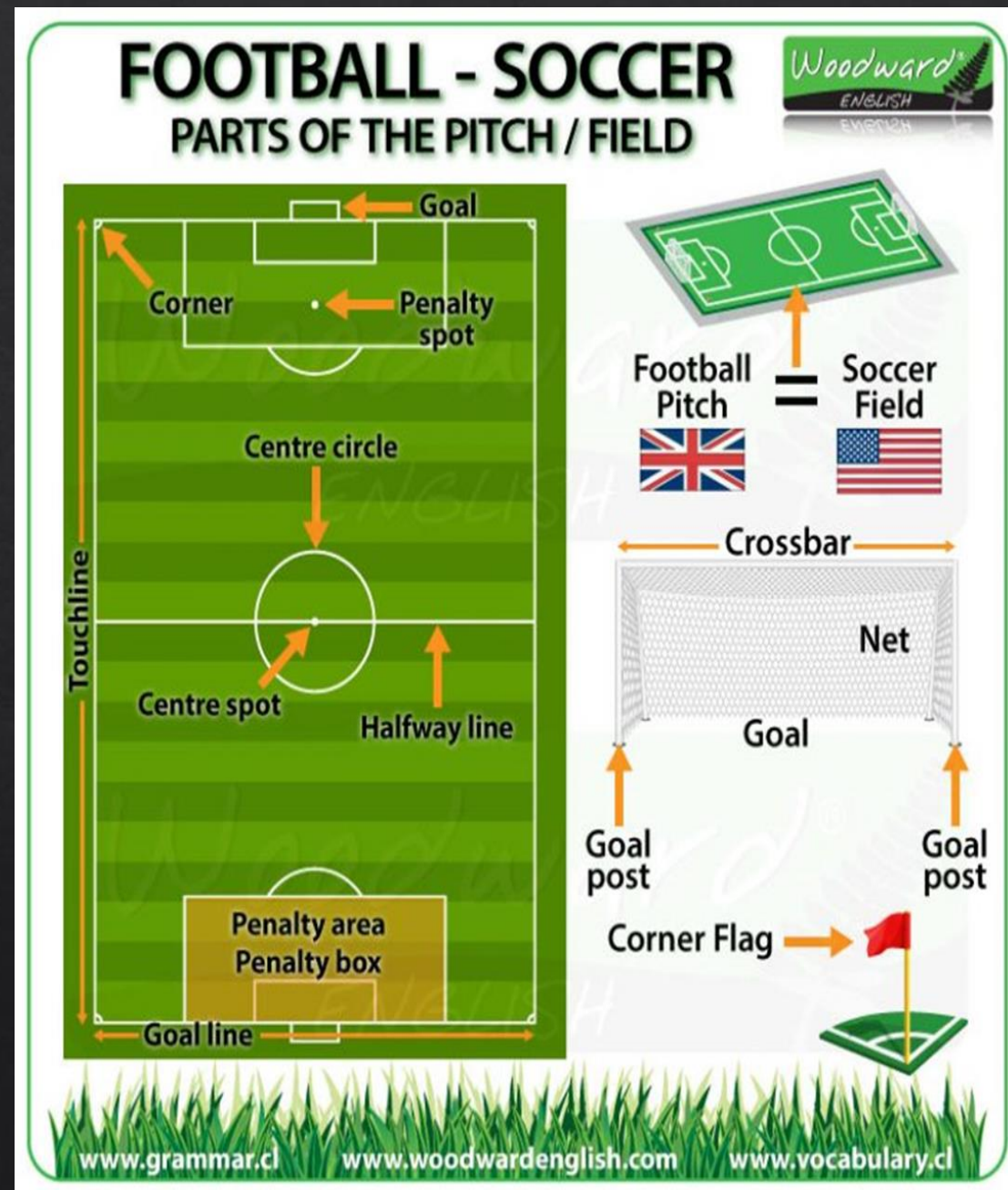
Field of Play

Football is typically played on a rectangular field with dimensions between 100-110 meters in length and 64-75 meters in width.



Field of Play

The field (teren) is divided into two halves (dve polovine) by a halfway line (središnja linija). Each goal is surrounded by a penalty box (peterac ili golmanski prostor) and a penalty area (šesnaesterac ili kazneni prostor) at each end.



Duration of the Match

A standard football match has **two halves (dva poluvremena)**, each lasting 45 minutes, with a 15-minute **halftime break (sa pauzom od 15 minuta na poluvremenu)**.

Additional time, known as **stoppage time (zaustavno vreme)** may be added at the end of each half to compensate for time lost due to stoppages.



Scoring

The aim of the game is to **score goals (postići golove)** by kicking the ball into the opponent's **goal (gol)**.

A goal is scored when the entire ball crosses the **goal line (gol-liniju)** between the **goalposts (stativa)** and beneath the **crossbar (prečke)**.



Teams

Each team consists of **11 players (igrača)**, including one goalkeeper (golmana).

Substitutions (zamene) are allowed during the match, usually up to three per team.



Positions And Formations In Football

Goalkeeper (GK – golman): The goalkeeper is the last line of defense and is responsible for stopping the other team from scoring.

They are the only players who can use their hands to **catch (uhvatiti)** or **block (blokirati)** shots (šuteve).



Positions And Formations In Football

Defender (DF – odbrambeni igrač): Defenders play in front of the goalkeeper and their main job is to stop the other team from attacking and scoring goals.

They make **tackles** (startove), **intercept passes** (presreću dodavanja), and clear the ball from danger.



Positions And Formations In Football

a. **Center-back (CB – štoper)**: Center-backs typically play in the central area of defense and are responsible for marking the opposing team's **center forwards (centralni napadači/“centarforovi“)** and/or **strikers (špicevi)**.

b. **Full-back (FB – bek)**: Full-backs play on the left and right **flanks (boku/krilu)** of the defense. They provide defensive cover and support the team's attacks by overlapping with **midfielders (vezisti)** and **wingers (krilni igrači)**.



Positions And Formations In Football

Midfielder (MF – vezista/vezni igrač): Midfielders play in the central area of the field and are crucial in linking defense with attack. They control **possession (posed lopte)**, **distribute the ball (dodaju loptu)**, and provide defensive **cover (pokrivanje)**.



Positions And Formations In Football

- a. **Central Midfielder (CM – centralni vezni)**: these players operate in the middle of the field and are involved in both attacking and defensive phases of play.
- b. **Defensive Midfielder (DM – defanzivni ili „zadnji“ vezni)**: these players focus on protecting the defense by intercepting passes, making **tackles (startove)**, and breaking up opposition attacks.
- c. **Attacking Midfielder (AM – ofanzivni vezni)**: these players are responsible for creating goal-scoring opportunities for their teammates. They often play behind the strikers and provide assists or score goals themselves.

Positions And Formations In Football

Forward (FW – napadač): Forwards, also known as **strikers (špicevi)** or attackers, are responsible for scoring goals.

Forwards lead the team's attack (**predvode napad tima**) and try to score goals.



Positions And Formations In Football

a. **Center Forward (CF – centralni napadač/centarfor)**: Center forwards play in the central area of the attack and are the main goal-scoring threats for the opposing team.

b. **Winger (W – krilni igrač)**: Wingers play on the left and right flanks (krilu) of the attack. They use their dribbling ability to beat defenders and **deliver crosses (upućuju centaršut/centriraju)** into the opponent's penalty area.

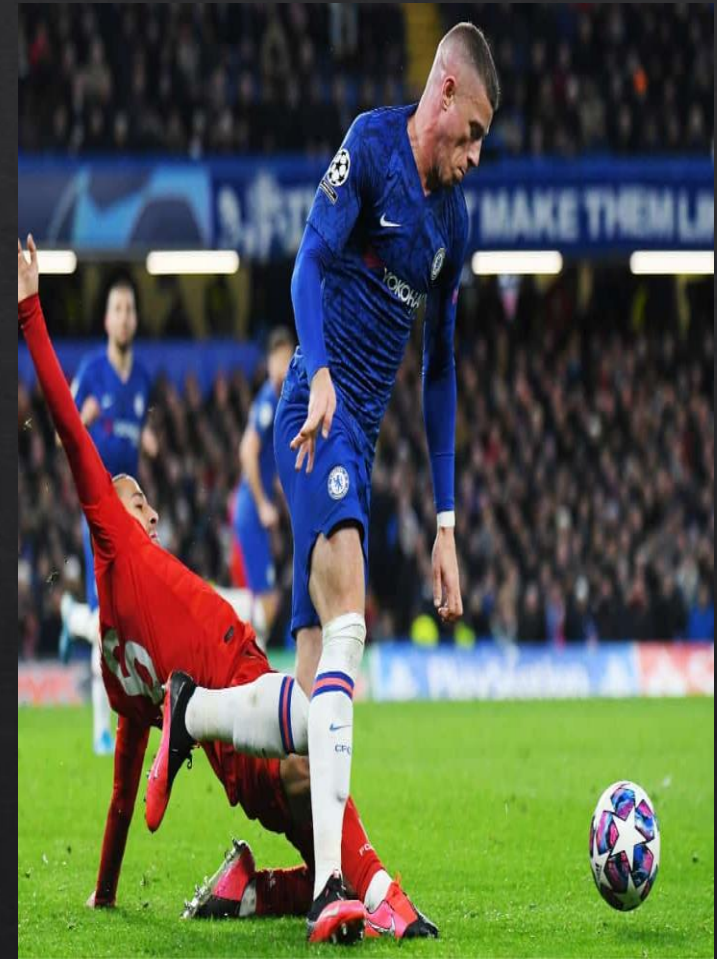


Fouls and Misconduct

Players are not allowed to trip (saglesti) or push (gurati) opposing players, or touch the ball with their hands (dodirivati loptu rukom), except for the goalkeeper.

When a foul (prekršaj/ foul) happens, the other team gets a free kick (slobodan udarac) or a penalty kick (penal/jedanaesterac), depending on where and how serious the foul was.

For bad behavior, players can get a yellow card (žuti karton) or a red card (crveni karton) for serious fouls.



Free Kick

A **free kick (slobodan udarac)** is given to the opposing team when a player makes a foul or breaks a rule during the game.

The location of the free kick is determined by the **referee (sudija)**, based on where the foul occurred.



Direct Free Kick

In a direct free kick (direktni slobodni udarac), the fouled team (ekipa nad kojom je napravljen prekršaj) can attempt to score a goal directly from the free kick (iz slobodnog udarca) without needing to pass the ball to another player first.



Indirect Free Kick

In an indirect free kick (indirektni slobodni udarac / indirekt), the fouled team cannot score a goal directly from the free kick. Instead, another player from the same team must touch the ball before a goal can be scored.



Offside Rule

The **offside rule** (pravilo ofsajda) stops attacking players from staying too close to the goal before the ball is passed to them.

A player is offside if they are behind the last defender when their teammate passes the ball. If this happens, the referee may stop the play and give a free kick to the other team.



FIFA Law #11: offside

A player is in an offside position if he is nearer to his opponents' goal line than both the ball and the second-last opponent

Offside area

The offside area is determined by the position of the 2nd last defender

OFFSIDE!

2nd last defender
determines the start of the offside area

Goalkeeper
the last defender

The attacking player

The player is **offside** because he is closer to the opponent's goal line than the 2nd-last defender when his teammate plays (kicks) the ball

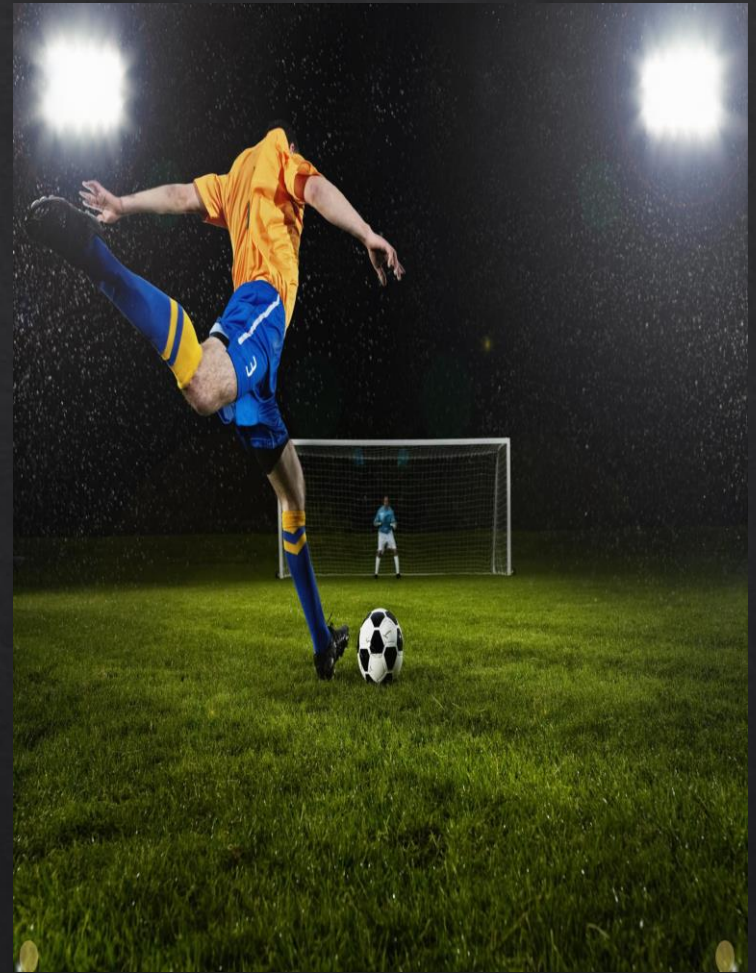


Throw-Ins, Corner Kicks, and Goal Kicks

When the ball goes out over the **touchline** (aut liniju / uzdužnu liniju), the opposing team takes a **throw-in** (izvodi aut).

When the defending team last touches the ball before it crosses their goal line, the attacking team gets a **corner kick** (udarac iz ugla / korner).

When the attacking team last touches the ball before it crosses the goal line (**gol-aut liniju**), the defending team gets a **goal kick** (udarac sa gola / gol-aut).



Throw-Ins

When the ball goes out of play over the touchline, the opposing team gets a **throw-in (izvodi aut)**.

The player taking the throw-in must:

- Stand outside the field
- Use both hands
- Throw the ball from behind and over their head

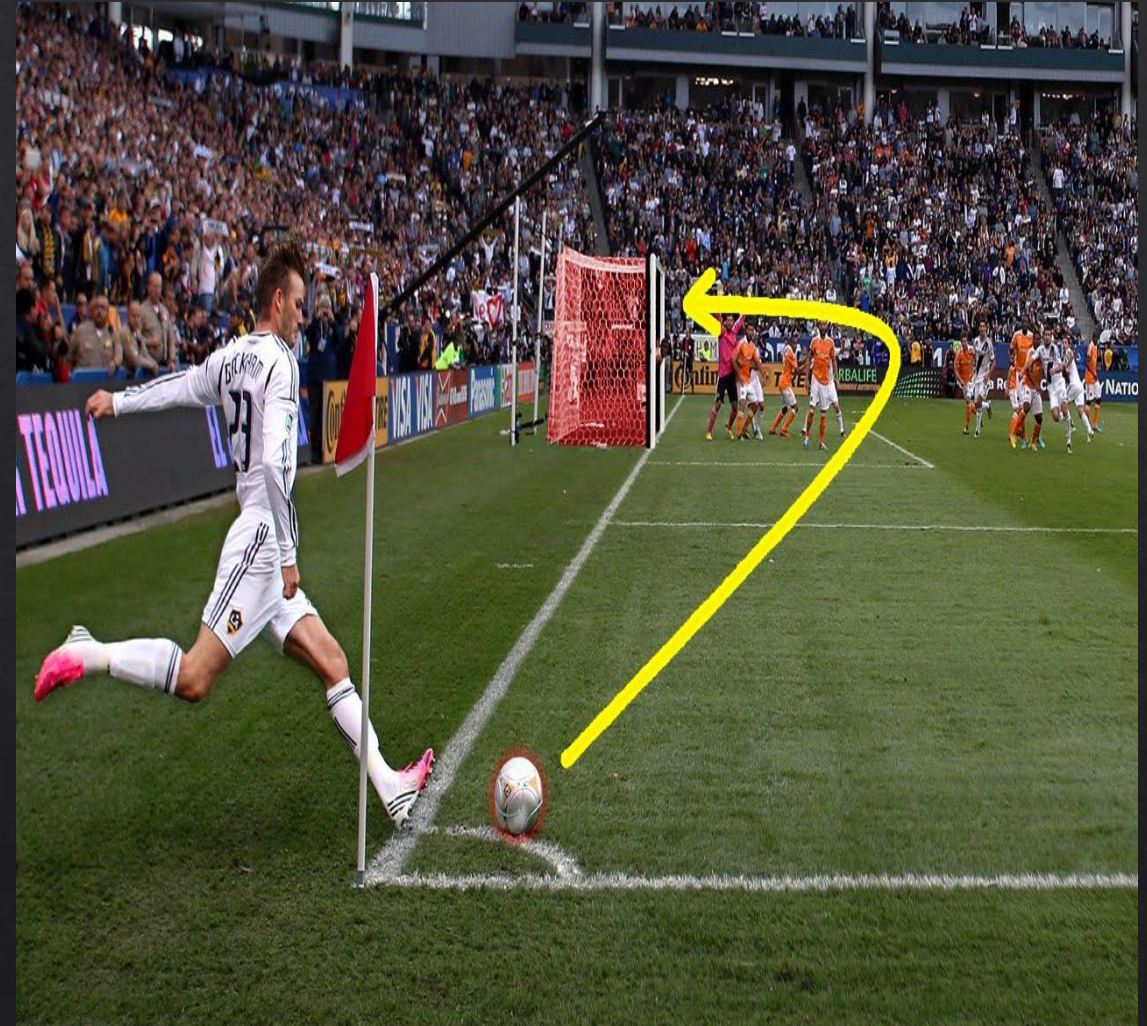


Corner Kicks

Before a corner kick (udarac iz ugla / korner), the ball must be placed inside the corner arc (luka kornera) and remain still. The arc is usually marked by a small flag.

A player from the attacking team takes the corner kick and can:

- Cross the ball into the penalty area for a chance to score
- Pass it short to a teammate for a quick play



Goal Kicks

When a goal kick (udarac sa gola / gol-aut) is awarded, a player from the defending team takes the kick from anywhere inside the goal area.

Players from both teams are positioned both inside and outside the penalty area during a goal kick.



Basic Football Skills: Passing

To excel in football, it is crucial to master the basic skills of **passing** (dodavanje), **dribbling** (driblanje), and **shooting** (šutiranje).

Passing helps players move the ball accurately to their teammates.



Dribbling

Dribbling (driblanje), is the skill of controlling the ball while moving, allowing players to move through tight spaces and get past opponents.



Shooting

Scoring goals is the ultimate objective in football, and mastering **shooting techniques** (tehnika šutiranja) is essential for success.

Players must practice their shooting accuracy, power, and technique.



VAR Technology

VAR stands for **Video Assistant Referee (video pomoćni sudija)** — a system that helps referees make better decisions during a football match by reviewing video footage.

- **Main Referee – Glavni sudija**
- **Pitch-side Monitor – Monitor pored terena**
- **VAR Room – VAR soba** (where the VAR team watches the game)



When is VAR used?

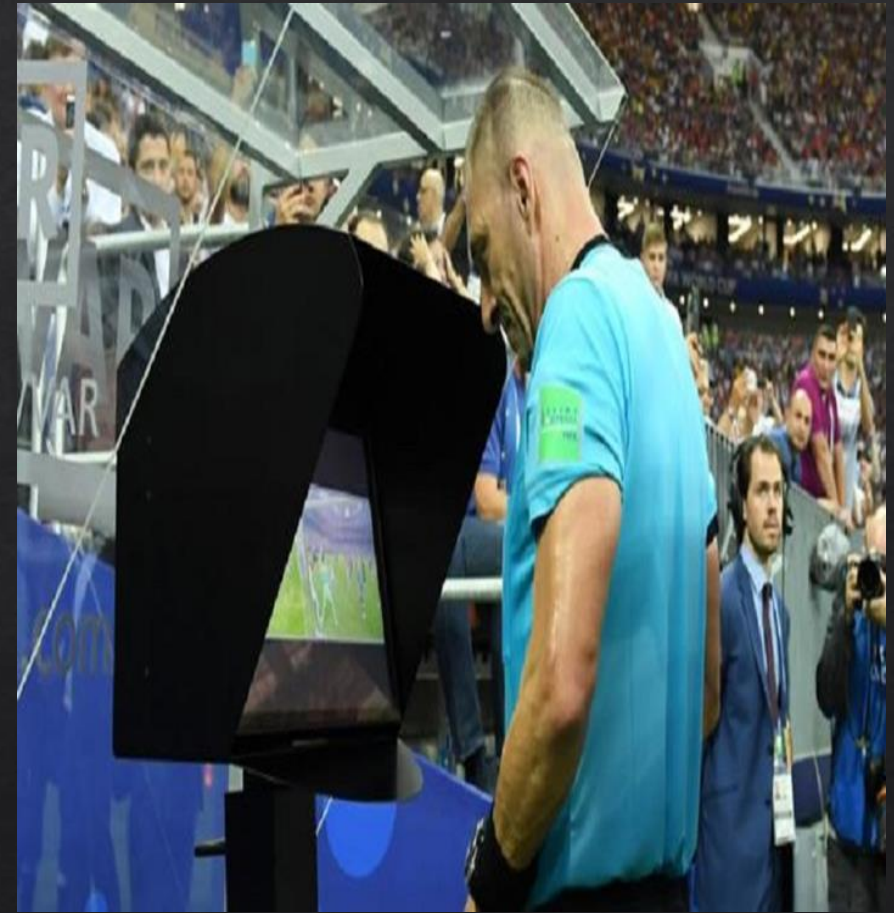
VAR is only used in four key situations:

1. **Goals – Golovi:** To check if the goal was valid (e.g. offside or foul before the goal).
2. **Penalties – Penali:** To confirm if a penalty should be awarded.
3. **Red Cards – Crveni kartoni:** For serious fouls that may deserve a direct red card.
4. **Mistaken Identity – Pogrešan identitet:** If the referee gives a card to the wrong player.



How does it work?

1. An incident happens on the field.
2. The VAR team reviews the footage from multiple camera angles.
3. They communicate with the main referee via **headset – slušalice**.
4. The referee can either:
 - a) Accept the VAR advice, or
 - b) go to the pitch-side monitor to review the footage personally.



Signals to Watch For

Referee **points to ear** – **pokazuje na uvo**: VAR is reviewing.

Referee **draws a rectangle in the air** – **pravi pravougaonik rukama**: On-field review is happening.

