

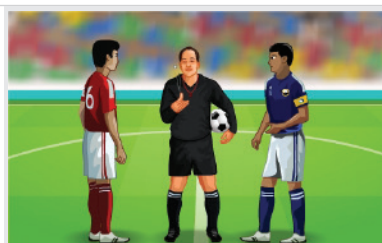
1. **Vocabulary:** English
The match: warm-up

Example: The **warm-up** is when players prepare their bodies for the game. The teams usually do a **warm-up** on the pitch before the game starts.



2. **Vocabulary:** English
The match: toss-up

Example: The **toss-up** is when the referee throws a coin in the air before the game. If the captain wins the toss, he decides which end to play.



3. **Vocabulary:** English
The match: kick-off

Example: The **kick-off** is when a player passes the ball to start the game. The ball has to be on the centre spot for the **kick-off**.



4. **Vocabulary:** English
The match: first half

Example: The **first half** is the initial 45 minutes of the game. However, a few minutes are usually added on at the end of the **first half**.



5. **Vocabulary:** English
The match: half-time

Example: **Half-time** is when the teams have a break at the end of the first half. There are usually 15 minutes of **half-time**.



6. **Vocabulary:** English
The match: second half

Example: The **second half** is the last 45 minutes of the game. When the teams return to the pitch after half-time, the **second half** starts.



7. **Vocabulary:** English
The match: full-time

Example: **Full-time** is the end of the 90 minutes of the normal time of the game. But some minutes are usually added on after **full-time**.



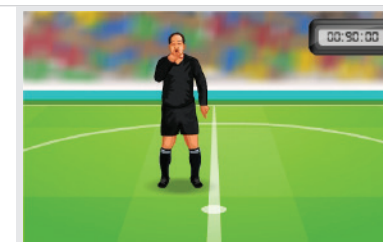
8. **Vocabulary:** English
The match: injury time

Example: **Injury time** is the time added on after full time for interruptions during the game. There are usually three or four minutes of **injury time**.



9. **Vocabulary:** English
The match: final whistle

Example: The **final whistle** is when the referee signals the end of the game. The referee blows the **final whistle** at the end of the game.



10. **Vocabulary:** English
The match: extra-time

Example: **Extra-time** is an additional 30 minutes of play in a cup game when the two teams are tied (e.g. 0-0 or 1-1).

