

Corner Kicks

A corner kick occurs when the ball goes out of bounds over the end line of the pitch by the team defending their goal. A kick is then awarded to the opposing team from the nearest corner.

Penalty Spot Corner – This type of corner involves the kick taker trying to hit the ball so that it falls somewhere around the penalty spot area. Usually, a quality cross should land in the 5 yards between the goalkeeper's protection box and the penalty spot and it's this area that will be attacked. The goalkeeper will have a hard time coming out to clear the cross so far away from his goal and the slightest deflection can easily push the ball inside the net.

Near Post Corner – As the name suggests, the corner taker will hit the cross so that it lands at the near post (the post closer to the corner kick taker), where a teammate will rush in and flick the ball with his head, either towards the goal, or towards the same area mentioned in the example above. Adding that extra pulley in the player who flicks the ball from the near post creates chaos in the opposing team's defense system, which is why this type of corner can be pretty tricky to deal with.

Far Post Corner – The same principle is applied as with the near post corner; however a player will rush out to the far post, where he will try to head the ball back to his teammates in the penalty spot area for the decisive blow.

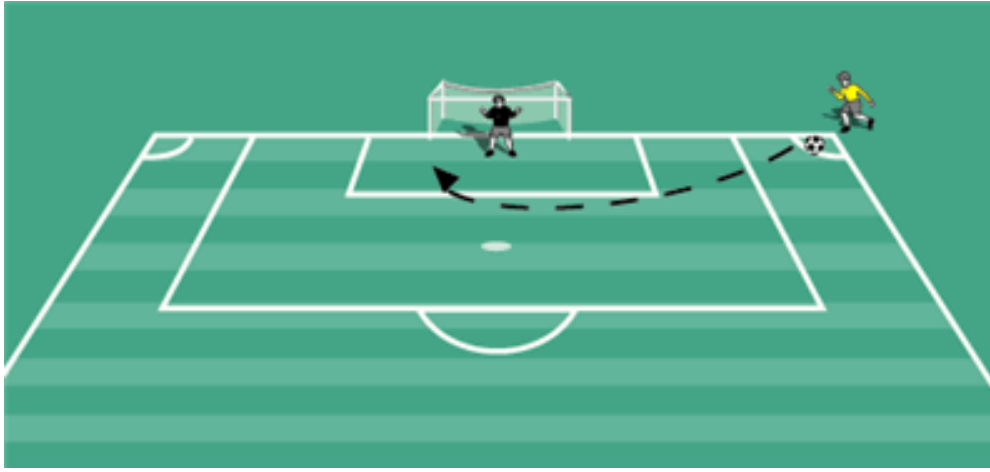
Short Corner – The short C.K involves **two players** standing near the flag, with the kick taker passing the ball to the second player and developing the play from there. The advantage is that the cross can be taken further away from the goal line, so a player can imprint an inwards swirl to it, which would otherwise take the ball out of bounds if tried straight from the corner.

Long Shot Corner – Don't be confused by the name, this won't require you to shoot at the goal straight from the corner. Instead, you'll want to lob the ball somewhere around 18-20 yards, just outside the penalty box, where a player will come in unmarked, unleashing a volley. This type of corner is hard to execute, since it requires a perfect pass and a perfect volley, but when it does work, it will most likely be a great scoring opportunity.

An **out-swinging corner kick** will start by going toward the goal and then bend away from the goal out toward the 6 or even further.



An **in-swinging corner kick** starts away from the goal and bends in toward the goal.



When a player is trying to score directly from the corner kick, he would use an in-swinger so that the ball would curve from the field, into the goal. Another advantage of the in-swinger is the keeper would most likely not go for it initially as it appears to be going too far out for the keeper to get, and then bends in closer to the goal. This discourages the keeper from challenging for the ball which would make it easier for the attackers to win the ball. The disadvantage of the in-swinger is it's more difficult for the runners to make good contact on the ball (because the ball is going away from them) and also, the keeper is able to stay in a good position since they haven't been tempted to come off their line.

The out-swinger tends to draw the keeper off their line as they think they can win the ball initially so they step out toward the ball but then they see the ball going away from them and tend to stop and get caught in the middle. They are too far out to save the second shot and not far enough out to win the cross. The out-swinger is extremely difficult for the keeper to read. The other advantage of the out-swinger is it's easier for the runners to judge and head. The one disadvantage of the out-swinger is it takes away the chance of scoring directly from the corner.