

# Esports Glossary

## General Esports and Gaming terms

### A - G

#### A

**AFK:** **A**way **F**rom **K**eyboard

**Analyst:** An expert with a deep knowledge of a specific esports title, the teams involved, and strategies used. You will often see an analyst featured on a panel during a big tournament.

#### B

**Ban:** To be banned from a game or competition can be permanent or a time based suspension.

**Bot:** Computer controlled opponent. It can also be used as a bullying term toward another player.

**Boosting:** The act of helping someone achieve a higher status/rank than their actual skill level. (This is a bannable offense at the highest level of competition).

**Buff:** A gaming term for a spell, ability, or effect that strengthens a character's abilities.

#### C

**Caster:** A commentator of video game play. *(Also known as a shoutcaster)*

**Callouts:** Communication between teammates, e.g., Where an opponent is, what you intend to do, or discussing tactics.

**Camping:** When a player hangs around a location – for example, sticking to a particular alleyway and waiting for enemies to come to them.

**Carry:** To carry the rest of your team, to play much better than your teammates.

**Casual:** A player who generally doesn't care as much about winning but cares more about enjoying the game.

**Circuit:** When referring to esports, a circuit is used as a word to discuss all the events in that year. For example, for Dota 2, there would be a circuit that would include all Majors, Minors, and charity events.

**Clan:** An alternative phrase for a team that describes several players.  
Can also be known as Community, Guild, Faction, Party

**Clutch:** To make the correct move in a very important or critical situation, especially during a competition.

**CoD:** Call of Duty, a popular first-person shooter.

**Console:** An electronic device that outputs a video signal or image to display a video game that can be played with a game controller. Xbox, Playstation, and Nintendo are all consoles. PCs are categorized separately and are not considered a console.

**Cross-platform/Crossplay:** A game that allows multiplayer gameplay across different devices or consoles.

**CS:GO:** Counter Strike: Global Offensive is a popular first-person shooter.

## D

**Developer:** A company that makes video games.

**DLC:** Downloadable content that adds extra content to video games.

## E

**ez (pz):** Easy (peasy). A taunt to your opponent, telling them the fight was too easy and they were bad. Unsportsmanlike conduct which can be penalized at the tournament level.

## F

**FPS:** First Person Shooter, used to describe video games that use the first-person perspective in combat using a variety of weapons. *(Can also be known as a "Shooter")*

## G

**Gamertag:** An alias or username of a player as opposed to their actual name.

**Gamesense:** Overall game sense, an idea of where opponents are, where they are going, and what they are going to do.

**GOAT (Greatest of All Time):** A bragging phrase that means exactly what it says!

**G2G: Got 2 Go.**

**GH: Good Half.**

**GL: Good Luck.**

**GG: Good Game.** (After a match is won or lost).

**GJ: Good Job.**

H - N

H  
I  
J  
K  
L  
M

**Meta:** Also known as a metagame. A term describing the most popular or most effective way of playing a game, using either specific characters or strategy.

**Microtransaction:** The option to buy items within a game, normally for a small amount of money but with a fast rotation of new items.

**Minecraft:**

**Multiplayer:** A game that allows for multiple players to play at the same time, with or against each other.

N

O - U

O

**OP: Over Powered**

## P

**Publisher:** The company that releases and sells a video game and is responsible for its marketing.

**PUG. Pick Up Group.** A team or group where players who don't know each other will rally together to complete the same raid, quest, or mission

## Q

## R

**Rocket League:** Rocket League is a game in which players use rocket-powered vehicles in a style similar to football/soccer/basketball/hockey.

**RPG:** Role Playing Game. Any game where the player assumes the role of a fictional character with the gameplay taking place in a fictional setting.

## S

**Season Pass:** A purchase made at an additional cost to access specific areas or extras in the game.

**Singleplayer:** A game or game mode that only supports 1 player at a time.

**Shoutcaster:** A commentator of video game play. *(Also known as a Caster)*

**Streamer:** A gamer that broadcasts their gameplay on sites such as Twitch or Youtube Live Gaming. Streamers can be professional players or amateurs with some focusing on improving gameplay and others purely on entertainment. Streamers can amass huge followings and as a result, often work in collaboration with influential brands.

**Streaming Site:** A website such as Twitch, Youtube Live Gaming or Facebook. That allows the user to watch streamers broadcast their gameplay.

## T

**Triple-A:** Big franchises by major publishers. These titles are the biggest in the world. e.g. *Battlefield, Call of Duty, Assassins Creed, and FIFA.*

**Twitch:** A streaming site, look above for the definition.

**U**

V - Z

**V**

**W**

**X**

**XP (Experience Points):** Points collected as a player and their character progresses through a game and are generally associated with RPGs.

**Y**

**Z**

# Rocket League

## A: Aerial

An aerial is when a player jumps and uses a boost to fly up and hit the ball in the air. Aerial mastery is key to developing as a Rocket League player and progressing to the highest levels of play.

## B: Backboard/Back Wall

The backboard or back wall refers to the section of the stadium wall above and surrounding the goal on either end of the field.

## C: Ceiling Shot

A ceiling shot is when a player drives up to and jumps (or falls) off of the ceiling to take a shot. Players can fall off of the ceiling instead of jumping to delay their flip longer than usual.

## D: Demo

A demolition (demo for short) is when one player drives into an opponent at full speed, blowing their car up and causing them to respawn 3 seconds later on their own end of the field.

## E: End-to-end

When a Rocket League match is being played "end-to-end," it means that both teams are rapidly attacking and counter-attacking each other, going from one end of the field to the other. This is some of the most exciting gameplay to watch.

## F: Flip/Flick

When a directional input is applied to the second jump, this causes the car to flip/dodge in that direction. Masterful application of this mechanic can allow players to "flick" the ball into the air, rapidly changing the direction to confuse defenders. See also: jump.

## G: Goal line

The line on the floor marking the end of the field and the start of the goal. The ball must pass completely over this line to score, which can lead to some tense moments and close saves.

## **H: Half-flip**

A half-flip is exactly what it sounds like: a player flips backward and cancels their flip halfway through it in order to land facing the other direction. This allows players to reverse course quickly.

## **I: Items**

Rocket League cars are customizable with different items, such as decals, wheels, boosts, and goal explosions.

## **J: Jump**

Rocket League cars can jump not once but twice, as long as the second jump is within 1.5 seconds of the first one. See also: flip/flick.

## **K: Kickoff**

Every game starts with a kickoff, and this is also how the game restarts after a goal or to begin overtime. A kickoff is the only part of the game where all players and the ball are in a set position, which allows teams to design plays to attempt to gain an advantage.

## **L: Low Boost**

A player with low boost is limited in ability on the field. They cannot move around as quickly or fly up to contest an aerial hit. Players do their best to keep at least a little bit of boost in the tank.

## **M: Musty Flick**

A specific kind of flick in which the player rolls their car facing downward and then backflips, launching the ball up and forward. A musty flick is one of the more common high-level mechanics.

## **N: Near/Far Post**

These terms refer to the sides of the goal. Near and far are relative terms, usually used in relation to where the ball is located on the field.

## **O: Overtime**

A tied Rocket League match at the end of the five-minute regulation period moves into a winner-takes-all overtime period where the first team to score wins the game. Overtime always starts with a kickoff.

## **P: Pinch**

Exactly what it sounds like, a player can pinch the ball between their own car and the wall, the ground, the ceiling, or even another player, causing the ball to fly out with unpredictable speed. One player has been scoring these pinches so consistently over the years that they are somewhat synonymous.

## **Q: Quick Chat**

Rocket League's in-game communication system allows players to use the directional buttons on their controller to send short pre-selected messages to other players in the game.

## **R: Reset**

A flip reset (sometimes just "reset") is a mechanic that allows players to work around the 1.5-second timer for their second jump/flip. A player that touches all four of their wheels to another surface (the ball, the ceiling, another player) resets their flip timer, allowing them to flip their car again after touching their wheels.

## **S: Shadow Defense**

Shadow defense is a high-level technique for use in 1-on-1 scenarios, where a defender puts their car between the attacker and the net and then proceeds to "shadow" the attacker by mirroring their movements to stay in position to make a save.

## **T: Tap/Touch (Double/Triple)**

Touch and tap are both terms used when a player hits the ball, but you will commonly hear them in context as a "double tap/touch" or sometimes even "triple tap/touch." These plays are when a player hits the ball off of the backboard and follows their aerial through to touch the ball again as a shot on goal. This is a common offensive tactic.

## **U: Upper 90**

Named after the angle made by either post and the crossbar (top of the goal), "upper 90" refers to the upper corners of the goal. Either corner is an ideal target for a shot, and players often aim for these spots.

## **V: VOD**

Short for Video On Demand, a VOD is simply a replay of the live stream that is available to watch on Twitch after the stream has ended.



## **W: Wheels**

Different parts of a Rocket League car interact uniquely when they contact another object (most commonly, the ball, but sometimes a wall or another car). The underside or “wheels-side” of a car hits the ball the softest. This side of the car is also important for a flip reset. See also: reset.

## **X: (E)xtermination**

It's a bit of a stretch, but X is a tough letter, okay? An extermination is an official term for when a player demolishes seven players in a single game. See also: demo.

## **Y: YouTube**

Rocket League has a prolific YouTube community with plenty of resources to help anyone improve at the game, whether you've played for one hour or a thousand hours.

## **Z: Zero Seconds**

A Rocket League game does not end when the clock hits 0:00 – instead, it ends when the ball hits the ground after the clock hits 0:00.

# Reference List

**Rocket League:** <https://supernyx.com/articles/rocket-league-an-a-z-guide>