

Eva Lavric / Gerhard Pisek
Andrew Skinner / Wolfgang Stadler
(eds.)

The Linguistics of Football

Language in Performance 38

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INTRODUCTION

EVA LAVRIC

The language of football offers many rewarding topics for linguistic research. One such topic is the lexicographic analysis of football vocabulary. Since, on the one hand, a football match is made up of a relatively small number of ever-recurring events (shots, passes, referee interventions, etc.), but, on the other hand, myriads of texts (written reports, spoken commentary, etc.) are produced every day which describe these events, a vocabulary has been developed in many languages which abounds with synonyms, with fine-grained semantic distinctions and with subtle stylistic variation. (SCHMIDT, in this volume)

This volume is meant to illustrate the richness of linguistic analysis in connection with football. Combining these two fields of activity – football and linguistics – has hardly been attempted before, but the articles in this book clearly show how promising and fruitful, in terms of insights into both domains, such an undertaking can be.

1. Football terminology

The language of football is first and foremost football terminology. Therefore the volume starts with several articles dealing with football terminology: in the first article, SCHMIDT presents his *Kicktionary*, a multilingual (English, German, French) electronic resource of the language of football, which combines methods from corpus linguistics, the theory of frame semantics and the concept of semantic relations in order to enable the user to explore relationships between lexical units in various ways. The *Kicktionary* also served SZCZESNIAK / CALLIES as the basis for their investigation of the syntactic and semantic properties of verbal constructions that carry an idiomatic interpretation of ‘obtainment’ effected in a specified manner. Using examples from German, Polish and English, they show the great similarities regarding the effects of certain particles and prefixes observable in the three languages. It comes as no surprise that the constant action on the pitch is closely related to verbs describing such action. UCHECHUKWU looks at such verbs – in the Igbo language of Nigeria, where a Root Schema of verb roots is used to express concepts like ‘kick football’.

Due to its great popularity, football has become an area with a special terminology known all over the world; this is one of the reasons why it can be difficult to draw a clear line between words belonging to the general language, on the one hand, and special football terms, on the other. Several articles show that, in many languages, the question of football terminology is, above all, a question of English loan words and loan translations – which is, of course, due to the origin of the game. In this context, PAVIĆ PINTARIĆ analyses the Croatian language of football, while SEPEK deals with POLISH, DOSEV with Bulgarian, and BERNARD with French; EL SAYED and GAMAL both look at Egyptian Arabic.

2. Football language

Not surprisingly, the language of football is characterised by a great variety of idioms – as shown by MATULINA / ČORALIĆ in their analysis of Croatian, Bosnian, German and Austrian newspapers – and metaphors, which can mostly be found in live football commentary. Several articles suggest that, although conflict, war and peace are the basis of many metaphors in all cultures and languages (cf. NORDIN on German and English, VIERKANT on German – both based on Lakoff / Johnson 1980), there exist interesting differences regarding their frequency or individual variation. AnCHIMBE, for example, shows that in the West Bank a shot at goal can be called a ‘ground-to-ground missile’, while in Cameroon ‘banana shots’ are possible. Focussing on phrases containing the words ‘net’, ‘minute(s)’ and ‘whistle’, LEVIN shows that the language of English football reporting largely consists of semi-fixed phrases with conventionalized functions to describe recurring events in a game.

In relation to the language of football reporting, onymic aspects like the nicknames of players, the names of stadiums or terms used to describe one’s own or the opposing teams are also worth investigating (cf. the article by CALDERÓN). Onymic aspects are, among others, dealt with by SHAMSUDDIN / KAMARUDDIN, who present a general overview of the language of football reporting in Malaysian newspapers. SONNENHAUSER analyses the use of the indefinite article *ein* + proper name in German (e.g. *ein Franz Beckenbauer*), showing how proper names develop from demonstratives to common nouns.

3. Football discourses

(Critical) discourse analysis is applied by RICHARD in his study of the French TV commentary of the 1976 European club championship final between Bayern Munich and St. Étienne; he shows with which linguistic means a defeat can be euphemised. Using the example of the Agnelli family and its close ties to Juventus Turin, KUHN investigates how politics and football are intertwined in Italy, while HALLETT / KAPLAN-WEINGER draw interesting parallels between sports and religion in their study of football and soccer halls of fame and their respective websites, which are intended to mobilise sports fans into demonstrating their respect and devotion.

A special kind of football discourse – namely discourse that is not about the game itself, but that is part of the event – is studied by SCHIERING and LUHRS, who both investigate football chants performed by supporters of German and English teams. SCHIERING explains how, in the industrial area of the Ruhr, regional identity is expressed through the chants and cheers of Schalke 04 supporters, while LUHRS describes the chants of English supporters as modern-day examples of the traditional ‘blason populaire’, as an expression of one group’s outlook and self-image that often involves denigrating other groups.

In his study of Polish football language, DUDA focuses on the terms *kibic* and *pseudokibic*, the former denoting a real or ‘true’ fan, the latter a pseudo-fan or hooligan;

he describes how these two terms are used by the media to marginalize the problem of football violence in Poland.

4. Football and the media

Football games are media events, and the media play a decisive role in how football is staged and presented. A series of articles analyse how football games are reported in various media, ranging from television and radio to newspapers and on-line minute-by-minute commentaries. These commentaries are investigated by CHOVANEC, who – like ANCHIMBE in his article – stresses the infotainment element of such commentaries, which are also characterized by a high degree of involvement on the part of those participating in the discourse. The spectacularization of football and its language in Spanish and Argentine television broadcasts is the topic of JUNG'S article, in which features like players' nicknames, national stereotypes and the expression of emotions are investigated.

MÜLLER presents an analysis of radio football commentary, which he analyzes in connection with the corresponding television images of the same games; these in turn allow the identification of the extra-linguistic events leading to what is described in the commentary. He shows that the type of event described – and when it is being described – have important consequences for the commentator's verbal output (e.g. syntactic complexity, pronouns, past time markers, etc.). The interplay between play-by-play reporting and colour commentary in live football commentary (BBC) is described by GERHARDT in her micro-analysis of this particular setting, and also mentioned by LAVRIC et al.

In his article about the Past Simple and Present Perfect in English football interviews, WALKER demonstrates how the Present Perfect is used in such situations to recount events in past time, i.e. is used as a narrative tense, although conventionally in English only the Preterit is available for this purpose.

Live football commentary is always done under great time pressure; as a result, speech errors tend to occur, as is demonstrated by MAKAROVA in her analysis of Russian television commentaries of tennis and football games.

In newspaper articles the aspect post-match evaluation is of central importance, as is shown by WIREDU / ANDERSON in their study of the use of adjectives in Ghanaian newspapers, where they come to the conclusion that, despite football's highly competitive nature, positive adjectives tend to dominate.

5. Media and discourse: Emotions

Emotions in football commentary are dealt with by THEODOROPOULOU, JUNG and the second article by the INNSBRUCK FOOTBALL RESEARCH GROUP (LAVRIC et al.). Here, although there may be national differences between how emotions are expressed and staged, certain features like intonation, repetition, direct address to players, or pauses can be found in all languages and cultures. The expression of emotion is closely linked to the 'spectacularization' of football events, as described by JUNG (Spanish and Argentine radio and television) and THEODOROPOULOU (Greek

‘triumphalese’ after winning EURO 2004). The following quotation from JUNG’S article illustrates the strong emotional involvement in connection with football:

1. “[...] *esto ha sido un espectáculo, ¡que hemos vivido todos! ¡Que hemos sufrido todos! ¡Y que hemos disfrutado todos!*” – ‘This has been a spectacle that we all have experienced! During which we all have suffered! And that we all have enjoyed!’

6. Football and multilingualism

The fact that international football, regardless of its presentation in the media, is also an activity where people work together in a multilingual context, is also taken into account by the INNSBRUCK FOOTBALL RESEARCH GROUP (GIERA et al.), which analyses strategies like ‘code choice’ and ‘code switching’, as well as aspects of intercultural and non-verbal communication.

The article by THALER shows how the topic of football can be used for language learning, and why football definitely belongs in the EFL classroom.

Let us give one of our contributors (ANCHIMBE) the last word:

Football is perhaps the most popular sport in the present century. It has established itself not only as the most prestigious club and national sport, but also as one of the most lucrative sports (consider player contracts, transfers, club take-overs, television transmission rights, sale of T-shirts, etc.). Football more than many other team sports is unique in its ambiguous ability to unite and divide at the same time – consider national/regional unity during football competitions and (in)famous hooligan violence during and after games or tournaments. Beside this, football is now a battlefield for several issues: the fight against racism (e.g. banners and flyers during games or information slots on television during transmission of football games); the resolution of conflicts (e.g. the match Israel-Palestine vs. World stars 2006); the alleviation of poverty (e.g. Michael Schumacher + friends vs. World stars, or Team Ronaldo vs. Team Zidane (2005 & 2006) both under the UN). What all this points to is that the sport has become so dynamic and diverse that it is used – both consciously and unconsciously – to represent reality, political and social issues, tastes in fashion, as well as racial and minority awareness.

1. FOOTBALL TERMINOLOGY

THOMAS SCHMIDT¹

THE KICKTIONARY: COMBINING CORPUS LINGUISTICS AND LEXICAL SEMANTICS FOR A MULTILINGUAL FOOTBALL DICTIONARY

This paper presents the Kicktionary, a multilingual (English – German – French) electronic lexical resource of the language of football. In the Kicktionary, methods from corpus linguistics and two approaches to lexical semantics – the theory of frame semantics and the concept of semantic relations – are combined to construct a lexical resource in which the user can explore relationships between lexical units in various ways. This paper explains the theoretical background of the Kicktionary, sketches the data and methods which were used in its construction, and describes how the resulting resource is presented to users via a set of hyperlinked webpages.

1. Introduction

The language of football offers many rewarding topics for linguistic research. One such topic is the lexicographic analysis of football vocabulary. Since, on the one hand, a football match is made up of a relatively small number of ever-recurring events (shots, passes, referee interventions, etc.), but, on the other hand, myriads of texts (written reports, spoken commentary, etc.) are produced every day which describe these events, a vocabulary has been developed in many languages which abounds with synonyms, with fine-grained semantic distinctions and with subtle stylistic variation. To analyse, describe and make accessible some aspects of this vocabulary is the aim of the Kicktionary presented in this paper.

The Kicktionary is an electronic multilingual (English, German, French) lexical resource of the language of football. Its main idea is to combine methods from corpus linguistics and different approaches to lexical semantics in order to construct a dictionary which is better than (or at least as good in a manner different from) traditional paper dictionaries. The lexical resources constructed by the FrameNet (Fillmore et al. 2003) and WordNet (Fellbaum 1990) projects were used as a starting point for this task.

This paper explains the design and construction of the Kicktionary. It is structured as follows: section 2 introduces the concepts of frame semantics and semantic relations, which constitute the theoretical background to the analyses carried out for the Kicktionary. Section 3 describes the empirical basis of the analyses – a multilingual corpus of football match reports – and explains the analysis method as well as the

¹ The work presented here was carried out during my stay as a guest researcher with the team of the FrameNet project at ICSI in Berkeley, with the help of a research grant by the German Academic Exchange Service (DAAD). I am grateful to the FrameNet team (Charles Fillmore, Collin Baker, Michael Ellsworth, Josef Ruppenhofer) and its visitors (Kyoko Ohara, Jan Scheffczyk, Carlos Subirats) for their support. I owe the original idea for this project to Seelbach's (2001) and Gross's (2002) work on the lexicography of football language in the lexicon grammar framework.

general architecture of the resource. Section 4 then demonstrates how the resource is presented to users on a website. Section 5, finally, sketches some plans for future developments.

This paper can only give a brief overview of the Kicktionary and the ideas behind it. The interested reader is referred to Schmidt (forthcoming) for a more comprehensive account of the lexicographic analysis of football language and the challenges it poses to frame semantic theory. The more practical matters, on the other hand, are of course best studied by a look at the Kicktionary website itself (www.kicktionary.de).

2. Linguistic background

2.1. Scenes and frames in football

Frame Semantics, as defined and developed by Fillmore (e.g. Fillmore 1977 and Fillmore e.a. 2003), is a means of relating linguistic items to one another through knowledge about prototypical event structures. The entities in which this knowledge is represented are called scenes and frames. The domain of football is very well suited to illustrate and apply frame semantic theory. As an example, consider the following set of sentences:

- 1a. [*Zahovaiko*]_{OPPONENT_PLAYER} **challenged** [*Manou Schauls*]_{PLAYER_WITH_BALL} [*in the penalty area*]_{AREA}.
- 1b. [*He*]_{PLAYER_WITH_BALL} *turned inside to* **take on** [*Roma*]_{OPPONENT_PLAYER} *and finish with his left foot from close range.*
- 1c. [*Hector Font*]_{PLAYER_WITH_BALL} *tried to* **nutmeg** [*Ioannis Skopelitis*]_{OPPONENT_PLAYER}.
- 1d. [*Ronaldo*]_{OPPONENT_PLAYER} **dispossessed** [*Wisla goalkeeper Radoslaw Majdan*]_{PLAYER_WITH_BALL} [*on the edge of the box*]_{AREA}.

What the words *challenge*, *take on*, *nutmeg* and *dispossess* in these examples have in common is that they all apply to the same prototypical situation in a football match, namely a one-on-one situation. A general description of this situation could look as follows: a player in possession of the ball (_{PLAYER_WITH_BALL}) is attacked by an opponent (_{OPPONENT_PLAYER}) at some location (_{AREA}) on the field. The outcome of the situation is that the _{PLAYER_WITH_BALL} either keeps or loses possession of the ball.

The words differ, however, in the perspective they put on this event. Thus, in (1a) and (1b), the temporal focus is on the event itself, while (1c) and (1d) relate the event from the perspective of its outcome. Similarly, (1a) and (1d) foreground the point of view of the opponent player, while (1b) and (1c) focus on the player in possession of the ball.

In frame semantics, such a prototypical event is called a *scene*; the different ways of taking a perspective on it are called *frames*; the actors and props taking part in the scene and frames are called *frame elements*; and the linguistic means used to describe scenes and frames (which, in Fillmore's terminology, "evoke" a frame) are called *lexical units* (LUs).

Usually, a frame contains more than one lexical unit. Thus, just like the LU *nutmeg*, the LUs *beat*, *outrstrip* or *sidestep* describe the successful outcome of a one-on-one situation from the perspective of the player with the ball. All these LUs are therefore assigned to the same frame ‘Beat’. Likewise, the verbal LU *tackle* and the nominal LU *sliding tackle* share their perspective on the one-on-one scene with the verb *challenge*. These LUs are therefore all assigned to the same frame ‘Challenge’. This latter case also shows that frames can accommodate lexical units from different parts of speech.

Furthermore, scenes and frames are not language specific. It can be expected that a speaker of German has the same or very similar knowledge about prototypical events of a football match and of ways of taking a perspective on them as a speaker of English. When it comes to constructing a multilingual dictionary, frames can therefore be used to group meaningful lexical units from different languages. Thus the German verb *tunnel* and the French verb *mystifier* exhibit the same scene-and-frame characteristics as the English verbs *nutmeg*, *beat*, *outrstrip* and *sidestep*:

- 2a. [Ailton]_{PLAYER_WITH BALL} **tunnelte** [Chris]_{OPPONENT_PLAYER} und spielte Klasic frei.
 2b. [Giggs]_{PLAYER_WITH BALL} lui répondait **en mystifiant** [deux défenseurs]_{OPPONENT_PLAYER}.

All of these lexical units (and, potentially, LUs from an arbitrary number of other languages) can therefore be assigned to the same frame.

2.2. Semantic relations

Scenes and frames are a very helpful means of structuring a domain vocabulary according to onomasiological criteria. They group lexical units with similar meanings and lexical units which denote different aspects or different variants of the same concept and thus create a structure which should be transparent to and exploitable by a dictionary user. However, a scenes-and-frame structure on its own fails to cater for a number of more basic tasks which a dictionary should fulfil: it does not tell the users which lexical units are actually synonymous and which are in a more complex semantic relation to one another. In the multilingual case, it also fails to provide the user with translation equivalents of a given lexical unit. As an example, consider the following list of lexical units, all of which are members of the ‘Shot’ frame in the ‘Shot’ scene (i.e. they all describe a shot from the shooter’s point of view):

- 3a. *shot, drive, thunderbolt, volley, bicycle kick, overhead kick, header, diving header*
 3b. *Schuss, Torschuss, Hammer, Volley, Direktabnahme, Fallrückzieher, Kopfball, Kopfstoß, Flugkopfball, Kopfballtorpedo*
 3c. *tir, frappe, boulet de canon, vollée, retourné, tête, coup de tête, tête plongeante*

Among others, the following semantic relations can be established between individual members of this frame:

- The LUs *Kopfball* (*head ball*) and *Kopfstoß* (*head kick*) are synonymous, as are *bicycle kick* and *overhead kick*, as well as *tête* (*head*) and *coup de tête* (*head kick*).

- A *thunderbolt* is a special kind of *shot*, specifically, a very powerful one. The same hyponymy relation holds between the German LUs *Hammer* (*hammer*) and *Schuss* (*shot*) and the French LUs *boulet de canon* (*cannon ball*) and *tir* (*shot*).
- The German LU *Volley* and the French LU *vollée* are both translation equivalents of the English LU *volley*. Likewise, *Fallrückzieher* and *retourné* are translation equivalents for both *bicycle kick* and *overhead kick*.

The WordNet project (Fellbaum 1990) has developed methods for representing such semantic relations in a network-like structure. The basic unit of a WordNet is a synset, i.e. a set of synonymous lexical units. In the Kicktionary, this concept is extended to include not only synonymy in one language, but also translation equivalence between different languages. The set *{bicycle kick; overhead kick / Fallrückzieher / retourné}* is an example of such a multilingual synset. Other semantic relations like hyponymy/hypernymy, holonymy/metonymy and troponymy are then represented not as assignments between individual lexical units, but as relationships holding between two synsets. For example, a hyponymy relation holds between *{thunderbolt / Hammer / boulet de canon}* and *{shot; drive / Schuss / tir; frappe}*. Since semantic relations are transitive (if a relation holds between A and B as well as B and C, it will necessarily also hold between A and C), they can be used to construct hierarchies of synsets. The following is an example of such a concept hierarchy constructed on the basis of the hyponymy/hypernymy relation (LUs on a lower level are hyponyms of LUs on a higher level):

4. *{player / Spieler / joueur}*
 {goalkeeper; custodian / Torhüter; Torwart / gardien }
 {defender / Verteidiger; Abwehrspieler / arrière; défenseur}
 {central defender / Innenverteidiger / défenseur central}
 {sweeper / Abräumer / }

3. Constructing the Kicktionary

The Kicktionary was constructed on the basis of a corpus of football match reports from specialised websites. English, French and German texts were taken from the UEFA website (www.uefa.com). For German, additional material was acquired from the online edition of the *Kicker* magazine (www.kicker.de); a small number of transcribed radio commentaries (from the NDR and SWR broadcasting stations) were also added to the corpus. Table 1 gives an overview of the corpus.

Language	Source	# texts	# words	Mode
English	uefa.com	535	ca. 230,000	written
French	uefa.com	482	ca. 240,000	written
German	uefa.com	486	ca. 200,000	written
German	kicker.de	1,242	ca. 700,000	written
German	German Radio	9	ca. 10,000	spoken

Table 1: Details of the Kicktionary corpus

Candidates for lexical units were initially selected from a wordlist of the whole corpus without considering their membership in a specific frame or scene. Only in a later stage of the analysis, when a relatively stable scenes-and-frames hierarchy had been established, was the choice of new lexical units guided more directly by the existing structure of the resource. This manner of proceeding was intended to ensure that the scenes-and-frames hierarchy evolves on the basis of an empirical process rather than predetermining the empirical analysis by an ‘introspective’ postulation of frames which are then to be ‘filled’ with lexical material. The assignment of lexical units to synsets and the analysis of semantic relations between synsets were done only after the scenes-and-frames analysis had been more or less completed.

The analysis was carried out with the help of a combined concordancing and annotation tool. For each lexical unit, a KWIC concordance was first created. Suitable example sentences were then selected from this concordance, and the lexical units in these sentences, as well as the frame elements, were marked and annotated with appropriate labels. Example 5 shows different annotations for the lexical unit *pass*. Note how these examples document different options for realizing frame elements with the LU – the ‘recipient’ frame element is realized in 5a and 5c, but not in 5b, which has the ‘ball’ and ‘target’ frame elements instead; the prepositional phrase which describes the ‘recipient’ frame element is headed by ‘to’ in 5a, but by ‘for’ in 5c, and so on:

- 5a. *After just three minutes, [veteran striker Gert Verheyen]_{PASSER} [...] passed [to team-mate Rune Lange]_{RECIPIENT}. [79240 / p3]*
- 5b. *[...] and with three minutes remaining [substitute Marcelo Zalayeta]_{PASSER} passed [the ball]_{BALL} [into the middle]_{TARGET} where the unmarked Trezeguet made it 4–1. [79345 / p7]*
- 5c. *[He]_{PASSER} then passed [for Zé Roberto]_{RECIPIENT} to increase their lead [...]. [1077165 / p2]*

Regarding the cross-lingual part of the analysis, the partly parallel nature of the corpus could be exploited – for about half of the texts from the UEFA website, it was possible to automatically detect that they are direct translations of one another and to establish a cross-lingual alignment of these translations on the paragraph level. During the analysis, this alignment could then be used to discover and compare translation equivalents.

The result of this process is a lexical resource whose basic entity is the lexical unit together with a set of annotated example sentences, each of which can be reconnected to the corpus from which it was extracted. Two structures are built on top of the list of LUs: on the one hand, each LU is assigned to a frame, and each frame becomes part of a scene. On the other hand, the list of LUs is partitioned into synsets, and synsets are related to one another via semantic relations, yielding a number of concept hierarchies. The scenes-and-frames hierarchy and the concept hierarchies are thus based on the same lexical material, but are otherwise independent of one another.

The Kicktionary in its present state contains altogether 1926 lexical units (599 English, 792 German, 535 French), with a total of 8164 example sentences. A total of 16 scenes were defined consisting of altogether 104 frames. The LUs were partitioned into 552 synsets, and these synsets are organised in 36 different concept hierarchies.

4. Presenting the Kicktionary

Since the Kicktionary is mainly intended as a lexicographic resource for human users, great attention was paid to an adequate, user-friendly presentation of lexical units and their structural organisation. The resource is presented as a website on www.kicktionary.de.²

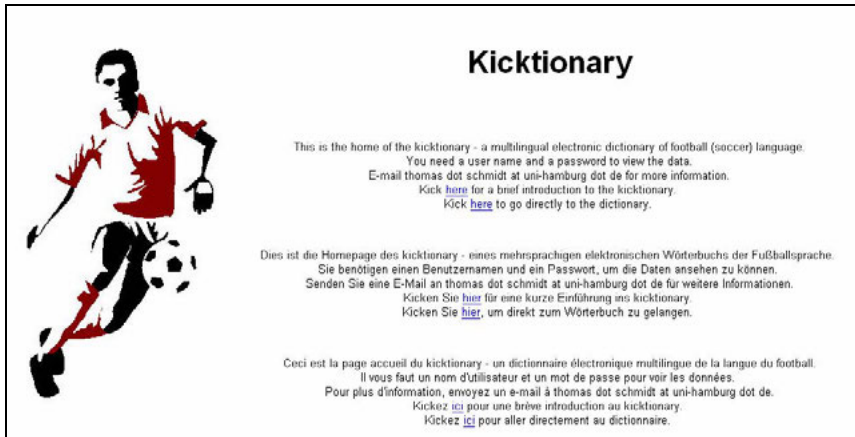


Figure 1: Homepage of www.kicktionary.de

4.1. Presentation of lexical units

Figure 2 depicts an exemplary entry for the lexical unit *bicycle kick*. The entry starts by indicating the lexical unit's scene and frame assignment, followed by a list of frame elements which were encountered with the LU. After this, the annotated example sentences are listed in two different forms – once as full text and once in a schematic overview which is intended to facilitate the discovery of regularities with respect to the realisation of frame elements. Below the example sentences, other synset members (i.e. synonymous lexical units and translation equivalents) are given as well as superordinate synsets with hypernyms or holonyms.

To support dictionary navigation, each component of this presentation is hyperlinked to the corresponding other parts of the resource. For instance, clicking on the name of the scene will take the user to a description of that scene, and clicking on a synonym will display the corresponding entry. Likewise, examples are linked to the corpus text from which they were taken, and the synsets are linked to a presentation of the corresponding concept hierarchies.

² The site is password-protected. Interested users can request a free account to view the data.

bicycle-kick.n Scenario Shot Frame Shot

SHOOTER [Player]

1. Not content with that, [Crespo]_{SHOOTER} then attempted a bicycle kick only for Laštuvka to produce a reflex save to deny him a second goal. [1077219 / p9]
2. Cazorla shot narrowly wide from distance on the half-hour mark and Luciano saw [his]_{SHOOTER} **bicycle-kick** saved by Vasil Khomutovski five minutes later before José Mari shot wide. [80107 / p3]
3. The Danish forward headed Erlø's long pass into the path of Shevchenko who latched on to the ball but saw his shot cleared by [Celtic defender Dianbobo Balde's]_{SHOOTER} spectacular **bicycle-kick**. [1077172 / p6]

Support	LU	SHOOTER
<i>attempted</i>	bicycle kick	Crespo
	bicycle-kick	his
	bicycle-kick	Celtic defender Dianbobo ...

Synonyms

Falträckzieher.n
 overhead_kick.n bicycle-kick.n
 retourné.n

Hypernyms

Torschuss.n Schuss.n
 shot.n drive.n stinke.n
 tir.n frappe.n

[Moving_Balls]

Figure 2: Presentation of the LU *bicycle kick* and its examples

4.2. Presentation of scenes

As explained above, a scene, by definition, corresponds to a kind of knowledge which is not (or not exclusively) linguistic in nature. From the point of view of dictionary design, this means that a textual description, a short film or a schematic diagram may all be equally adequate representations of a scene. In fact, if one is interested in using scenes as language-independent entities in the organization of a multilingual vocabulary, there are even good reasons to prefer non-linguistic forms of presenting a scene over linguistic ones – scenes can thus become a common point of reference for dictionary users with different language backgrounds.

The Kicktionary therefore illustrates most scenes with one or more schematic diagrams such as the following one from the ‘Shot’ scene:

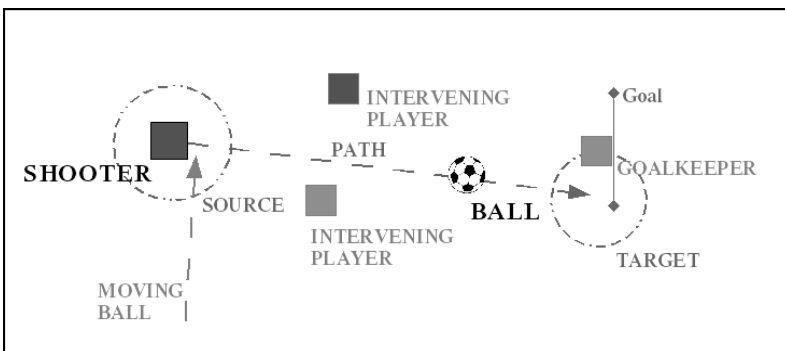


Figure 3: A diagram illustrating the ‘Shot’ scene

This graphic information is usually supplemented with a prose description of the scene which lists the frame elements, explains their roles in the action, and sketches the typical course of events in the scene. After the scene is explained in this way, the user is given links to the various corresponding frames which, in turn, refer to the presentation of individual lexical units as described above.

The **Shot** scene is centred around the event of a player directing the ball to a target on the field. Typically, the target is the opponent's goal, and the shot is carried out with the intention of scoring a goal. The main protagonist of the scene is the SHOOTER. Using a PART OF HIS BODY, the shooter directs the BALL towards the opponent's goal. The ball moves from the SOURCE location on the field along a PATH to a TARGET location. In some cases, the MOVING BALL (typically a pass from a team-mate) that brought the shooter into a position to carry out the shot can be mentioned. Sometimes, a shot is construed as the final stage of a MOVE by the shooter's team.

The frame Shot contains LUs which describe a shot from the shooter's point of view. The Finish frame contains LUs that construe a shot as the last stage of a move by the shooter's team. [...]

Figure 4: A textual description of the 'Shot' scene

4.3. Other elements of the presentation

In addition to the information outlined above, the web version of the Kicktionary provides a separate visualisation of the organisation of LUs into hierarchies of synsets. There is a two-way link between these representations and the representations of individual LUs so that a user can navigate from a given LU to one of its hyponyms or co-hyponyms via such a hierarchy, as illustrated in Figure 5.

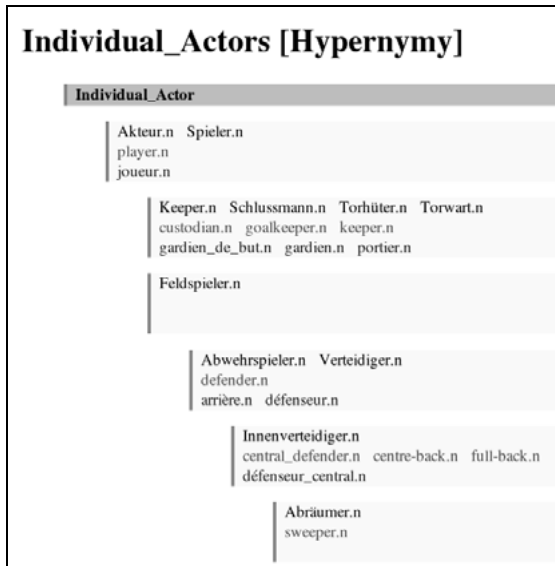


Figure 5: Presentation of the 'Individual_Actors' concept hierarchy

The Kicktionary also provides a full-text display of the corpus texts, which can be accessed via the link provided in the example section of the LU presentation (see Figure 2 above). This allows users to study the larger context in which the annotated example sentences appear. Finally, several means for top-level navigation provide the user with points of entry to explore the full list of LUs and their various forms of organisation. For top-down access, the user can either start with an overview of scenes and frames or with a list of concept hierarchies. For bottom-up access to the Kicktionary, a simple alphabetical list of LUs, separated by language, is provided. Alternatively, users can start with an annotated parallel text in which occurrences of LUs are linked to the respective entries in the resource, as is shown in Figure 6.

 English text Barcelona glee in Glasgow Tuesday , 14 September 2004 By Alex O ' Henley at Celtic Park	 German text Barcelona mit historischem Sieg Dienstag , 14. September 2004 Von Alex O ' Henley aus dem Celtic Park	 French text Le Barça jubile à Glasgow Mardi , 14 septembre 2004 Par Alex O ' Henley à Celtic Park
<p>FC Barcelona became the first <u>visiting team</u> to <u>win</u> a UEFA Champions League <u>match</u> at Celtic FC as <u>goals</u> from Deco, Ludovic Giuly and the homecoming Henrik Larsson secured maximum points in their Group F opener .</p> <p>Larsson <u>clincher</u></p> <p>Larsson's <u>goal</u>, on his return to the club where he <u>scored</u> 242 <u>goals</u> in a seven-year spell, sealed a victory which had looked in doubt after Chris Sutton grabbed a dramatic <u>equaliser</u> for Celtic just short of the hour mark . Barcelona coach Frank Rijkaard had named Larsson as a <u>substitute</u> with Brazilian ace Ronaldinho coming in to form a front three with Ludovic Giuly and Samuel Eto ' o.</p>	<p>Der FC Barcelona hat als erste <u>Mannschaft</u> ein UEFA Champions League-<u>Spiel</u> bei Celtic FC <u>gewonnen</u>. Beim 3:1-<u>Erfolge</u> im Celtic Park <u>trafen</u> Deco, Ludovic Giuly und "Heimkehrer" Henrik Larsson und sicherten so den Katalanen zum Auftakt in der Gruppe F drei Punkte.</p> <p>Entscheidung durch Larsson</p> <p>Larssons <u>Tor</u> gegen seinen ehemaligen Verein, für den er in sieben Jahren 242 Mal <u>getroffen</u> hatte, sorgte für die <u>endgültige</u> Entscheidung. Zwischendurch nahm die <u>Partie</u> dramatische Züge an, als nach etwa einer Stunde Chris Sutton der unjubilte <u>Ausgleich</u> gelang. Barcelonas Trainer Frank Rijkaard hatte Larsson zunächst nur auf die <u>Ersatzbank</u> gesetzt, um im <u>Angriff</u> mit dem brasilianischen Star Ronaldinho sowie Ludovic Giuly und Samuel Eto'o zu beginnen.</p>	<p>Le FC Barcelona est la première <u>équipe</u> à <u>remporter</u> un <u>match</u> d'UEFA Champions League à Celtic Park. Deco, Ludovic Giuly et Henrik Larsson, qui effectuait son grand retour, <u>ont marqué</u> et offrent les trois points au Barça dans le Groupe F.</p> <p>Larsson <u>buteur</u></p> <p>Le <u>but</u> de Larsson , pour son grand retour au club pour lequel il a <u>marqué</u> 242 <u>buts</u> en sept ans , scellait une victoire qui ne semblait pas acquise après l'<u>égalité</u> de Chris Sutton à l'approche de l'heure de jeu . Le <u>coach</u> du Barça , Frank Rijkaard, décidait de reléguer Larsson sur le <u>banç des remplaçants</u>, alors que le prodige brésilien Ronaldinho faisait son entrée pour former un trio de tête avec Ludovic Giuly et Samuel Eto'o.</p>

Figure 6: An annotated parallel text, linked to the lexical resource

5. Outlook

At this point in time, the Kicktionary is complete in the sense that a reasonably large³ number of LUs from the football domain have been analysed and integrated into the described architecture. It is also complete in the sense that this architecture is accessible via a website. There are, however, various ways in which it could be improved and extended.

First, an extension of the corpus is likely to uncover new LUs, and a larger corpus could be used to increase the number of annotated examples for existing LUs. In both cases, the additional material may make it necessary to remodel parts of the scenes-and-frames hierarchy and parts of the concept hierarchies. Further text materials from the UEFA website have been acquired for this purpose and are presently being processed.

Second, user feedback for the Kicktionary website should make it possible to evaluate the quality of the resource and its presentation. One possible way of improving

³ "Reasonably large" meaning that a) the number of lexical units for each language is considerably higher in the Kicktionary than in comparable printed dictionaries (e.g. Yıldırım 2006, Colombo et al. 2006) and that b) a further analysis of the corpus would turn up no or very few additional LUs.

the presentation might be the inclusion of additional films and pictures into the description of scenes.

Third, the existing architecture, together with the concordancing and annotation tool developed for the analysis, should make it relatively easy to supplement the Kicktionary with data from other languages. Italian, Portuguese, Spanish, Russian, Chinese, Korean and Japanese corpus material is available for lexicographers interested in constructing versions for these languages.

Finally, I think that the Kicktionary could be regarded as a promising test case for the development and application of methods for a collaborative creation of specialized multilingual lexical resources. This is so because (1) football is a well-delimited special domain with a large, but manageably-sized vocabulary, and (2) contrary to many other specialized areas, it is not too difficult to find ‘experts’ who are competent users of that vocabulary (in different languages) and who may be able and willing to contribute to such a collaborative effort either as lexicographers or as evaluators of the resulting resource.⁴ First steps towards a client-server architecture in which dictionary creators and dictionary users can work together to construct an improved version of the Kicktionary have already been taken.

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⁴ Feedback so far shows that the Kicktionary seems indeed capable of getting both linguists and laymen interested in lexicography.

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**“EUROPAMEISTERSCHAFT ZU ERDRIBBELN”:
‘MANNER OF OBTAINMENT’ CONSTRUCTIONS IN SPORTS REPORTING**

The present paper focuses on the syntactic and semantic properties of a family of constructions which carry an idiomatic interpretation of ‘obtainment’ effected in a specified manner. A constructional analysis of such forms will be proposed, as their interpretation cannot be accounted for in terms of the individual conceptual structures of the lexical items composing the sentence. Based on a multilingual corpus of football commentaries, this paper will investigate various types of particles and prefixes in verbs like *herausspielen* or *ermogeln*. It is suggested that, despite some minor semantic differences, their syntactic effects are similar across particle categories and across languages like German, Polish, and English. A cross-linguistic correlation will be shown to hold between a language’s ability to express event conflation (Talmy 1985, 2000) and the occurrence of some form of the construction in that language. This will be taken as an indication of a resultative nature of those types of directional phrases which involve the semantic interpretation of boundary crossing.

1. Introduction

Sport is not about winning; it is all about ‘obtaining’. Whether literally or metaphorically, competition is thought of as an event where teams collect points or gain an advantage. Even a draw, when it is welcome, is said to be *secured* or *achieved*.

Lexically, the act of ‘obtaining’ or winning can be conveyed either by specific verbs (*score, shoot, salvage, win, gain*) or by complex predicates such as particle verbs, representing productive patterns which are best analysed as autonomous constructions. This paper will discuss the latter, with special focus on verbal structures exemplified in (1). It will be shown that in German, English, Polish, and other languages, such structures bear striking similarities in what meanings they serve to convey and how they behave syntactically.

- 1a. *Dietz und Roth ergrätschen jeden Ball [...]. (German)*
- 1b. *[...] die Copa Americana-Teilnahme zu erbolzen. (German)*
- 1c. *The team has fouled their way to victory. (English)*
- 1d. *Smolarek wydrybował gola. (Polish)*
Smolarek wy- dribbled goal.
‘Smolarek scored a goal by dribbling.’

Of special interest here is the semantic structure of the event described by the verbs and their objects in (1). In each of the examples, the entity realized as the object is ‘obtained’ in a manner specified by the verb. In (1a), the ball is ‘obtained’ by tackling the opposing player; in (1b), the Copa Americana is won through a consistent playing style which involves ‘slamming’ the ball, etc. What needs to be stressed is that this

semantic pattern is replicable in any sentence exemplifying the construction in question – it is based on the same two semantic components, namely the elements of ‘obtainment’ and manner. These regularities make it possible to consider the above complex predicates as examples of a construction in the sense of Construction Grammar – that is, a syntactic construction which conveys a meaning expressed on top of the meanings of the individual words used in that construction, or a conventional, stored pairing of form and semantic meaning or discourse function whose form/function is not strictly predictable from its component parts (Goldberg 2003, Goldberg / Casenhiser 2006). The type of constructions under consideration will be referred to as ‘Manner of Obtainment Constructions’ (MOCs).

The constitution of the MOCs is analogous to Talmy’s (1985) decomposition of co-event confluents of manner and directional movement. Talmy argues that in examples like (2), there is a deep unexpressed verb MOVE conflated with a manner of motion expressed overtly.

- 2a. *The craft floated₂ into the hangar on a cushion of air. (example 10 in Talmy 1985)*
 2b. *The craft MOVED WITH-THE-MANNER-OF [floating₁] into the hangar on a cushion of air.*

Thus, there are actually two verbs ‘float’. *Float₁* is the “pure” version of the verb, specifying only the manner of motion, and *float₂* is a verb of directed motion MOVE conflated with the manner of floating. Talmy lists a number of deep verbs which can be conflated with a manner, including an agentive Δ MOVE, which will be relevant for the present discussion of ‘obtainment’. The deep verb Δ MOVE differs from MOVE in that it is transitive and involves an extra argument; for example, it is found in situations where an agent moves a theme into or out of a location, as in (3).

3. *Smith slid the ball into an open goal.*
Smith Δ MOVED the ball into an open goal WITH-THE-MANNER-OF sliding the ball.

Talmy observes that, although the pairing of manner with motion seems a natural linguistic operation to fill an obvious expressive need, not all languages provide this option. In Romance languages, for example, if a speaker wishes to convey information about both manner and directed motion, these two elements would have to be expressed separately. In Spanish, (4a) would be grammatical, although in most contexts manner is normally left out. But Spanish does not allow for conflating manner with directed motion as in (4b).

- 4a. *El balón entró en la meta rodando.*
The ball entered in the goal rolling.
 ‘The ball entered the goal by rolling.’
 4b. **El balón rodó en la meta.*
The ball rolled in the goal.
 ‘The ball rolled into the goal.’

What is interesting here is that a correlation seems to hold between a language’s potential for co-event conflation and the occurrence of the MOCs. If a language

conflates manner and directed motion, it is also likely to have the MOCs as part of its expressive inventory and, conversely, if a language does not have manner conflation, the MOCs will not be found in it either. It will be argued that the MOCs use the ‘manner conflation’ based on the verb Δ MOVE. Although a deep verb ‘OBTAIN’ can be hypothesized for all such examples, the ‘obtainment’ effect is achieved through a directional movement metaphor, and the verb ‘OBTAIN’ is really an implicit interpretation of Δ MOVE. This point will be discussed in more detail in section 2.

The interpretation of ‘obtainment’ is an integral semantic part of the meaning in the above examples. Sentence (5a) does not mean ‘fought in order to score a goal’, but ‘managed to score a goal by fighting’.

- 5a. *Odonkor erkämpfte sich ein Tor.*
*Odonkor *er- fought himself a goal.*
 ‘Odonkor fought his way to a goal.’

It is quite clear that the scoring is not a mere implicature, but a true entailment, because it passes the test of non-cancelability. The ‘obtainment’ reading cannot be cancelled by saying (5b).

- 5b. **Odonkor erkämpfte sich ein Tor, aber es gelang ihm keins.*
 ‘Odonkor fought his way to a goal, but he didn’t succeed.’

For comparison, where ‘obtainment’ is not entailed, but merely implicated, it is possible to cancel it, as in (5c).

- 5c. *Odonkor arbeitete und kämpfte für ein Tor, aber es gelang ihm keins.*
 ‘Odonkor worked and fought for a goal, but he didn’t succeed.’

2. Constructions that express ‘manner of attainment’

There are a number of formal lexical realizations of ‘manner of attainment’ available. In German, instantiations of the construction include the prefixes *er-*, *ein-*, *heraus-* and *ab-*. In English, the ‘obtainment’ interpretation is also conveyed by several particle verbs and more complex structures such as the *X’s way* construction. It will be assumed here that all these structures, including the *X’s way* construction and verb-particle constructions in other languages, are instances of the MOCs. Although the German prefixes are not interchangeable with one another and the meanings they serve to convey are not always equivalent to the English *X’s way* construction, they seem to share their basic selection criteria. The *X’s way* construction has been shown to select unergative and transitive verbs, but not unaccusative verbs (Levin 1993: 99). Of course, the MOCs are not confined to verbs typically found in the language of football such as *einköpfen* or *abstauben*. They normally take agentive verbs of manner (*sprinten*, *bolzen*) or verbs naming specific activities (*mogeln*, *boxen*, *schlagen*, *bowlen*, *bluffen*, *joggen*, *skaten*).

2.1. Verbs participating in prefixed MOCs – A cline

Verbs which participate in one type of MOCs – prefixed verbs – can be represented as forming a cline from fairly established items, used frequently in speech and writing, to completely new verbs which are invented on the spot and recognized by most language users as creative formations. At the established end of the cline of verbs carrying the ‘obtainment’ interpretation, there are e.g. *er-* forms which do not possess an unprefixed base, such as *ergattern* or *erobern* (forms like *gattern* or *obern* do not exist in German). In (6), the ‘obtainment’ interpretation is conveyed by the verb, but it is retrieved from the lexicon and not computed online from the constituent parts of the verb. (The following examples - like most examples in this paper - come from *Kicktionary*, a multilingual electronic dictionary of the language of football; see Schmidt 2006.)

- 6a. *In der Schlussphase hätte Rosenborg fast doch noch einen überaus wichtigen Punkt **ergattert**. [...]* (KICKTIONARY)
6b. *Christian Poulsen **eroberte** sich den Ball im Mittelfeld, [...]* (KICKTIONARY)

Next on the cline are seemingly compositional *er-* verbs such as *erhalten*, exemplified in (7). However, verbs like *erhalten* are problematic because, although bases like *halten* do exist, their semantic contribution to the ‘obtainment’ interpretation is not very straightforward and cannot be explained in terms of any regular conflational pattern.

7. *30 Minuten vor dem Spielende kam Mittelfeldspieler Ayhan Akman von Galatasaray SK für Fatih Tekke ins Spiel, wodurch Bastürk mehr Freiheiten in der Offensive **erhielt**. (KICKTIONARY)*

Next come verbs such as *erarbeiten*, *erkämpfen*, or *erzwingen*, which are listed in dictionaries as independent lexical entries; these are fairly regular in the sense that their meaning can be captured in terms of a conflational pattern ‘obtain as a result of V-ing’. Thus, example (8) could be paraphrased as ‘VfL getting their first opportunity as a result of working hard to get it.’

8. *Die erste Chance **erarbeitete** sich der VfL nach nur drei Minuten. (KICKTIONARY)*

The cline is then occupied by verbs of various degrees of frequency which are not normally listed in dictionaries, such as *erfoulen*, *erkicken*, *erbolzen*, or *erdribbeln*. These verbs regularly follow the above-mentioned conflational pattern.

- 9a. *(Der Österreicher Denis Berger) (h)at sich einen Stammplatz in Kassel **erdribbelt**. (http://www.kicker.de/news/fussball/regionalliga/sued/artikel/145663?view=print)*
9b. *Der kantige kroatische Nationalspieler **erfoulte** sich am Sonntag gegen Bremen seinen dritten Platzverweis in zwei Monaten. (http://www.tagesspiegel.de/sport/:art272,522218)*
9c. *Österreich top: Platz zwei hinter Finnland **erkickt**. (http://www.networld.at/index.html?/articles/0721/20/173856.shtml)*
9d. *Am Ende roch es nach einem typischen Bayern-Sieg, doch Wolfsburg hielt dem Schlusssturm des Rekordmeisters stand und **ermogelte** sich einen Punkt. (http://www.fussballdaten.de/news/1739/)*