**文化体育类的汉英语料库**

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# 组员

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# 文化体育行业英文译法与规范

## 范围

本部分规定了球类英文译写的方法、原则和要求。

本部分适用于杭州市文化、体育场馆及相关机构名称等实体名称信息，文化体育类设施及功能信息、警示和提示信息的英文译法。

（1）文化场馆。指具备文化娱乐、艺术功能、对公众开放的场所和设施。

（2）体育场馆。指具备运动、健身、娱乐、休闲、体育比赛等功能的场所和设施。

## 译法和要求

（1）本部分实体名称属性名、通名的具体译法

1. “博物馆”、“科技馆”、“纪念馆”等译作“museum”。如：“浙江省博物馆”译作“Zhejiang Museum”，“西湖博物馆”译作“West Lake Meseum”。
2. 设施及功能信息、警示和提示信息

# 报告内容

## 球类汉英对照（足球、排球、篮球、乒乓球、羽毛球、水球等），包括裁判、运动员等用语

### 说明

1. 按照条目中文音序排列；
2. 条目中文“（）”内的内容是对中文内涵的补充说明；
3. 条目中文“<>”内的内容是对该信息使用场合的说明。

### 足球

#### 足球简要介绍

Football was invented in England in the mid 19th century (1848). The first club, Sheffield Football Club, was formed in 1863, and the first competition, the Football Association (FA) Challenge Cup, was organized in 1872.The Federation international de football as-association (FIFA) was founded in 1904. Today,203 countries are FIFA members. Football became an official Olympic event in 1908.[1]

译文：足球起源于19世纪中的英格兰(1848年),第一家俱乐部,谢菲尔德足球俱乐部成立于1863年,而第一届足协挑战杯则在1872年举行。国际足联成立于1904年。今天,有203个国家是国际足联的会员。1908年,足球比赛成为奥运会正式项日。

#### 足球比赛规则

The objective of football is for one team to send the ball into the opposing team's goal by propelling it with the feet or any other part of the body but the arms or hands. Two teams with a maximum of 11 players (1 goalkeeper and 10 field players) play two 45-min periods with a halftime of not more than 15 min. The referee keeps track of stoppages in play and may extend the periods beyond the regulation 45 min.if he deems it necessary (injuries, player changes, etc.). During a game, if there is a tie at the end of regulation time, the teams play two 15-min extra time periods. If there is still a tie after the extra time periods, a penalty shoot-out takes place. The referee decides which goal will be used for the penalty kicks: the team to kick first is determined by a coin toss. Each team chooses 5 players to take the kicks; the teams take turns, and the team that has the most goals after 5 kicks wins the game. If the teams are still tied after 5 kicks each, the teams keep taking penalty kicks until one team wins.[1]

译文：足球的目标就是把球送进对手的球门,球员们只能用脚或除了手臂和手掌的其他身体部分接触球。每队最多派出11个球员(1个守门员和10个场上球员),进行两个45分钟的半场比赛,中场休息最多不能超过15分钟。裁判决定比赛的停 ,止时间,如果认为有必要(例如,受伤,球员更换等等),他可以在法定45分钟的比赛之后延长比赛时间。在比赛中,如果在法定时间内不分胜负,两队公进行两个15分钟的加时赛,还是中手的话, 只能以点球决胜。在点球决战时,球门由裁判选定,哪队先罚点球,则需要地硬币决定。两队各选5个人轮流来罚点球。在5轮点球过后,哪个球队进球多则赢得比赛。如果两队在5轮点球过后还是平手的话,那么两队将继续罚点球直到分出胜负为止。

#### 足球基本阵型

A number of tactical formations are used in football, from the WM (3-2-2-3) popular in the 1950s to today's 4-4-2 (4 defenders, 4 midfielders, and 2 strikers). Other variations are used as needed (3-5-2. 4-5-1, etc.) by professional teams to respond to the tactics of the opposing team. Today, the key to success resides in controlling the game in midfield.[1]

译文：足球的战术阵型很多,从20世纪50年代流行的WM (3-2-2-3)阵型到今天的4-1 .4-2阵型(4个防守球员, 4个中场球员和2个攻击球员)。职业球队还会根据对方的战术而对阵型作出改变(如3-5-2, 4-5-1等),今天,足球比赛的胜负关键在于控制中场。

#### 足球球员采用的对战技术翻译

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 序号 | 中文名称 | Translated Names | Notes | 译文 | Scope | 译文 |
| 1 | 角球 | Corner Kick | A corner kick is awarded when a defender puts the ball out of play behind his team's goal line. | 防守球员把球踢出自己半场的底线,那么进攻一方将获得角球。 | Attack | 进攻 |
| 2 | 自由球 | Free Kick | A free kick is awarded when a player has been fouled. A free kick taken near the opposing team's goal provides an excellent scoring opportunity. Several players on each team specialize in this play, which requires great accuracy.Free kicks often make the difference in the score | 当球员受到侵犯时将会获得自由球。如果在对方球门附近获得·自山球,那将会是个极好的破门良机。每个球队都会有几名球员擅长踢自由球,这要求极高的准确度。自由球通常能决定比分。 |
| 3 | 点球 | Penalty Kick | A penalty kick is awarded when a foul is committed by a defender in the penalty area. The ball is placed on the penalty spot and the goalkeeper must stand still on the goal line before mov ing to stop the ball. He can move for ward only after the ball has been kicked. | 防守球员在禁区内犯规会被判罚点球。球放置在罚球点上,而守门员在移动扑球前必须站在球门线上。点球被踢出后,守门员才能向前移动。 |
| 4 | 铲球 | Sliding tackle | The tackle is a defensive play, in which a player tries to get the ball away from an attacker by sliding, without touching the attacking player. | 铲球是一种防守,即是防守球员在与进攻球员无身体接触的情况下把进攻球 | Defense | 防守 |
| 5 | 1-2二过一 | Sliding tackle | The 1-2 is a quick series of passes between two players that takes an opposing player out of the play. The player passes to his teammate, who immediately passes it back to him and he continues his run. | 二过一传球是在两名球员间的连续传球,以摆服 ,对方球员的防守。球员把球传给队友并继续跑动,队友马上把球回传给他。 |
| 6 | 人盯人 | Man-marking | In man-marking, one player on the defending team "covers" a player on the attacking team, following his every move, trying to keep him from receiving the ball or passing it. | 在1对1防守中,防守方的每一名球员“照顾"一·名进攻方的球员,贴身紧逼,设法阻止对方触球或传球。 |
| 7 | 越位 | Offside | The offside, considered a defensive tactic, is a double-edged sword that requires synchronization on the part of the defenders. An offside is very difficult to judge, because the linesmen must be watching both the player passing the ball and the position of his teammate on the receiving end. | 造越位,被认为是一种防守策略,同时也是一把双小剑,需要防守一方行 ,动一致。越位往往难以判断,因为边裁要注视传球的球员,也要留意接应球员的位置。 |
| 8 | 警告（黄牌） | Warning（yellow card） | Players receive a warning if they break the rules, do not respect the referee's decision, delay the start of play, are argumentative, or show unsportsman like conduct. | 球员做出以下行为会被黄牌警告:犯规,不服从裁判的判决,拖延比赛,争论不休,或作出有违体育精神的行为。 | Refereeing and Disciplinary Sanctions | 判罚 |
| 9 | 驱逐出场（红牌） | Expulsion（red card） | Players are expelled if they commit a serious foul, are violent, use offensive or insulting language, or receive a second yellow card during the game. | 如果球员严重犯规,使用暴力,使用攻击性或侮辱性的言语,或者得到第二张黄牌,那么他将被驱逐出场。 |

### 排球

#### 排球简要介绍

In 1895, American William Morgan in vented a new indoor game, "Brimstone," which later became volleyball. It was a working class sport and inexpensive, compared with two other new games, basketball and tennis, which were played by the wealthy.[1]

1895年,美国人成廉·摩根发明了一项新的室内运动-“小网子”,后来·演变成了排球。这是一项工人阶级的运动,与另外两种有钱人玩的新运动篮球和网球相比,花费小一点。

#### 排球比赛规则

Volleyball involves 2 teams of 6 players who try to send the ball over the net to touch the ground on the opposing team's side. The team that wins a rally wins a point or, if it was not serving, wins the right• to serve. A set is won by a score of 25 points (15 points in the fifth and deciding set) with a lead of at least 2 points. A match is won in 3 sets out of 5. When a team wins service, the players rotate one position clockwise[1]

排球比赛在两队之间展开,每队6人, 1标是把球送过球网,击到对方的场区。哪队先赢一个回合,那么他们将获得 分,但如果他们没有发球权,那么只赢得发·球权。盘比赛采用25分制(第五盘决胜盘采用15分制),至少领先2分的才能赢下一盘。比赛采用5盘3胜制。当球队赢得发球权时,场上队员要以顺时针方问改变位置。

#### 排球球员采用的对战技术翻译

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 序号 | 中文名称 | Translated Names | 序号 | 中文名称 | Translated Names |
| 1 | 发球 | The Serve |  | 钩手飘球 | Over float |
| 2 | 扣球 | The Spike |  | 裁判台 | Official’s tribune |
| 3 | 拦网 | The Block |  | 打手出界 | Spike off the block |
| 4 | 排球场地 | Volleyball court |  | 轻扣、吊球 | Dink spike |
| 5 | 一方场地 | Fish dive |  | 端线 | Back line |
| 6 | 对方场区 | Opponent’s court |  | 换发球 | Alternate in serving |
| 7 | 发球区 | Service area |  | 后区 | Back zone |
| 8 | 进攻线 | Attack line |  | 发球犯规 | Foul hit |
| 9 | 裁判台 | Official’s tribune |  | 进攻区 | Attack zone |
| 10 | 标志杆 | Vertical rod |  | 发球权 | Right to serve |
| 11 | 端线 | Back line |  | 发球违例 | Faulty serving |
| 12 | 后区 | Back zone |  | 交换发球区 | Alternate courts |
| 13 | 进攻区 | Attack zone |  |  |  |
| 14 | 排球场地 | Volleyball court |  |  |  |
| 15 | 鱼跃 | Fish dive |  |  |  |
| 16 | 一方场区 | court |  |  |  |
| 17 | 对方场区 | Opponent’s court |  |  |  |
| 18 | 一次扣杀 | Direct spike |  |  |  |
| 19 | 发球区 | Service area |  |  |  |
| 20 | 上手传球 | Overarm pass |  |  |  |
| 21 | 进攻线 | Attack line |  |  |  |
| 22 | 钩手扣球 | Windmill smash |  |  |  |

### 篮球

#### 篮球简要介绍

Basketball, originated in Massachusetts, USA, was created by James naismith on December 21, 1891. It is the core event of the Olympic Games.

On December 21, 1891, it was invented by James naismith, physical education teacher at the ymca training school in springfield, Massachusetts.Basketball was introduced to China in 1896, and yao Ming was selected to the NBA as the first overall pick in 2002, which started the new craze of Chinese basketball.

In 1904, the first exhibition basketball game was played at the st. Louis Olympics.In 1936, basketball was listed as an official event in the Berlin Olympic Games.In 1992, the Barcelona Olympics began, allowing professional players to compete in Olympic basketball.

The main international basketball organization is the international basketball federation (ipf), which was founded in 1932 and headquartered in Geneva, Switzerland.

The best basketball league in the world today is the NBA.

The highest-level league representing China is the Chinese professional basketball league (CBA).

篮球，起源于美国马萨诸塞州，是1891年12月21日由詹姆斯·奈史密斯创造，是奥运会核心比赛项目，是以手为中心的身体对抗性体育运动。

1891年12月21日，由美国马萨诸塞州斯普林菲尔德基督教青年会训练学校（现译名为美国春田大学）体育教师詹姆士·奈史密斯发明 。1896年，篮球运动传入中国，并且2002年姚明以状元的身份入选NBA，开启了中国篮球新的狂潮。

1904年，圣路易斯奥运会上第1次进行了篮球表演赛。1936年，篮球在柏林奥运会中被列为正式比赛项目  。1992年，巴塞罗那奥运会开始，职业选手可以参加奥运会篮球比赛。

主要的国际性篮球组织是成立于1932年总部设在瑞士日内瓦的国际篮球联合会（国际业余篮球联合会）。

当今世界篮球水平最高的联赛是美国篮球职业联盟（NBA）比赛。

代表中国的水平最高的联赛是中国职业篮球联赛（CBA）比赛。

#### 篮球比赛规则

1.1 basketball game

The basketball match consists of two teams, each with five players. Each team's goal is to score on the other team's basket and to prevent the other team from scoring on its own.

Basketball games are administered by referees, record counters, and technical representatives (eg present).

1.2 basket: own team/opposite team

The basket attacked by a team is its own basket, while the one defended by a team is the opponent's basket.

1.3 the winner of the competition

The team that scores more points at the end of the game is the winner.

1.1　篮球比赛

篮球比赛由两个队参加，每队出场5名队员。每队目标是在对方球篮得分，并阻止对方队在本方球篮得分。

篮球比赛由裁判员、记录台人员和技术代表（如到场）管理。

1.2　球篮：本方/对方

被某队进攻的球篮是本方的球篮，由某队防守的球篮是对方的球篮。

1.3　比赛的胜者

在比赛时间结束时得分较多的队，将是比赛的胜者。

#### 篮球球员采用的术语翻译

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 序号 | 中文名称 | Translated Names | 序号 | 中文名称 | Translated Names |
| 1 | 控球后卫 | Point Guard  / One-guard | 2 | 正选球员（球队） | Starting lineup |
| 3 | 得分后卫 | Shooting Guard  / Two-guard | 4 | 后备球员 | Backup |
| 5 | 小前锋 | Small Forward | 6 | 最有价值球员 | MVP (most valuable player) |
| 7 | 大前锋 | Power Forward | 8 | 第六人 | Sixth man |
| 9 | 中锋 | Center | 10 | 新秀球员 | Rookie |
| 11 | 前锋球员 | Frontline | 12 | 第二年打NBA球员 | Sophomore |
| 13 | 后卫组合 | Backcourt | 14 | 资深球员 | Veteran |
| 15 | 可兼任多个位置之球员 | Swingman | 16 | 总教练（主帅） | Head Coach |
| 17 | 正选球员（个人） | Starter | 18 | 助教 | Assistant Coach |
| 19 | 球队总经理 | General Manager | 20 | 球队吉祥物 | Mascot |
| 21 | 拉杆式投篮 | double pump | 22 | 空中接力 | alley-oop |
| 23 | 投球得分 | make the basket | 24 | 上篮 | layup |
| 25 | 带球上篮 | driving to the hoop | 26 | 反手上篮 | reverse lay-up |
| 27 | 挑篮 | finger roll | 28 | 强力入樽（灌篮，扣篮） | slam dunk |
| 29 | 疯狂入樽（灌篮，扣篮） | monster dunk | 30 | 反手入樽（灌篮，扣篮） | reverse dunk |
| 31 | 补篮（另加进攻篮板一个） | tip shot | 32 | 跳射投球 | jump shot |
| 33 | 擦篮板 | bank shot | 34 | 钩手射球 | hook shot |
| 35 | 后仰式投射 | fade away | 36 | 投进2分球后因被犯规得到罚球再罚进一分 | three-point play |
| 37 | 投进3分球后因被犯规得到罚球再罚进一分 | four-point play | 38 | 中距离投射 | perimeter shot |
| 39 | 三分投射球 | three-point shot | 40 | 背后换手运球 | behind-the-back dribble |
| 41 | 胯下运球 | cross-leg dribble | 42 | （空中）停顿再变招 | delay |
| 43 | 不看人（传球目标）传球 | no look pass | 44 | （快攻时）长传 | baseball pass(long pass) |

### 乒乓球

#### 乒乓球简要介绍

Table tennis originated in the United Kingdom, because of its attack named "ping pang" sound, globular, weighs 2.53 2.70 grams, white or orange, celluloid or plastic, both players hold racket, each other across the table with a net, can be used as singles or doubles, the two sides to hit the ball to each other until one party cannot back to the ball, another convenient can score.

乒乓球起源于英国，因其打击时发出“ping pang” 的声音而得名，为圆球状，重2.53-2.70克，白或橙色，用赛璐珞或塑料制成，双方球员手持球拍，隔着架有球网的球桌互相对打，可作为单打或双打，两方互相击球直至一方无法回球，另一方便能得分。

#### 乒乓球比赛规则

**A game**

in a game, the winning team is the team that scores 11 points first, and the winning team is the team that scores 2 more points after 10 draws.

emphasis: there must be a person to reach 10, leading 2 points, before the victory. If 14:15 does not work, 8:5 does not work, but 11:13 is the winning side with 13 points

**一局比赛**

在一局比赛中，先得11分的一方为胜方，10平后，先多得2分的一方为胜方。

强调：一定要有一人达到十分后，领先2分，才算胜方。如14:15不行，8:5也不行，但11:13是13分的为胜方

**A game**

a match shall be played in a best-of-three or best-of-five or best-of-seven format.

each game shall be played consecutively, but any player shall have the right to claim a break of not more than one minute between innings.

**一场比赛**

一场比赛应采用三局两胜制或五局三胜制或七局四胜制。

一场比赛应连续进行，但在局与局之间，任何一名运动员都有权要求不超过一分钟的休息时间。

#### 乒乓球球员采用的术语翻译

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 序号 | 中文名称 | Translated Names | 序号 | 中文名称 | Translated Names |
| 1 | 正手 | forehand | 2 | 反手 | backhand |
| 3 | 混合双打 | mixd-double | 4 | 男单 | men's singles |
| 5 | 女单 | women's singles | 6 | 女双 | women'sdoubles |
| 7 | 发球次序 | order of service | 8 | 发球区 | service court |
| 9 | 发球员 | first server | 10 | 发球得分 | ace |
| 11 | 反攻 | counter-attack | 12 | 反拉弧旋，反拉 | counter-loop |
| 13 | 交叉步 | crossover | 14 | 失去比赛资格 | default |
| 15 | 打败 | defeat | 16 | 防守方, 防守型运动员 | defender |
| 17 | 直板横打 | penhold backside hit | 18 | 直握法 | hold grip |
| 19 | 直拍选手 | penholder | 20 | 胶粒 | pips |
| 21 | 赛点 | match point | 22 | 台边 （边线，底线） | line (side line, endline) |

### 羽毛球

#### 羽毛球简介

A very popular racket sport in royal courts in the 18th century, badminton was not officially born until 1873, in Badminton, England. The Thomas Cup (for men) and Uber Cup (for women) were founded in 1948 and 1956. Bad minton became an Olympic sport in 1992. Bad minton is very popular in Southeast Asia and donesia.

羽毛球是18世纪王室流行的球拍类运动,但它却到1873年才在英国伯明顿正式.tt。男子汤姆斯杯和女子尤伯杯分别成立于1948年和1956年。1992年,羽毛球成为奥运会项目。羽毛球运动在东南亚和印尼都很受欢迎。

#### 羽毛球比赛规则

To win a rally, the player should get the shuttlecock to hit the ground on the opponent's side of the net or by forcing a fault. A fault occurs when the shuttlecock is hit out of bounds, does not go over the net, or touches a player or his clothing. The server wins points. If the receiver wins the rally, he wins the serve. The match is played in 3 15-points games (for women's singles, 11 points).

把球回击到对方场区的地面或迫使对方犯错都可以赢得一个回合。常见的失误有回球出界，回球不过网，或者球碰到球员身体或衣服。发球的球员可以得分。如果接发球的球员赢了，那么他就获得发球权。比赛采用3局15分制（女子单打是11分制）。

#### 羽毛球员采用的术语翻译

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 序号 | 中文名称 | Translated Names | Notes | 译文 |
| 1 | 球拍 | Racket | It is light and rigid thanks to the use of com posite materials (graphite-carbon or carbon boron) and titanium based alloys, which are very strong. | 羽毛球拍既轻又硬，因为使用合成材料（石墨碳和碳硼）和非常坚硬的合金钛 |
| 2 | 羽毛球 | Shuttlecock | A competition shuttlecock is made of 14 to 16 goose feathers, inserted and glued into a cork base. Shuttlecocks are very fragile: around 10 are usually destroyed in a high-level match. Be-cause the shuttlecock is so light, badminton can be played only on indoor courts. | 比赛用球是由14至16条鹅毛制成，涂上胶水塞进一个软木头上。羽毛球很脆弱：在一场高水平赛事中，通常要换10个球左右。因为羽毛球很轻，所以羽毛球比赛只能在室内进行。 |
| 3 |  |  |  |  |
| 4 |  |  |  |  |
| 5 |  |  |  |  |
| 6 |  |  |  |  |
| 7 |  |  |  |  |

### 水球

## 田径类运动项目汉英对照

## 体育场馆及相关实体名称中英文对照示例

## 体育行业汉英日常用语100句

## 体育场馆设施及功能信息、警示和提示信息译法

# 参考文献

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