CHARACTERS

#13 Midfield. Stoner, older pot dealer brother, into her wackiness. Sixteen.
#46 Bench. New girl. Awkward, different, just wants to fit in. Sixteen.
#2 Defense. Innocent, unlucky, kind, skinny. Sixteen.
#14 Midfield. #7’s insecure sidekick. Just switched to contacts. Sixteen.
#8 Defense. Plays dumber than she is. Sixteen.
#00 Goalie. Intense performance anxiety, perfectionist, high achiever. Seventeen.

SOCcer mom

SETTING

An indoor soccer field somewhere in suburban America. The field is AstroTurf. We only see the field: no goals, no bleachers. The back wall is Plexiglas. Fans, flourescents. There should be the sense that the field goes on forever.

Winter. Saturdays.

NOTE

Each scene is a warm-up for a game. The warm-up is a series of exactly timed stretches and exercises: squats, jumping jacks, quads, hamstrings, butterfly, etc. The team executes it wordlessly, in perfect unison and with military precision.

Over the course of the play, #46 learns the warm-up.

SPEED

The play should take 90 minutes.

by Sarah DeLappe