SOCCER · AGES 14 AND UP

Ages 14 and up: three calm weeks before tryouts.

Short sessions at home are enough to arrive ready.

3 sessions a week of 44 to 50 minutes, from SSTracker's at-home soccer plans for 14 year olds and older. Two weeks build up, the third eases off, and the day before tryouts is a rest day.[1]

WEEKS	SESSIONS A WEEK	MINUTES A SESSION[2]
3	3, at most	44 to 50

Two weeks build up, then the last week eases off.

Week 1	Learn the sessions, one day at a time. Do sessions 1, 2 and 3, with a rest day between. Write your self-check number in session 1.
Week 2	The same sessions again, a little smoother. Repeat sessions 1, 2 and 3. Let your child lead the one they like most.
Week 3	Lighter, so your child arrives fresh. Sessions 1 and 2 early in the week, with the self-check again in session 1. Rest the day before tryouts.

With two weeks to go, start at week 2. With four weeks, do week 1 twice. Pick days that fit your week, with a rest day between sessions.

This packet online, with links to every drill: sstracker.app/tryout-prep/soccer

1. Sessions: SSTracker's at-home soccer plans for 14 year olds and older. Every drill here is open at every age from 14 in the app.
2. Session limits: SSTracker's own rule for age 14, at most 5 days a week and 60 minutes a session.

Every area coaches watch at tryouts is something that grows.

Many tryouts look at a few areas like these. SSTracker's own tryout notes use these five, a coach notes only what they saw, and there is no overall grade.[1]

Pace	Quick first steps grow with practice and with rest. Arriving fresh helps more than one extra hard day.
Technique	Clean touches grow with many short, calm tries. The sessions here give your child lots of them.
Reading the game	Looking up and choosing well grow by playing. After a game, ask about one good choice they made.
Physical	Balance, landing and core strength are part of every warm-up here. Every body grows at its own pace.
Attitude	Trying again after a mistake, listening and cheering a teammate are things every player can bring.

Skills these sessions train: Dribbling, Passing & Receiving, Shooting, Defending.

Your child compares only with their own earlier number.

The test: one-touch wall passes in 45 seconds.

Week 1, first session _____

Week 3, first session _____

What feels easier now? _____

Compare only with your own week 1 number. Any number is fine: it shows where you are today, not who you are.

1. Tryout areas: the five areas in SSTracker's own tryout notes for coaches.

Every session starts with the same moving warm-up.

Soccer Warm-Up, Ages 14 and Up[1]

1. Jog easy for 1 minute, then skip, side shuffle and backpedal for 1 minute.
2. Moving warm-up over 15 to 20 yards: high knees, heel flicks, carioca each way, walking knee hugs and walking quad pulls (one step in each, no long holds).
3. Leg swings, 10 each way each leg; walking lunges with a twist, 6 each leg; then 5 inchworms (walk your hands out to a plank and back).
4. Strength: plank 30 seconds, side plank 20 seconds each side, 8 slow squats, and 6 single-leg reaches each side (hinge forward on one leg with a flat back).
5. Single-leg hops: 3 small hops forward on one leg, holding the last landing for 2 seconds; each leg twice.
6. Cuts: run 5 yards, plant and cut at about 45 degrees off the outside foot, 4 each way at three-quarter speed, knee over the toes.
7. Build-up runs: three runs of about 20 yards at 60, 80 and 90 percent; walk back each time.
8. Sport moves: dribble at walking pace, then jogging pace, using both feet; finish with 10 passes to a partner or a wall.

In these sessions the warm-up is the full routine, 12 minutes.

A flat, clear space with room to run. Stop if anything hurts: a warm-up should leave you ready, not tired.

Every session ends with a few minutes of gentle stretches.

Soccer Cool-Down Stretches, Ages 14 and Up: each stretch held 20 to 30 seconds, never to pain.

In these sessions the cool-down is the short version, 3 minutes: steps 1 to 4 only. The full routine takes 8 minutes.

1. Warm-up and cool-down: SSTracker's routines for this age, with the research at sstracker.app/warm-ups-and-stretches.

Have these ready before the first session.

FOR THE SESSIONS AT HOME

- 3 to 5 soccer balls
- Reaction ball or tennis ball
- 4 cones
- Goal
- A parent or partner
- A wall

Week 1: learn the sessions, one day at a time.

Do sessions 1, 2 and 3, with a rest day between. Write your self-check number in session 1.

Session 1: Match-speed mastery + Passing range — 47 min

1. Warm-up, the full routine — 12 min
2. Beat your score: one-touch wall passes in 45 seconds — 2 min
3. Ball mastery combos at match speed, then random calls with head-up checks (5 × 50 s, 30 s rest) — 7 min
4. Switch of play 27 to 33 yards (25 to 30 m) to a target (park or field) (5 × 60 s, 45 s rest) — 10 min
5. Two looks before every receive, then play away from a parent's pressure call (6 × 60 s, 30 s rest) — 9 min
6. Game: match-speed challenge, receive, turn and finish into a small target — 4 min
7. Cool-down, short version: steps 1 to 4 only — 3 min

Drills: Ball Mastery Combos at Match Speed, Driven Long Pass, Scan and Play Under a Pressure Call, One-Touch Wall Rhythm, Back to Goal, Turn and Finish

Week 1 continues with sessions 2 and 3.

Session 2: Recovery runs + Match-speed mastery — 44 min

1.	Warm-up, the full routine	12 min
2.	Beat your score: one-touch wall passes in 45 seconds	2 min
3.	Reaction start, 5 yards (5 m) recovery sprint, then jockey, no contact (8 × 8 s, 60 s rest)	10 min
4.	Ball mastery combos at match speed, then random calls with head-up checks (5 × 50 s, 30 s rest)	7 min
5.	Keeper reaction-ball and tennis-ball catches, two-ball drops (3 × 60 s, 45 s rest)	6 min
6.	Game: match-speed challenge, receive, turn and finish into a small target	4 min
7.	Cool-down, short version: steps 1 to 4 only	3 min

Drills: Recovery Run and Block, Ball Mastery Combos at Match Speed, Keeper Reaction-Ball Catches, One-Touch Wall Rhythm, Back to Goal, Turn and Finish

Session 3: Play under pressure + Recovery runs — 50 min

1.	Warm-up, the full routine	12 min
2.	Beat your score: one-touch wall passes in 45 seconds	2 min
3.	Two looks before every receive, then play away from a parent's pressure call (6 × 60 s, 30 s rest)	10 min
4.	Reaction start, 5 yards (5 m) recovery sprint, then jockey, no contact (8 × 8 s, 60 s rest)	10 min
5.	Turn and shoot into small targets (5 × 45 s, 60 s rest)	9 min
6.	Game: match-speed challenge, receive, turn and finish into a small target	4 min
7.	Cool-down, short version: steps 1 to 4 only	3 min

Drills: Scan and Play Under a Pressure Call, Recovery Run and Block, Turn and Shoot, One-Touch Wall Rhythm, Back to Goal, Turn and Finish

Week 2: the same sessions again, a little smoother.

Repeat sessions 1, 2 and 3. Let your child lead the one they like most.

DAY	WHAT	MINUTES	DONE
Day 1	Session 1	47	◯
Day 3	Session 2	44	◯
Day 5	Session 3	50	◯

Week 3: lighter, so your child arrives fresh.

Sessions 1 and 2 early in the week, with the self-check again in session 1. Rest the day before tryouts.

DAY	WHAT	MINUTES	DONE
Day 1	Session 1 + self-check	47	◯
Day 3	Session 2	44	◯
The day before	Rest. Pack the bag together.	·	◯

Pack the bag together the day before.

ON TRYOUT DAY

- What the program asks for: read its sign-up together.
- A full water bottle.
- The shoes and gear your child trains in, already worn in.
- Any safety gear the program asks for.
- A snack and a warm layer for after.

The night before, calm matters more than practice.

- No new drills tonight. The work is already done.
- Pack the bag together, then set it by the door.
- A normal dinner, some water and the usual bedtime.
- Tell your child one thing you saw them grow at in these weeks.
- Nerves are normal. Say so, and that you feel them too sometimes.
- Whatever happens tomorrow, your love and pride stay the same.

AFTER TRYOUTS

- Ask what was fun, and what they want to practice next.
- Talk about their own growth, never about other children.

When to stop

- Stop if anything hurts, knees and heels too.
- Stop if landings get noisy or wobbly, or form breaks down. Rest, then try again easier.
- Thunder: go inside. Heat signs (dizzy, headache, feeling sick, confused, unusually tired): stop, rest in the shade and drink water.

After a knock to the head[1]

- Stop right away. No more play today. See a doctor before playing again.
- Call 911 for danger signs: throwing up again and again, a seizure, can't stay awake, a headache that gets worse, slurred speech, or one pupil bigger than the other.

Whatever happens at tryouts, your child is enough.

Practice makes progress, because there is no such thing as perfect.

More free drills, warm-ups and weekly plans: sstracker.app/drills. No account needed.

1. After a knock to the head: the CDC's HEADS UP guidance (same words as every SSTracker stop card).