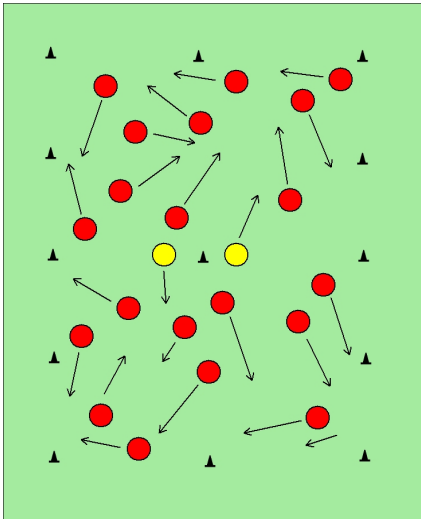




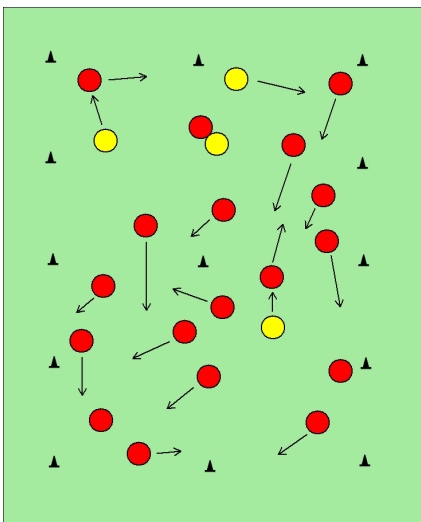
Choose sides



How it works

All players jog/run around inside either half of the playing area. Two players are chosen as the taggers and stand on the halfway line. For a very large group there could be four taggers.

On a signal from the coach the two taggers can enter the playing area.

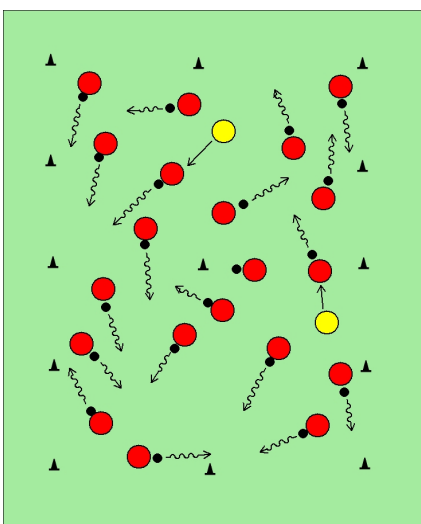


When a yellow player tags a red one they must put on a coloured bib/pinny and join forces to tag as many other red players as they can. They must stay on the side of the playing area where they were tagged.

The red players are allowed to choose sides so can cross from one side to the other to escape a tagger, as shown in the diagram.

Some players are also deciding to choose sides because there are fewer taggers on one side of the playing area than the other.

Play until all the players have been tagged or for a set time limit and see which side has the most yellow taggers.



This time all the red players dribble a ball and the yellow players must tackle and kick it out of the playing area to get them on their side.

All the other rules from the first tagging game still apply.

Possible changes

In this version red players could be allowed a ten second time out if they stop the ball under control between the cones across the middle of the playing area. If they do this the yellow player must leave them alone and go after someone else.