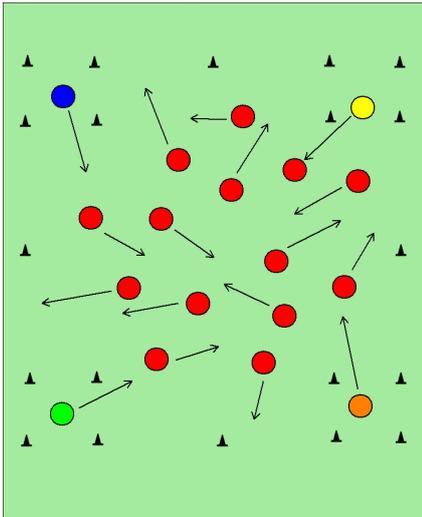




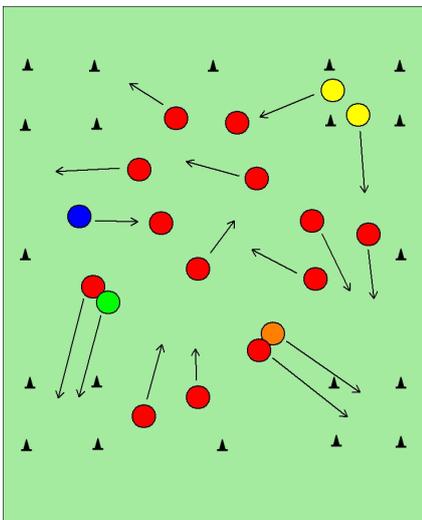
Four corner tag



How it works

One player stands in each of the corner grids wearing a coloured bib/pinny. There needs to be a supply of the same coloured bib/pinny laid inside each of the grids.

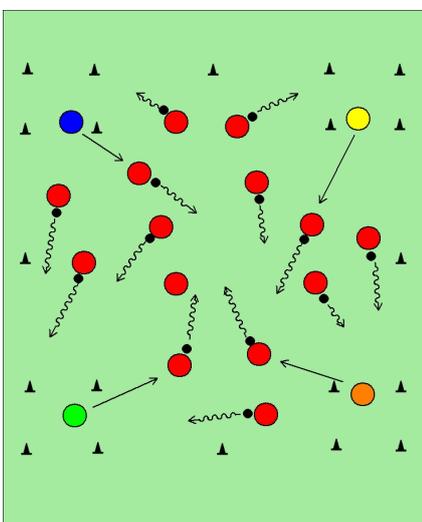
On a signal from the coach, the players run out from each corner grid and must try to tag any of the red players.



If a red player is tagged by the yellow tagger, they must both go to that corner grid. The red player puts on a yellow bib/pinny and then both players can then leave the grid to try and tag more players for their team.

In this diagram the green and orange taggers have also caught up with a red player and tagged them. They are taking them back to their team corner to get them to put on a bib/pinny of their colour.

Keep playing until all the red players have been tagged. The winners are the team colour with the most players.



This time the red players all start with a ball. The four corner players must try to win possession of a ball from any of the red players.

They must try to dribble the ball back to their corner grid and stop it inside the cone square. If they do this then that player must put on the same colour bib/pinny and help to win possession of more balls for their team.

However, the red player could win back possession of the ball before it is taken back to the corner grid. In this case the red player keeps dribbling their ball and the coloured player must try and win possession from a different red player.

If a ball is lost outside the playing area then that red player can retrieve it and rejoin the game.

Possible changes

Play with 2/3 corner players if you have smaller numbers.

Red players could be made to just stay in each corner when tagged or their ball has been stolen.