Double trouble
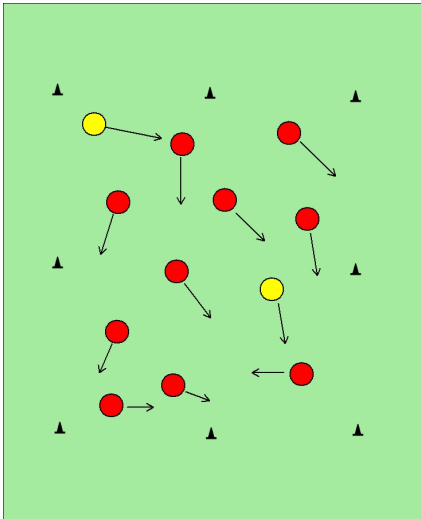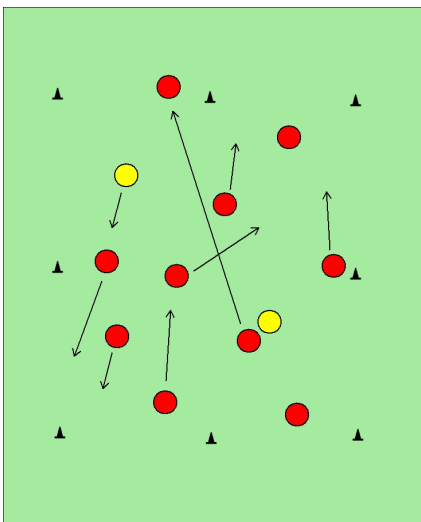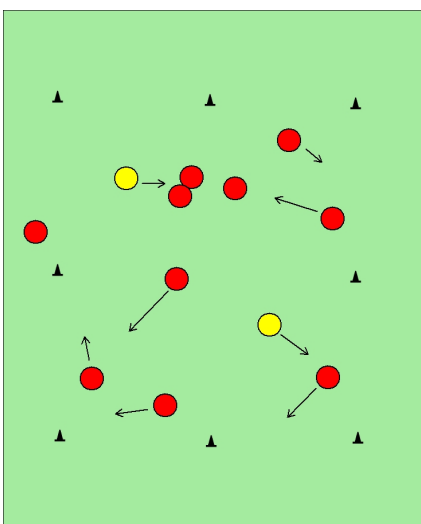

How it works
Players space out in a large coned area with one yellow tagger for about every 5/6 runners.

The yellow players try to tag the red players as quickly as possible.

The first red player tagged must go to the outside of the grid.

When another red player is tagged they can go to the outside of the grid and link hands with the other red player.

This pair can then come back into the grid and are allowed to shield other red players who have not yet been caught.

Encourage the group to work together to prevent the taggers from catching all the red players for as long as possible. Also encourage the yellow taggers to work together, especially as more pairs come into the grid causing them 'double trouble.'

Continue until all the players are tagged. The last players to be caught could start another game by being the new taggers.

Possible changes
Allow free players to join a pair by linking hands at one end. When this happens the player at the other side of the original pair is set free to run away from the taggers.

Red players dribble a ball and the yellow players have to try and win possession and kick balls out of the playing area. Red players go to the side of the playing area if their ball is kicked out. When two red players are out they can both come back into the playing area, holding hands, to cause 'double trouble.'

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