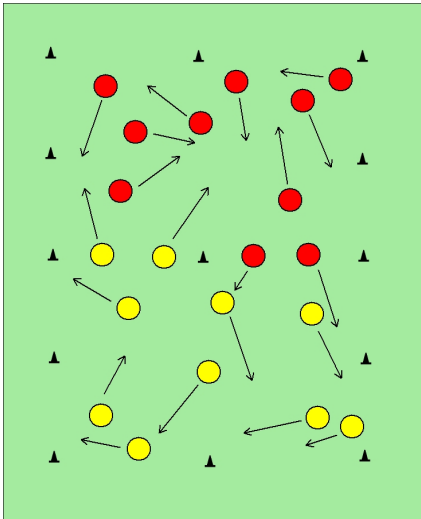




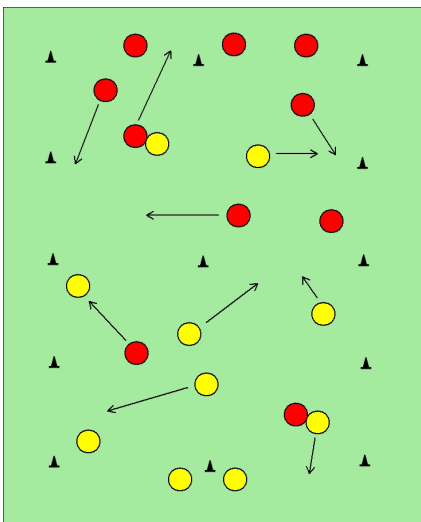
### Team contest



#### How it works

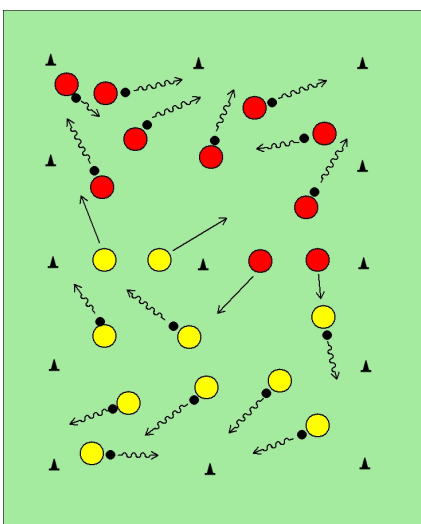
All players jog/run around inside their half of the playing area. Two players from each team are chosen as the taggers and stand on the halfway line. More taggers may be needed if there are larger numbers.

On a signal from the coach the taggers can enter the other team's half of the playing area and tag them as quickly as possible.



When tagged, players must stand outside the end of the playing area.

Play continues until all the players on one of the teams are tagged or for 1/2 minutes and the winner is the team with the most players left in their half of the playing area.



This time each player has a ball and the taggers must tackle the ball and kick it out of the playing area. If this happens the player must retrieve the ball and stand at the end of their half of the playing area.

Play continues for a set time limit or until all one team's players are out.

#### Possible changes

Each team could secretly nominate one player to be a lifesaver who could rescue players who have been tagged or tackled by tagging them and bringing them back into the game. If this player is tagged, however, they cannot rescue anybody else.

Each team could secretly decide how many players they want as taggers at the start of each round. The more taggers they have the quicker they may catch the other team yet the fewer players to be caught by the other team.