# COACHING RESOURCES
## TAGGING GAMES

FOOTBALL
QUEENSLAND

# Tag – ALL AGES

Size:

- 30m x 20m (Can make bigger or smaller depending on skill level/number of players)

Equipment:

- 4 x cones

- 1 x ball **per player**

Explanation:

- Normal tag

- Players must keep control of their ball

- If you get tagged, you become the new tagger and have to yell out your name so that everyone knows you're it.
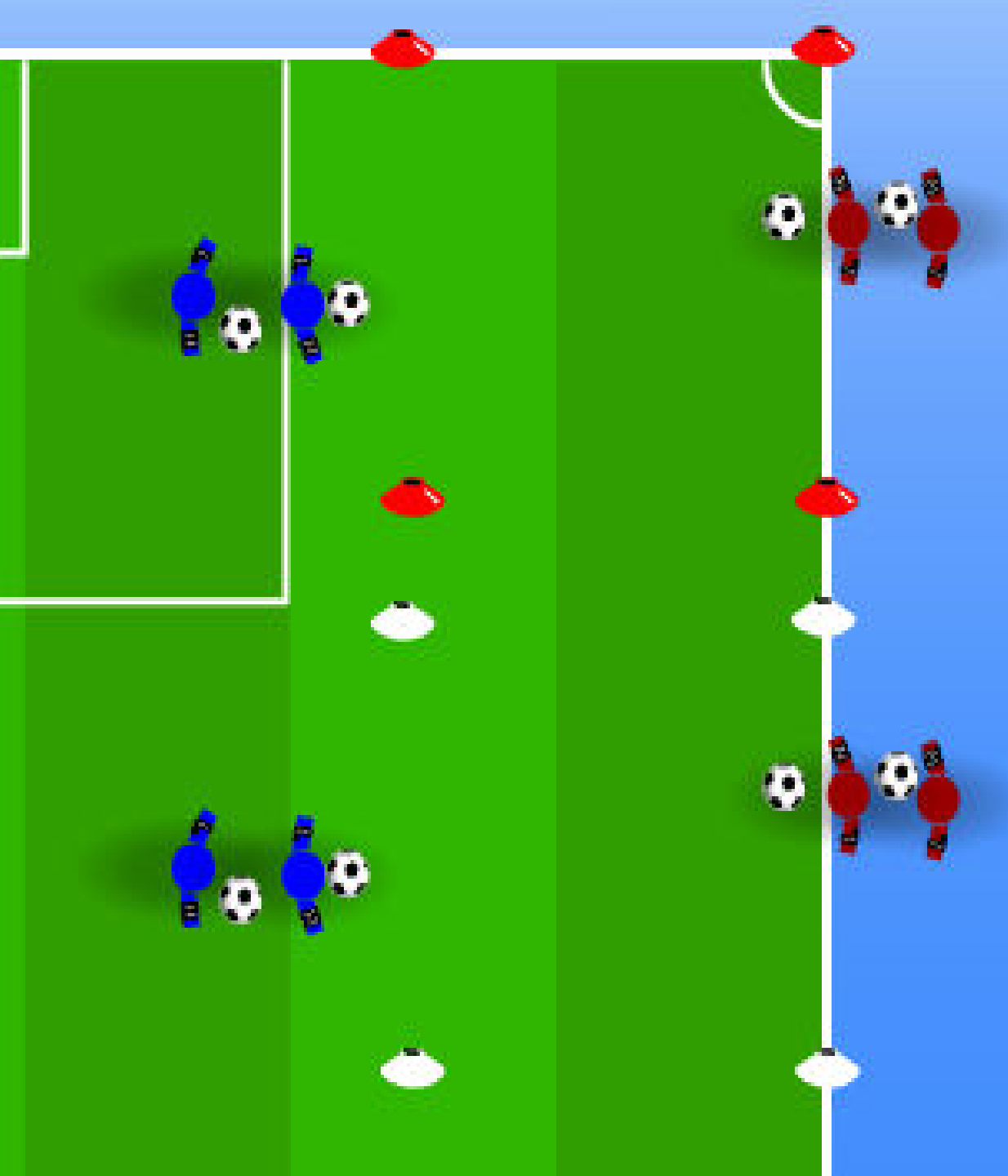
Progressions:

- 2 people tagging

- Less space

Regressions:

- More space

FOOTBALL
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# Tag 1v1 – 8+ (Directional)

Size:

- 10-15m Squares (Can make bigger or smaller depending on skill level/number of players)

Equipment:

- 4 x cones per grid

- 1 x ball **per player**

Explanation:

- Player closest to (X) is tagging

- Player closest to (Y) is running away

- Player Y is trying to get over X's end line

- If you are tagged or the **ball** goes out go around to the other end and swap roles

Progressions:

- Change starting position

- Less space

Regressions:

- More space

# Tag 1v1 – 8+

**Size:**

- 10-15m Squares (Can make bigger or smaller depending on skill level/number of players)

**Equipment:**

- 4 x cones per grid
- 1 x ball **per player**

**Explanation:**

- Player closest to (X) is tagging
- Player closest to (Y) is running away
- If you are tagged or the ball goes out go around to the other side and swap roles

**Progressions:**

- Change starting position
- Less space

**Regressions:**

- More space

# Tag 2v2 – 8+

**Size:**

- 15m-20m Squares (Can make bigger or smaller depending on skill level/number of players)

**Equipment:**

- 4 x cones per grid
- 1 x ball **per pair** (extra balls at each end)

**Explanation:**

- Player with the ball tags the player with the ball
- 1 ball per pair
- Pair closest to (X) is tagging
- Pair closest to (Y) is running away for 15 seconds
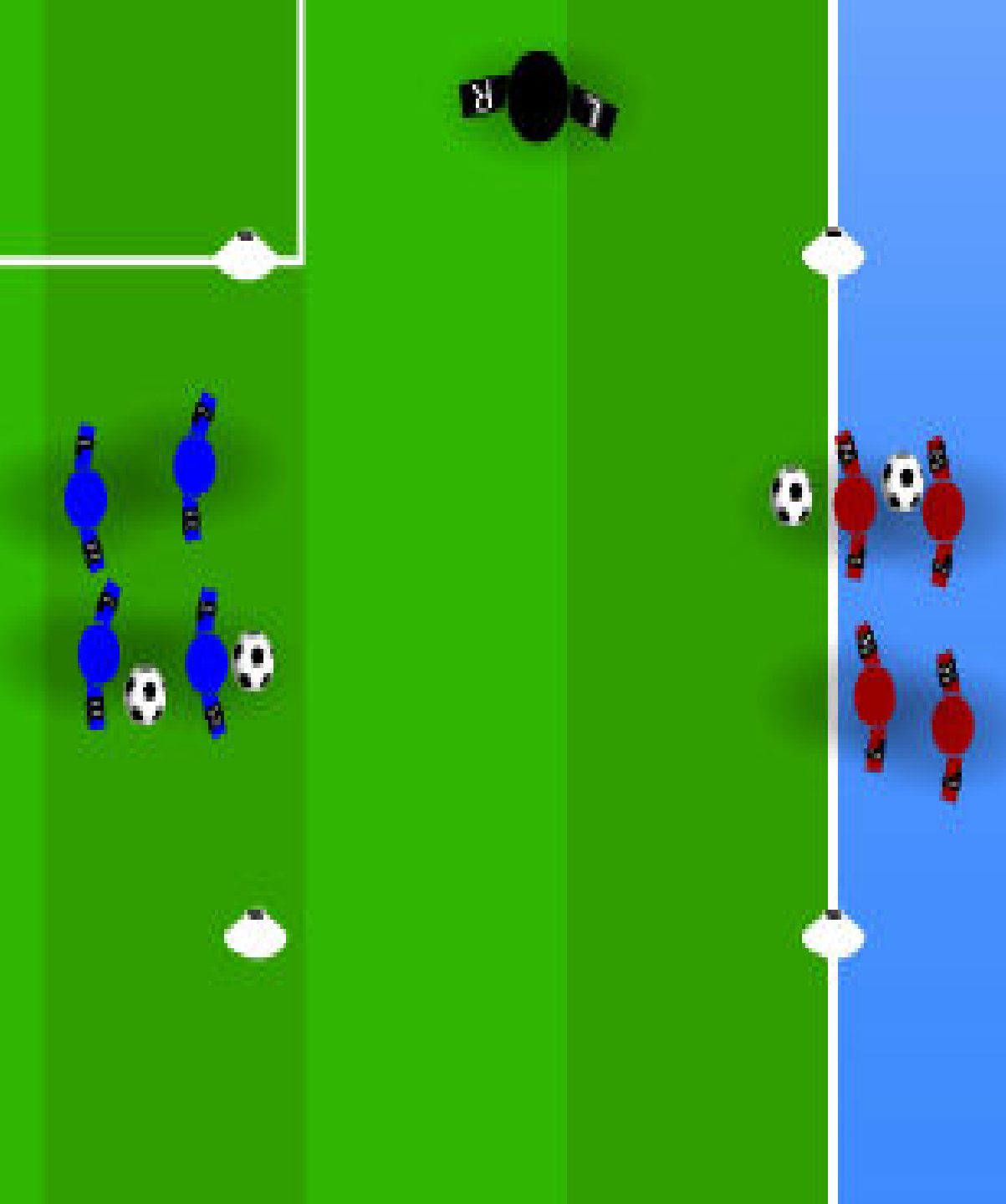- If you are tagged or the ball goes out go around to the other side and swap roles

**Progressions:**

- Change starting position
- Change who tags who (Ball tags ball, non-ball tags non-ball)
- Less space

**Regressions:**

- More space

# Tag 2v2 – 8+ (Directional)

Size:

- 15m-20m Squares (Can make bigger or smaller depending on skill level/number of players)

Equipment:

- 4 x cones per grid
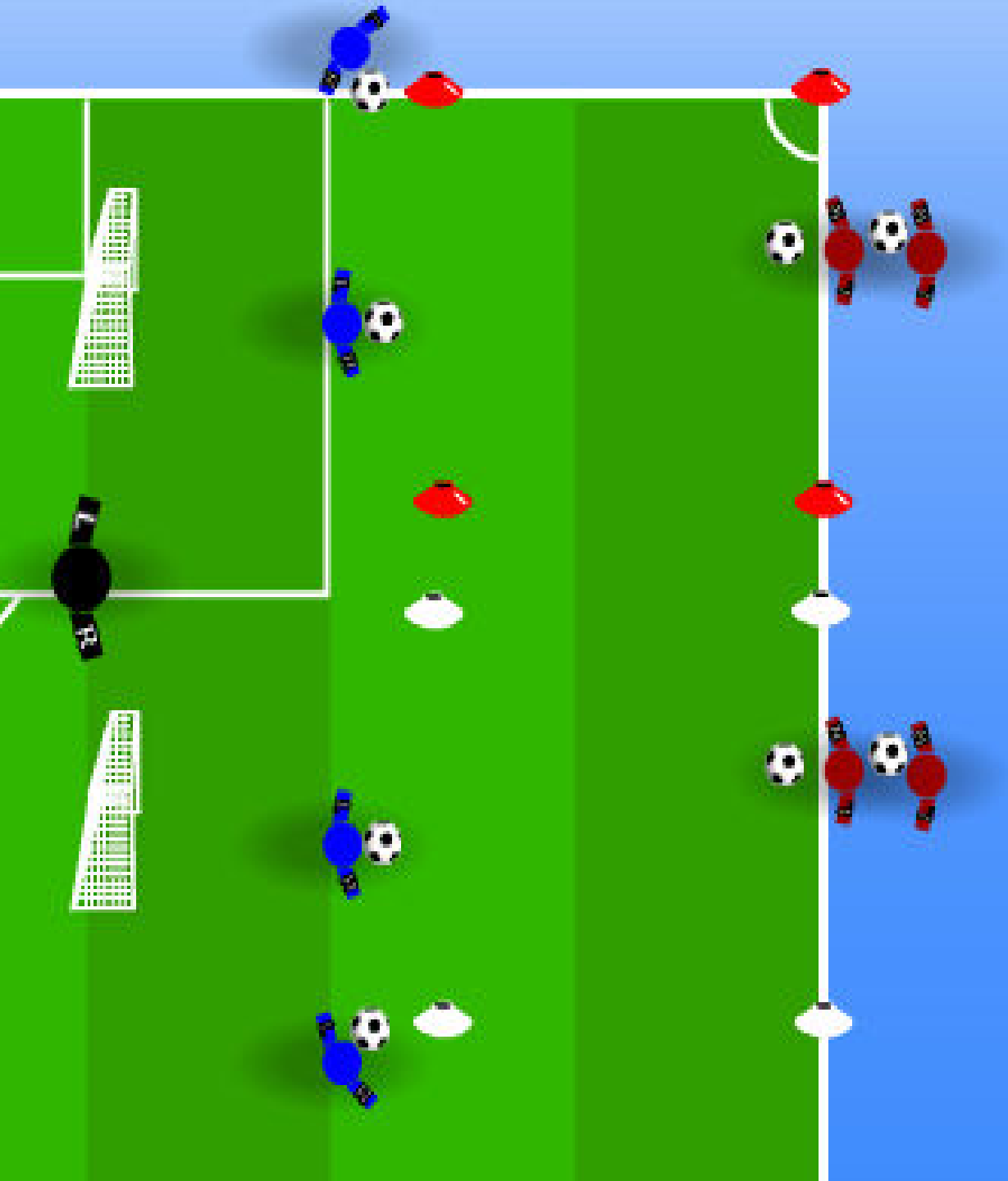- 1 x ball **per pair** (extra balls at each end)

Explanation:

- Player with the ball tags the player with the ball
- Pair closest to (X) is tagging
- Pair closest to (Y) is trying to get over the taggers end line
- Once you have had a go at one, go around to the other side to swap roles
- If you are tagged or the ball goes out go around to the other side and swap roles

Progressions:

- Change starting position (taggers from side, can enter from anywhere in their half etc.)
- Change who tags who (Ball tags ball, non-ball tags non-ball)
- Less space

Regressions:

- More space

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# 1v1 Directional Tag – 8+

**Size:**

- 15m x 10m Fields (Can make bigger or smaller depending on skill level/number of players)

**Equipment:**

- 4 x discs per grid
- 1 x ball **per player** (extra balls at end)

**Explanation:**

- Player closest to (X) is tagging
- Player closest to (Y) is running away
- Once you have had a go at one, go around to the other side to swap roles
- If you are tagged or the ball goes out go around to the other side and swap roles

**Progressions:**

- Narrower space

**Regressions:**

- Wider space

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# Tag 1v1 – 8+

Size:

- 20m Squares (Can make bigger or smaller depending on skill level/number of players)

Equipment:

- 12 x Cones per grid

- 2 x balls **per group**

Explanation:

- 1v1 centrally where one player is trying to get through an open gate, while their opposition is trying to tag them

- The aim for the players on the outside is to anticipate the direction in which the ball carrier is going and block the gate that they're able to get through

- If the player trying to get through the gate is tagged the players restart from opposite corners and swap roles

Progression:

- Defender no longer has a ball and is tackling instead of tagging

Regression:

- More space

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# 2v2 Directional Tag – 10+

**Size:**

- 30m x 20m Fields (Can make bigger or smaller depending on skill level/number of players)

**Equipment:**

- 4 x discs/cones per grid (Can have more along length)
- 1 x ball **per pair** (extra balls at each corner)

**Explanation:**

- Taggers are trying to stop the team running away from scoring
- Players running away are trying to score in the goal behind taggers line.
- Tagger with a ball can tag the opposition player with a ball
- Tagger with a ball can kick their ball in to opposition ball
- When tagged/goal scored or ball kicked with other ball, rotate to other end and swap roles.

**Progressions:**

- Both taggers have a ball
- Non-ball tags non-ball

**Regressions:**

- Wider area

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# Tag 1v1 – 11+

**Size:**

- 15m-20m Squares (Can make bigger or smaller depending on skill level/number of players)

**Equipment:**

- 4 x discs per grid
- 3 x balls **per group** (extra balls at each corner)
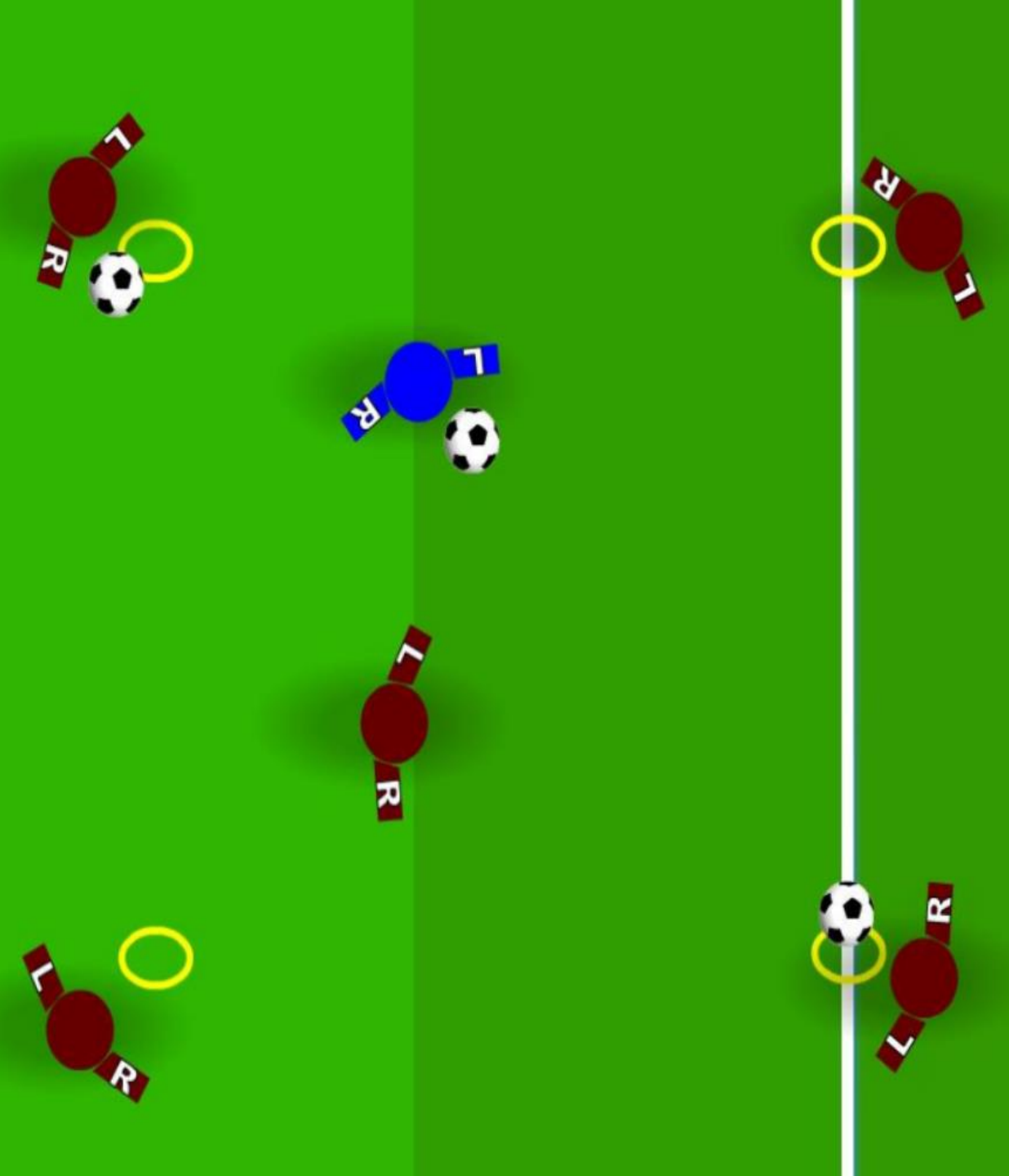
**Explanation:**

- 45 second rounds – 2 from outside swap in & 2 from outside swap in

- Player without a ball on the inside is running away
  - Each time they receive a pass from an outside player and play a different free player +2pts

- Player with a ball (Blue) is tagging – Can tag opp. anytime.
  - If the player tagging in the middle tags the player running away the person running away gets -1 point.

- Designate 1 player on the outside to keep track of points gained

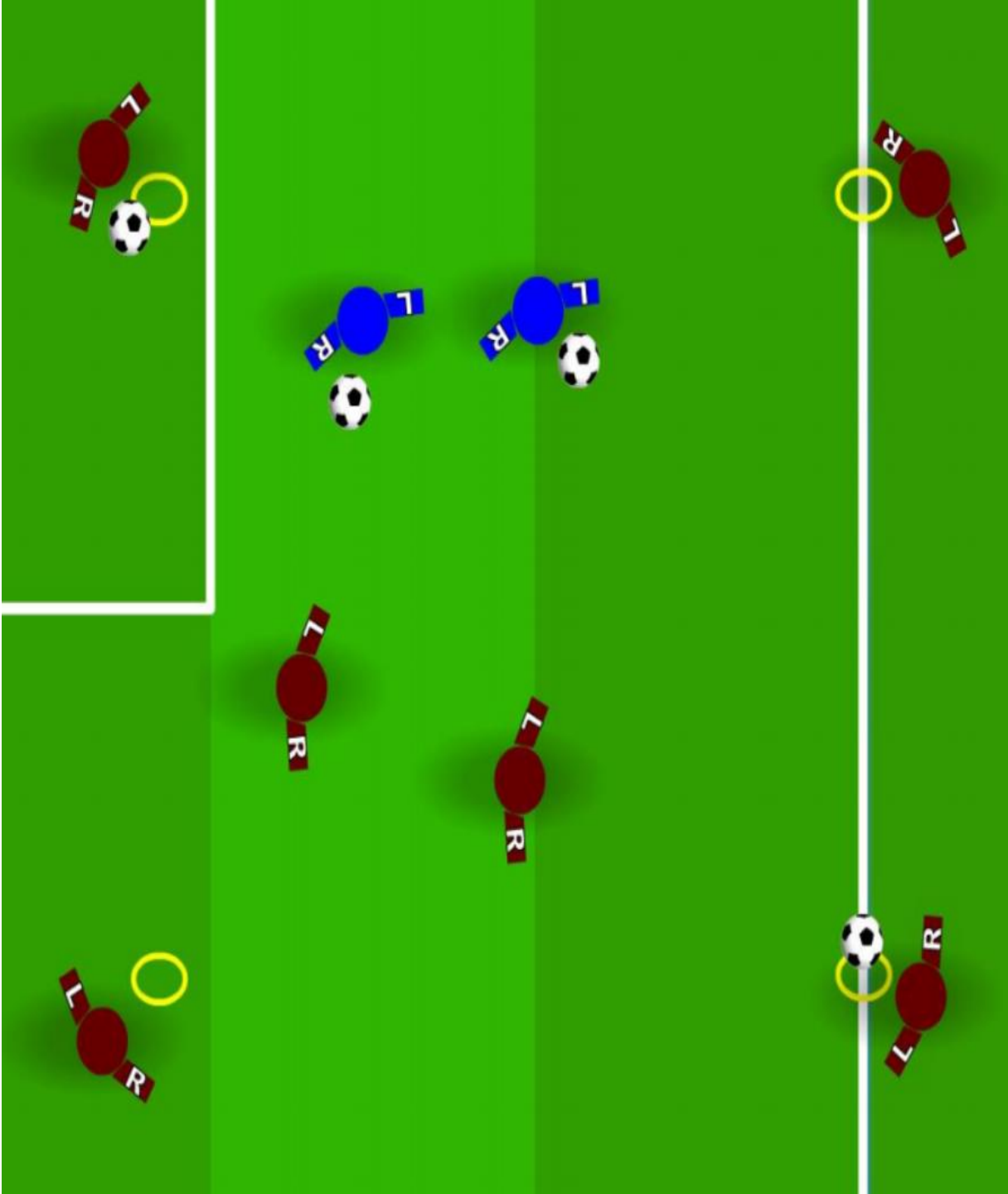- Designate 1 player on the outside to keep track of points lost

**Progressions:**

- Less space

**Regressions:**

- More space
- Player running

# Tag 2v2 – 11+

**Size:**

- 20m Squares (Can make bigger or smaller depending on skill level/number of players)

**Equipment:**

- 4 x discs per grid
- 4 x balls **per group** (extra balls at each corner)

**Explanation:**

- 45 second rounds – 4 from outside swap in & 4 from outside swap in
- Players without a ball on the inside is running away
    - Each time they receive a ball from the outside to a different outside player +2pts
    - Each time they play the ball to their partner +3pts
- Players with the ball (Blue) are tagging – Each tag is -1 point for the team running away
    - Players can be tagged at any time
- Designate 1 player on the outside to keep track of points gained
- Designate 1 player on the outside to keep track of points lost

**Regression:**

- More space

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