

Dribble Freeze Tag

Players are chased by one tagger in a defined space.
Tagger changes with player he tags
Players join tagger
Team tag.

Hospital Tag

The players dribble around within Soccer town. When the coach gives the signal they try to tag each other with their hands, while still dribbling and maintaining control over the ball. When a player is tagged, he/she has to hold onto the part of your body that was tagged with a free hand. The second time they are tagged they hold that body part with the other free hand. The third time they are tagged they are out.

To regain entry into the game a player must dribble to the hospital designated to be in one corner of the square and pay 3 juggles for the cure. Encourage all players to keep their head up to see where the other players are approaching.

Sharks and Minnows

The minnows, the players with a ball, line up shoulder to shoulder on one end of the grid. Two players are designated as sharks and are positioned inside of the grid without soccer balls. On the coach's command, the minnows must dribble their ball through the grid and get to the other side without getting their ball stolen or kicked away by the sharks. If a player loses their ball while crossing the grid, he/she becomes a shark.

Pinny-Tails

Each player in the group tucks a pinny into the back of their shorts so they hang as a tail. As they dribble the ball around, they try to keep control of the ball whilst attempting to remove the others' 'tails'.

The MUD Monsters

Classic "Stuck in the Mud" tag game.

The players dribble around a marshland approximately 30x20 feet. Two marsh monsters attempt to freeze the players. To do this they simply have to touch the player's ball with their foot.

Once the player is frozen, he/she picks up the ball and stands with their legs open and their soccer ball held on their head. Players can set each other free by passing the ball through the frozen players legs. (inside of the foot passing).

Points best mud monster sound

Points for making other players laugh

Points for catching everyone

Swiper Tag 10min

The players dribble around within Dora's & Diego's Rescue center. When the coach gives the signal they try to tag each other with their hands, while still dribbling and maintaining control over the ball. When a player is tagged, he/she has to hold onto the part of their body that was tagged with a free hand. The second time they are tagged they hold that body part with the other free hand. The third time they are tagged they are out and have to report to the Bo-Bo brothers for some crazy jumps.

To regain entry into the game a player must dribble to the hospital designated to be in one corner of the square and pay 3 jumps for the cure. Encourage all players to keep their head up to see where the other players are approaching.

Introduce *Swiper*. If a player's ball is stolen by *Swiper* then they have to go see the Bo-Bo's to get it back. They can put their foot on top of the ball and say "Swiper no swiping" three times and not have their ball stolen. The coach or *Swiper* will look for balls that are out of control.