

# 8 FOOTBALL TAG GAME VARIATIONS

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Tag games are excellent for the foundation phase. Fun, easy to set up and run, they provide a platform for players to develop football and physical skills in a natural way.

These variations let players work on different areas of the game.

## GENERAL RULES

If your ball leaves the square, you automatically become the tagger. Keep control of the ball!

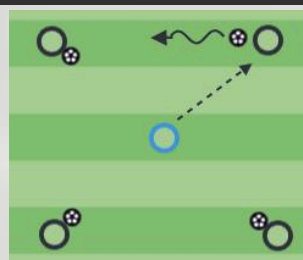
Remind players that quick small touches keep control of the ball best.

Bigger touches are require to move into space when dodging the tagger.

Players cannot walk at any time. If they do, or hide in a corner, they will automatically become the tagger.

Do timed rounds and switch the tagger after each (if applicable).

## TAG ON THE BODY FUN, FUN, FUN



Everyone has a ball, apart from the tagger, and must dribble around a square. One or more players are the tagger.

The tagger must tag another player on the body, that player must give up their ball & becomes the tagger.

## TAG ON THE BODY PRACTICE DODGE MOVES



Everyone has a ball & must dribble around a square. One or more players are the tagger.

The tagger must tag another player on the body, that player becomes the tagger.

## TAG ON THE BODY STUCK IN THE MUD

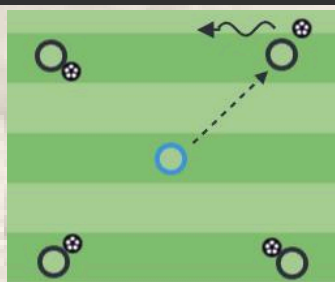


Everyone has a ball & must dribble around a square. One or more players are the tagger.

If the player gets tagged they have to stand with their legs apart & arms spread to the side, as if they were stuck in the mud!

Their team mates can free them by crawling through the legs of a stuck person.

## TAG ON THE BALL PRACTICE PROTECT MOVES



Everyone has a ball, apart from the tagger, and must dribble around a square. One or more players are the tagger.

The tagger must tag another players ball either with their foot (e.g. via a tackle), that player then gives their ball up and becomes the tagger.

## TAG ON THE BALL PRACTICE PROTECT MOVES 2

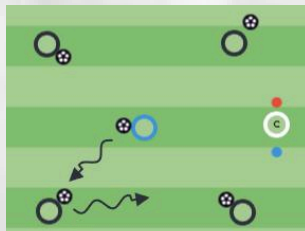


Everyone has a ball & must dribble around a square.

One or more players are the tagger.

The tagger must tag another players ball either with their foot (a tackle) or their ball (via a pass), that player then becomes the tagger.

## TAG ON BALL OR BODY ISOLATED TO OPPOSED SKILL MOVE



Everyone has a ball, apart from the tagger, and must dribble around a square. One or more players are the tagger.

The tagger must tag another players ball either with their foot (a tackle) or their ball (via a pass), that player then becomes the tagger.

At random points, the coach holds up a coloured cone. When this happens, everyone needs to do a designated skill move. Last player to do the move, becomes the tagger. Link the move to the game.

## TAG ON BALL OR BODY AWARENESS & DRIVING WITH THE BALL

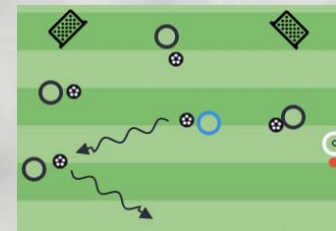


Everyone has a ball, apart from the tagger, and must dribble around a square. One or more players are the tagger.

The tagger must tag another players ball either with their foot (a tackle) or their ball (via a pass), that player then becomes the tagger.

At random points, the coach holds up a coloured cone. When this happens, everyone heads to that colour of square. Last player to do so, becomes the tagger.

## TAG ON BALL OR BODY AWARENESS & FINISHING



Everyone has a ball, apart from the tagger, and must dribble around a square. One or more players are the tagger.

The tagger must tag another players ball either with their foot (a tackle) or their ball (via a pass), that player then becomes the tagger.

At random points, the coach holds up a cone. When this happens, everyone needs to go and shoot. Last player to shoot, becomes the tagger.

Want 45 fun Ball Mastery based sessions to help you develop your players? [45 Control, Confidence, Creativity Sessions](#)

A full game model is available on my [Online Community](#).

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