TAG

HOW TO PLAY ?

Tag is a simple and classic game that is played all over the world. In some places, it is known as "stuck-in-the-mud," "catch-and-catch," or "you're it." The game is mostly enjoyed by children, but adults can play, too! Read on to learn how to play tag.

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Tag Instructions

1 Understand the flow of the game.

One person is " it," and his/her job is to touch someone else. When you are touched by the person who is " it," you immediately become " it." Now, it's your job to tag someone else. The game usually continues until everyone decides to stop, or until a predetermined number of people have become "it."

2 Decide who is "it."

This person will chase the other players, trying to tag them, until he/she tags someone. Then, the tagged person becomes "it," and the original "it" person runs away to avoid being tagged. Many of the players will get a turn at being "it". To quickly decide who is "it" first, just say "Who is it?" or volunteer to do it yourself. Everyone then calls out "not it", and the last person to call it out is it.[1]

3 Choose the playing area.

Set boundaries so that the "not-it" players can't run too far away. The smaller the space, the harder it will be to avoid the person who is " it." Pick a place that is easy to run on, but forgiving to fall on – grass and sand are good surfaces.

* On a playground, for example: agree to only stay on the gravel and blacktop during the game. The grass and sidewalk are not part of the play area.

4 Decide on a "safe zone" as a group.

It might be one of the slides on the playground, or a tree, or a bench, or a space marked out with cones. When you touch this area, you are safe from being "tagged".

* To keep the game going, consider setting a time limit for long someone can stay in the "safe zone." For example, a person might have to leave after ten seconds, or thirty seconds – long enough that the person who is "it" will go off to tag someone else, but not long enough that the game stagnates.[2]

5 Count out a head start for running.

The "it" person counts out a ten-second head start to give the "not-it" players time to run away. At the end of ten seconds, the "it" player yells "Go!" or "Ready or not, here I come!" He/she can then start chasing the others, trying to tag them. Everyone who is "not it" will run away from the person who is "it" and try to avoid getting tagged. If the person who is "it" gets close to you, try to run to the "safe