



Equipment: 1 ball, 4 markers
Name: Tag Touch Drill
Category: Passing v defenders
Group Size: 15 players
Area: 15m x 15m field

Drill Explanation

- Stage 1. There is no offside. Players can move anywhere in the grid. There are 2 teams – attacking team has the ball and the defensive team is attempting to avoid being tagged out of the game by a member of the attacking team
- Stage 2. Attackers may pass the ball at random around the grid attempting to tag all the defenders out of the game. An attacking player to tag a defender must: have the ball in his possession and must be standing still while he tags at defender. All other players in the grid may run
- Stage 3. Defenders may not interfere with the pass; attackers may not interfere with the defenders; if a defender runs outside the grid – the defender is then eliminated from the game as if he was tagged

Key Points

- Attackers must be constantly on the move – “*pass and move*”
- Defenders uses fast feet to avoid being tagged
- Communication between attackers is vital
- Attackers must use vision and anticipation as to be in the right place to tag a defender
- Once the defending side is tagged out of the game – the roles swap

Variations

- Put a stop watch on how long it takes each team to tag the other out of the game
- Use 2 balls in the drill
- When a pass is dropped by the attacking team, a defender who has already been tagged out of the game – may now return to the game
- When a defender is tagged – he must stand still in his place. He can be released by one of his teammates by getting through his legs
- Vary the size of the grid to suit numbers