

Freeze Tag

How to Host a Freeze Tag Game:

How to Play

- **Choose the Tagger:** Designate one player to be the Tagger. This player's role is to chase and tag the other players.
- **Start the Game:** All players, except for the Tagger, spread out in the playing area. This area can be a playground, park, or any open space suitable for running.
- **Tagging and Freezing:** The Tagger's objective is to chase after the other players and tag them by touching them. When a player is tagged, they must freeze in place and stay frozen until they are unfrozen by a teammate.
- **Unfreezing Players:** When a player is frozen, they can be unfrozen by a teammate. To unfreeze a frozen player, another player must touch them. This can be done by either a high-five or a simple touch. Once a frozen player is unfrozen, they can resume playing.
- **Avoiding the Tagger:** The non-frozen players must try to avoid getting tagged by the Tagger. They can run, dodge, and use their speed and agility to stay away from the Tagger.
- **Becoming the Tagger:** If a player is tagged by the Tagger, they become the new Tagger for the next round. They will now be responsible for chasing and tagging the other players.
- **Setting Boundaries:** Establish boundaries for the playing area to ensure that the game remains within a specific area and to avoid players running too far.
- **Time Limit (Optional):** Set a time limit for each round. When the time is up, the Tagger can count how many players they managed to freeze. The player who was frozen the most will become the new Tagger for the next round.