

Capture the Cone

Capture the Cone Setup

- An outside field with plenty of room to run
- Mark or designate boundaries—sidelines, back lines, and a center, dividing line
- Mark or designate an area for the jail—one on each side
- Grab two different colored cones or flags to use—one for each team



Capture the Cone Rules

- This is a large group game played with two equal teams
- The object of the game is to capture the other teams cone, or flag
- If an opposing player runs into their opponent's area to try and capture the cone they can be tagged and placed in jail—but only if they are tagged
- If a player is tagged they are sent to that team's jail. There are two ways out of jail:
 - 1—If a player from your side runs over and tags a player they are out of jail. The newly released player **MUST** run to his/her playing area, across the center-line, then they are free to run again.
 - 2—If the referee yells: "JAILBREAK!" then **ALL** players in **BOTH** jails are free to run
- There should be no more than 2 players guarding the jail—jailers should maintain their distance at around 5-10 feet away from the jail
- When a player grabs their opponents cone, they must run with the cone until they cross back over the center-line
- If a player is tagged while carrying the cone, the cone **MUST** be placed where the player was tagged
- Depending on the amount of players playing, a team should have between 1-3 players guarding the cone with a minimum distance of 10 feet from the cone—meaning the team cannot stand on the cone or be within 10 feet of it—this is in order to give the opposing team a chance to grab the cone. Once the cone is grabbed there is no 10 foot rule until the player is tagged and the cone placed at the spot of the tag.

Alternative Suggestions

- You may choose to mark teams in some way to prevent "shadiness" or dishonesty. If teams are not marked, players tend to act like they are on one team but are actually on another, thus they can sneak over. Depending on the type of group, you may or may not want encourage this type of play.