

# Sharks and Minnows

## Sharks and Minnows Rules

- Pick 1 "shark" player for every 15-20 players
- Start the "shark" player(s) on the center line every round
- One round = The referee says: "GO!" and the minnows run from one end of the playing field to the other and stop once they cross the designated line or touch the wall
- The object of the game is for the minnows (the WHOLE group) to get from one side of the playing area to the other side of the playing area without getting tagged by the "shark" player(s)
- If a "minnow" player gets tagged by the "shark" player(s), then that player becomes "seaweed" which means they have to stand where they were tagged, put their arms out and be in the way of the minnows being chased by the shark(s) from one end to the other
- "Seaweed" players are allowed to turn around and face the direction the "minnow" players are coming, but cannot move around and chase like the "shark" player(s) can
- Play as many rounds as it takes to have as many "minnow" players as you started with "shark" player(s). The winning "minnow" player(s) become the new "shark" players for the next game!