



# 2 Marker Down Game

## Skill - Defensive Fundamentals & Tackle

TYPE  
Game

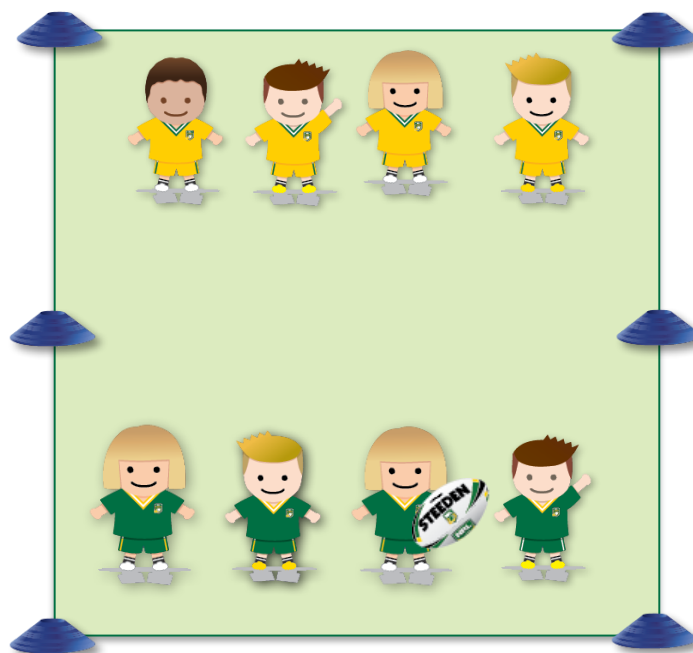
AGE  
13+

### Aim

- » For attackers to recognise when both markers are absent and adjust their attack.

### Description

- » When a coach blows his whistle, 2 markers must drop to the ground, and they are out of play until the next tackle.



### Equipment



x (6) Markers



Whistle



x (1) Footballs

### Players



The coach can determine the amount of players per team. Usually you will just split the players into two even teams.

### How to Stop Play

You can stop play by a tackle, tag, or touch.

### How to Restart Play

You can choose between play the ball, hit the ground and then play the ball, tap, or any other.

### Amount of Plays

Coach to choose how many plays each team receives per set.



Click to watch the video



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