

**UNITED STATES TENNIS ASSOCIATION**  
**School Tennis - More Than Just a Game**

## **Great Games for School Playgrounds and Gyms – No Courts Required!**

### *Supervised Play Games*

- **Rally Challenge:** Players are paired up and try and rally the ball (over a line or net) for as long as they can in one minute. Scoring can be based on the longest rally achieved without missing or the total number of cumulative hits in one minute. Have students attempt to rally with as many other students as possible. **Wall Challenge:** This activity can also be done against a wall with one player, two players alternating hits, or as part of a team of players alternating after each hit.
- **Team Doubles:** Up to six players are put on each team. Only two players per team play at one time. Players on both teams play out one point and rotate one spot after the point is over (See Diagram A). Be sure to rotate substitutes evenly from the side. First team to earn 7 points wins. This game can also be played as **Team Singles**, with players playing singles points and alternating out with their teammates.
- **Champ of the Court Doubles:** A designated champion team competes against a line of challenging teams. Points are started with an underhand or overhand serve from the challengers' side. Play 2 out of 3 points. If the Challengers win, they replace the Champs. This game can also be played as **Champ of the Court Singles**.
- **Champs and Chumps Singles:** Three or four players on each side play out singles points, one player at a time. One side is the 'Champions' side and the other side is the 'Chumps' side. If a player wins the point, they go to the end of the line on the Champions' side. If they lose the point, they go to the end of the line on the Chumps' side. Players can start the point with a baseline feed or with an overhand serve. This game can also be played as **Champs and Chumps Doubles**.
- **Tag Team Singles:** Players are split into two groups and each form a line behind the middle of each baseline. One player is "up" on each side. After each player hits the ball once they run to the back of their line, keeping the point going until one side misses. Teams can work cooperatively to set a record for longest continuous rally or teams can compete against each other and play games to 7. This game can also be played as **Tag Team Doubles** with two players up at a time on both sides.
- **Around the World Singles—(Non Elimination).** Similar to Tag Team Singles, each player in line is allowed only one hit but they must rotate to the end of the line on the opposite side of the court. The goal is to try and establish the longest cooperative rally as a group without missing. **Option:** If a player misses, they must play the game without a racquet by catching and throwing. If they are successful catching and throwing a ball into play, they can earn their racquet back – therefore no one is eliminated. This game can also be played as **Around the World Doubles**.

# Great Games for School Playgrounds and Gyms – No Courts Required!

## *Structured Play Formats*

- Star Catcher:** Quick games of singles or doubles are played on each mini-court (e.g. first to win 3 points). Extra players wait on deck outside of the playing area. As soon as players finish a game, they come off the court and get back in line. People that are first in line on-deck quickly fill the open courts as they become available. Players can earn a star or a stamp for each mini-match they win. Players rotating out should match up with new partners for their next game.
- Challenge Court:** Same as above, but players that win the match get to stay on and challenge a new player or team. Winners stay on until defeated.
- Up and Down the River:** All players/teams are each assigned a court to start on. Play can be to music or set amount of time. At the end of each round, the player/team with the higher score moves up to the next higher court and the player/team with the lower score moves down to the next lower court.
- Musical Courts:** Mini tennis courts are set up throughout the playing area with 2 or 4 players to a court. When the music starts, players begin to rally and/or play out points amongst one another. As soon as the music stops, players must find a new court and new partner. Players that are leftover and cannot find an open court wait out until the next round.
- Random Draw:** Players get matched up for singles or doubles matches with names drawn from a hat, racquets drawn from a pile, by numbers, etc. Players can play to time, music, or for a designated number of games before getting new partners and/or opponents.
- Team Matches:** Teams are organized for head-to-head singles and doubles matches (e.g. 2 singles/1 doubles – Diagram B). Players elect team captains, designate team names, and use short scoring formats (7 point games; 2 out of three games).

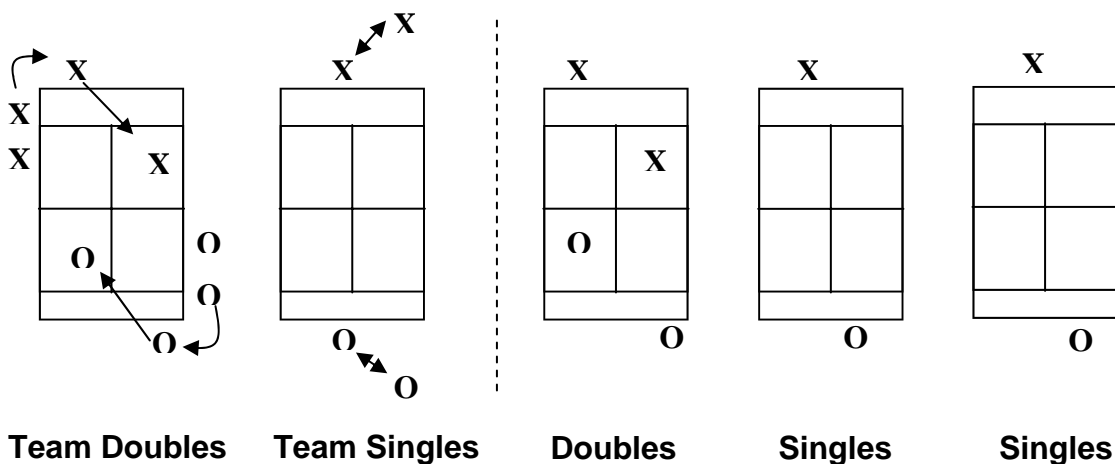


Diagram A

Diagram B