

Tennis Games & Activities for Organized Play

SELF-DIRECTED 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 players as possible. This activity can also be done against a wall, individually, with a partner, or as part of a line of players rotating after each hit.
- **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. Each line can keep track of how many points they win. This game can also be played as **Tag Team Doubles** with two players up at a time on both sides.
- **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**.
- **One-Ball Live:** Teams of two players at a time line up across from each other about 5 feet away from a dividing line or makeshift net. Two separate individual rallies are started with an underhand serve (the serves should be aimed straight ahead to the opposite player). When one of the rallies ends, players call out “LIVE BALL” and the remaining ball in play is played out in the mini court amongst the four players like doubles. A point is given to the team that wins the “LIVE” point and the players that won can stay in to play an extra point. Games can be played to 7 or 11.
- **Champ of the Court Doubles:** A designated champion team competes against a line of challenging teams. Points are started with an underhand serve from the challengers’ side. Play 2 out of 3 points. If the Challengers win, they replace the Champs. Note: This game can also be played as **Champ of the Court Singles**.

ORGANIZED ROTATIONS

- 🟡 **Find-a-court:** Four-point singles or doubles games are played on each mini-court. 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 waiting 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 and opponents 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 (Winners Up/Losers Down):** 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 to the next higher court and the player/team with the lower score moves to the next lower court.
- 🟡 **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 play to time, music, or for a designated number of games before getting new opponents.
- 🟡 **Team Matches:** Players can be divided into two large teams with one side playing the other side in a series of mini matches; or, teams can be organized into smaller groups for head to head match play. Teams should elect captains, designate team names, and use short scoring formats.

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