Tennis: RunAround

Set a court up with a "net" / barrier splitting the area in half
Half of the group line up at each end of the playing area
One player starts the rally by hitting the ball over the net towards the other player who tries to return it
After each player plays their shot, they run around the RIGHT side of the net to join the back of the line at the other end
Players continue the rally for as long as possible – 1 bounce only on each side of the net
Players have 3 “lives” and every time you miss a shot, hit the ball out of the court area or into the net you lose a “life”
Once you have lost all 3 “lives” you are out of the game
Last player to lose all of their “lives” wins!

Progression(s):
If players are struggling, allow more than one bounce per side of the net
TEAMS – Players join the back of their own line and the game is “BLUE” v “RED”
Set a court up with a “net” / barrier splitting the area in half
Most of the group line up at one end of the court, racquets at the ready
On the other side of the net there is a SERVER and 2 CATCHERS (More if you want!)

_The SERVER will need a supply of balls_
The SERVER serves the ball to the first player who must try to hit it over the net and land it within the court area

_If they manage this, they stay in the game and join the back of the line_
_If one of the CATCHERS manages to catch the ball before it hits the ground, the player that hit the shot puts their racquet down at the side of the court and join the CATCHERS_
SERVER serves the ball to the next player and so on...
Last player left with their racquet wins! (The longer the game goes on, the more catchers you get, the harder it is for the players playing the shots)

**Progression:**
_If a CATCHER catches a ball, they take the place of the player that hit the shot_
(This way you only ever have the same number of CATCHERS and the game can continue indefinitely with no out and out “winner”)_