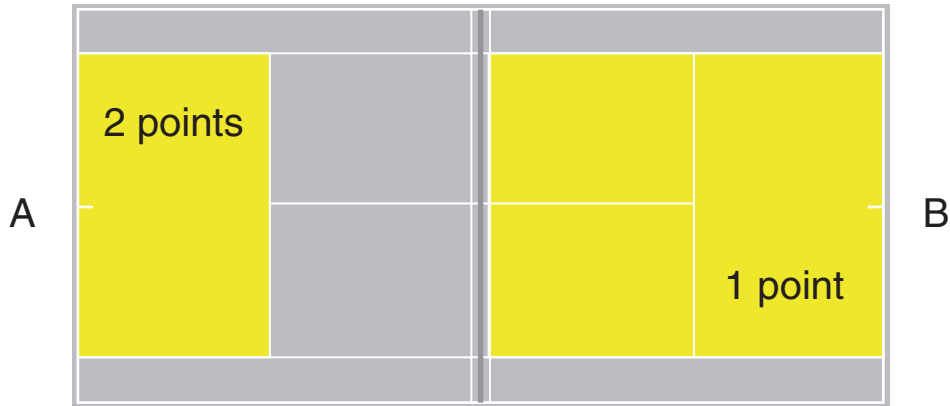


# KEEPING THE BALL IN PLAY: THE DEEP GAME



**GOAL:** To develop rallying consistency by hitting ground strokes deep in the court

**TARGET AGES:** 10 to 18

**SETUP:** Two players at the baseline

**PLAY:** Players begin rallying

- SCORING:**
- One player earns a point each time the ball lands in the court
  - The other player earns 2 points for balls landing beyond the service line
  - Players call out their scores
  - The winner is the first player to reach 21 points
  - After one game, players change roles



## OBSERVATIONS

Either make notes on individual performance, player by player, or on the team's overall ability to perform the key components of this tactic: *hitting the ball higher over the net, keeping the ball away from lines, using topspin, not going for winners, and hitting deep shots when returning strong offensive shots.*

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*(continued)*



## KEEPING THE BALL IN PLAY: THE DEEP GAME *(continued)*



### KEYS TO KEEPING THE BALL IN PLAY AND DEEP IN THE COURT

- Don't hit too close to the lines.
- Use topspin and hit with a low-to-high swing.
- Don't go for winners.
- When returning an offensive drive, be sure to get your racket back early.
- Hit the ball higher over the net.



### COMMON ERRORS

- Attempting to return strong offensive shots with flatter harder shots
- Players make contact with ball too high
- Players have improper swing on topspin shots



### QUESTIONS FOR PLAYERS

- What were you trying to do in this game?
- What did you have to do to be successful?
- How can you improve your ability to keep the ball in play and keep it deep?