


Zone Ball Net & Wall Games

Equipment

-  **Ball**
-  **Net**

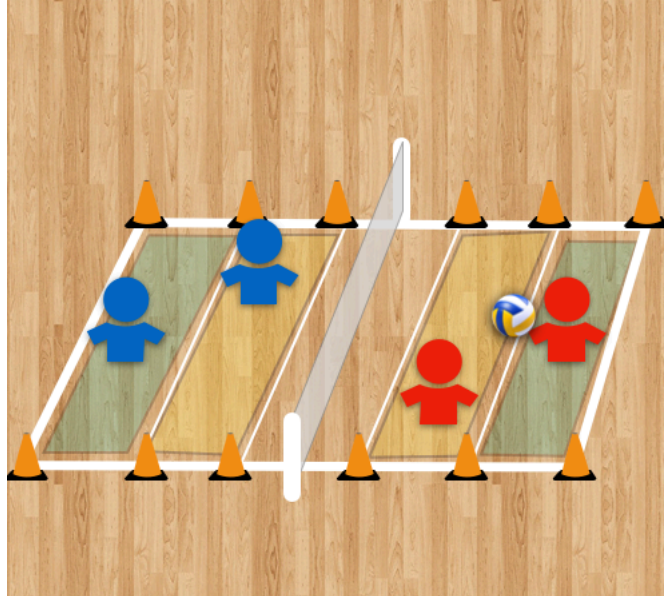


Tactical Focus




- Maintaining a Rally
- Winning a Point
- Setting Up for Attack
- Defend Space
- Defending Against Attack
- Restarting Play

Description

- Create two teams separated by a net or barrier
- Divide each side of the net into a front zone and back zone.
- Players must stay within their assigned zones at all times.
- Player send the ball over the net and onto their opponents' side of the court, trying to prevent their opponents from being able to return the ball before it hits the ground.
- The ball must be touched by players in both zones before it can go over the net.



Modifications (Change It!)

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Change it Up
 - Players can only volley the ball.
 - Decrease the size of the ball.
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Change It!
 - Use a racquet/paddle to strike the ball.
 - Increase/Decrease the number of players.
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Change it Down
 - Allow players to catch the ball between touches
 - Increase the size of the ball.



Assessment

 Emerging Players have difficulty remaining in their zone.	 Developing Players stay in their zone but have difficulty sending the ball over the net.	 Competent Players stay in their zones and can send the ball over the net successfully.	 Proficient Players stay in their zone and send the ball over the net successfully, away from their opponents.
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Questions

What the advantages/disadvantages of using zones in a Net/Wall Game?

What role did the back zone player play? What role did the front zone player play?

Where was the most effective play to send the ball on your opponents court?