**Modifications: Wall and Net Court Games**

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| ***Net/Wall Games*** | |
| **Net Court Games**  Volleyball  Badminton  Tennis  Pickleball  Table Tennis | **Wall Games**  Squash  Wall ball  Handball  Racquetball |

The modifications listed below incorporate the various strategies for modifying games to fit the needs of the players for the types of games listed in the table above. Many of them can be used in combination as well.

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| ***Modifications*** | ***Focus*** |
| Use special ball, shuttle (e.g., lighter, heavier, and/or larger). | Slows speed of object so tracking is easier. |
| Use lighter rackets with larger heads. | Makes execution of techniques easier and increases success level. |
| Use rackets with shorter handles. | Makes controlling the object easier. |
| Shrink court size. | Increases focus on controlling object. |
| Eliminate net (using just a line on floor). | Increases focus on controlling object. |
| Adjust net height (i.e., lower vs. higher). | Slows game down; limit the use of selected techniques (e.g., volleyball spike). |
| Shortened rackets. | Increases success in striking object. |
| Lengthen the court (i.e., deeper baselines). | Makes power control less of a limitation. |
| Increase width & decrease depth of court. | Increases focus on playing the angles & court coverage. |
| Decrease width & increase depth of court. | Increases focus timing the use of short and long shots & court coverage. |
| Use differentiated scoring. | Encourages use of particular techniques. |
| Divide court in different scoring zones and make winners hit in certain areas worth an extra point. | Encourages focus on shot selection/-direction. |
| Restrict area where player(s) on one side of the court can move. | Encourages decision making about when to use particular shots by players on the other side. |
| When hitting a winner with a specified stroke (cross court or down the line) a bonus point is earned. (Advanced version would be where the only way a point can be scored is to use that specified stroke.) | Encourages player(s) to think about how to move opponent(s) out of position so a scoring opportunity is created using that particular stroke. |

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