



Terms

Lines

Players call 'lines' when the ball hits the prohibited internal lines

Full

Players call 'full' when the ball is hit on the full, without first bouncing in their own square

Interference

When an external party disrupts the game and the ball needs to be replayed

No Returns

When the server says 'no returns', the player may not pass the ball back to the server

Rally

When someone calls a rally, a player must keep passing back to that same person until one of them are out. To stop the rally, the person who called it needs to say 'end' or 'break'.

Collect all the LCMs Handballs

