

ALL HANDBALL RULES

#	RULE NAME	ALTERNATIVE NAME	DESCRIPTION
1	2 or 3 lives		2 or 3 chances to serve the ball in (baby rules)
2	2 square battle		where one player would hit the ball into another players square and call '2-square battle'. The other player has the option of 'accepting' or 'rejecting' this offer. Only the enforcer of the battle can 'end-battle' and if the lower ranked player beats the higher-ranked player, they swap positions.
3	4 square battles		4-square battles were the same except they involved 4-squares, so if the king and queen were having a 4-square battle, the jack and dunce would vacate their squares to allow play.
4	Around the world		can be declared in some games in which the players must play the ball in a clockwise or counter-clockwise direction to the next player. The king could announce it. the ball could only be hit to next square in sequence depending on the direction of serve, causing the ball to move in a circular path around the court.
5	Ace		Ace usually sets the rules for the game and can arbitrate in disputes or can assign a Captain of the court
6	Backup		Any person can take anyones shot (example random person walking through courts, a reserve or another player)
7	Banjos	Old Banjos	Can use whole body to hit ball. Head, Feet and chest. Ball can go over of the full.
8	Black Knight		Cant pass to Queen square
9	Blueberries		1 handed Cherries (see Cherries rule)
10	Body Parts	Body shots	Allowed to use all parts of your body above the knees
11	Board order		If your name lands first (or alphabetical order) you start in Kings and others stand in Queen, Jack, Dunce in order of arrival at the court. The rest line up as reserves around the court
12	Body Rally		Serve screams "Body rally" can't use hands only body or head
13	Bork	Obstruction	Players can have 1 foot or entire body in another persons square. Can touch ball or player
14	Break		can be called by the declarer (or a deathmatch challenge), after which the play continues like normal.
15	Buddy		become friends with another, don't get them out, collude to get out others out
16	Chainsaw		slacks allowed
17	Challenge		If there was a dispute between two players on the outcome of a rally, they could enter a sudden-death rally called a "challenge". The higher-ranked player would serve. If the higher-ranked player lost, the players would swap positions. If the lower-ranked player lost, they were "straight out" and went to the back of the queue, bypassing dunce. All players below them would be promoted one square, and the first queue player would enter dunce. If the higher-ranked player calls a challenge, the lower ranked player has the option to forfeit and be demoted to dunce instead.
18	Cheaps	cheap shots' or 'minis'	the ball can bounce more than once
19	Cherries	upsies, Cupcake or Watermelon	Use 2 hands - can hit or pop the ball over on the full. Beginner rule. The caveat is that the player attempting the move must yell "CHERRY!" as they do the move, or else it is just as illegal as if the King had turned cherries off.
20	Chesties		Can you chest to hit ball
21	Chinese Fireball		King was allowed to underarm throw the ball hard into another square
22	Chuckies		Double bounce or bounce out and you play on your out
23	Commander pandas		Can use body parts to hit the ball
24	Confusion		Unsure what happened in the play and replay the point
25	Continuous	ever ready, quick serve, ready or nots, Ace	If ballis served and your not ready and miss the ball, your out. Advanced Rule
26	Corkscrew		Trick shot involving grabbies circular stair motion with your arm
27	Cupsies		Ball stays on the palm of your hand to hit a trick/angled shot. This rull allows cuping the ball but not grab
28	Death Match		When an argument about a call comes up and there is no other way to deal with it. Challenge the person. Loser automatically out
29	Death Rally	Red Knight, rally to the death, deathlock or apples	2 players rally it out and instant elimination or swap player positions. Can break it server calls it out- Can be declared in some variants by the King or sometimes any player, in which the declarer and the person who receives the ball must only return the ball to each other, and if returned to a different player's square, the person in the rally is out.
30	Dead Square	Poison	if you left your square for some reason (to collect the ball or get a drink etc.) without saying 'dead-square' somebody, whether they be in the game or waiting could jump into your square and 'conquer' it
31	Deadlock	Thunder lock or permanent padlock	Cant change the rules once the game has started
32	Deadman's		Can serve on the full and indecent
33	Descent Serve	Mercy	Nice serve.
34	Descent, pass back, no returns	Descent, pass back or your out, descent no words, pass back to me or your out	Nice shot back to person who served the ball to you.
35	Diamonds		Server serves other three players have turned there back, not knowing who gets the service ball
36	Diamond Challenge		three way challenge (saves you from getting involved in rally and hence getting out)
37	Distraction	Banter	(calling out, teasing or talking in a manner to distract players) is allowed. Advanced Year 10 + only
38	Dog Shots		slapball down or mean shot
39	Double	Double bounce	If the ball bounces twice in a person's square, the person who is in that square is out. Usually known as 'double' or 'double bounce'. Alternative version. Younger groups can have 2 bounces allowed
40	Double Touch		If the ball is touched twice in a row by the same person, they are out. Usually known as 'double touch'.
41	Dubs		Bounces twice in a persons square
42	Edgies	boundaries, borders or outliners	Outside board line of court. If ball hits this line Usually a bounce reply is performed
43	Electric Line		Hits the line you are automatically out
44	Elimination - slow, medium, fast		If you get out move down 1-3 square based on speed of the game. Slow (move down 1 square) medium (2 squares) or fast (3 squares) example. Slow game get out in queen move down to Jack.

45	Elimination - instant		Any square you get out on go instantly out to reserve line
46	Elimination - 1 square, 2 square, 3 square		Instant elimination based on square position ranking. Example 2 square elimination on dunce and Jack go to reserve. King and queen go to dunce
47	Falsies		King allowed to serve on the full, served at shoulder height
48			
49	Footsies	body fulls or tootsies	use feet (ball can roll) - Are permitted in some variants depending on the rules the participants decide upon.
50	Foul	foul serve	on the first bounce it hits in another square. Alternative: 3rd Fouls or 3 faults you are out.
51	Freebies		(king could give a life to a player). A player could be given a freebie if they were deemed to have lost a rally in controversial but clear circumstances (e.g. player thought ball hit line but all other players agree it didnt). Freebies were entirely at the discretion of the king. The player receiving the freebie would still be required to go to dunce but could use the freebie to save themselves if they lost when in dunce. However, if you were deemed "straight out" (lost a challenge or were "poisoned") then you lost all your freebies when joining the end of the queue. If agreed before the start of recess or lunch, the game could be deemed "no freebies"
52	Full	overs	Hit ball into another persons court without it bouncing in your square first. If you do this your out. Alt play on Full your out. Play on twice forgotten.
53	Full-forgotten		Additionally, if the player continues on after a "full-played", a "full forgotten" is declared, and no one is out
54	Full-played		if after a player hits a full, another player continues play hitting the ball into another square, it can be caught and "full-played" is declared, in this case the player who continued the game is declared out whilst the original full is not out.
55	Funnies		weird bounce, hits a crack in the cement or a stick is play on. Simple alt replay
56	Gamesmanship		Opposite to sportsmanship. On purpose trying to psychologically upset opponent to gain advantage
57	Ghosties		A foot allowed in another players court
58	Grabs	Grabsies	Can grab/hold the ball with fingers for 1 second while hitting the ball
59	Grant		Service granted is another one, where the king could 'grant' a serve to another player. Often used in larger games where a player in alliance with the king is in a low position so they could work their way up.
60	Headers		in which a player may use their head to hit the ball. This can be done on the full into the other player's square, contradicting the necessity for the ball to bounce in a player's own square first as it would need to do if they had used their hand.
61	Hippies		use of hips. Add on: can use Knees
62	I call lines		Ace can say, 'I call lines' (the ball can bounce on a line)
63	Indecent		is called on serve when it is a mean or nasty serve. Serve must be nice
64	In Toes		Interference from another player . Replay the point .Any interference in the game would result in a player calling "intoes" and the rally would be restarted by the king.
65	Instant Elimination		anyone gets out they go to reserve
66	Interference		When the ball is touched by a player waiting in line, or any other unintended target, an "interference" is called and King re-serves or a "jumps" takes place
67	Invasion		could be permitted on the liners bounce at the king's discretion.
68	Jack Jelly		Jack cant stop moving (very funny)
69	King	Ace pass to me or your out	Server must past to person who says this first. The 'King' serves the ball, bouncing once within their square before entering an opponent's square.
70	King's breakfast	Ace gift	Server can give the ball to anyone to serve
71	Kings Choice		King serves to anyone
72	Kings waffles	Queens dessert	Have to serve to king or queen if they say this
73	Lines	hits the line, Liners	is play on Alt: replay if it hits the cross lines (in-between 2 squares) or bounce replay from the line or middle of court. (when the ball touched the line) would always result in the players bouncing the ball in the centre of the court or the line in question to start the replay rally. Alternative rules: The ball could only be hit once it went above player head height and had to be lobbed (ball hit into another's square without bouncing in your square first) off the bounce.
74	Lines replay		If the ball bounces on the line and is not a 'full' or a 'double' it's known as 'lines'. When 'lines' is called the point is replayed. Alternative Rule: 'Lines replay continuous' Player who square it was on the line bounces the ball of the line and its play on.
75	Lines by favour	Lines by favour golden key or Play on	Usually after confusion or lines point. Whoever gets the ball first they replay the point by bouncing ball in there court, unlimited times and hitting the ball. The point resumes as normal
76	Lobicles		where the king could call 'lobicles' when they served, which meant instead of bouncing it in your square first, everyone had to lob the ball.
77	Majority Rules		When there is a dispute, e.g. if someone is meant to go out and he disagrees, Ace calls out, "Majority rules!", and the other players put up their hands to vote whether the player stays in or has to 'hack it' (go out of the game).
78	Make Bottoms		Ace can also 'make bottoms'. This means that if he calls, say, "Bottom 3!" when he is setting the rules, if he misses a shot, he doesn't have to 'hack it' (go out of the game), but he moves down to Dunce. 'Bottoms' affects everyone - in 'bottom 3', if Kings went out he would move down to 'subs' and Dunce would move up to Queens and Queens would move up to Kings. If Queens went out he would go straight into 'subs' (substitutes - people waiting to get into the game).
79	Mantis		ball bounces in square another person can grab ball and they are out. Must stay in your court
80	Medicine		Return to normal play after poison square.
81	Milky		Someone has a poison square. Keep playing as normal (example 3 squares) can't hit to poison square
82	Minis		the ball can bounce more than once in your square before you hit it
83	New game		Coach can call 'new game'(if game is dragging on) Ace has to say, "Ace calls the rules!" and this means that he can choose 'Old School' or 'New School' rules. But if someone else beats him by saying, "Queens calls the rules!" (or Kings or Dunce), the person who said it first gets to choose, but people mainly let Ace do it.
84	New school rules		If the ball is held or scooped, the person who did it is out. Alternative version rules, this is allowed. This rule is played in 'New school' rules
85	No baby rules		A more competitive format. Rules like tipsies, minies or any other excuses are not allowed.
86	No call outs		Cant change the rules mid game eg poison, healthy, treetops, rush, lines
87	Nutties		Under legs shot

88	Obstacle		a variation of intoes. When something unexpected interrupted play, like someone running in or a foreign ball. We'd call pause, and whoever had the ball in their square was able to hold the ball and be the server for a new play.
89	Off-hands		The king could announce "off hands" were permitted. "Off hands" meant you could catch the ball with two hands after it landed in your square, let it bounce and then play a legal shot into another square. "Off-hands" where particularly useful against skimmers/slogs
90	Old King	Old Ace, Strait to Dunce	Serve to the old king or Ace if they get out
91	Old school		Basic and simple rules of the traditional game. 'Old School' rules traditional rules, played straight, simple and hard without lots of rules. This means the ball must bounce in your own square when you hit it back, and if it lands on a line you play on. If the lines are cracks separating concrete paving squares and the ball lands on a line and bounces funny, and it's a really hard shot, you can redo it.
92	Out of square		may be called in which the server can serve from outside their square, but must still bounce the ball in their square before any others
93	Overhead		is a call made when there are more than 4 players and the server wishes to serve to a square not adjacent to themselves, if the serve does not land in an overhead square, then the server is out, but if an adjacent square touches the ball, they are declared out.
94	Peas in a pod		When Ace gets out, the next Ace can say, "Peas in a pod" and that allows him to 'break the lock' and change the rules from 'Old School' to 'New School' and vice versa.
95	Play Straight		PS for short. Can do fulls (the ball does not have to hit your own square before it went to another). Double bounces are not allowed
96	Poison	time out	Usually said when you need a break or do up your shoelace. Cant hit in that persons square. Say Medical—Go back to sqaure and play as normal
97	Power shots		grab the ball and slam it into the other person's square
98	Replay		may be called by a player receiving a serve if the ball's bounce is determined "indecent", forcing the round to start over
99	Res	Reserve	Waiting in line outside of the handball court. example 1st res = 1st reserve , 2nd res = 2nd reserve
100	Rewind		Any player could announce "rewind" which would send the around the world back the other way Or anticlockwise (though this could not be done if the king had declared "no returns")
101	Rolls		your out. Alt replay. Alt 2 Ace/King serves again. Alt 3 rolls play on hit/kick ball until someone misses it
102	Round the world		Round the World (normal) Calling this means you are forced to hit the ball to the person to your left, if you don't, you're out
103	Rush	ever ready, continuous or quick serve, ready or nots	Serve whenever you want. They are not ready, they are out. Alt: person receiving the serve must be in there square
104	Sacrifice		give up your square for a friend or get out to help a friend. Swap your postion for a friends position
105	Savies	play on	Yell savies or play on and you have saved the person from getting out. Save a person that was meant to be out and continue play. Either overs/full or bounces in persons square. Ball can bounce unlimited times before savies. Yell Savies optional
106	Scoop	Scooping	Hold or control the ball on your palm for 1 second
107	Scrub		when a power hit is performed.
108	Servies 1, 2 and 3	Slacks	Service fault 1,2,& 3 (3 chances to get the serve in)
109	Service		First person to yell it out gets the serve - Player can make the call of "service" and the King must serve to them. If more than one person calls a "service", the King serves to the first one that called out.
110	Skimmers		shots that were hit flat and close to the ground with minimal bounce
111	Sloags	Slogs or slug	low shots along the ground that are fast and hard to hit
112	Soft serve		Person get a nice serve how they want it
113	S.O.S		Serve Out of your Square. Can serve the ball when your away from your square or the court
114	Stalking		Pass the same person. Not good gamesmanship
115	Swappies		Can swap with a persons square. Higher court can deny
116	Targeting		Purposely aim to get someone out. Bad sportsmanship picking on the weak player to help your game
117	Teams		'Teams' players can team up. Getting a team mate out does'nt count. Players add up points together.
118	Teacups		can sit down while playing
119	Time outs	poison	call when you want a rest or drink or injury or discuss strategy with team mates
120	Tipsies		Hits your finger tips - your not out. Is a baby rule
121	Travs		ball bounces in your court and travels across into another square play on. High level Advanced rule
122	Tree tops	Beanstalks or High Mountains or High Jacks	Yell the word "tree tops" or "High Jack" and you can serve the ball really high in the air. If you dont yell the word and person receiveing the serve plays it on, they are out
123	Twin/triplets		A second or third ball is introduced into play. Can be havoc and usually ended the round fairly quick. If someone gets out, a mid game move-up happens, the owner of the new square would have to be quick as the others balls are still in play. Unless move-up immunity was allowed. Especially fun watching a single person needing to somehow get one or both balls away while moving up squares.
124	Two and up		this is where the ball bounces twice in your own square or out of court and you hit it upwards into an opponents square
125	Two play on rule		A shorter word for the the full rule. Full your out, play on forgotten, 2nd play on forgotten
126	Underlegs		Ball can bounce twice in your court only if you hit ball under your legs
127	Upsies		the ball doesn't have to bounce in your square after you hit it
128	Unfair shots		No low or high unfair shots – replay (baby rules)
129	Wall Bounce		you can bounce off the wall when lower than chest height (of the shortest player). Must be bounced in own square before and be a descent
130	Walked		If a player walks out of their square, thinking they are out, they are deemed to have "walked" and are now out, despite the fact they had not violated any rules during the point.
131	White Knight		Cant pass to server. Play point with other 3 players only. Helps you not to get out
132	Yee nag		Can do a full