- **Around-the-Post** A shot that travels outside the net posts, allowing its trajectory to stay below the height of the net.
- **Baseline** The line at the back of the pickleball court (22 feet from the net).
- Centerline The line bisecting the service courts that extends from the nonvolley line to the baseline.
- **Crosscourt** The opponent's court diagonally opposite a player's.
- **Dink** A dink is a soft shot, made with the paddle face open, and hit so that it just clears the net and drops into the non-volley zone.
- Erne A volley hit near the net by a player positioned outside the court or in the process of leaping outside the court. A legally executed erne shot allows a player to hit the ball closer to the net without stepping in the non-volley zone.
- **Fault** An infringement of the rules that ends the rally.
- Foot fault Stepping on or into the non-volley zone while volleying a ball, or, while serving, failure to keep both feet behind the baseline with at least one foot in contact with the ground or floor when the paddle contacts the ball.
- Half-volley A type of hit where the player hits the ball immediately after it has bounced in an almost scoop-like fashion.
- **Kitchen** The non-volley zone which is 7' from the net on both sides is commonly referred to as "the kitchen." Players may not enter the kitchen to return a ball unless the ball first bounces.
- Lob Hitting the ball in a high arc to the back of the opponent's court. Ideally
 designed to clear an opponent who has advanced toward the net.
- **Net serve** A serve that touches the top of the net and lands in the proper service court (it is replayed without penalty).
- Non-volley zone A seven-foot area adjacent to the net within which you
 may not volley the ball. The non-volley zone includes all lines around it.
 ⁴ Also called the "kitchen".
- Poach In doubles, to cross over into your partner's area to make a play on the ball.
- **Rally** Hitting the ball back and forth between opposite teams.
- Serve (service) An underhand lob or drive stroke used to put a ball into play at the beginning of a point.
- Server number When playing doubles, either "1" or "2," depending on whether you are the first or second server for your side. This number is appended to the score when it is called, as in "the score is now 4–2, second server".
- Sideline The line at the side of the court denoting in- and out-of-bounds.
- Side-Out When the serve moves to your opponent's side.
- **Volley** To hit the ball before it touches the ground and bounces.