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GUIDE

1914

EDITED BY  
JOSEPH R. HICKEY  
SAN FRANCISCO

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W. PALMER FULLER, JR.,  
President California Rugby Union.

## **New Zealand "All-Blacks" the Perfection of Athletic Endeavor**

BY JOSEPH R. HICKEY.

The visit of the New Zealand "All-Blacks," under the auspices of the California Rugby Union was easily the feature of the season of 1913, and the indelible impression of their whirlwind tactics will remain in the history of California foot ball for years to come. Whatever there remained of the tour arranged for the Australian "Waratahs" the year previous, has been erased in the memory of athletic prowess displayed by the wonderful combination led by Manager George Mason and Captain Alec. McDonald. They came at a period when the development of Rugby in California appeared to have reached successful stages, at a time when the effects of Australia's competition was about to materialize in wonderful strides on the part of local efforts. Not in their departure was the perfection of play realized, for the overwhelming defeat of the All-American fifteen left us with little appreciation of the extended effort on the part of our selected team.

It is a matter of record that the New Zealand team which played here last season was, with one exception, the best combination that ever left the home country, and there is little argument to be advanced in convincing the prejudiced mind that it was almost a peerless combination. A grand testimonial to the game of Rugby foot ball, an inspiration for all that is admirable in athletics, and an excellent test for the possibilities of the physical man, the "All-Blacks" left here a confused state in the foot ball world from which the rumblings are now giving vent to an injured pride. We have not mastered the rudiments of Rugby.

Not only did the visiting team manage to win every one of the scheduled games with the local teams and the British Columbia fifteens, but they very near carried out their one desire in bat-

ting, to prevent a score on the part of their opponents. As a scoring machine they were formidable in the extreme, displaying a style of game conspicuously absent in the attempts of the college and club teams, and characteristic of all American foot ball. The defense of the New Zealand players was in the attack. They started first in every move, showing a most unselfish type of game, which is also of rare incident in our foot ball.

Much of the success of perfect Rugby is in versatile play. All members of the "All-Blacks" were fitted for all positions on the team. They had equal ability in handling and passing the ball, thus constituting a well-balanced aggregation. There is no doubt that the schedule of games played in the tour of the visiting players from over the Pacific has done much to destine the future of Rugby in America, whether that be to a successful end or not. A high standard has been set, and it would appear that no greater aspiration could be entertained by the American players than to some day master the fifteens from the Antipodes, or even Great Britain. Internationally, the game promises a great deal. It is one of the few mediums left in which peaceful relations may be encouraged between different tongues.

Although the visit of the New Zealand team overshadowed all features of the season of 1913, there still remained brilliant events in the local situation which have had a great deal to do with the future of the game in its organization. The Olympic Club team and the University of Santa Clara team indicated remarkable improvement over previous seasons, the club team earning a victory over Stanford for the first time since the two institutions have been participants in Rugby foot ball. The club team, unfortunately, was unable to arrange matches with the University of California team and the Barbarian Club, an unsatisfactory situation.

The failure of the larger institutions to properly recognize the universal rules of Rugby foot ball, breaches of which caused the unpleasant incidents of last season, has contributed largely to the decay of the game here. The smaller teams, in their efforts to play the game, have expressed a desire to observe strictly the rules of Rugby foot ball, but the over-importance of the annual

Stanford-California match has been held at a great sacrifice, insofar as the highest standard of Rugby foot ball is entertained. The only salvation of the game will be the encouragement of foot ball in a schedule under the auspices of an organization such as the California Rugby Union, conducted on similar lines as the unions abroad



**DR. FRANK ANGELL,**

Chairman Faculty Athletic Committee of Stanford University, a strong  
advocate of Foot Ball Reform.



## Rugby From the Spectators Point of View

BY R. C. BAILY,

It was the big game of the year at Rugby School, England, in the winter of 1823; the play was close, first one side and then the other gaining the advantage, but neither could succeed in scoring.

Suddenly a boy, one William Ellis, in very desperation, grasped the ball in his arms, and feinting and dodging through his opponents, carried his prize to their goal. His action was absolutely illegal, running with the ball was not allowed then, and the try did not count, but the crowd was so delighted with the spectacular effort, the one small figure evading the many outstretched hands, that the rules of the game were changed and Rugby Union Foot Ball as played all over the world to-day, became a fact. The basic regulations of the sport have undergone comparatively slight change since. It was a thrill that gave birth to Rugby, and the spectators have never found fault with the game since. Crowds of a hundred and thirty thousand gather to witness international contests in Scotland, England and Wales, and gatherings almost as great as these watch the important games in New Zealand, Australia, South Africa and France. In other European countries the spectators are not so numerous at present, but their enthusiasm, judging from moving pictures, is intense. California, with but a few months of experience in comparison with her hoary-headed rivals, can already show her crowd of 30,000, whose keen interest in the game is not surpassed by the onlookers anywhere in the world.

The fascination of some games is difficult to discern and more so to describe; one has to be a player of experience to appreciate their charm. But persons of both sexes are interested enough by Rugby to follow the game with understanding, and in half an hour the second match will find them full-blown rooters, with the technical phrases slipping off the tips of their tongues. Individ-

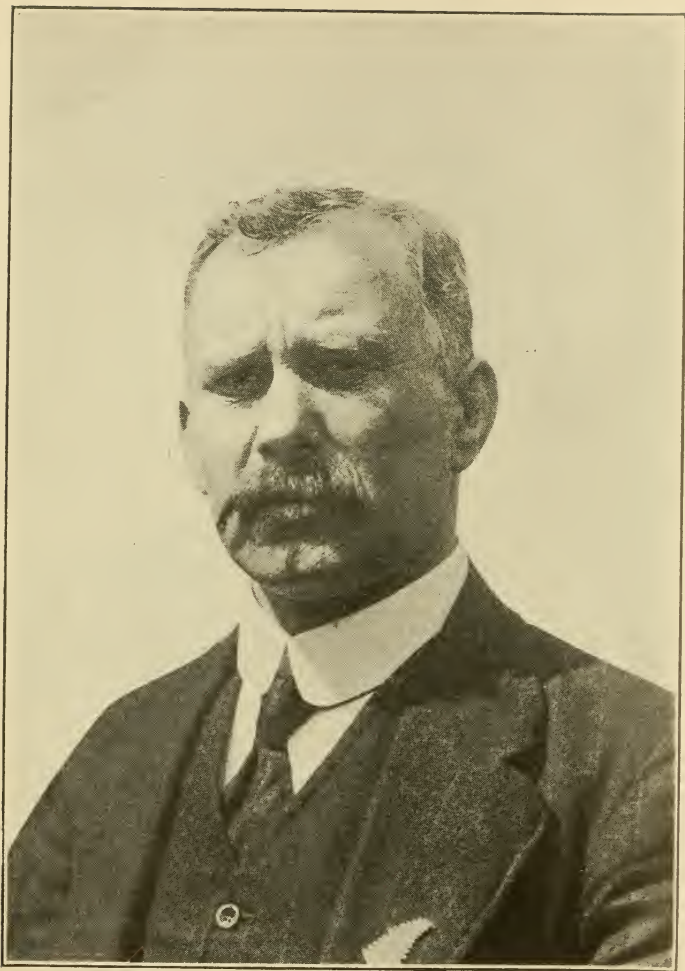


W. W. HILL,

Secretary of the New South Wales Rugby Union, and Referee of the Annual  
Stanford-California Game.

uality, the glamour of personality, that spice of modern life, has full play in Rugby. One slight, swift sprinter can beat a whole team and gain a glorious victory for his club, college or country. The history of Rugby is brightened by scores of such instances. In this game the player relies upon his own resourcefulness. He is part of a fighting machine, like a soldier, and only combination, or team play, can win games, but the ever changing circumstances of the play must be met by quick thinking and action. The New Zealanders, whose sweeping victories in Great Britain in 1905, and in Australia and on the Pacific Coast more recently, have demonstrated the effectiveness of a judicious combination of individualism and team play. The Californian teams, while achieving gratifying progress in the game, had, prior to the 1913 season, specialized in the direction of defense. This had given rise to a proposal to change the team to fourteen in order to make the play more open. But the substantial scores compiled by the New Zealanders and their sparkling tactics proved that the local teams had not mastered the possibilities of defensive play and that it was unnecessary to eliminate a man to render Rugby interesting and bright. The "All-Blacks" are inspired by the idea that the best defense is attack, and with the adaptability of Americans, the local teams at once adopted this style of play. It is not only more effective in achieving victories, but renders the proceedings far more exhilarating for the spectators. The monotony of constant scrums and touch kicking gives way to the frequent thrill of passing runs, the ball flashing from man to man as the line sweeps up the field, varied with all the tricks and dodges of the skillful Rugby team trying to penetrate the enemy's line; cross kicks, right across the field to a waiting teammate, the short, sharp punt into a friend's hands, the high kick ahead, followed up at break-neck pace, the pass hurled to a man ten yards away instead of the ally, who is standing near by, who is marked by the opposition; all these follow in breathless succession, when a first-class, up-to-date team is on the field. It was this style of play that won Stanford the "big game" this season.

It is impossible to succeed by stereotyped methods against fif-



GEORGE H. MASON,  
Manager of the New Zealand All-Blacks on the American Tour.

teen men with brains. "You cannot get away with the same stuff twice," as they say in the bleachers. That is why good Rugby is never dull. The spectator is provided with the spectacle of two teams each comprising fifteen athletes, utilizing all their powers, not excepting their brains, to gain victory. Speed, strength and quick thinking all count, there is vigor enough displayed to satisfy any man (Rugby being no pink tea pastime), but the regulations are such that the risk of injury is reduced to a minimum, and it stops short of Sherman's description of war.



DANIEL W. BURBANK,  
Chairman Finance Committee California Rugby Union.

## The Spirit of Rugby—Why the Game is International

BY W. W. HILL.

Referee of the Annual Stanford-California Game.

The most important law in the Rugby code is the unwritten one—"Play the game." In any sport or contest the real value is estimated in the benefits accruing in after life, and leading citizens of all nations have had their early training on the foot ball fields. They have had lessons on the miniature battlefield which have fitted them for the battle of life. Such teachings as those which despise "pointing," or the use of unfair methods, are invaluable. To be able to take hard knocks without "squealing," to use their brains to make the best of opportunities, and to make chances where none are in sight, at the same time using only tactics "within the law," provide excellent training for the bigger side of things.

In Rugby there is no slavish orthodoxy. There is always field for new thoughts and action, both by the individual and the combination. There is the checkmating of others, sometimes more brilliant in physique or alertness of mind. There is the discipline, the respect for authority and the constitutional methods of redress. The incentive for initiative is a powerful factor in the making of men, while the bigger outlook of being an international code generates the faculty of thinking internationally.

In all athletic sports or exercises there is value to the system and physique. To Rugby there is the added value of the furtherance of international understanding and universal peace. It provides the opportunity for the young citizens of many nations to meet together in contest, in thought, and in a social way. It teaches the bigger thoughts, the larger outlook and the satisfaction of winning with fair methods. Nothing is better fitted to provide the chief



EDGAR POMEROY,  
Treasurer California Rugby Union.



game of college men, who afterwards become the men of standing in commercial, professional and political circles. . . Started in a small way as a properly regulated game at Rugby School in England, it has spread its influence over England, Scotland, Wales, Ireland, New Zealand, Australia, South Africa, France, British Columbia and many other countries. May its development and spread continue and its influence always continue for the production of all that is good in the young manhood of the various countries—unselfishness, self reliance, unorthodoxy, thought, and above all, the spirit of all true sport—"Play the Game."



1, Frank Mitchenson, Vice-Captain of the New Zealand All Blacks, showing correct method of carrying ball for a passing rush. 2, Captain Alec McDonald of the New Zealand All Blacks. 3, McKenzie of the New Zealand All Blacks, the most adept player at the "feint."

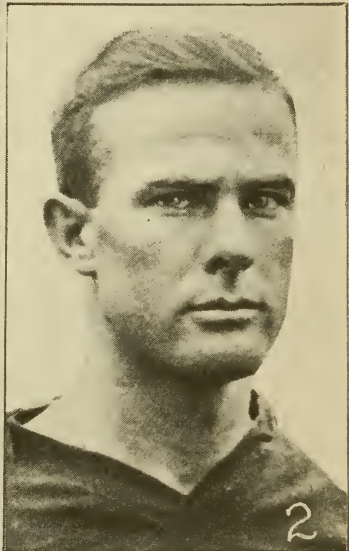
## Australian and New Zealand Methods Compared

BY WILLIAM UNMACK.

Many old time Rugby men, both in the State of California and elsewhere, who saw both the original "All-Blacks" of 1905 and the "All-Blacks" of last year play, have been trying to compare the relative merits and ability of the two teams. Locally there were very few people, at the time of the visit of the first team, who knew enough of the Rugby game, or took enough interest in it, to have the ability and knowledge to compare the teams. Then, on the other hand, many people who saw the original team in action, but failed to see the last team playing—this applying to Rugby fans in foreign countries—have had the temerity and nerve to voice their opinions detrimental to the work of the team they did not see. Is such an expression of opinion from such people fair to either the original or last teams? Undoubtedly it is not.

There are a number of local people who saw the original team in action who are able to judge of the ability of the two teams, but then, on the other hand, when the original team did play here, the men had just finished a cross-continent journey, without having played together for many weeks, and were naturally very much inferior, in condition and combination, to what they showed when in Europe, sweeping everything before them. However, though we did not see the originals at their highest pitch, it can safely be said that we saw enough to judge the two teams, allowing, of course, for the lack of several things that the original team had to unfortunately go through, owing to travelling.

There is no doubt that the team of last year had its great strength in its forwards. The heavy, fast bunch of forwards were in everything and never once did they meet a set of forwards which they could not master, either in combination, tricks—in which, unfortunately, the teams of this country are woefully lacking—dribbling, speed or aggressiveness. It was un-



1, Pat Higgins, Coach of the University of Santa Clara. 2, James G. Schaeffer, Coach of the University of California.

doubtedly the forwards of last year's team that did most of the work, but then, is it not possible that the inexperience of our teams was distinctly in favor of magnifying this phase of the New Zealand play?

The original "All-Blacks" had a stellar bunch of forwards and it is quite possible that had the original marvels had the opportunity to pit their skill, speed and aggressiveness against the American teams that they might have shown out to just the same wonderful advantage that last year's team did. The local teams were not up in the game. They were unable to offset the tricks of the New Zealanders—legitimate tricks, mind you—and they could not work out any tangible defense to offset the great rushes of these black men with the silver fern leaf.

The tremendous amount of work done by the forwards last year, at times, made it appear as though the backs were not what they should to be. In this, therefore, it gives the backs of the team last year a poor look when stacked up against the backs of the original team. That original team was noted for as fine a bunch of backs as ever represented any country, and when you come right down to brass tacks, I, personally, do not think that the backs of last year were very much inferior, if at all, to the original team backs. It brings us around to the same old Rugby axiom: "A bunch of fast, clever forwards with a bunch of medium backs is always preferable to fast, clever backs with a bunch of medium forwards."

Personally, I do not think there is very much to pick and choose between the two teams from New Zealand. The original team played wonderful Rugby, but so did the 1913 team. The former ran up big scores against the most experienced teams in Great Britain, but then the 1913 team ran up equally as big scores against the teams in this country, whose chief attribute was aggressiveness of far greater impressive qualities than any foreign team can show.

Though the various teams in this country were beaten from anything from 20 points up to 50, without anything being scored against the New Zealanders except three points on a penalty by the All-America team, the large scores are no disgrace, when we



1, Warren Bovard, Graduate Manager University of Southern California at Los Angeles. 2, George G. Presley, Member Rules Committee California Rugby Union.

consider that English teams of life-long experience suffered in exactly the same way against the originals.

Without a doubt, last year's team was one of the best that ever sported the silver fern leaf of New Zealand—and I have seen many of their teams in action. It piled up a record in points, for an equal number of games, that compares even more favorably than the points scored by the original team. If last year's team was not better than the original team, then I, for one, am willing to go on record as saying that it was not inferior to it.

This opinion is opposite to many who have studied out the qualities of the two teams. Many of the old timers will always cling to the faith that the team of their days was the superior of the later day team. We saw both teams in action in this city, and giving the originals every leeway for their hard trip across the continent, it is difficult to see where the team was any better than the team that played in this State in 1913. It is giving both an even break to say that the team of 1913 was as good as the original team, though I would not say that either was superior to the other.

The New Zealand team and the Australian Waratah team showed entirely opposite methods in the matter of scoring points. In this I do not mean to say that either team used different forms of play to secure their points, for this was the same, but what I do mean is that New Zealand went out to play a strenuous game and score points, while Australia, on the other hand, was satisfied when they got enough points to carry them through the game. In other words, Australia gave "quarter" where New Zealand would not, but went out for glory in the shape of high scores.

There is not the least doubt that Australia slowed up in the majority of their games. Since the visit of the New Zealanders, the result of this comparison has been anything but favorable to the Australian team. Many of the fans in this State get their comparisons and deductions on the ability of teams on the points scored in a given number of games. Naturally, New Zealand, with its total of 610 points for to 6 against—only 3 of which were legitimate—makes the Australian Waratah score of 303 for



1. W. A. Wilcox, Graduate Manager Leland Stanford Junior University. 2, John A. Stroud, Jr., Graduate Manager University of California.



to 94 against look rather sick, and shows the Australian team up in a bad light—mind you, according to the method of judgment used by many of the general public in this State. That this comparison is general was evidenced by the many remarks as to the great superiority of the New Zealanders over the Australians when the former had departed, and even before.

It is evident, even without these figures, that the new Zealanders were superior to the Australians, and the defeat of the Australian team by this New Zealand contingent, 30 to 3, before the blacks left New Zealand, is proof of the superiority of the team. The whole thing naturally brings out the query—Is it right for a team on such a tour to “give quarter?”

The visit of the New Zealanders has taught us much. From both the Australian team and the New Zealanders we have learned Rugby that will prove invaluable. Last year an improvement was noticeable in the play of all teams after the visit of the Waratah team, and now in the coming season, there will be a corresponding increase of knowledge and ability, gleaned from the New Zealanders. It is time that we had a rest from the invasion of foreign teams, and the 1914 season should give us a good line on just what we have accomplished by playing among the various local teams, and possibly a British Columbia team, which is on an equality with our own brand of Rugby.

Too many foreign visits are not conducive to helping the game along. It starts to pall on the public, and if we let a year go by without foreign competition, we will all be primed up for something big again in 1915.

A comparison of the work of the Australian and New Zealand teams will be interesting. Here it is:

NEW ZEALAND, 1913.	OPPONENTS	AUSTRALIA, 1912
19-0	Olympic Club	20- 0
31-0	Univ. of California	18- 0
30-0	Barbarians	29- 9
54-0	Stanford	6- 0
56-0	Stanford	12-13
42-0	Santa Clara	20- 8
38-3	California	5- 6

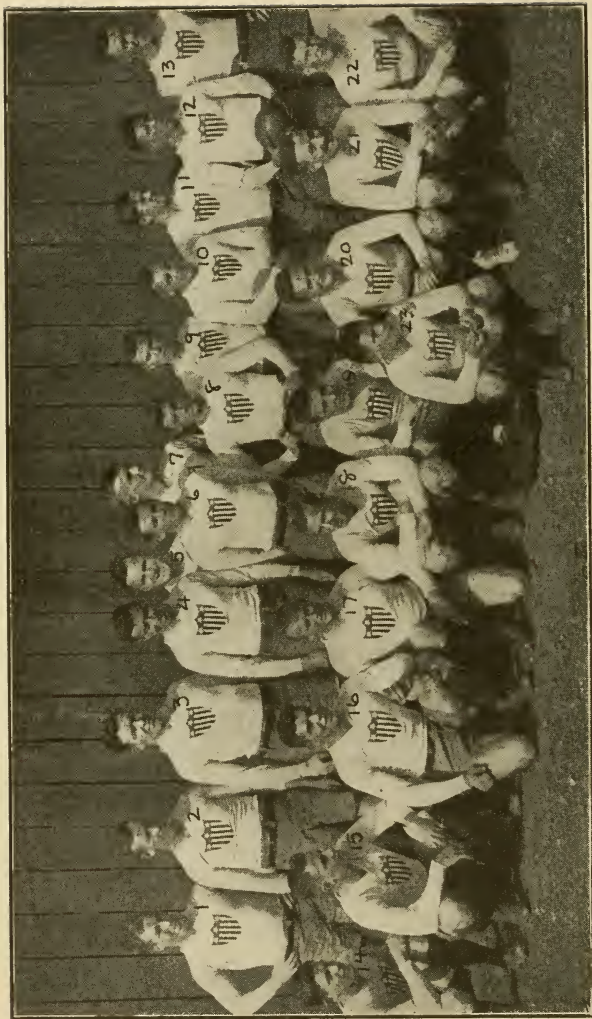


1. Sterling Peart, Captain of the University of California team. 2. Head Coach Floyd Brown of the Stanford University squad. 3. Frank Gard, Captain All-America Team, 1913. and Captain Stanford University team for 1914.

NEW ZEALAND, 1913	OPPONENTS	AUSTRALIA, 1912
55-0	Nevada	57- 0
33-0	California	23-3
26-0	St. Mary's	27- 0
40-0	Southern California	41- 0
33-0	Santa Clara	19- 8
51-3	America	12- 8
23-0	Victoria	11-13
35-0	Victoria	
	British Columbia	0-15
44-0	Vancouver	36- 6
610-6	Totals	303-04

## THE INDIVIDUAL RECORDS OF THE NEW ZEALANDERS.

Name	Tries	Goals Tries	Goals P'ties	Field Goals	Total	Games Played
R. Roberts..	15	9	1	—	66	12
J. Graham.....	4	23	2	—	64	10
J. Stohr.....	7	13	3	—	56	9
T. Lynch.....	16	1	—	—	50	10
F. Mitchenson.	10	3	2	1	46	12
A. McGregor..	15	—	—	—	45	10
A. J. McKenzie.	12	—	—	—	36	11
A. McDonald.	11	1	—	—	35	13
H. Murray....	11	—	—	—	33	12
J. Cuthill....	7	5	—	—	31	14
J. Douglas....	7	—	—	—	21	8
G. Loveridge..	6	1	—	—	20	8
A. Downing...	6	—	—	—	18	14
E. Roberts....	6	—	—	—	18	5
J. Wylie.....	6	—	—	—	18	11
J. Taylor.....	5	—	—	—	15	10
M. Cain.....	3	1	—	—	11	14
D. Gray.....	3	—	—	—	9	11
G. Sellars....	2	—	—	—	6	14
P. Williams...	1	—	—	—	3	8
J. Dewar.....	1	—	—	—	3	14
J. Aitkinson...	1	—	—	—	3	8
J. A. Bruce....	1	—	—	—	3	12



1, Stolz; 2, Boulware; 3, Haley; 4, Darsie; 5, King; 6, Carroll; 7, Flemming; 8, Urban; 9, Knowles; 10, Austin; 11, Voigt; 12, Gard; 13, Blase; 14, Forbes; 15, Peart; 16, Mc Kim; 17, Glasscock; 18, Hall; 19, Erb; 20, Cass; 21, Mitchell; 22, Quill; 23, Ramage.

ALL-AMERICA TEAM, 1913.

C. V. Estey, Bulletin.

# All-America Rugby Teams Since 1906

SELECTED BY WILLIAM UNMACK



1906.

Full-back, Fenton (Stanford); Three-quarters, Holman (Stanford), Laumeister (Stanford), Stanton (California); Five-eighths, Chalmers (Stanford), Stott (Stanford); Half-back, Schaeffer (California); Wing Forward, Presley (Stanford); Forwards, Koerner (Stanford), Minturn (Stanford), Pemberton (Stanford), Cheda (Stanford), Farmer (California), Bell (California), Twitchell (California); Reserves, Owen (Stanford), Molino (Stanford), Budleman (California), Stow (California), Tuller (California).

1907.

Full-back, Butler (California); Three-quarters, Holman (Stanford), Vandervort (Stanford), Johns (California); Forwards, Koerner (Stanford), Barnicott (California), Pemberton (Stanford), Freeman (Nevada), Bell (California), Miller (Stanford), Budleman (California); Five-eighths, Cerf (California), Ganong (Stanford); Half-back, Fenton (Stanford); Wing Forward, Tuller (California); Reserves, Cadwalader (Stanford), Dwiggin (California), M. Mitchell (Stanford), Fairbanks (California), Crawford (Stanford), Rhyne (Stanford), Twitchell (California).

1908.

Full-back, Butler (California); Three-quarters, Holman (Stanford); L. Scott (Stanford), Cook (Stanford); Forwards, Koerner (Stanford), Barnicott (California), Pemberton (Stanford); Five-eighths, Cerf (California), Mitchell (Stanford); Half-back, Erb (Stanford); Wing Forward, Swartz



1. William Donald, Secretary California Rugby Union. 2. Samuel Haley, Manager of the Olympic Club team.

(California), Crawford (Stanford), C. Phleger (California), Miller (Stanford), Budleman (California); Reserves, Diggins (California), Heinley (Stanford), Harris (California), Freeman (California).

1909.

Full-back, Diggins (California); Three-quarters, Holman (Stanford), Harris (California), Watts (California); Forwards, Dolan (Nevada), Dole (Stanford), Jordan (California), Bennett (Nevada), Cheda (Stanford), Pemberton (Stanford), Northcroft (California), Crawford (Stanford); Five-eighths, Elliott (California), M. Mitchell (Stanford); Half-back, Ceri (California); Reserves, Johns (California); Homer (Nevada), Phleger (California), Thorpe (Stanford).

1910.

Full-back, Brown (Stanford); Three-quarters, Peart (California), S. Mitchell (Stanford), Watts (California); Forwards, Dole (Stanford), Cheda (Stanford), C. Phleger (California), Pauly (California), Jordan (California), Minturn (Stanford), Harris (California), Swartz (California); Five-eighths, Elliott (California), Allen (California); Half-back, Erb (Stanford); Reserves, Morris (California), Diggins (California), Stroud (California), Hardy (California), Ashley (California), Hansen (California), Frank (Stanford), Bennett (Nevada).

1911.

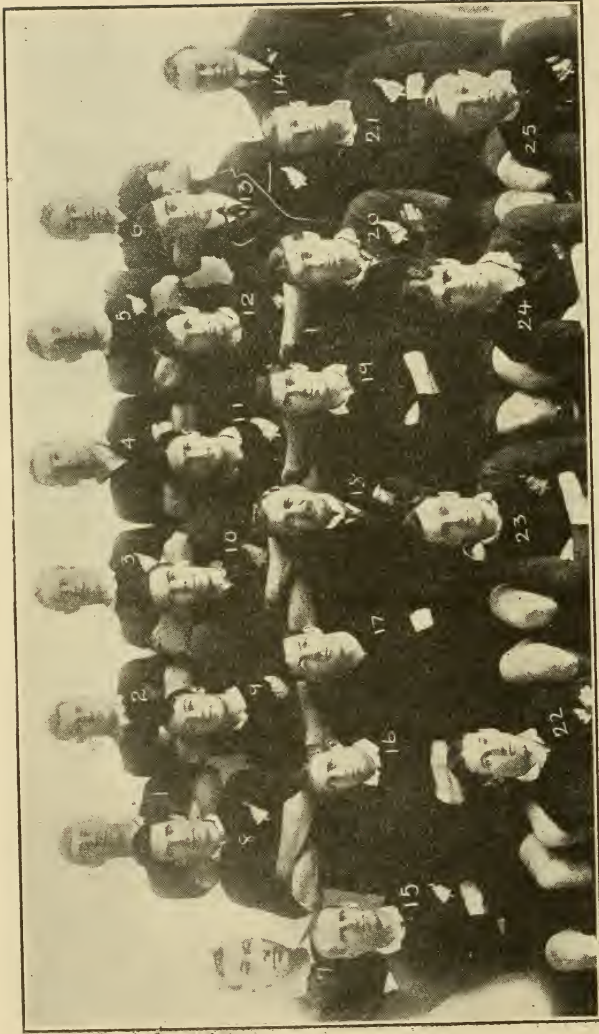
Full-back, Brown (Stanford); Three-quarters, Kern (Stanford), Allen (California), Watts (California); Forwards, C. Phleger (California), H. Phleger (California), Pauly (California), Dole (Stanford), Hardy (California), Swartz (California), Schaupp (Stanford), Frank (Stanford); Five-eighths, Elliott (California), Stroud (California); Half-back, Morris (California); Reserves, Evans (California), Peart (California), Hansen (California), Carpenter (California), King (California), Erb (Stanford), Partridge (Stanford), Gard (Stanford).

1912.

Full-back, Erb (Stanford); Three-quarters, Peart (California), Allen (California), Noble (Stanford); Five-eighths, Harrigan (Stanford), Stroud (California); Half-back, Morris (California); Forwards, Momson (Santa Clara), King (California), Gard (Stanford), Schaupp (Stanford), Smith (Stanford), Corbett (Stanford), McKim (California), Sanborn (Stanford); Reserves, Kern (Stanford), Risling (Stanford), Cass (Stanford), Fletcher (California), Fleming (California).

1913.

Full-back.		Half-back.	
Skinner .....	California	Tilton .....	Stanford
Three-quarters.		Forwards.	
Carroll .....	Stanford	McKim .....	California
Peart .....	California	Wines .....	Stanford
Urban .....	Stanford	Hall .....	Stanford
Five-eighths.		Voight .....	Santa Clara
Austin .....	Stanford	Blase .....	Stanford
Lachmund .....	Stanford	Gard .....	Stanford
Reserves.		King .....	California
Reeves .....	Stanford	Darsie .....	Stanford
Hazeltine .....	California		
Fleming .....	California	Abrams .....	California
Brant .....	California	Watkins .....	Stanford
		Peck .....	Stanford



1, Graham; 2, Downing; 3, Cuthill; 4, Murray; 5, Williams; 6, Douglas; 7, Bruce; 8, Wile; 9, Lynch; 10, Stohr; 11, Leverige; 12, Sellars; 13, Roberts; 14, Johnson; 15, Gray; 16, McKenzie; 17, McDonald, Capt.; 18, Mason, Mgr.; 19, Taylor; 20, Messenger; 21, Caine; 22, McGregor; 23, Mitchinson; 24, Dewar; 25, R. Roberts.

NEW ZEALAND TEAM—"ALL BLACKS."

Terkelson & Henry, Photo.



## Records of Teams

### STANFORD UNIVERSITY.

3—Olympic Club 5	0—All Blacks 56
8—Barbarians 3	21—Barbarians 5
13—Univ. of Cal. 3	19—Olympics 12
18—Barbarians 0	13—California 8
29—Olympic Club 3	10—Univ. of So. Cal. 0
0—All Blacks 54	

### UNIVERSITY OF SOUTHERN CALIFORNIA.

6—Univ. of Cal. Freshmen 0	3—Los Angeles Ath. Club 3
16—Los Angeles Ath. Club 0	6—Los Angeles Ath. Club 0
3—Los Angeles Ath. Club 5	0—All Blacks 40
11—Los Angeles Ath. Club 0	3—Univ. of California 3
0—Stanford 10	

### UNIVERSITY OF SANTA CLARA.

8—St. Ignatius 3	0—All Blacks 42
10—Olympic Club 0	54—Insurrectos 0
15—Stanford (2nd team) 0	0—All Blacks 33
3—California 6	21—Nevada 3

### UNIVERSITY OF NEVADA.

24—Sacramento Ath. Club 3	39—Y. M. C. A. 0
12—Pacific 0	0—Univ. of Cal. 24
0—St. Mary's Coll. 8	0—All Blacks 55
32—All-Stars 0	3—Santa Clara 21

### UNIVERSITY OF PACIFIC.

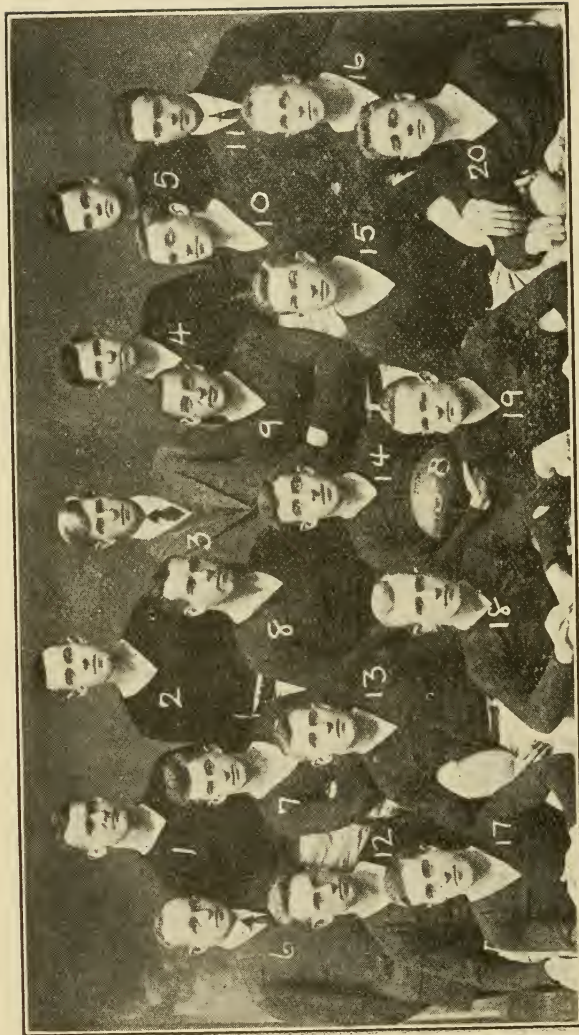
0—St. Ignatius 0	3—Stanford Freshmen 11
0—California Freshmen 16	0—Nevada 12
0—Stanford (2nd team) 10	0—St. Mary's 21
6—Barbarians 5	

### OLYMPIC CLUB TEAM.

0—Santa Clara 10	12—Stanford 19
5—Stanford 3	0—All Blacks 19
3—Stanford 29	6—Los Angeles Ath. Club 0

### UNIVERSITY OF CALIFORNIA.

6—Santa Clara 3	0—All Blacks 31
24—Nevada 0	3—All Blacks 38
8—Stanford 13	0—All Blacks 33
3—Univ. of So. California 3	



1, Erb; 2, Hall; 3, Reeves; 4, Tilton; 5, Lachmund; 6, Davidson; 7, Daisio; 8, Peck; 9, Andrews; 10, Wilcox; 11, Urban; 12, Wines; 13, Austin; 14, Carroll; 15, Brown; 16, Blaise; 17, Watkins; 18, Maloney; 19, Gard; 20, Clover. Franklin, Photo.

IELAND STANFORD JUNIOR UNIVERSITY TEAM.

## ST. MARY'S COLLEGE (Oakland).

- |                          |                         |
|--------------------------|-------------------------|
| 22—All-Stars 5           | 22—Pacific 0            |
| 0—California Freshmen 0  | 3—California 26         |
| 3—Oakland High 0         | 5—All Blacks 26         |
| 11—Stanford (2nd team) 0 | 0—Stanford (2nd team) 0 |
| 8—Nevada 0               |                         |

## POMONA HIGH SCHOOL.

- |                             |                          |
|-----------------------------|--------------------------|
| 8—L. A. Polytechnic 3       | 13—Manual Arts, L. A. 11 |
| 29—Harvard Military Acad. 0 | (This game was for the   |
| 3—Manual Arts, L. A. 0      | Championship of Southern |
| 16—Riverside High 0         | California.)             |
| 36—San Bernardino High 0    | 27—Palo Alto High 10     |
| 14—Redlands High 0          | (This game was for the   |
| 28—Riverside High 0         | State Championship of    |
| 33—San Bernardino High 0    | California.)             |
| 8—Redlands High 3           |                          |

## ST. MATTHEW'S MILITARY ACADEMY.

- |                       |                      |
|-----------------------|----------------------|
| 0—Trinity 5           | 0—San Jose High 12   |
| 6—Tamalpais Academy 5 | 5—Polytechnic 0      |
| 54—San Rafael High 0  | 30—Commercial High 5 |

## RIVERSIDE HIGH SCHOOL.

- |                   |                     |
|-------------------|---------------------|
| 6—Redlands High 8 | 0—Pomona High 16    |
| 5—Redlands High 5 | 11—San Bernardino 3 |
| 3—Redlands High 5 | 19—San Bernardino 3 |
| 0—Pomona High 21  |                     |

## LICK SCHOOL (C. S. M. A.).

- |                         |                     |
|-------------------------|---------------------|
| 0—Oakland High 0        | 3—Lick Alumni 0     |
| 0—California Freshmen 9 | 11—Fremont High 6   |
| 41—Commercial High 0    | 28—Manzanita High 0 |
| 0—Palo Alto High 11     | 13—Cogswell High 3  |
| 44—San Mateo High 0     | 37—Polytechnic 0    |
| 8—Lowell High 6         | 8—Lowell High 5     |
| 9—Mission High 0        | 10—Cogswell High 3  |
| 11—St. Ignatius 0       |                     |

## COGSWELL HIGH SCHOOL.

- |                         |                       |
|-------------------------|-----------------------|
| 11—Alameda High 3       | 11—St. Ignatius 0     |
| 3—California Freshmen 6 | 5—Mission 0           |
| 3—Napa High 10          | 12—Polytechnic 0      |
| 3—Palo Alto High 5      | 0—Lowell 3            |
| 3—Lick School 13        | 3—Lick School 10      |
| 32—Commercial High 0    | 9—Col. Phys. & Sur. 0 |



1, Christie, Asst. Coach; 2, Hunt; 3, Brant; 4, Fleming; 5, Schaeffer, Coach; 6, King; 7, Lockhart; 8, Sanders; 9, Fenstermacher; 10, Volz; 11, Donald, Grad. Mgr.; 12, Russell; 13, Lane; 14, Abrams; 15, Peart, Capt.; 16, Hazeltine; 17, Giannelli; 18, Canfield; 19, Fish; 20, McKim; 21, Crane.

UNIVERSITY OF CALIFORNIA VARSITY TEAM, 1913.

## PALO ALTO HIGH SCHOOL.

5—Cogswell High 3	31—San Mateo High 0
23—Stanford Freshmen 0	24—Berkeley High 5
11—Lick High 0	11—San Jose High 3
8—Stanford Freshmen 5	6—Palo Alto Alumni 3
13—Santa Cruz 5	9—Palo Alto Alumni 3
22—Alameda High 0	28—Lick School 0
22—Belmont Mil. Acad. 3	10—Pomona High 27
13—Stanford (3rd team) 11	

## DINUBA HIGH SCHOOL.

24—Reedley 0	6—Fresno 0
13—Lindsay 0	3—Fresno 0
14—Exeter 0	8—Porterville 14

## STOCKTON HIGH SCHOOL.

5—Centerville 6	5—Fresno 3
5—Fresno 3	3—Fremont High 3

## LOS ANGELES HIGH SCHOOL.

0—San Bernardino 0	10—San Bernardino 3
13—Hollywood 0	0—Polytechnic 0

## MISSION HIGH SCHOOL.

3—Centerville High 9	3—Lowell High 6
0—California Freshmen 8	72—Commercial High 0
0—Stanford Freshmen 13	15—Polytechnic High 0
8—Tamalpais Acad. 10	0—Cogswell High 5
9—Hitchcock Acad. 0	0—Lick High 9
9—St. Ignatius 0	

## NAPA HIGH SCHOOL.

10—Cogswell 0	21—Vallejo High 0
33—Vallejo High 10	5—Woodland High 6
46—Santa Rosa High 0	56—Santa Rosa High 0
0—Lowell High 3	0—University Farm Team 5

## MT. TAMALPAIS MILITARY ACADEMY.

6—San Rafael High 0	16—San Mateo High 8
6—S. F. Polytechnic 0	11—Mission High 8
5—St. Matthew's 6	3—Lowell High 16
14—Invaders 3	21—Belmont Mil. Acad. 10
0—Hitchcock Mil. Acad. 3	



1, Haley, Mgr.; 2, Guerin; 3, Partridge; 4, Fitting; 5, Comstock; 6, Hunt; 7, S. Forbes; 8, Best; 9, Skove, Capt.; 10, Noonan; 11, Slater; 12, McKenzie; 13, von Poellnitz, Trainer; 14, Graves; 15, Brown; 16, Forbes; 17, M. Habeneicht, Photo.  
OLYMPIC CLUB TEAM.

## HOLLISTER HIGH SCHOOL.

- |                  |                 |
|------------------|-----------------|
| 19—Watsonville 0 | 0—Gilroy High 0 |
| 6—Salinas 5      | 3—Santa Cruz 0  |
| 18—Alumni 0      |                 |

## HITCHCOCK MILITARY ACADEMY.

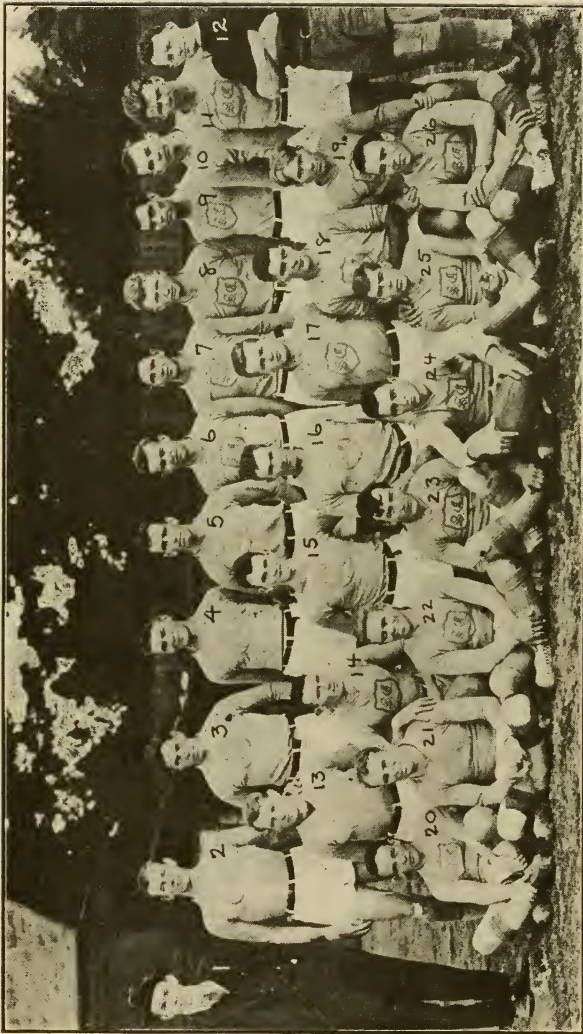
- |                         |                            |
|-------------------------|----------------------------|
| 0—Lowell High 18        | 18—San Rafael 0            |
| 24—Commercial High 3    | 0—Davis Farm School 11     |
| 0—Mission High 9        | 0—St. Ignatius High 6      |
| 31—Trinity School 0     | 0—San Jose High 14         |
| 3—Mare Island Marines 3 | 3—Mt. Tamalpais Mil. Ac. 0 |
| 3—Vallejo High 9        |                            |



1. Creswell; 2. Walker; 3. Parker; 4. Smith; 5. Buck; 6. Maurer; 7. L. Baker; 8. Leadingham; 9. Crawford; 10. W. Baker; 11. Avis; 12. Wilson; 13. Nisbit; 14. Greaser; 15. Huston; 16. Richards; 17. Belcher; 18. Varcoe; 19. Martin; 20. C. W. Evans, Coach; 21. E. P. Stone, Mgr.; 22. Gilbert, Capt.

## POMONA HIGH SCHOOL TEAM.

Interscholastic Champions of California; Southern California Champions and Citrus Belt League Champions.



1, Watkins, Mgr.; 2, King; 3, Neuner; 4, Jones; 5, Teschke; 6, Sproffe; 7, Elmore; 8, Mason; 9, Taylor; 10, Harris; 11, Craig; 12, Higgins, Coach; 13, Ordley; 14, Laird; 15, Bacon; 16, James; 17, Grant; 18, Baronidas; 19, Toolan; 20, K. Haaney; 21, Davis; 22, Livernash; 23, W. Haaney; 24, Alber, Capt.; 25, Shepard; 26, Hanes.

UNIVERSITY OF SOUTHERN CALIFORNIA TEAM.



## Results of all International Games Played in New York, California and British Columbia

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### SEASON OF 1906.

- Feb. 1—New Zealand (All Blacks), 46; New York, 13.  
 Feb. 9—New Zealand (All Blacks), 43; British Columbia, 6  
 (played at Berkeley, Cal.).  
 Feb. 13—New Zealand (All Blacks), 65; British Columbia, 6  
 (played at Berkeley, Cal.).  
 Oct. 24—California, 5; Vancouver, 0.  
 Oct. 27—Vancouver, 3; California, 0.  
 Oct. 31—Stanford, 5; Vancouver, 3.  
 Nov. 3—Stanford, 16; Vancouver, 0.  
 Dec. 25—Vancouver, 11; Stanford, 9 (played at Vancouver).  
 Jan. 1, 1907—Stanford, 3; Vancouver, 3 (played at Vancouver).

### SEASON OF 1907.

- Oct. 23—California, 16; Vancouver, 12.  
 Oct. 28—Vancouver, 3; California, 0.  
 Oct. 30—Stanford, 23; Vancouver, 12.  
 Nov. 3—Stanford, 5; Vancouver, 3.  
 Dec. 25—Vancouver, 3; Stanford, 0 (played at Vancouver).  
 Jan. 1, 1908—Vancouver, 9; Stanford, 5 (played at Vancouver).

### SEASON OF 1908.

- Oct. 28—Vancouver, 3; California, 3.  
 Oct. 31—Vancouver, 3; California, 0.  
 Nov. 4—Vancouver, 11; Stanford, 3.  
 Nov. 7—Stanford, 11; Vancouver, 3.  
 Dec. 26—Stanford, 9; Vancouver, 0 (played at Vancouver).  
 Jan. 1, 1909—Stanford, 16; Vancouver, 10 (played at Van-  
 couver).



1, Fake; 2, Jenson; 3, Harriman; 4, McPhell; 5, Menardi; 6, McDonald; 7, Mills; 8, Dessar; 9, Henningsen; 10, McCubbin; 11, Healy; 12, Elliott, Coach; 13, Stickney; 14, Hamilton; 15, Trabant; 16, Delahide, Capt.; 17, Sheehy; 18, Crowley; 19, North.

UNIVERSITY OF NEVADA TEAM.

Goodner, Photo.

## SEASON OF 1909.

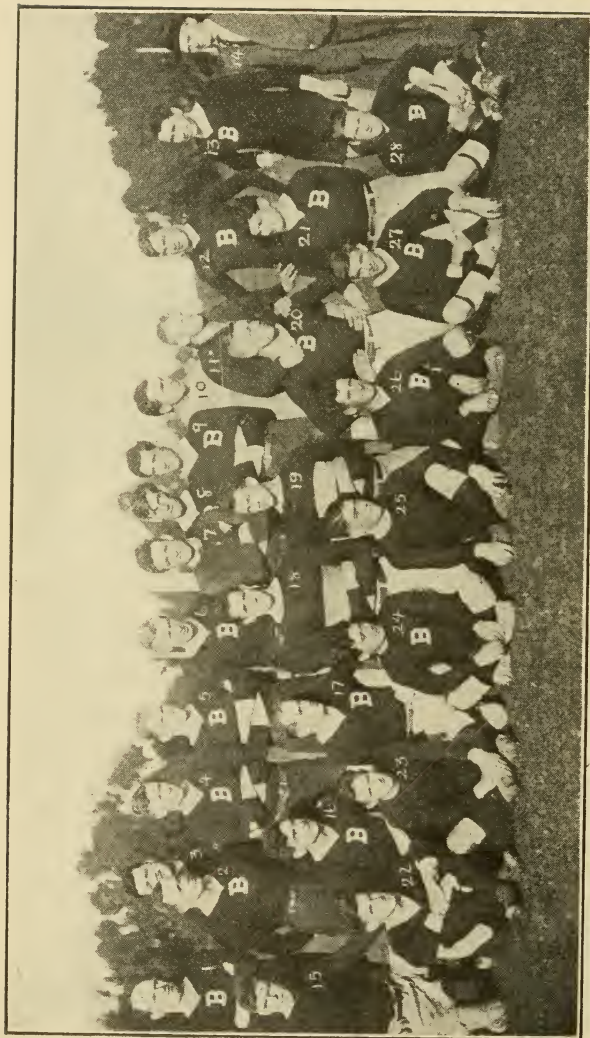
- Feb. 8—Australia (Wallabies), 27; California Varsity, 0.  
 Feb. 12—Australia (Wallabies), 13; Stanford, 3.  
 Feb. 15—Australia (Wallabies), 17; All-star California, 0.  
 Oct. 27—California, 24; Vancouver, 3.  
 Oct. 30—California, 39; Vancouver, 0.  
 Nov. 3—Stanford, 56; Vancouver, 0.  
 Nov. 6—Stanford, 13; Vancouver, 3.  
 Dec. 25—Vancouver, 3; California, 0 (played at Vancouver).  
 Dec. 29—Vancouver, 4; California, 0 (played at Vancouver).  
 Jan. 1, 1910—California, 14; Vancouver, 3 (played at Vancouver).

## SEASON OF 1910.

- June 25—California All-Star team, 8; New Zealand Native Maori team, 0.  
 Dec. 26—Vancouver, 13; Stanford, 6 (played at Vancouver).  
 Dec. 26—California, 0; Victoria, 0 (played at Victoria, B. C.).  
 Dec. 29—California, 3; Victoria, 0 (played at Victoria, B. C.).  
 Jan. 1, 1911—Stanford, 10; Vancouver, 5 (played at Vancouver).  
 Jan. 2—Stanford, 9; Vancouver, 0 (played at Vancouver).  
 Jan. 2—Victoria, 3; California, 3 (played at Victoria).

## SEASON OF 1911.

- Nov. 2—Stanford, 27; British Columbia, 3.  
 Nov. 4—British Columbia, 6; Stanford, 5.  
 Oct. 25—California, 21; British Columbia, 0.  
 Oct. 28—California, 24; British Columbia, 0.  
 Dec. 25—Vancouver, 18; Stanford, 8 (played at Vancouver).  
 Dec. 25—Victoria, 0; California, 0 (played at Victoria).  
 Dec. 29—Victoria, 6; California, 3 (played at Victoria).  
 Jan. 1, 1912—Victoria, 8; California, 0 (played at Victoria).  
 Jan. 1, 1912—Vancouver, 8; Stanford, 0 (played at Vancouver).



1, Plimminster; 2, Worswick; 3, Miller; 4, Cohen; 5, Reld; 6, Boulware; 7, Brown; 8, Cashel; 9, Wiley (of the All Blacks); 10, Fairbanks; 11, Glasscock; 12, Couch; 13, Lopez; 14, Phillip Johns, Commissioner; 15, Knowles; 16, Malatesta; 17, Smith; 18, Bartel; 19, Tilden; 20, Reimers; 21, Guisto; 22, Garthwaite; 23, Schmidt; 24, Tepuni; 25, Cummings; 26, La Mare; 27, King; 28, De Wald.

BARBARIAN TEAM.

Dana, Photo

## SEASON OF 1912.

- Australia, 29; Barbarians, 8.  
 Australia, 20; Santa Clara, 8.  
 Australia, 6; Stanford, 0.  
 Stanford, 13; Australia, 12.  
 Australia, 20; Olympics, 0.  
 Australia, 18; California, 0.  
 Australia, 29; St. Mary's, 0.  
 California, 6; Australia, 5.  
 Australia, 25; California, 3.  
 Australia, 57; Nevada, 6.  
 Australia 41, University of Southern California, 0.  
 Australia, 12; All-America, 8.

RECORDS OF GAMES PLAYED BY THE AMERICAN UNIVERSITY TEAM,  
 COMPOSED OF STANFORD-CALIFORNIA-NEVADA MEN, THAT  
 TOURED AUSTRALIA AND NEW ZEALAND IN 1910.

Games played in Australia as follows:

- June 18—Sydney University, 17; American Universities, 6.  
 June 22—Sydney University, 10; American Universities, 9.  
 June 25—N. Z. Maoris, 13; American Universities, 11.  
 June 27—N. Z. Maoris, 28; American Universities, 3.  
 June 29—American Universities, 10; Maitland, 9.  
 July 2—Sydney University, 18; American Universities, 8.  
 July 6—American Universities, 11; Orange District, 9.  
 July 9—Amer. Universities, 8; Sydney Metropolitan Union, 8.

Games played in New Zealand:

- July 16—Wellington, 22; American Universities, 0.  
 July 20—Dunedin, 9; American Universities, 3.  
 July 23—Christ Church, 19; American Universities, 0.  
 July 27—Wanganui, 18; American Universities, 6.  
 July 30—American Universities, 6; Roturura, 3.  
 Aug. 3—American Universities, 13; Auckland, 13.

Net result of tour—Won 3, lost 9, tied 2.



1, Russell; 2, Franchi; 3, Sullivan; 4, Guisto; 5, Magee; 6, Guptill; 7, Bruzzoni; 8, Oesehger; 9, Bittler; 10, Diller; 11, Roth; 12, Moy; 13, Tognozzini; 14, Randall; 15, Prentice; 16, Cummling; 17, Flemming; 18, Mitchell; 19, McInnis; 20, Cullen; 21, Morini; 22, O'Connor.

ST. MARY'S COLLEGE TEAM.

Fraser, Photo.

RECORDS OF ALL IMPORTANT RUGBY GAMES  
SINCE 1906.

STANFORD VS. CALIFORNIA SERIES.

- Nov. 10, 1906—Stanford, 6; California, 3.  
 Nov. 10, 1907—Stanford, 21; California, 11.  
 Nov. 13, 1908—Stanford, 12; California, 3.  
 Nov. 13, 1909—California, 19; Stanford, 13.  
 Nov. 12, 1910—California, 25; Stanford, 6.  
 Nov. 12, 1911—California, 21; Stanford, 3.  
 Nov. 10, 1912—Stanford, 3; California, 3.  
 Nov. 7, 1913—Stanford, 13; California, 8.

ST. MARY'S COLLEGE VS. SANTA CLARA COLLEGE SERIES.

- Nov. 25, 1909—St. Mary, 5; Santa Clara, 0.  
 Nov. 19, 1910—Santa Clara, 7; St. Mary, 3.  
 Nov. 25, 1911—St. Mary, 5; Santa Clara, 3.

CLUB CHAMPIONSHIP, OLYMPIC VS. BARBARIANS.

- Nov. 26, 1908—Olympic, 10; Barbarians, 8.  
 Nov. 20, 1909—Olympic, 6; Barbarians, 3.  
 Nov. 27, 1910—Olympic, 3; Barbarians, 0.  
 Dec. 2, 1911—Olympic, 4; Barbarians, 0.  
 Dec. 1, 1912—Barbarians, 6; Olympic, 3.  
 Dec. 1, 1913—No game.

COOPER KEITH CHALLENGE CUP SERIES.

ALL GAMES PLAYED IN BRITISH COLUMBIA.

1907 series won by Vancouver.

- Dec. 25, 1907—Vancouver, 3; Stanford, 0.  
 Jan. 1, 1908—Vancouver, 9; Stanford 5.

1908 series won by Stanford.

- Dec. 26, 1908—Stanford, 9; Vancouver, 0.  
 Jan. 1, 1909—Stanford, 16; Vancouver, 10.

1909 series won by Vancouver.

Dec. 25—Vancouver, 3; California, 0.

Dec. 29—Vancouver, 4; California, 0.

Jan. 1, 1910—California, 14; Vancouver, 3.

1910 series won by California.

Dec. 26—California, 0; Victoria, 0.

Dec. 29—California, 3; Victoria, 0.

Jan. 2, 1911—California, 3; Victoria, 3.

1911 series won by Victoria.

Dec. 25—California, 0; Victoria, 0.

Dec. 29—Victoria, 6; California, 3.

Jan. 1, 1912—Victoria, 8; California, 0.



1, Wood; 2, Barkelew; 3, Pedely; 4, Anderson; 5, A. Zimmerman; 6, Mitchell; 7, Arnold; 8, Meairs; 9, Horton; 10, Green; 11, Nelligan; 12, McDonald; 13, Miller; 14, Hackney; 15, Rubidou; 16, Patterson, Capt.; 17, R. Zimmermann; 18, Corlett; 19, Gossett, Coach.

Strickler, Photo.

RIVERSIDE POLYTECHNIC HIGH SCHOOL TEAM.



# Constitution and By-Laws of the California Rugby Union

## ARTICLE I.

SECTION 1. The name of the Union is the CALIFORNIA RUGBY UNION.

### MEMBERSHIP.

SEC. 2. This Union shall be composed of the following Rugby foot ball clubs:

University of California,  
Stanford University,  
University of Nevada,  
University of Southern  
California,

Barbarian Club,  
Santa Clara College,  
Olympic Club,  
St. Mary's College,

and such other clubs as may be elected to membership by a two-thirds vote of the Board of Directors.

### AFFILIATES.

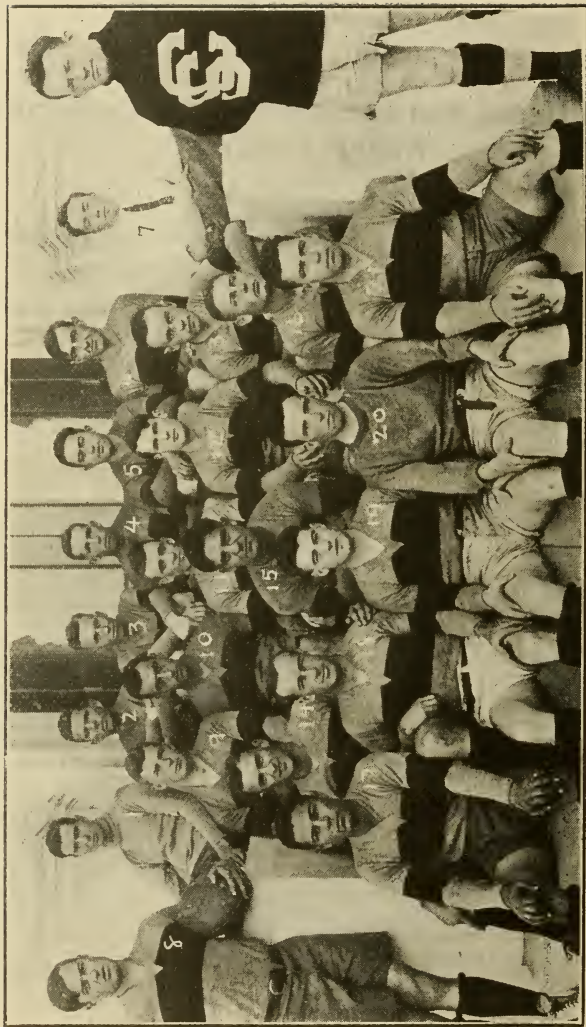
SEC. 3. It affiliates with and adopts the rules of foot ball as fixed by the Rugby Foot Ball Union of Great Britain, provided the alterations made from time to time by that body shall take effect only upon official notification of the same to the Board of Directors of the California Rugby Union.

### OBJECTS.

SEC. 4. Its objects are to foster and control Rugby foot ball throughout the State; to make all arrangements for teams visiting the State; and to take the entire management of the California representative teams; to be a court of appeals in the State in all matters, whether of dispute, misconduct or otherwise; to consider and suggest to the English Rugby Union any alterations or additions to the rules of foot ball which may appear desirable.

### FUNDS.

SEC. 5. All payments, funds and assets shall be made to the Treasurer and by him deposited in such bank as chosen by the Board of Directors. No payments shall be made except by check signed by the Treasurer and the President of the California Rugby Union.



1, Yoell, Trainer; 2, Stewart; 3, Anderson; 4, Gilman; 5, Curtin; 6, Kiely; 7, Kavanaugh, Asst. Trainer; 8, Voight, Capt.; 9, Quill; 10, Coschino; 11, Conannon; 12, B. Fitzpatrick; 13, J. Fitzpatrick; 14, Milburn; 15, Ybarrando; 16, Jackson; 17, Schulz; 18, Hardy; 19, Meadows; 20, Harkins; 21, Ramage; 22, Higgins, Coach.

UNIVERSITY OF SANTA CLARA TEAM.

## HEADQUARTERS.

SEC. 6. The headquarters of the Union shall be in San Francisco, California; where all general meetings shall be held. An annual meeting shall take place on the last Friday in April of each year.

## YEAR.

SEC. 7. The football year shall commence on the First of August. All subscriptions shall become due on that date.

## ARTICLE II.

## BOARD OF DIRECTORS.

SECTION 1. The affairs of the Union shall be managed by the Board of Directors and such committee and committees as it may appoint.

SEC. 2. The Board of Directors shall consist of one representative from each club included in the membership of the Union. The officers of the Union shall be President, Vice-President, Secretary and Treasurer, elected by a majority vote of the directors.

SEC. 3. No action of the Board of Directors of this Union shall be binding unless it shall receive a majority vote of the representatives.

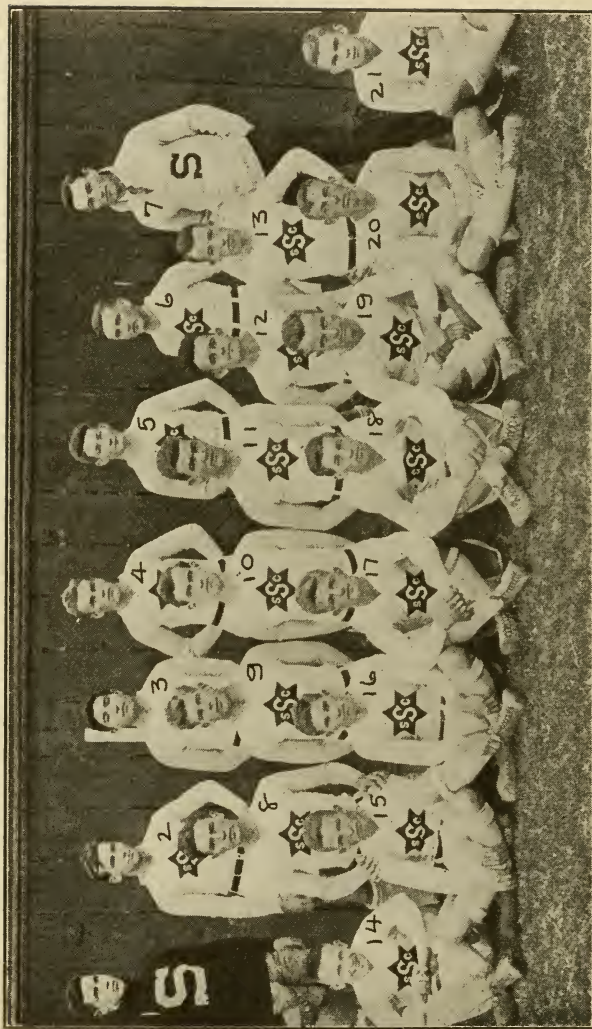
## ARTICLE III.

SECTION 1. It shall be the duty of the President to preside at all meetings of the Union; to see that the by-laws, rules and regulations now or hereafter adopted shall be enforced; to have a general supervision over all affairs of the Union and at the annual meeting to make a general report of the affairs and concerns of the Union. He shall be, ex-officio, a member of all standing and special committees.

SEC. 2. He shall at the commencement of his term of office appoint the following committees from the Board of Directors. to wit: *Finance, Committee of International Games, Committee on Referees*, and such other committees as the board may desire, and he shall have power to make changes therein when, in his opinion, the best interests of the Union shall be served thereby.

## ARTICLE IV.

SECTION 1. The Vice-President shall have the same power and duties as the President when the President is absent.



1, Gard; 2, Farquar; 3, Contreras; 4, Hess; 5, Baker; 6, Kinney; 7, Schaupt; 8, Goodpasture; 9, Neville; 10, Wood; 11, Whittimore; 12, Street; 13, Henry; 14, Wilson; 15, Maguire; 16, Brooks, Capt.; 17, Thayer; 18, Sutt; 19, Archardson; 20, Gilman; 21, Fishburne.

ALL-SOUTHERN INTERSCHOLASTIC TEAM.

## ARTICLE V.

SECTION I. The Secretary shall keep a record of the proceedings of the Union and of the meetings of the Board of Directors. He shall have charge of all accounts and the officials' correspondence of the Union; keep a record of all members of the Union, and submit a report at the annual meeting, financial and otherwise.

## ARTICLE VI.

SECTION I. The Treasurer shall collect and receive all money due the Union; keep a record of all receipts and disbursements, and, together with the President, shall sign all checks.

## ARTICLE VII.

## ANNUAL DUES.

SECTION I. The annual dues to this Union shall be \$10.00 for each club, payable to the Treasurer.

## ARTICLE VIII.

## MEETINGS.

SECTION I. The meetings held by the Union shall be the annual meeting, and not less than one meeting each month during the foot ball season, which shall be from August 1 to December 31, and such other special meeting as may be called from time to time during the year.

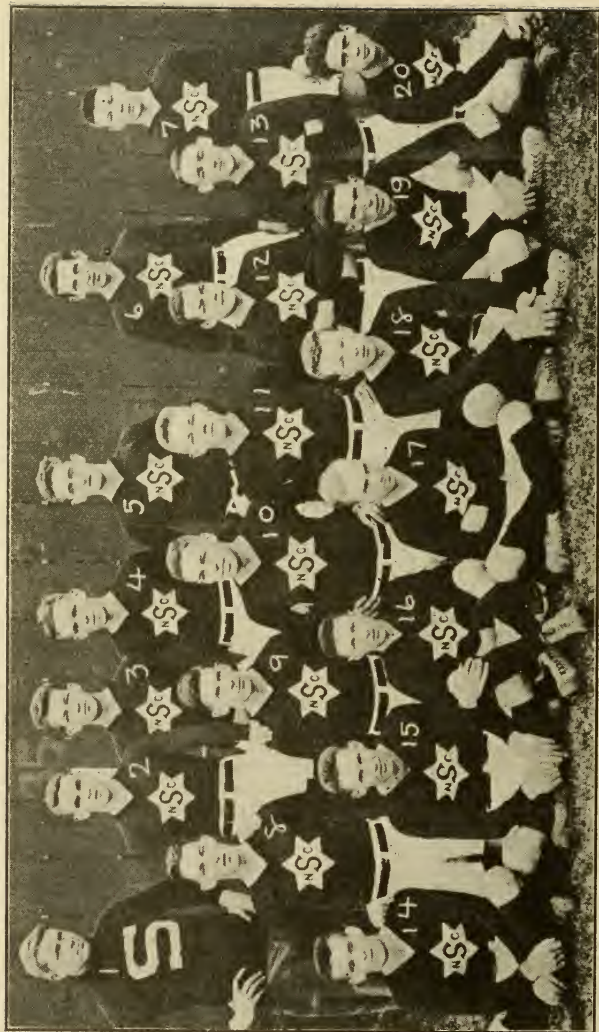
SEC. 2. At least fourteen days' notice of the annual meeting shall be given to each club in the Union and at least seven days' notice for all other meetings.

SEC. 3. The ordinary business to be transacted at the annual meeting shall be the consideration and adoption of the annual report and balance sheet, duly audited; the election of officers for the ensuing year, and such other business provided in the by-laws.

## ARTICLE IX.

## POWERS OF THE BOARD OF DIRECTORS.

SECTION I. The Board of Directors shall have the power to make rules for its procedure; it shall govern Rugby foot ball in California (see article on Stanford-California agreement); it shall decide all questions brought before it regarding the rules and shall at all times make a special effort to further and foster the welfare of Rugby foot ball.



1, C. C. Morris, Coach; 2, Graves; 3, Tilden; 4, Johnson; 5, Robertson; 6, Gard; 7, Pattee; 8, Zimmermacher; 9, S. Forbes; 10, Hollingsworth; 11, Reimers; 12, Reeve; 13, Wilson; 14, Waite; 15, Lucas; 16, Walker; 17, Stafford; 18, Fisher; 19, R. Forbes, Capt.; 20, Wallace.

ALL-NORTHERN INTERSCHOLASTIC TEAM.

## ARTICLE X.

SECTION 1. Each club shall be furnished with a copy of the by-laws of the Union not later than the first week in August.

SEC. 2. Any club more than two months in default with respect to money due this Union shall be liable to suspension from the list of members.

SEC. 3. No member of any club affiliated to this Union shall receive or be paid any remuneration for services in the foot ball field.

SEC. 4. If any club a member of this Union shall have special rules or by-laws under which their teams are conducted they will be obliged to furnish this Union with a copy of the same as soon after the commencement of the season as possible.

## RULES.

*First*—Games shall be played in accordance with the rules of Rugby Foot Ball as recognized by the Rugby Union of Great Britain.

*Second*—A referee shall be appointed for each match by the California Rugby Union, and in the event of the referee so appointed not attending such game, the captains of the two sides shall select a referee.

NOTE—Special agreement between this Union and Stanford and California.



1, Hartwell; 2, Springsteen; 3, Cowan; 4, Burgess; 5, Shafer, Mgr.; 6, Ham; 7, Wimming; 8, Stephens; 9, Schumacner; 10, Wiggins; 11, Butterfield; 12, Lyons; 13, Gladden; 14, Burns; 15, Linquist; 16, Ball; 17, Peterson; 18, Hansen.

UNIVERSITY OF THE PACIFIC TEAM.



## Rugby Foot Ball at Carpenteria, Cal.

The team of the Carpenteria Union Grammar School, of which Prof. Francis Figg-Hobby is principal, has not been very successful as far as scores indicate, but the team was well coached by two prominent players, Mr. Edgar Knowles, a former foot ball captain at Rugby School, England, and Mr. Richard Hamilton-Oliphant, an old forward on the Victoria (B. C.) team. The scores were as follows:

Carpenteria School,	0;	Cate School,	3.
Carpenteria School,	6;	Cate School,	0.
Carpenteria School,	6;	Cate School,	0.
Carpenteria School,	12;	Cate School,	0.
Carpenteria School,	0;	Santa Barbara H. S. Freshman,	12.
Carpenteria School,	0;	Santa Barbara H. S. Freshman,	27.
Carpenteria School,	0;	Santa Barbara H. S. Freshman,	12.

This last game was pronounced by the referee of all the Rugby games of Santa Barbara County during the past season, to be "the best exhibition of Rugby seen in Santa Barbara County this year, including all the so-called bigger games between Santa Barbara High School and Harvard School, etc."

The uniforms worn by the Carpenteria School team occasioned a great deal of favorable comment, and were made by A. G. Spalding & Bros., after the pattern of an old Rugby suit of one of the most prominent London foot ball clubs.

# **IMPORTANT**

**These Rules in effect  
August 1st, 1914**

Photos, Records of Games, etc., must be in possession of the publishers by May 1, 1915, to be inserted in the next issue of the Guide.

The committee does not guarantee the return of any photos.

Notify the Editor by post card (not letter) when photo, record of games, etc., have been mailed.

Write the Editor, enclosing a self addressed stamped envelope, when desiring information regarding photos of teams for Guide.

Address

**Editor**

**Spalding's Official Rugby Guide**

158 Geary Street  
San Francisco, Cal.

# The Laws of the Game of Rugby Foot Ball

## I. INTRODUCTION.

1.—The Rugby Game of Foot Ball should be played by 15 players on each side. The field-of-play shall not exceed 110 yards in length, nor 75 in breadth, and shall be as near these dimensions as practicable. The lines defining the boundary of the field-of-play shall be suitably marked, and shall be called the goal-lines at the ends and the touch-lines at the sides. On each goal-line and equidistant from the touch-lines shall be two upright posts, called goal-posts, exceeding 11 feet in height, and placed 18 feet 6 inches apart, and joined by a cross-bar 10 feet from the ground; and the object of the game shall be to kick the ball over this cross-bar and between the posts. The game shall be played with an oval ball of as nearly as possible the following size and weight, namely:

Length .....	11	to	11 $\frac{1}{4}$	in.
Length circumference .....	30	"	31	"
Width circumference .....	25 $\frac{1}{2}$	"	26	"
Weight .....	13	"	14 $\frac{1}{2}$	oz.

Hand sewn and not less than 8 stitches to the inch.

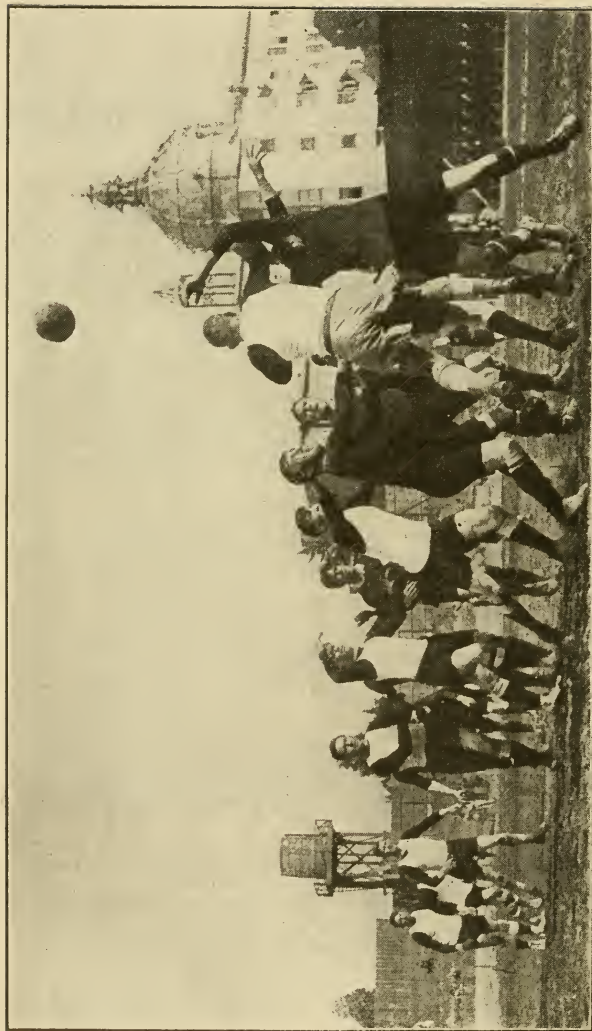
The Spalding No. RX, six-piece, Official Rugby Foot Balls are the official ball of the game and must be used in all matches.

## RULINGS AND DECISIONS.

All grounds should be properly marked out, including the half-way, 25 yards, touch, five yards from touch, goal and dead-ball lines (unless other boundaries form these latter). If it is necessary to use flags at the half-way and 25-yard lines, these should be set well back from the touch-lines. Corner flags should be used, and should be at the junction of touch and goal lines. Flags should be 5 feet 6 inches from the ground.

It is the duty of the visiting team to see that the ground complies with Law 1 as to size, and is properly marked, that the dead-ball line is distinct, etc., and it is the duty of each side to see that their opponents do not play more than fifteen men. If they fail to see to these points before the game begins, no appeal can afterwards be entertained in relation thereto except in regard to the last-mentioned point, which can be objected to during the game, but such objection will not affect the result of the game prior thereto.

There is no rule to prevent a team starting short, making up its complement later, but in all such cases the Referee and opposing captain must be notified.



IN THE LINE-OUT.—BARBARIANS VS. NEW ZEALAND ALL BLACKS.

## II. GLOSSARY—DUTIES OF OFFICIALS—SCORING.

2.—The following terms occur in the laws, and have the respective meanings attached to each:

**DEAD-BALL LINES.**—Not more than 25 yards behind and equidistant from each goal-line, and parallel thereto, shall be lines, which shall be called the Dead-Ball Lines, and if the ball or player holding the ball touch or cross these lines the ball shall be dead and out of play.

**RULINGS AND DECISIONS.**

Attention is drawn to the words "equidistant from the goal line" in the definition.

In the event of a player marking in his own "in-goal," and his opponents charging the kick down over the dead-ball line, the ball becomes dead.

Referees are requested in the event of the dead-ball lines not being marked, to make some arrangements with the captains with respect to the same.

From the kick-off, if the ball should cross the dead-ball lines, a drop-out must be taken.

**IN-GOAL.**—Those portions of the ground immediately at the ends of the field-of-play and between the touch-lines, produced to the dead-ball lines, are called In-Goal. The goal-lines are In-Goal.

**RULINGS AND DECISIONS.**

If the ball is placed on the goal line by an attacking player it is a try, and if by a defending player it is a touch-down.

If a player holding the ball in his own in-goal touches the referee, the ball is dead at the spot, and a drop-out must be taken; except in the case of a player having run back behind his own goal line, in which case the ball must be scrummaged at the spot whence it was carried back and not at five yards, as is generally supposed by most players.

*Question*—A player tackled in the field-of-play by the legs and is brought down to the ground (though the ball not having touched the ground), stretches forward and plants the ball against the goal posts. Is this a try?

*Answer*—Yes, because the goal posts are in-goals.

**TOUCH.**—Those portions of the ground immediately at the sides of the field-of-play and between the goal-lines, if produced, are called Touch. The touch-lines and all posts and flags marking these lines, or the center, or 25 yards lines, are in Touch.

**RULINGS AND DECISIONS.**

A player with the ball in his possession touching a flag on the touch-line, is in-touch.

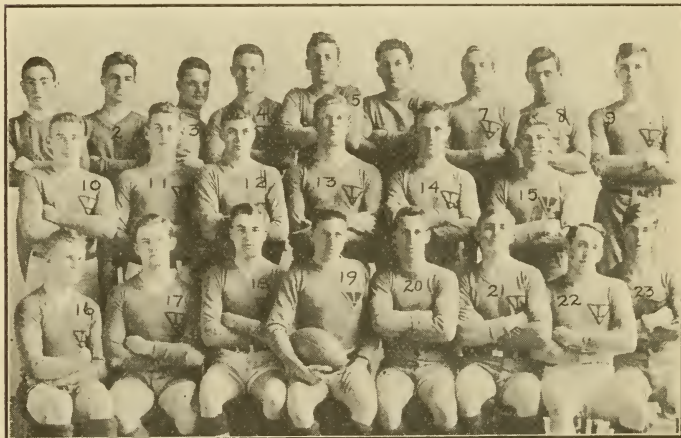
A player may be in-touch and yet play the ball with his foot if the ball be not in-touch.

A player, provided he is not carrying the ball, may be



1, Kirksey; 2, Alderton; 3, Gibson; 4, Card, Capt.; 5, Stevick; 6, Weeks; 7, Wallace; 8, Morse; 9, Green; 10, Arnott, 11, Pratt; 12, O'Laine; 13, Boulware; 14, Sheldon; 15, Rising; 16, Graham; 17, Nagel; 18, Slocum; 19, Philppen; 20, Sherman.

PALO ALTO HIGH SCHOOL TEAM,  
Academic League Champions.



1, Adams; 2, Le Gat; 3, Homes; 4, McLachlan; 5, McCartney; 6, Levi; 7, Pengelly; 8, Hitzeroth; 9, Jansen; 10, Bowes; 11, Johnson; 12, Schwarzenbeck; 13, Gaustad; 14, Smith; 15, Webster; 16, Deane; 17, C. Johnson; 18, Hulling; 19, Walker, Capt.; 20, McAbee; 21, Feldcamp; 22, Asher; 23, Osgood.

LICK SCHOOL TEAM (C. S. M. A.),  
Champions of the San Francisco Sub-League of the A. A. L.

in-touch and yet score a try by touching the ball down with his hand.

The ball blown over the touch-line, and blown back, shall be considered as in-touch.

**TOUCH-IN-GOAL.**—Those portions of the ground immediately at the four corners of the field-of-play, and between the goal and touch-lines, if respectively produced, are called Touch-in-Goal. The corner posts and flags are Touch-in-Goal.

#### RULINGS AND DECISIONS.

If the ball, or player holding it, touch one of the corner posts or flags, the ball must be considered as in touch-in-goal. A player may himself be in touch-in-goal and yet play the ball with his foot, if the ball be not in touch-in-goal; or he may touch it down with his hands and score.

*Question*—The corner post at the junction of the goal and touch-lines, has by some means been knocked over, so that the flag hangs in the field-of-play. A player on the attack carrying the ball, dives for the line and strikes the flag, carrying it down with his weight, but still having his whole body in the field-of-play, stretches out and plants the ball over the goal line. Is this a try?

*Answer*—No. The corner flags are touch-in-goal and the referee should order a "drop-out." It is also the duty of the home team to see that all flags, etc., are in proper place and the visiting team to satisfy itself on this point.

A **DROP-KICK** is made by letting the ball fall from the hands, and kicking it as it rises.

A **PLACE-KICK** is made by kicking the ball after it has been placed on the ground for the purpose.

The placer and the kicker must be two distinct players.

If the placer inadvertently drops the ball, he shall not be considered to have placed it.

The opposing side cannot charge a place-kick until the ball has actually been placed on the ground.

A **PUNT** is made by letting the ball fall from the hands and kicking it before it touches the ground.

A **TACKLE** is when the holder of the ball is held by one or more players of the opposite side so that he cannot at any moment, while he is so held, pass or play it.

Particular attention is called to the new addition to this rule "so that he cannot pass it." Also to the fact that the law on held has been eliminated and is embodied in the law on tackle by the new addition.

A player must be considered as tackled if he, on being grasped by an opponent, fall, and the ball whilst in his possession touch the ground.

When a player is tackled with the ball it can only be brought into play with the foot.

If a player carrying the ball be thrown or knocked over (but not tackled) and the ball touches the ground, he may nevertheless get up with it and continue his run, or pass it.



1, Wassum; 2, Hennings; 3, E. Hennessey; 4, Ramsey; 5, Holmes; 6, Beard; 7, Robertson; 8, Lang; 9, Edgerley; 10, Farman; 11, Morris; 12, Mantaphunis; 13, Guisto; 14, Wassum; 15, Brown, Capt.; 16, W. Wassum; 17, B. Hennessey; 18, Rathke; 19, James; 20, Lepori; 21, Wyckoff; 22, Hoernle; 23, Winstead.

NAPA HIGH SCHOOL TEAM.



1, Meyers; 2, C. Elliott; 3, R. Elliott; 4, Bosworth; 5, Hibler; 6, Miller; 7, Brown; 8, Mobley; 9, Hardy, Coach; 10, Hall; 11, Williams; 12, Hale; 13, Paxton; 14, Foskett; 15, Guenther; 16, Gardner; 17, P. Elworthy; 18, C. Stow; 19, Law, Capt.; 20, H. Elworthy; 21, Peters; 22, R. Stow. Gasberg, Photo.

MT. TAMALPAIS MILITARY ACADEMY TEAM.



A **SCRUMMAGE**, which can only take place in the field of play, is formed by one or more players from each side closing round the ball when it is on the ground, or by their closing up in readiness to allow the ball to be put on the ground between them.

The referee may order the ball to be put into the scrum-mage from either side he may choose.

The side not committing the breach has the right to put the ball into the scrum-mage.

When an attacking side in a scrum-mage pushes the defend-ing side over the goal line and touches the ball down, a try should be allowed, but if the ball be touched down by the defending side a touch-down should be allowed.

The referee has sole control of the game and, therefore, the right to put the ball in when a scrum-mage has been formed; but he should only use this right under exceptional cases, as, for instance, when a scrum-mage is formed near a goal line, when it is of the utmost importance that it should be put in with the greatest precision.

The ball cannot be picked up with the hands from a scrum-mage.

A **TRY** is gained by the player who first puts his hand on the ball on the ground in his opponents' in-goal.

*Question*—A free kick being given in such a position in front of the goal posts which necessitates the kicker going behind his own goal line to take the kick, and the ball falls in "in-goal" from a weak kick and an attacker drops on the ball, claiming a try. Is this a try?

*Answer*—No try. The ball did not cross the goal line and must be kicked out again into the field-of-play. This is a decision by the "Manchester and District Rugby Union Referee's Society" of England, admittedly the most authoritative body on Rugby in the world.

Particular attention is called to this decision, as up to 1910 a try was allowed, such a thing as the decision now makes illegal.

When an attacking side in a scrum-mage pushes the defend-ing side over the goal line and touches the ball down, a try shall be allowed, but if the ball be touched down by the defending side a touch-down shall be allowed.

In the case of the ball rolling over the goal line and touch-ing a spectator before a player from either side has had time to touch it down the referee shall:

(a.) Award a touch-down if he considers the ball would have gone dead before any attacking player could have touched it, or that a defending player would have touched it first.

(b.) Award a try if he thinks but for the inter-ference a try would have been scored.

(c.) If in doubt, give the point against the side responsible for the ground arrangements, and in so doing he shall regard all officials and spectators as offending players.

It is a try if a player passes or kicks the ball back behind his own goal line and the ball is touched down by one of his opponents.



ALL-AMERICA VS. NEW ZEALAND.—OPEN PLAY IN DISPUTE FOR BALL.  
C. V. Estey, Bulletin.



OLYMPIC CLUB PLAYERS ADVANCING THE BALL IN GAME WITH THE  
NEW ZEALAND TEAM.

If a player touches the ball down behind his opponents' goal line and picks it up again, he shall be allowed a try at the spot where it was first touched down.

To score a try it is not necessary to lie on the ground with the ball. A player can be running at full speed and bend down and touch the ball in his opponent's in-goal and continue his run and he has scored a try.

A player who crosses the opponents' goal line with the ball in his possession, and before grounding it touch the referee, shall be allowed a try at the spot.

If the ball not in possession of a player strikes the referee or touch-judge when in-goal, a try should be awarded to the attacking side if, in the referee's opinion, a try would undoubtedly have been obtained, but for the ball touching the referee or touch-judge; otherwise a drop-out from the twenty-five should be ordered.

A TOUCH-DOWN is when a player touches down as above in his own in-goal.

If the ball is bounced, but not put down in in-goal, it is still in play; so that if a defending player after merely bouncing the ball, throws it forward, a five yards' penalty scrummage should be ordered; or if he carries it into the field of play and then throws it forward, a scrum is incurred at the spot where he throws it forward.

A GOAL is obtained by kicking the ball from the field-of-play, by any place-kick except a kick-off, or by any drop-kick except a drop-out, without touching the ground or any player of either side over the opponents' cross-bar, whether it touch such cross-bar or either goal-post or not.

A goal is scored if the ball has crossed the bar, although it may have been blown back afterwards.

No goal can be scored from a punt.

KNOCKING-ON and THROWING-FORWARD are propelling the ball by the hand or arm in the direction of the opponents' in-goal; a throw-out of touch cannot be claimed as a throw-forward.

A rebound is not a knock-on, and therefore no fair catch can be made therefrom, or a penalty given. This is important, as some referees appear to regard a rebound as a knock-on. If the ball is passed back, but after alighting on the ground is blown forward, the pass is good, provided the ball did not alight in front of the passer.

If the ball is actually knocked on, no matter how slightly, it must be considered a knock-on, but there must be some movement of the hand or arm forcing the ball in the direction of the opponents' in-goal to constitute a knock-on or throw-forward.

In ruling on "knock-on and throw-forward," referees' attention is particularly called to Rule 16. For a knock-on or throw-forward the whistle should not be blown until it is ascertained whether the opposing side or the side committing the breach gain the advantage. If the side committing the infraction gain the advantage a scrum should be ordered, otherwise the play should be allowed to continue.



1, Zolot; 2, Kehlenbeck; 3, Marley; 4, McDonald; 5, Gibbons; 6, Fisher; 7, Ruling; 8, Duncan; 9, Frachsler; 10, R. Spunn, Mgr.; 11, E. Sewall, Capt.; 12, Boldeman; 13, Young; 14, Linkins; 15, Pyne; 16, Eschen; 17, Barkelay.  
Hartsook, Photo.

COGSWELL HIGH SCHOOL TEAM.



1, Hickinbotham; 2, Miller; 3, C. Hickinbotham; 4, Blossom, Mgr.; 5, Lauxen; 6, Hyde; 7, V. Dennis; 8, Henshaw; 9, Otto; 10, Leffler; 11, I. Dennis; 12, Wilson; 13, Westbay; 14, Raggio; 15, Whitney, Capt.; 16, McKay; 17, Allen.

STOCKTON HIGH SCHOOL TEAM.

A FAIR CATCH is a catch made direct from a kick, or knock-on, or throw-forward, by one of the opposite side; the catcher must immediately claim the same by making a mark with his heel at the spot where he made the catch.

A fair catch can only be claimed by the catcher making his mark AFTER he has caught the ball; the mark, however, must be made as soon after the ball is caught as possible; and in practice, referees might allow a claim when the mark was simultaneously made with the catching.

It is a mistaken idea of players that they can claim a fair catch while in the air jumping for the ball. The catch cannot be claimed until the mark is made by the heels.

A fair catch can only be made from a kick, knock-on or throw-forward direct, and the ball MUST be taken clean at the first attempt.

A fair catch can be made in a player's own in-goal.

If a player kicks the ball with his knee, or any part below it, and an opponent makes a fair catch, it shall be awarded.

The attention of referees is drawn to the fact that a fair catch can only be claimed by the catcher making a mark with his heel at the spot where he made the catch.

A fair catch must at all times be clean at the first attempt.

A fair catch cannot be made after the ball has touched goal-posts or cross-bars.

A fair catch cannot be made when the ball rebounds from a player.

A player can intercept a pass, but can only claim a fair catch if such a pass is forward.

Any player of the side making the fair catch can place or kick the ball.

KICK-OFF is a place kick from the center of the field-of-play; the opposite side may not stand within ten yards of the ball, nor charge until the ball be kicked, otherwise another kick-off shall be allowed. If the ball pitch in touch the opposite side may accept the kick, have the ball kicked over again, or scrummaged in the center of the ground.

DROP-OUT is a drop-kick from within 25 yards of the kicker's goal-line; within which distance the opposite side may not charge, otherwise another drop-out shall be allowed. If the ball pitch in touch the opposite side may accept the kick, have the ball dropped out again, or scrummaged in the center of the 25 yards line.

It will be noticed that the option of what course should be taken lies with the opposing team.

If a player goes beyond the twenty-five yards to drop-out, or if he punts, the referee must blow his whistle and order the player to take a new kick, which must be a drop from within the twenty-five yards' limit.

At kick-off the ball must reach the limit of 10 yards, and at drop-out must reach the 25 yards line. If otherwise, the opposite side may have the ball re-kicked, or scrummaged, at



INTERCEPTING PASSING RUSH IN THE MATCH BETWEEN THE OLYMPIC CLUB AND THE NEW ZEALAND ALL BLACKS.



ALL-AMERICA VS. NEW ZEALAND.—ALL BLACKS IN PASSING RUSH.  
C. V. Estey, Bulletin.

the center or in the middle of the 25 yards line, as the case may be.

The ball from a kick-off having reached ten yards, and then having been blown back, shall be considered as in play; as also a ball having reached the 25-yards' line from a drop-out and blow-back.

Referees should not allow players to approach within ten yards.

OFF-SIDE. See Laws 7 and 8.

3.—In all matches a REFEREE and two TOUCH JUDGES must be appointed, the former being mutually agreed upon. The Referee must carry a whistle, the blowing of which shall stop the game; he must whistle in the following cases:

A referee having given a decision, cannot under any circumstances alter it.

If a referee whistles, even though inadvertently, play must be stopped.

(a.) When a player makes and claims a fair-catch.

If a player makes a fair catch, but instantly changes his mind and runs on with the ball, he should, if the whistle has been blown for a fair catch, be compelled to return, as the free kick must be taken.

### ROUGH PLAY PENALTY.

(b.) When he notices rough or foul play or misconduct. For the first offense he shall either caution the player or order him off the ground, but for the second offense he must order him off. If ordered off, the player must be reported by him to the union.

It has been ruled that this section covers wilful obstruction or interference.

If a referee orders a man "off" he cannot let him take part in play again, and must report him.

The attention of referees is called to the fact that under no circumstances should they allow a player NOT in possession of the ball to shove another player with his hands.

A player running for the ball may only charge shoulder to shoulder an opponent also running for the ball. (See also note Law 11, section "e").

A referee has the power to order a player off for using any words showing an intention to insult.

A referee has power to refuse to allow appeals (except in those cases in which the law states a claim may be made), and if he warns players offending in this respect, he may order such players off the field for misconduct if the warning is unheeded. The ordering off, however, should only be resorted to when the referee is of the opinion that the appealing is done with the intention of harrassing or influencing him in his decisions.



1, Seligmann, Capt.; 2, Toterton; 3, Mackerzie; 4, Cann; 5, Haycraft; 6, Carrigan, Princ.; 7, Biswell; 8, E. Biswell; 9, Tatum; 10, Tout; 11, Lewis, Mgr.; 12, Iverson; 13, T. Biswell; 14, Newman; 15, Parks; 16, Ledbetter; 17, Gordon; 18, Kai Kee; 19, B. Biswell; 20, Farrar; 21, Snow.

DINUBA UNION HIGH SCHOOL TEAM.



1, Garnett; 2, Espinosa; 3, Jackson, Mgr.; 4, Ackerman; 5, Smith; 6, Deacon; 7, P. Brewer; 8, Kennedy; 9, Hodgken; 10, Nieto; 11, Hinze; 12, Sutton; 13, W. H. Brewer; 14, Gammon; 15, Harry Renwick, Coach; 16, Bacon; 17, Hoag, Jr.; 18, Borda.

ST. MATTHEW'S MILITARY ACADEMY TEAM.



- (c.) When he considers that the continuation of the play is dangerous.

This latter point must be left entirely to the referee, but it is pointed out that if the tackled player plays the laws in the spirit in which they are written, and at once fairly parts with the ball, very few cases of danger would arise, but by holding on a short time danger may arise. In such a case the referee should blow and award the penalty of a free kick and instead of simply ordering a scrummage on the plea of danger, as by so doing he deprives one side of an advantage and does not inflict a penalty on the other, both of which are deserved.

If a player be hurt, the referee should not blow his whistle till the ball be dead, unless such player is in such a position that the continuance of play might entail further danger.

In case of an injury to a player, or in any case, play must not under any consideration be stopped for more than three minutes. If a player cannot go on in this time he MUST be removed from the field-of-play, and the game continue. Officials' attention is particularly called to this ruling.

If an injured player comes out of the scrummage without breaking it the game should go on, it not being necessary to reform the scrum.

The game must not be stopped for such trivial excuses as men replacing or tying their shoe laces. These matters must be attended to by the players before the game begins, as the referee has no power to stop the game for these matters. The laws are particularly distinct as to what causes the referee shall stop play.

- (d.) When he wishes to stop the game for any purpose.

*e. g.*—To confirm the action of a touch-judge who may continue to hold up his flag after the ball has been brought into play, for being brought in at the wrong place, by the wrong side, etc.; or when he wishes to declare a man has been in-touch, although the touch-judge has not held up his flag; or for any case of necessity.

- (e.) If the ball or a player running with the ball touch him, in which case it shall be scrummaged at the spot.

(See notes following definition of a "Try.")

A player running the ball out from his own in-goal touches the referee, the ball is dead at the spot where he touched him, and a drop-out must be taken; except in the case of a player having run back behind his own goal line, in which case the ball must be scrummaged at the spot whence it was carried back.

- (f.) At half-time and no-side, he being the sole timekeeper, having sole power to allow extra time for delays, but he shall not whistle for half-time or no-side until the ball be held or out of play.

The ball shall not be considered out of play when the referee stops the game for the infringement of laws.

The referee's decision as to time must be final, even if the timers have not kept the time accurately.



"FORWARD RUSH"—UNIVERSITY OF CALIFORNIA VS. BARBARIANS  
ON CALIFORNIA FIELD.



REACHING FOR THE BALL.—ANNUAL GAME BETWEEN THE UNIVER-  
SITY OF SOUTHERN CALIFORNIA AND STANFORD  
UNIVERSITY AT LOS ANGELES.

- (g.) When he notices any irregularity of play whereby the side committing such gain an advantage.

Of his own off-side players, cannot claim a scrummage for unintentional off-side, provided the charging side gain an advantage, even though this be a try.

It is with this sub-section that referees will have their greatest difficulties; the theory of the sub-section is that a side may not gain an advantage by its own breach of any law, although it may be a breach on the part of its opponent; thus if one side knocks forward, and the ball goes to an opponent who makes off with it and gains an advantage, the whistle should not be blown. Again it has become very common practice for the backs to knock deliberately on when their opponents were close to them; if the ball when so knocked on goes to an opponent who has a chance of getting away, the whistle should not be blown. (See Laws 12 and 16.)

This is a most important rule, and at present is not so generally observed by referees as it should be. There is unfortunately a pronounced tendency on their part to whistle immediately a law has been infringed, without waiting to see who gains the advantage of the infringement. Referees are urged to pay particular attention to this rule.

It is also emphasized that the game should be played in the spirit in which the laws are written, and particularly that one side shall not gain an advantage through its own fault; thus it has been ruled that a player who has made a miskick when the opposite side is charging, and the ball hits one of his own off-side players, cannot claim a scrummage for unintentional off-side, provided the charging side gain an advantage, even though this be a try.

- (h.) When he notices a breach of Laws 5 and 15.  
 (i.) When he wishes to enforce any penalty.  
 (j.) When a goal is kicked.  
 (k.) When the ball goes into touch-in-goal.

### POWERS OF THE REFEREE.

The referee shall be sole judge in all matters of fact. (See amendment II, b.)

A referee once he has given a decision cannot change it, and his decision alone is final; he may, however, consult the touch-judges in case of touch, and touch-in-goal play, and kicks at goal. Under all circumstances the referee's whistle must stop the game even if blown inadvertently.

A player crossed the goal line, and claimed a try, the referee awarded a "5-yard scrum" for a player being off-side; the two captains held a consultation and the defending side agreed to a try being awarded in opposition to the referee's decision. The captains cannot decide a question in this manner, as they would be overruling the referee's decision on a matter of fact, of which the referee is sole judge.



PUNTING EXCHANGE IN THE ANNUAL MATCH BETWEEN THE UNIVERSITY OF CALIFORNIA AND STANFORD UNIVERSITY ON STANFORD FIELD.



FORWARDS IN "TIGHT FIGHT" IN THE ANNUAL MATCH BETWEEN STANFORD UNIVERSITY AND THE UNIVERSITY OF CALIFORNIA ON STANFORD FIELD.

## DUTIES OF TOUCH JUDGES.

The Touch-Judges shall carry flags, and shall each take one side of the ground, outside the field-of-play, and the duty of each shall be to hold up his flag when and where the ball goes into touch, or touch-in-goal, and also to assist the Referee, when kicks at goal from a try, fair-catch, or free-kicks are being taken, each standing at a goal-post.

It may be here emphasized that the referee is the sole judge as to matters of fact, and if he considers either touch-judge is not doing his duty fairly, he not only has the right, but should certainly exercise it, of overruling any decision such touch-judge may give.

Touch-judges are recommended, by extending the arm to indicate the side to whom the ball belongs. Touch-judges assisting at kicks at goal must not indicate with their flags.

Touch-judges are to hold up their flag immediately the ball has crossed the touch-line or touch-in-goal, and go to the spot where the ball went out as quickly as possible.

Touch-judges must stand each at a goal post when any kick at goal is being taken.

## RULES.

4.—The Captains of the respective sides shall toss for the choice of In-goals or the kick-off. Each side shall play an equal time from each In-goal, and a match shall be won by a majority of points; if no point be scored, or the number be equal, the match shall be drawn. Unless otherwise agreed, the time of each half shall be 40 minutes.

The following shall be the mode of scoring:

A try .....	equals 3 points.
A Goal from a Try (in which case the Try shall not count) .....	“ 5 “
A dropped Goal (except from a Mark or a Penalty Kick) .....	“ 4 “
Goal from a Mark or Penalty Kick.	“ 3 “

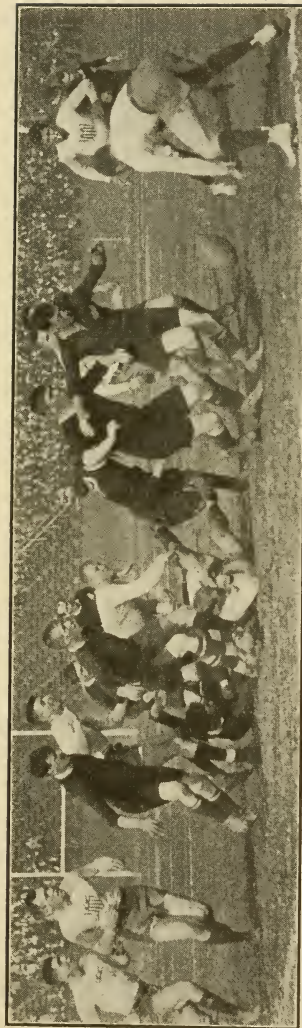
5.—At the time of the kick-off all the kicker's side shall be behind the ball; if any be in front the Referee shall blow his whistle and order a scrummage where the kick-off took place.

The game shall be started by a kick-off:

- (a.) After a goal, by the side losing such goal, and
- (b.) After half-time by the opposite side to that which started the game.

## III. MODE OF PLAY—DEFINITIONS.

6.—When once the game is started, the ball may be kicked or



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EXCELLENT VIEW OF THE NEW ZEALAND SCRUM SETTING THE BALL IN MOTION FOR ONE OF THE ALL BLACKS' PASSING RUSHES. ROBERTS PASSING TO MCKENZIE.

picked up and run with by any player who is on-side, at any time; except that it may not be picked up—

(a.) In a Scrummage.

The act of a player taking the ball off the ground with his feet, in a scrummage, does not constitute "picking up" in a scrummage, within the meaning of Law 6.

A player can pick the ball up in the scrum between his knees, provided that he does not fall down.

It is lawful to pick up the ball in a scrum in any manner except by hand or arm.

The act of a player taking the ball off the ground after a tackle, or the ball being fairly held, is not to be considered picking the ball up in a scrummage.

A player may come up to a scrum and attempt to hook the ball out with his foot, provided his other foot is behind the ball.

(b.) When it has been put down after A TACKLE.

(c.) When it is on the ground after a player has been tackled. It may be passed or knocked from one player to another provided it be not passed, knocked or thrown forward. If a player while holding or running with the ball be TACKLED, he MUST at once put it fairly down between him and his opponents' Goal-line.

Note the alteration to the laws in section "b" and that part of the law relating to "If a player while holding \* \* \* be TACKLED." The old law read in section "b," "When it has been put down after it has been fairly held."

Tackled is also substituted for held in the other part of the law.

The words "AT ONCE" are to be interpreted very strictly.

### OFF SIDE.

7.—A player is placed off-side if he enters a scrummage from his opponents' side, or if the ball has been kicked, touched, or is being run with by one of his own side behind him. A player can be off-side in his opponents' In-goal, but not in his own, except where one of his side takes a free kick behind his goal-line, in which case all of his side must be behind the ball when kicked.

A player may play in any position so long as he is on-side and does not obstruct his opponents. He may come up to a scrummage and attempt to hook the ball out with his foot, provided the other foot is behind the ball.

A player when off-side can intercept a pass from an opposing player.

8.—An off-side player is placed on side—

(a.) When an opponent has run five yards with the ball.

(b.) When the ball has been kicked by, or has touched an opponent.

- (c.) When one of his side has run in front of him with the ball.  
 (d.) When one of his side has run in front of him, having kicked the ball when behind him.

After the words "five yards" in section "a." read as though the words "in any direction" were inserted.

A player must be in the field-of-play when he puts his men on-side after kicking the ball when behind them; whilst he is not debarred from starting running up in-touch, he must get into the field of play as soon as possible. It must be observed that only the kicker can place the off-side players on-side.

### NO INTERFERENCE.

An off-side player shall not play the ball, nor actively or passively obstruct AN OPPONENT, approach or wilfully remain within 10 yards of any OPPONENT waiting for the ball; on any breach of this law, the opposite side shall be awarded, at their option—

- (e.) A free kick, the place of such breach being taken as the mark.  
 (f.) A scrummage at the spot where the ball was last played by the offending side before such breach occurred.

Except in the case of unintentional off-side, when a scrummage shall be formed where such breach occurred.

In reference to section "f," if the spot where the ball was last played by the offending side before the breach occurred is in its in-goal, the scrummage shall take place on a line parallel to the touch-line, and passing through the spot, and five yards from the goal line.

A player when off-side can intercept a pass from an opposing player, but he can only make a mark for a fair catch if the pass intercepted is a forward one.

It is important that referees should enforce these penalties, and it should be observed that a referee should award a free kick if he thinks a fair catch would have been made had not an off-side player, through his proximity and not retiring beyond the ten yards' limit, have rendered such catch more difficult. For instance, a player waiting to receive the ball fails to catch it properly and it drops from his hands to the ground. An opponent, who is off-side and has approached within ten yards of him, immediately pounces upon him and prevents him recovering and playing the ball. A free kick should be awarded, as it was the duty of the off-side player to have retired beyond the ten yards' limit.

Referees too often give the offending players the benefit of the unintentional off-side, instead of inflicting the free-kick penalty.

A player may play in any position so long as he is on-side and does not obstruct his opponent.

### FAIR CATCH.

9.—If a player makes a fair-catch a free-kick shall be awarded, even though the whistle has been blown for a knock-on or a



throw-forward. Any player on the same side may take the kick or place the ball.

### FREE KICK.

10.—All free kicks may be place-kicks, drop-kicks, or punts, but must be in the direction of the opponents' goal-line, and across the kicker's goal-line, if kicked from behind the same. They may be taken at any spot behind the mark in a line parallel to the touch-lines. In all cases the kicker's side must be behind the ball when it is kicked, except the player who may be placing the ball for a place-kick, and it is the duty of the Referee to see that the ball be kicked from the parallel line. In case of any infringement of this law the Referee shall order a scrummage at the mark. The opposite side may come up to and charge from anywhere on or behind a line drawn through the mark and parallel to the goal-lines, and may charge as soon as the kicker commences to run or offers to kick or the ball be placed on the ground for a place-kick, but in case of a drop-kick or punt the kicker may always draw back, and unless he has dropped the ball the opposite side must retire to the line of the mark. But if any of the opposite side do charge before the player having the ball commences to run or offers to kick, or the ball has touched the ground for a place-kick (and this applies to tries at goal as well as free kicks), provided the kicker has not taken his kick, the charge may be disallowed.

For notes on fair catch see those following definition of "Fair Catch" in Law 2.

*Question*—A free kick is given in such a position in front of the goal posts which necessitates the kicker going behind his own goal line, in taking the kick the ball hits the goal posts and rebounds over the dead-ball line. Should a drop-out be awarded?

*Answer*—No. The ball did not cross the goal line, and must be kicked again.

In cases of players waiting to charge when a kick after a try, fair catch, or free kick is about to be taken, they must remain behind the goal line or behind the mark with both feet, and any standing over the goal line or over the mark with one foot shall be considered to have charged, and the referee shall blow his whistle and award no charge; the referee shall also be particular that any side waiting behind the mark do not gradually creep up beyond the mark; such shall be considered a charge.

When a player is placing the ball he shall not wilfully do anything which may lead his opponents to think he has put the ball down when he has not; if he does the charge shall be disallowed.

Even when a charge has been disallowed, the would-be chargers may, provided they remain behind the mark, jump up, and attempt to stop or touch the ball; if they so touch it, no goal can be scored. The disallowance of the charge is at the discretion of the referee.



1, Jefferys; 2, Smith; 3, Edmands; 4, McMurry; 5, Flemming; 6, Hildebrand; 7, Hammon; 8, Strain; 9, Hellmann; 10, Jones; 11, Bates; 12, Knowles; 13, Hitchcock, Capt.; 14, Bentley, Coach; 15, Peteler; 16, Knudsen.

HITCHCOCK MILITARY ACADEMY TEAM.



1, DeWald; 2, Nash, Coach; 3, Meltzer; 4, Cole; 5, Green; 6, Lloyd; 7, Howell; 8, Sabine; 9, Gardner; 10, Stuart; 11, Weisch; 12, Frolic; 13, McClellan; 14, Belgraua; 15, Baldwin, Capt.; 16, Meadows; 17, Price; 18, Latrell.

JOHN C. FREMONT HIGH SCHOOL TEAM.

Weltz, Photo.

If the referee whistles to allow no-charge just as a kicker takes his kick, such kicker shall have the option of another kick—that is, if he has kicked a goal, he can allow it to stand; if he has not, he can take a second kick.

The attention of the referee is directed to the fact that the opposite side may not charge a place-kick until the ball is actually placed on the ground.

A kicker who, in kicking for a goal, inadvertently kicks the ball out of the placer's hands before the latter has placed it on the ground, should be allowed to have another kick.

After a charge has been disallowed and another kick is being taken, the ball may be handled by and placed for the kicker, as in the first instance.

This instruction also applies to a kick at goal from a free kick, but in that case a scrummage should be ordered.

After a charge has been disallowed, any player except the kicker may place or replace the ball, and he may alter the spot for the place-kick, but such new place must be from a spot behind the mark in a line parallel to the touch-line.

In case a referee disallows a charge, the kicker may not touch the ball after it has been put on the ground. If he does so (a) when a try has been obtained, a drop-out should be awarded, or (b) when a free kick or fair catch has been awarded, a scrummage where the mark was made should be ordered.

The kicker and placer must be different persons.

It is the duty of the side receiving the advantage of "no charge" to see the penalty is fully exacted.

The referee should see that players have reasonable time to get behind their goal line before the ball is placed for a try at goal.

In the case of a free kick, the kicker can kick in any direction towards his opponents' goal line, provided the kick has been taken at a spot behind the mark, in a line parallel to the touch-lines.

A referee can allow another kick on the plea that owing to interference of players he could not see the ball kicked in the first instance.

If in taking a free kick any breach, for which the penalty is a scrummage, is committed, the scrummage shall be taken at the "mark."

#### IV. PENALTIES.

11.—Free kicks by way of penalties shall be awarded if any player—

(a.) Intentionally either handles the ball, or falls down in a scrummage, or picks the ball out of a scrummage.

If a player in the scrum has the ball between his legs, an opposing player must not take the ball with his hands from its position while the said player remains part of the scrum; penalty is free kick.

A player is on the ground when on his knees, and if he intentionally kneels down in a scrummage, he should be penalized for "falling down in a scrummage."

#### MUST PUT BALL DOWN.

(b.) Does not immediately put it down in front of him, on being TACKLED.

Note alteration to law, "tackled" being substituted for "held."

No power is given to a referee to whistle simply because a player is tackled with the ball, and this is one of the most important points to which the attention of players and referees is directed, as the habit of whistling the moment a man is tackled spoils the game by slowing it down and taking away any advantage a side of quick followers-up would otherwise gain. When a player with the ball is tackled, a referee may only blow his whistle for one of the following cases:

(1) Law 11 (b): When such player does not AT ONCE fairly put the ball down.

(2) Law 11 (c): When such player is on the ground and he does not at once fairly part with the ball, and either get up or roll away from the ball.

If a player breaks either of the above sub-sections or interferes with the ball in any way while he is on the ground, the penalty should be enforced against him.

(3) Law 11 (d): When a player of the opposite side prevents such player either putting the ball down or getting up.

(4) When the referee considers the continuation of the play would be dangerous.

This last point must be left entirely to the referee.

The attention of players and referees is specifically called to the fact that a scrummage cannot be awarded for a breach of section "b." A free kick must be given.

(c.) Being on the ground, does not immediately get up.

*Question*—A player catching the ball between his knees on the ground, in stopping a rush and not immediately playing it, but still holds the ball there and remains on the ground. What should be done?

*Answer*—A referee should penalize for not playing the ball. See decisions under sub-section "a," etc.

(d.) Prevents an opponent getting up, or putting the ball down.

(c.) Illegally tackles, charges, or obstructs as in Law 8.

(f.) Wilfully TACKLES an opponent who has not got the ball

(g.) Wilfully hacks, hacks-over, or trips-up.

If, when a player drops down on the ball, an opponent lifts him off, the referee is satisfied that there has been rough or foul play, he may caution or order off the opponent; and he will, of course, also give a free kick against the player who dropped on the ball unless he immediately gets up; but if the referee is satisfied that the opponent prevented the player from getting up, he should give a free kick against the former.

In case there are two opposing players running for the ball, a player overtaking another may not shove the overtaken player from behind; if he does it is illegal, and should be penalized by a free kick.

A player running at the ball may only charge shoulder to shoulder an opponent running at the ball.

Note the alteration in section "f." "Tackles" is substituted for holds.

In regard to section "g." Although a free kick is given, the referee should still caution the player, or even order him off the ground, if such hacking or tripping-up constituted rough play.

"Hack" or "hack over," i. e., kicks an opponent.

**UNFAIRLY PUTTING BALL IN SCRUM.**

- (h.) Wilfully puts the ball unfairly into a scrummage, or, the ball having come out, wilfully returns it by hand or foot into the scrummage.
- (i.) Not himself running for the ball, charges or obstructs an opponent not holding the ball.
- (j.) Shouts "all on side," or words to that effect, when his players are not on side.

It has been ruled that the ball is not fairly in the scrummage (section "h") until it has been placed on the ground between the players, so that each side has an equal chance of obtaining possession.

Sub-section "j" applies chiefly to a back having kicked the ball and while following up he or others of his side shout "on-side" when he has not yet placed his side on-side, a most unfair practice.

- (k.) Not in a scrummage, wilfully obstructs his opponents' backs by remaining on his opponents' side of the ball when it is in a scrummage.

This prohibits the habit of three-quarters and half-backs remaining in front of the ball, so as to mark the opposing backs, and should be strictly enforced.

It is also pointed out that it is not intended thereby to penalize a half-back who UNINTENTIONALLY overruns the ball in a scrummage.

A player does not become part of a scrummage by merely placing his hand on the scrummage.

Referees are instructed to strictly enforce the free-kick penalty for obstruction on the part of wing forwards, as provided in sections "f" and "k."

Wing forwards MUST be behind the ball while it is in the scrum.

- (l.) Wilfully prevents the ball being fairly put into a scrummage.

A scrum is ordered, and one side immediately packs, but the other side retain the ball until their forwards gather round leisurely, the referee should penalize under this section or under "m."

Players in a scrummage waiting for the ball to be put in must keep their feet behind an imaginary line drawn through the center of the scrummage at right angles to the touch-line.

**WILFULLY BREAKING LAWS.**

- (m.) If any player or team wilfully and systematically break any law or laws, for which the penalty is only a scrummage, or cause unnecessary loss of time.

Should a team or player continually "knock-on" or "throw-forward," the referee should award a free kick at the place of the last "knock-on" or "throw-forward."

In the case of a free kick for a player causing unnecessary loss of time when the ball is in-touch, such kick shall be



1, Schmidt; 2, Flaherty; 3, Carey; 4, Piercy; 5, Sugarman; 6, Coven; 7, Larrecon; 8, Ruddy; 9, Hauser, Capt.; 10, Graven; 11, Johnston; 12, Camies; 13, Wall; 14, Wittkopp; 15, Krase; 16, Jones; 17, Liehounstein; 18, Fligone; 19, Jan-ssen; 20, Eckert, Mgr.; 21, Casey; 22, Karlan; 23, Blison.

MISSION HIGH SCHOOL TEAM.



1, McDonald, Coach; 2, Huntley; 3, O'Rourke; 4, Spurling; 5, Davis, Princ.; 6, Bacon; 7, Henry; 8, Johnson; 9, Rac; 10, Sharp; 11, Lertora; 12, Berryessa; 13, Laning; 14, Lewis; 15, Sweetland; 16, Meeter; 17, Johnson; 18, Jensen; 19, Beressini; 20, Moore; 21, Thomas.

HOLLISTER HIGH SCHOOL TEAM.

Champions of the Coast Counties Athletic League.

taken at a spot at right angles to the touch-line up to ten yards from the place where the ball went into touch.

A referee may award a free kick if, in his opinion, a side wilfully wastes time in dropping out after a touch-down or unsuccessful try; or deliberately kicks the ball into touch, with the object of wasting time, from a drop-out or kick-off; the mark to be the middle of the 25 yards line or the center of the field-of-play, as the case may be.

- (n.) Being in a scrummage, lift a foot from the ground before the ball has been put into such scrummage.

The places of infringement shall be taken as the mark, and anyone of the side granted the free kick may place or kick the ball.

On breach of sub-section (j) the opposite side shall be awarded at their option—

- (a.) A scrummage where the ball was last played.  
 (b.) A free kick at the place of infringement.

When the place where a penalty is incurred is on the touch-line, or just within it, the place of the infringement shall be taken to have been ten yards within the field-of-play, at right angles to the touch-line.

## V. GENERAL.

### BALL IN TOUCH.

12.—The ball is in touch when it or a player carrying it touch or cross the touch line; it shall then belong to the side opposite to that last touching it in the field-of-play, except when A PLAYER CARRYING the BALL IS FORCED INTO TOUCH BY AN OPPONENT.

One of the side to whom the ball belongs shall bring it into play at the spot where it went into touch, by one of the following methods:

- (a.) Throwing it out so as to alight at right angles to the touch-line, AND AT LEAST FIVE YARDS THEREFROM.  
 (b.) Scrummaging it at any spot at right angles to the touch-line, 10 yards from the place where it went into touch.

If the Referee blows his whistle because the ball has been thrown out so as not to alight at right angles to the touch-line, the opposite side shall bring it out as in (b).

Attention is specially directed to the change in the law relative to "ball in-touch."

Also section "a" has been amended so that the ball has to be thrown in at least five yards from touch on the line out.

If the ball is not thrown out so as to alight at right angles,

the referee must blow his whistle, unless the opposite side has gained an advantage.

If a touch-judge is unable to decide to which side the ball belongs, the referee must do so.

If the ball has not been thrown in at the right place, the referee shall order that the same side shall bring it into play at the proper place.

A player being in-touch may, provided he has not possession of it, play the ball, if the ball be not in-touch.

A ball kicked over the touch-line, and blown back, shall be considered as in-touch.

### TRY AT GOAL.

13—When the side has scored a try, the ball shall be brought from the spot where the try was gained into the field-of-play in a line parallel to the touch-lines, such distance as the placer thinks proper, and there he shall place the ball for one of his side to try and kick a goal; this place-kick is governed by Law 10 as to charging, etc., the mark being taken as on the goal-line. It is the duty of the Referee to see that the ball is taken out straight.

After the word "brought," read as though the words "in any manner" were inserted.

For rulings as to charging in try-at-goal, see Law 10.

It is ruled that a kicker cannot place the ball on the ground in instructing the placer, nor touch it after the placer has put it down; if he does, the kick at goal is forfeited.

The kicker and placer must be different persons.

In case of any dispute relative to a try, where it is possible, an appeal may be made, referees are recommended to allow a kick at goal, so that if the try is afterwards allowed the goal points may be added if the kick was successful.

### UNFAIR PLAY.

The Referee shall award a try, if, in his opinion, one would undoubtedly have been obtained but for unfair play or interference of the defending side. Or he shall disallow a try, and adjudge a touch-down, if, in his opinion, a try would undoubtedly not have been gained but for unfair play or interference of the attacking side. In case of a try so allowed the kick at goal shall be taken at any point on a line parallel to the touch-lines, and passing through the spot where the ball was when such unfair play or interference took place.

**In the case of a kick for goal from mark, penalty or try, if, in the opinion of the Referee, the ball is illegally stopped after the kick has been taken and he is of the opinion that a goal would otherwise undoubtedly have been gained, he shall have power to award the goal.**



**BALL HELD IN GOAL.**

14.—If the ball, when over the goal-line and in possession of a player, be fairly held by an opposing player before it is grounded, it shall be scrummaged 5 yards from the goal-line, opposite the spot where the ball was held.

The ball must be fairly held; that is to say, the player having the ball must use force to free the ball from the grasp of his opponent.

There must, in the opinion of the referee, have been force used to ground the ball or get possession of it before it can be considered fairly held.

**DROP OUT.**

15.—After an unsuccessful try, or touch-down, or if the ball after crossing the goal-line go into touch-in-goal or touch or cross the dead-ball line, it shall be brought into play by means of a drop-out, when all the kicker's side must be behind the ball when kicked; in case any are in front, the Referee shall order a scrum on the 25 yards line and equidistant from the touch-lines.

It is the duty of the referee to see that a reasonable time is given to the players to get into positions before the kick is taken.

In case of a "drop-out," if the ball is punted the ball should be recalled, and a kick, which must be a drop-kick, taken. The game is not to proceed under Law 19. See ruling under definition of kick-off.

**KNOCK-ON—THROW-FORWARD.**

16.—In the case of a throw-forward or knock-on, the ball shall be brought back to the place where such infringement occurred, and there be scrummaged, unless a fair catch has been allowed, or the opposite side gains an advantage, or unless, in the opinion of the Referee, such throw-forward or knock-on is wilful, when he may award a free kick to be taken at the spot where such infringement occurred. This shall not apply to a wilful throw-forward or knock-on into touch, which must be dealt with under Law 16a.

See definition of knock-on.

A rebound is not a knock-on, and therefore no penalty can be given for a rebound.

If a player kicks over a full-back's head, and in the act of re-guarding the ball, knocks-on in his opponents' "in-goal," the award should be "drop-out."

If a forward in the line-out knocks the ball on, and it is caught by an opposing half-back, who punts up the field, the referee should allow this, unless a fair catch has been made and claimed.

### PENALTY FOR THROW "INTO TOUCH."

16a.—If a player shall wilfully pass, knock or throw the ball into touch, the opposite side may claim either a free kick or scrummage. Such free kick or scrummage is to be taken at their option, either:

- (a.) At any spot at right angles to the touch-line, ten yards from where the ball went into touch; or
- (b.) At the spot where knock, pass or throw-forward occurred.

In the case of a free kick, the "spot," whether under (a) or (b), shall be taken as the mark. This law shall not override the power of the Referee to allow or disallow a try under Law 13.

### PASSING OR CARRYING BACK.

17.—If a player shall wilfully kick, pass, knock, or carry the ball back across his goal-line and it there be made dead, the opposite side may claim that the ball shall be brought back and a scrummage formed at the spot whence it was kicked, passed, knocked, or carried back. Under any other circumstances a player may touch the ball down in his own In-goal.

*Question*—A full-back catches the ball, and in trying to kick it back against a strong wind, the ball deflects from his foot and goes over his goal line dead. What should the referee decide?

*Answer*—The action being "passive," he should order a drop-out.

It is important that referees should see that the scrum under Law 17 is formed at the spot where kicked from, and not five yards, as generally supposed by many players.

The word "wilfully" is introduced, thereby making the law perfectly clear that a player must do something with the intention of sending the ball behind his own goal line, before a scrummage can be given.

A side heeling back over their own goal line, shall be considered as wilfully kicking back.

If, when a ball is passed back, the would be receiver fumbles it so that it goes over his own goal line, the referee should decide whether such fumble was intentional or not, and decide accordingly.

If from a kick the ball is blown behind the kicker's goal line, the attacking side can secure a try, provided no appeal is made by them. (See Laws 2, 5 and 15.)

If a player passes the ball back behind his own goal line and it is touched down by one of his opponents, a try is scored.

When a breach of the above law occurs, the referee should wait for the non-offending side to make the claim for a scrummage.

### TRIPPING.

18.—Hacking, hacking-over, or tripping-up are illegal. The Referee shall have full power to decide what part of a player's

dress, including boots and projections thereon, buckles, rings, etc., are dangerous, and having once decided that any part is dangerous, shall order such player to remove the same, and shall not allow him to take further part in the game until such be removed.

### IRREGULARITIES IN IN-GOAL.

19.—In case of any law being infringed in in-goal by the attacking side, a touch-down shall be awarded, but where such breach is committed by the defending side a scrummage shall be awarded five yards from the goal-line, opposite to the spot where the breach occurred.

In the case of a throw-forward, when the ball is over the goal line, the penalty is a scrummage five yards out on breach by defending side, touch-down on breach by attacking side.

**20.—If, when a law is broken or any irregularity of play occurs not otherwise provided for, and any advantage is gained therefrom by the opposite side, the Referee shall not blow his whistle but shall allow the game to proceed, but if no advantage is gained by such side, and if other procedure is provided, the ball shall be taken back to the place where the breach of the law or irregularity occurred and a scrummage formed there.**

### SPECIAL AMENDMENT.

The following rules shall be binding in all games between the University of California and Leland Stanford, Jr., University. Whenever any of the provisions of this Amendment fail to agree with any provisions of the Rules as hereinbefore stated, the provisions of the Amendment shall govern.

**RULE I.** All games shall be played on a field 110 yards long and 75 yards wide.

**RULE II.** (a.) The officials of the game shall be a Referee, an Umpire, if the captain of either team desires one; two Touch Judges and two Time Keepers. Such officials shall be mutually agreed upon by the Rules Committee, consisting of the Captain and head coach of each team and one alumnus from each University, at a meeting to be held in San Francisco the Monday night after the last Saturday in October.

(b.) The Umpire's jurisdiction shall be exclusive and his decision final in enforcing the provisions of the following rules:

Sec. b. rule 3.

(b.) When he notices rough or foul play or misconduct. For the first offense he shall either caution the player or order him off the ground but for the second offense he must order him off.

## "OFF-SIDE."

7.—A player is placed off-side if he enters a scrummage from his opponents' side, or if the ball has been kicked, touched, or is being run with by one of his own side behind him. A player can be off-side in his opponents' In-goal, but not in his own, except where one of his side takes a free kick behind his goal line, in which case all of his side must be behind the ball when kicked.

8.—An off-side player is placed on side:

- (a.) When an opponent has run five yards with the ball.
- (b.) When the ball has been kicked by, or has touched an opponent.
- (c.) When one of his side has run in front of him with the ball.
- (d.) When one of his side has run in front of him, having kicked the ball when behind him.

An off-side player shall not play the ball, nor during the time an opponent has the ball, run, tackle, or actively or passively obstruct, nor may he approach or wilfully remain within ten yards of any player waiting for the ball; on any breach of this law, the opposite side shall be awarded, at their option:

- (e.) A free-kick, the place of such breach being taken as the mark.
- (f.) A scrummage at the spot where the ball was last played by the offending side before such breach occurred.

Except in the case of unintentional off-side, when a scrummage shall be formed where such breach occurred.

A player shall be considered "on-side" if he is ten yards from an opponent who receives the ball.

## "FREE-KICKS."

10.—\* \* \* But if any of the opposite side do charge before the player having the ball commences to run or offers to kick, or the ball has touched the ground for a place-kick (and this applies to tries at goal as well as free-kicks), provided the kicker has not taken his kick, the charge may be disallowed.

Sec. e, i, j, k, of rule II:

- (e.) Illegally tackles, charges, or obstructs as in Law 8.
- (i.) Not himself running for the ball, charges or obstructs an opponent not holding the ball.
- (j.) Shouts "all on-side," or words to that effect, when his players are not on-side.

- (k.) Not in a scrummage, wilfully obstructs his opponents' backs by remaining on his opponents' side of the ball when it is in a scrummage.

When there has been a violation of any rule which is within the jurisdiction of the Umpire, his whistle or horn shall be of equal effect in stopping play as the whistle of the Referee, and he shall enforce the penalties as provided in these rules.

(c.) The authority and jurisdiction of the Referee shall be as provided in rule 3, except in so far as it is amended by the provisions of the immediately foregoing section. The duties of the other officials shall be as provided in the rules.

NOTE:—The Referee shall be provided with a whistle, the Umpire with a horn or something the sound of which will be clearly distinguishable from the Referee's whistle, and the time-keepers with a pistol, which they shall fire at the expiration of each half.

RULE III. A try is gained by the player who first puts his hand on the ball on the ground in his opponent's In-goal, or when the ball in the possession of a player is declared held by the Referee, in either case the ball or any part of it being on, over, or behind the opponents' goal line.

The point where the try is marked, however, is not where the ball is carried across the line, but where the ball is fairly held, or touched down.

NOTE:—If the ball is carried into touch-in-goal from in-goal, a try is marked at the point where the touch line crosses the goal line.

RULE IV. Neither team shall in any game, play more than eighteen men—that is, each team shall be allowed three (3) substitutes and no more. All substitutes must present themselves to the Referee before taking their place.

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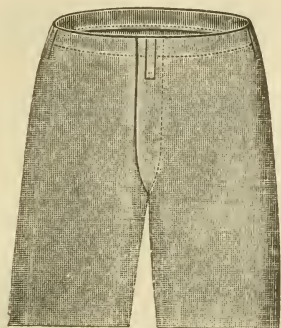
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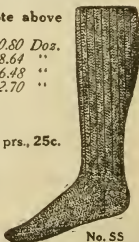
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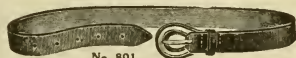
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- No. 100. Solid belt leather, *Tan or Black*, single strap-and-buckle. . . . . " 25c.
- No. 300. Solid belt leather, *Tan or Black*, laced fastening. . . . . " 25c.
- No. 200. Solid belt leather, *Tan or Black*, double strap-and-buckle. . . . . " 40c.
- No. 400. Genuine pigskin, lined, in improved English slitted style. . . . . Each, 50c.



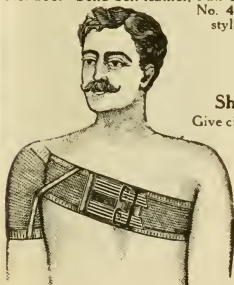
No. 400

SPALDING ELASTIC BANDAGES

Spalding Shoulder Bandage

Give circumference around arm and chest. Mention for which shoulder required.

- No. 101. Cotton thread. Each, \$3.50
- No. 101A. Silk thread. Each, \$5.00



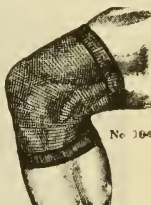
Spalding Knee Cap Bandage

Give circumference below knee, at knee and just above knee, and state if light or strong pressure is desired.

- No. 104. Cotton thread. Each, \$1.00
- No. 104A. Silk thread. Each, \$2.00



No. 102



No. 104B

Spalding Elastic Bandage

Composed of threads of rubber completely covered. The pressure can be applied wherever necessary. To fasten insert end under last fold.

- No. 30. Width 3 inches, 5 yards long (stretched). . . . . Each, 60c.
- No. 25. Width 2 1/2 inches, 5 yards long (stretched). . . . . Each, 50c.



Elbow Bandage

Give circumference above and below elbow, and state if for light or strong pressure.

- No. 102. Cotton thread. . . . . Each, \$1.00
- No. 102A. Silk thread. . . . . " 2.00



Wrist Bandage

Give circumference around smallest part of wrist, and state if for light or strong pressure.

- No. 106. Cotton thread. . . . . Each, 50c.
- No. 106A. Silk thread. . . . . " 75c.

Spalding Ankle Bandage

Give circumference around ankle and over instep; state if light or strong pressure is desired.

- No. 105. Cotton thread. Ea., \$1.00
- No. 105A. Silk thread. Ea., \$2.00



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STORES IN ALL LARGE CITIES

FOR COMPLETE LIST OF STORES  
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THE SPALDING



TRADE-MARK

GUARANTEES  
QUALITY

## SPALDING WORSTED JERSEYS

Following sizes carried in stock regularly in all qualities: 28 to 46 inch chest. We allow two inches for stretch in all our jerseys and sizes are marked accordingly. It is suggested, however, that for very heavy people a size about two inches larger than coat measurement be ordered to insure a comfortable fit.



No. 1PF

Showing Low Straight Collar on  
Nos. 1PF and 10PF



No. 1P

Showing Regular Roll Collar as on Nos. 1P, 10P, 11P, 12P, 14P and 18P

- Spalding Intercollegiate Jerseys**
- No. 1PF. Straight low collar. Full fashioned. Special quality worsted. Solid colors. Each, \$3.50 ★ \$36.00 Doz.
- No. 1P. Regular roll collar. Full regular made; that is, fashioned or knit to exact shape on the machine and then put together by hand, altogether different from cutting them out of a piece of material and sewing them up on a machine, as are a majority of garments known as jerseys. Special quality worsted. Solid colors. Each, \$3.50 ★ \$36.00 Doz.

- Spalding Fashioned Jerseys**
- No. 10PF. Straight low collar. Special quality worsted, fashioned. Solid colors. Each, \$2.75 ★ \$27.00 Doz.
- No. 10P. Regular roll collar. Special quality worsted, fashioned. Solid colors. Each, \$2.75 ★ \$27.00 Doz.
- No. 11P. Regular roll collar. Fine quality worsted, but fashioned. Solid colors. Each, \$2.25 ★ \$21.00 Doz.
- No. 12P. Regular roll collar. Good quality worsted. Solid colors. Each, \$2.00 ★ \$20.40 Doz.
- No. 14P. Regular roll collar. Worsteds. Solid stock colors: Navy Blue, Black, Gray and Maroon only. No special orders. Each, \$2.00 ★ \$20.40 Doz.
- No. 15P. Regular roll collar; lighter quality worsted than No. 14P. Solid stock colors: Navy Blue, Black, Gray, and Maroon only. No special orders. Each, \$1.50 ★ \$15.00 Doz.

- No. 12P. Regular roll collar. Navy Blue, Black, Gray and Maroon only. No special orders.
- No. 14P. Regular roll collar. Navy Blue, Black, Gray and Maroon only. No special orders.

Any style striping on sleeves or around chest, or both, on above jerseys (except Nos. 14P and 15P). 25c. each, extra ★ 2.50

On special orders we will furnish for Foot Ball teams where required, leather strips sewn on our jerseys according to special requirements, at no extra charge.

**STOCK COLORS—PLAIN COLORS**—We carry in stock our line of solid color worsteds jerseys, listed above, in following colors:

NAVY BLUE      GRAY      BLACK      MAROON

**SPECIAL ORDERS**—We also furnish any other colors on special orders, without extra charge (except on Nos. 14P and 15P), which are furnished in stock colors only.

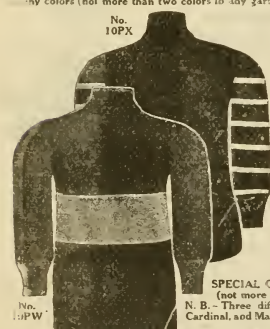
**SPECIAL NOTICE**—We will furnish any of the above jerseys (except Nos. 14P and 15P) with one color body and another color (not striped) collar and cuffs in any colors (not more than two colors to any garment), at no extra charge.

N. B.—Three different shades are sometimes called RED. They are Scarlet, Cardinal, and Maroon. Where RED is specified on order Cardinal will be supplied.

**JERSEYS WITH NECKLACE**—Nos. 10P, 11P, 10P or 12P Jerseys, with necklace stripe of any other color supplied on special orders, at an extra charge of \$1.00 per garment.

**WOVEN LETTERS OR NUMERALS**—We weave into our best grade Jerseys, Nos. 1P and 1PF, Letters or Numerals in special colors as desired. Prices quoted on application. Designs submitted.

**SPALDING STRIPED JERSEYS**



No. 10PX

No. 10PW

- No. 10PX. Special quality worsted, fashioned, solid color body, with striped sleeves, usually alternating two in. of same color as body, and narrow stripes of any other color. Each, \$3.00 ★ \$29.50 Doz.
- No. 11PX. Fine quality worsted, fashioned; solid color body with striped sleeves, usually alternating two inches of same color as body, and narrow stripes of any other color. Each, \$2.50 ★ \$23.50 Doz.
- No. 12PX. Good quality worsted; solid color body, with striped sleeves, usually alternating two inches of same color as body and narrow stripes of any other color. Each, \$2.50 ★ \$23.50 Doz.

- No. 10PW. Special quality worsted; solid color body and sleeves, with 6-inch stripe around body of any other color. Each, \$3.00 ★ \$29.50 Doz.
- No. 11PW. Fine quality worsted; solid color body and sleeves, with 6-inch stripe around body of any other color. Each, \$2.50 ★ \$23.50 Doz.
- No. 12PW. Good quality worsted; solid color body and sleeves, with 6-inch stripe around body of any other color. Each, \$2.50 ★ \$23.50 Doz.

We will furnish Nos. 10PX, 11PX, 12PX, 10PW, 11PW or 12PW with low style collar, as on No. 1PF, at no extra charge.

**STOCK COLORS** of Nos. 10PX, 11PX, 12PX, 10PW, 11PW and 12PW Jerseys: BLACK AND ORANGE, NAVY AND WHITE, ROYAL BLUE AND WHITE, SCARLET AND WHITE, MAROON AND WHITE.

**SPECIAL ORDERS**—We also furnish any other colors on special orders (not more than two different colors in each jersey) without extra charge.

N. B.—Three different shades are sometimes called RED. They are Scarlet, Cardinal, and Maroon. Where RED is specified on order Cardinal will be supplied.

## SPALDING COAT JERSEYS

- No. 10CP. Worsteds, same grade as our No. 10P Plain. Carried in stock in plain solid colors: Navy Blue, Gray, Black or Maroon. Supplied on special orders at no extra charge in any other solid color (not striped) throughout, or one solid color body and sleeves with any other solid color trimming (not striped) on cuffs, collar and front edging. Two pockets. Pearl buttons. Each, \$3.50 ★ \$39.00 Doz.



No. 10CP

## SPALDING COTTON JERSEYS

- No. 6. Cotton, good quality, fashioned; roll collar, full length sleeves. Colors: Black, Navy Blue, Gray, and Maroon only. No special orders. Each, \$1.00 ★ \$10.80 Doz.
- No. 6X. Cotton. As No. 6, but with stiped sleeves in following combinations only: Navy with White or Red Stripe; Black with Orange or Red Stripe; Maroon with White Stripe. No special orders. Each, \$1.25 ★ \$13.50 Doz.

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## SPALDING SWEATERS

STOCK SIZES: 28 to 46 inches.

We allow four inches for stretch in all our sweaters and sizes are marked accordingly. It is suggested, however, that for very heavy people a size about two inches larger than coal measurement be ordered to insure a comfortable fit.



Showing Reversible Collar Sweater with collar turned up and buttoned, for automobiling, skin-raising purposes, etc.



Showing Reversible Collar Sweater with collar turned down, making neatest form of buttoned, frost sweater

SPALDING  
REVERSIBLE COLLAR SWEATERS

- No. AWJP. Heaviest weight special quality worsted, with pocket on each side. Each, \$10.00 ★ \$108.00 Doz.  
 No. WJP. Highest quality special heavy weight worsted, with pocket on each side. Carried in stock also in Heather Mixture. Brown Mixture and Lovat Mixture. Each, \$8.00 ★ \$84.00 Doz.  
 No. WJ. Same as No. WJP but without pockets. Each, \$7.50 ★ \$80.00 Doz.  
 No. WDJP. High reversible collar. Same style as No. AWJP but lighter weight. Two pockets. Ea., \$6.50 ★ \$67.00 Doz.  
 No. WDJ. Same as No. WDJP but without pockets. Each, \$6.00 ★ \$63.00 Doz.  
 No. BWDJP. Boys' sweater, with pockets. Sizes 26 to 34 inches. Quality and style same as No. WDJ man's sweater. Each, \$5.00 ★ \$51.00 Doz.  
 No. 2JP. Good quality all wool, Shaker knit, instead of fine worsted. Pearl buttons. Supplied in Gray, Navy Blue, Maroon or Black only. No special orders. Each, \$5.00 ★ \$51.00 Doz.

Two pockets in either Nos. WJ or WDJ if ordered at time sweater is made, not after, at an extra charge of 50c.

## SPALDING RAGLAN SLEEVE SWEATER

- No. RSP. Heaviest weight special quality worsted. Pearl buttons. Two pockets. Each, \$10.00 ★ \$108.00 Doz.

## SPALDING JUMBO STITCH SWEATER

- No. MJP. Good quality extra heavy worsted in the popular "Jumbo" stitch. Two pockets. Pearl buttons. This style sweater is supplied only in Navy Blue, Maroon or Gray. No special orders. Each, \$6.50 ★ \$67.00 Doz.

Above sweaters are all made with the Spalding reversible style collar as shown in cuts on this page.

## SPALDING WORSTED COAT SWEATERS

- No. VGP. Best quality worsted, heavy weight, pearl buttons. Two pockets. Particularly convenient and popular style for golf players. . . . Each, \$6.50 ★ \$67.00 Doz.

## WITHOUT POCKETS

- No. VG. Same as No. VGP, but without pockets. . . . Each, \$6.00 ★ \$63.00 Doz.  
 No. DJ. Fine worsted, standard weight, pearl buttons, fine knit edging. Similar otherwise to No. VG. . . . Each, \$5.00 ★ \$51.00 Doz.

## SPALDING NORFOLK JACKET SWEATER

- No. NFP. Highest quality special heavy weight worsted. Norfolk Jacket style, including heavy knitted detachable belt. Special extra high turn down rack collar with tab and button to fasten close in front. Pearl buttons. Two pockets. . . . Each, \$8.00 ★ \$84.00 Doz.

**SPECIAL NOTICE**—Above sweaters (except No. 2JP and No. MJP) with one color body and another color (not striped) collar and cuffs (in any colors) on special order, at no extra charge.

**STOCK COLORS**—All Sweaters listed on this page (except No. 2JP and No. MJP) carried in stock in GRAY, WHITE, NAVY BLUE, MAROON, CARDINAL, PURPLE, OLD GOLD.

**SPECIAL ORDERS**—In addition to stock colors mentioned we supply these sweaters (except No. 2JP and No. MJP) in any other color, on special order, at no extra charge. N. B.—Three different shades are sometimes called RED. They are Scarlet, Cardinal, Maroon. Where RED is specified on order we supply Cardinal.

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No. RSP



No. MJP



No. VGP

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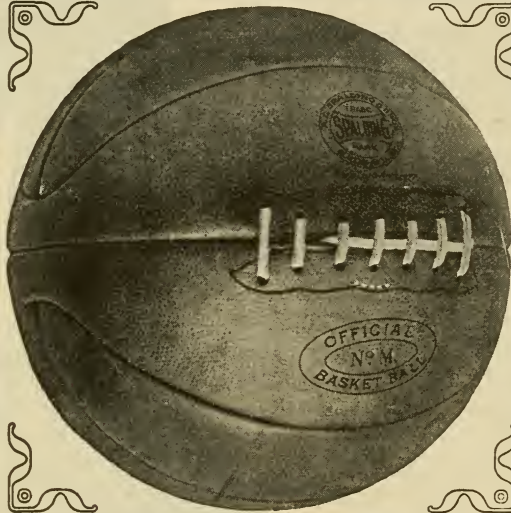
THE SPALDING



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# The Spalding Official Basket Ball



**THE ONLY  
OFFICIAL  
BASKET BALL**

**WE GUARANTEE**  
*this ball to be perfect in material and workmanship and correct in shape and size when inspected at our factory. If any defect is discovered during the first game in which it is used, or during the first day's practice use, and, if returned at once, we will replace same under this guarantee. We do not guarantee against ordinary wear nor against defect in shape or size that is not discovered immediately after the first day's use.*

*Owing to the superb quality of our No. M Basket Ball, our customers have grown to expect a season's use of one ball, and at times make unreasonable claims under our guarantee, which we will not allow.*

**A. G. SPALDING & BROS.**

**O**FFICIALLY ADOPTED AND STANDARD. The cover is made in four sections, with capless ends, and of the finest and most carefully selected pebble grain English leather. We take the entire output of this superior grade of leather from the English tanners, and in the Official Basket Ball use the choicest parts of each hide. Extra heavy bladder made especially for this ball of extra quality pure Para rubber (not compounded). Each ball packed complete, in sealed box, with rawhide lace and lacing needle, and guaranteed perfect in every detail. To provide that all official contests may be held under absolutely fair and uniform conditions, it is stipulated that this ball must be used in all match games of either men's or women's teams.

**● No. M. Spalding "Official" Basket Ball. Each, \$6.00**

Extract from Men's Official Rule Book

**RULE II—BALL.**

**SEC. 3.** The ball made by A. G. Spalding & Bros. shall be the official ball. Official balls will be stamped as herewith, and will be in sealed boxes.

**SEC. 4.** The official ball must be used in all match games.



Extract from

**Official Collegiate Rule Book**

The Spalding Official Basket Ball No. M is the official ball of the Intercollegiate Basket Ball Association, and must be used in all match games



Extract from Women's Official Rule Book

**RULE II—BALL.**

**SEC. 3.** The ball made by A. G. Spalding & Bros. shall be the official ball. Official balls will be stamped as herewith, and will be in sealed boxes.

**SEC. 4.** The official ball must be used in all match games.



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Spalding "Special" No. E Basket Ball

Spalding "Practice" No. 18 Basket Ball



No. E. Imported pebble grain leather case. Extra heavy guaranteed pure Para rubber bladder (not compounded). Complete in box, with rawhide lace and lacing needle. Superior to any other except our No. M Official Ball. Ea., \$4.00

No. 18. Good quality leather cover. Each ball complete in box with pure Para rubber bladder (not compounded), guaranteed; rawhide lace and lacing needle. . . . . Each, \$3.00

**Spalding  
"Playground"  
Basket Ball**

No. PG1. Welt raised seams, making ball very durable and particularly suitable for outdoor or playground use. Regulation size. Best quality leather case. Guaranteed bladder. . Each, \$4.00



No. PG1

**Spalding Bladders  
Guaranteed Quality**

Rubber bladders bearing our Trade-Mark are made of pure Para rubber (not compounded), and are guaranteed perfect in material and workmanship. Note special explanation of guarantee on tag attached to bladder. No. OM. For Nos. M, E and PG1 balls. Ea., \$1.25  
No. A. For No. 18 ball. Each, 80c.



**Spalding  
Canvas Holder**

No. 01. For carrying an inflated basket ball. Useful for teams to carry properly inflated ball.

Each, \$1.00

**Spalding Basket Ball Whistles**



No. 4



No. 3



No. 7



No. 2

No. 4. Horn Whistle, nickel-plated, made of heavy metal. . . . . Each, 75c.

No. 3. Nickel-plated, special deep tone. . . . . 75c.

No. 7. Nickel-plated, heavy metal whistle. The most satisfactory and loudest of any. Each, 35c.

No. 2. Very reliable, popular design. . . . . 25c.

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### SPALDING "OFFICIAL" BASKET BALL GOALS

Extract from Official Rule Book  
RULE III.—GOALS

Sec. 3. The goal made by A. G. Spalding & Bros. shall be the official goal.

Sec. 4. The official goal must be used in all match games.

No. 80. Officially adopted and must be used in all match games. Pr., \$4.00

No. 90. This is the only drop forged goal made, to the best of our knowledge. We have gone to a great deal of trouble and expense to make it, so we can guarantee that even under the heaviest and most severe use it will not break. Same size basket, and brace same length as on official goal. Extra heavy nets. This is the style goal that should be used in all large gymnasiums. . . . Pair, \$5.00

#### Detachable Basket Ball Goal

No. 50. Detached readily from the wall or upright, leaving no obstruction to interfere with other games or with general gymnasium work. Same size basket, and brace same length as on official goals. . . . Pair, \$6.00

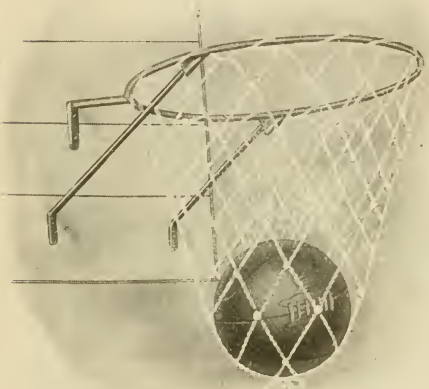
#### Spalding Practice Goal

No. 70. Japanned Iron Rings and Brackets. Complete with nets. Pair, \$3.00

Spalding Nets, Separate, for Goals. Heavy twine; hand knitted; white. The same as supplied with No. 80 Goals. . . . Pair, 50c

#### Spalding Basket Ball Score Books

- No. 1. Paper cover, 10 games. Ea., 10c
- No. 2. Cloth cover, 25 games. " 25c
- No. A. Collegiate, paper cover, 10 games. . . . . Each, 10c
- No. B. Collegiate, cloth cover, 25 games. . . . . Each, 25c
- No. W. For Women. . . . . " 25c



No. 80



No. 50

Pat. May 25, 1909

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SPALDING BASKET BALL KNEE PADS AND PROTECTORS



No. EF



No. 9KP



No. KP



No. KE



No. KC

No. EF. Combined elbow pad and elastic bandage. Padded with felt strips. The complete elastic bandage furnishes support to the elbow while the special arrangement of the felt strips provides protection against bruises.

No. KF. Same as No. EF, but for knee instead of elbow. . . . . Pair, \$3.50 ★ \$36.00 Doz. prs.

No. 9KP. Solid leather knee cap, heavily padded with felt. Conforms to curve of knee. Leather strap-and-buckle for fastening. . . . . 3.50 ★ 36.00 " "

No. KP. Made entirely of felt. Otherwise similar to No. 9KP. . . . . Pair, \$3.50 ★ \$39.00 Doz. prs.

No. KE. Combined leather covered roll style knee pad with elastic reinforcement at either end which holds pad in place and gives additional support. . . . . " 2.25 ★ 24.30 " "

No. KC. Combined canvas covered knee pad lined with felt, and with elastic reinforcement at either end. . . . . Pair, \$2.50 ★ \$27.00 Doz. prs.

No. 1. Knee pad, knit knee piece, heavily padded with woolskin. . . . . Pair, 75c.

Spalding Thumb Protector

No. T. Substantial support for thumb and wrist; will answer for either right or left hand. . . . . Each, 50c.



No. T

Spalding Special Basket Ball Pants



No. 6B



No. 5B



No. 7B



No. 40P

No. 6B. Good quality, either Gray or White flannel, padded lightly on hips; very loose fitting. Pair, \$1.75 ★ \$18.90 Doz. prs.

No. 5B. Heavy Brown or White canvas, padded lightly on hips; very loose fitting. . . . . " 1.00 ★ 10.80 "

No. 7B. White silesia, hips padded; loose fitting. . . . . " .75 ★ 8.10 "

No. 40P. Padded knee length pants. White silesia. . . . . " 1.00 ★ 10.80 "

No. 40. Similar to No. 40P, but unpadded. . . . . " .75 ★ 8.10 "

Stripes down sides of any of above pants, extra. Pair, 25c. ★ \$2.70 Doz. prs.

With Basket Ball, as with other Athletic Sports, A. G. Spalding & Bros. equip players who appreciate quality.

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### SPALDING BASKET BALL SHOES

#### Spalding "Sprinting" Basket Ball Shoes

No. BBS. Made with flexible shank, on same principle as on "sprinting" base ball and foot ball shoes. Extremely light in weight, well finished inside. Improved patented pure gum thick rubber suction soles, with reinforced edges, absolutely guaranteed to give satisfaction with reasonable use. Lace extremely far down. Uppers of best quality black genuine kangaroo leather. Light, flexible and durable. Strictly bench made. Supplied on special order only, not carried in stock. . . . . Pair, **\$8.00** ★ *\$7.50* Pair.

*On orders for five pairs or more, price in italics, preceded by ★, will apply.*

**SPECIAL NOTICE**—In a game like basket ball, which is played generally on board floors, there is a strain on the feet altogether different from that in almost any other athletic game, and to support this strain, properly made shoes with leather uppers and correctly shaped soles are absolutely necessary. It is a fact that players on many teams wear canvas top shoes and we supply in our No. P shoes, listed below, absolutely the best canvas top basket ball shoes ever made, and the same style as worn by some very successful teams, but from our long experience in catering to athletes and watching closely, as we have done, the development of basket ball and its effects on the physical condition of players, we cannot consistently recommend canvas top shoes for any athletic use and especially not for basket ball.



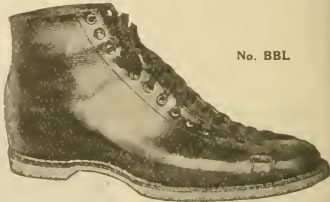
No. BBS



No. AB

No. AB. High cut, drab calf, Blucher cut; heavy red rubber suction soles, superior quality.

Pair, **\$5.00**



No. BBL

No. BBL. Women's. High cut, black chrome leather, good quality red rubber suction soles. Pair, **\$4.50**

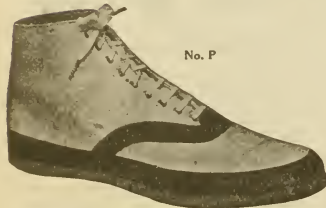


#### Spalding Special Canvas Top Basket Ball Shoes

Special quality soft rubber soles. These soles absolutely hold on the most slippery floor. Light weight, durable, correct in design. Sizes 5 to 11 only. No other sizes.

No. P. Pair, **\$4.00** ★ *\$43.20* Dozen pairs

*On orders for five pairs or more, price in italics, preceded by ★, will apply.*



No. P



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# Standard Policy

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A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 15 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

*First.*—The user is assured of genuine Official Standard Athletic Goods.

*Second.*—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is the "Spalding Policy," which has already been in successful operation for the past 15 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*  
PRESIDENT.

# Standard Quality

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An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is guaranteed by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-eight years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.

*A. G. Spalding & Bros.*

# SPALDING'S

ATHLETIC LIBRARY

A separate book covers every Athletic Sport  
and is Official and Standard  
Price 10 cents each

GRAND PRIZE



ST. LOUIS, 1904



GRAND PRIX



PARIS, 1900

**SPALDING**  
**ATHLETIC GOODS**  
ARE THE STANDARD OF THE WORLD

## A. G. SPALDING & BROS.

MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES.

NEW YORK	CHICAGO	ST. LOUIS	
BOSTON	MILWAUKEE	KANSAS CITY	
PHILADELPHIA	DETROIT	SAN FRANCISCO	
NEWARK	CINCINNATI	LOS ANGELES	
ALBANY	CLEVELAND	SEATTLE	
BUFFALO	COLUMBUS	SALT LAKE CITY	
SYRACUSE	INDIANAPOLIS	PORTLAND	
ROCHESTER	PITTSBURGH	MINNEAPOLIS	
BALTIMORE	WASHINGTON	ATLANTA	ST. PAUL
LONDON, ENGLAND		LOUISVILLE	DENVER
LIVERPOOL, ENGLAND		NEW ORLEANS	DALLAS
BIRMINGHAM, ENGLAND		MONTREAL, CANADA	
MANCHESTER, ENGLAND		TORONTO, CANADA	
EDINBURGH, SCOTLAND		PARIS, FRANCE	
GLASGOW, SCOTLAND		SYDNEY, AUSTRALIA	

Factories owned and operated by A. G. Spalding & Bros. and where all of Spalding's  
Trade-Marked Athletic Goods are made are located in the following cities:

NEW YORK	CHICAGO	SAN FRANCISCO	CHICOPEE, MASS.
BROOKLYN	BOSTON	PHILADELPHIA	LONDON, ENG.



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