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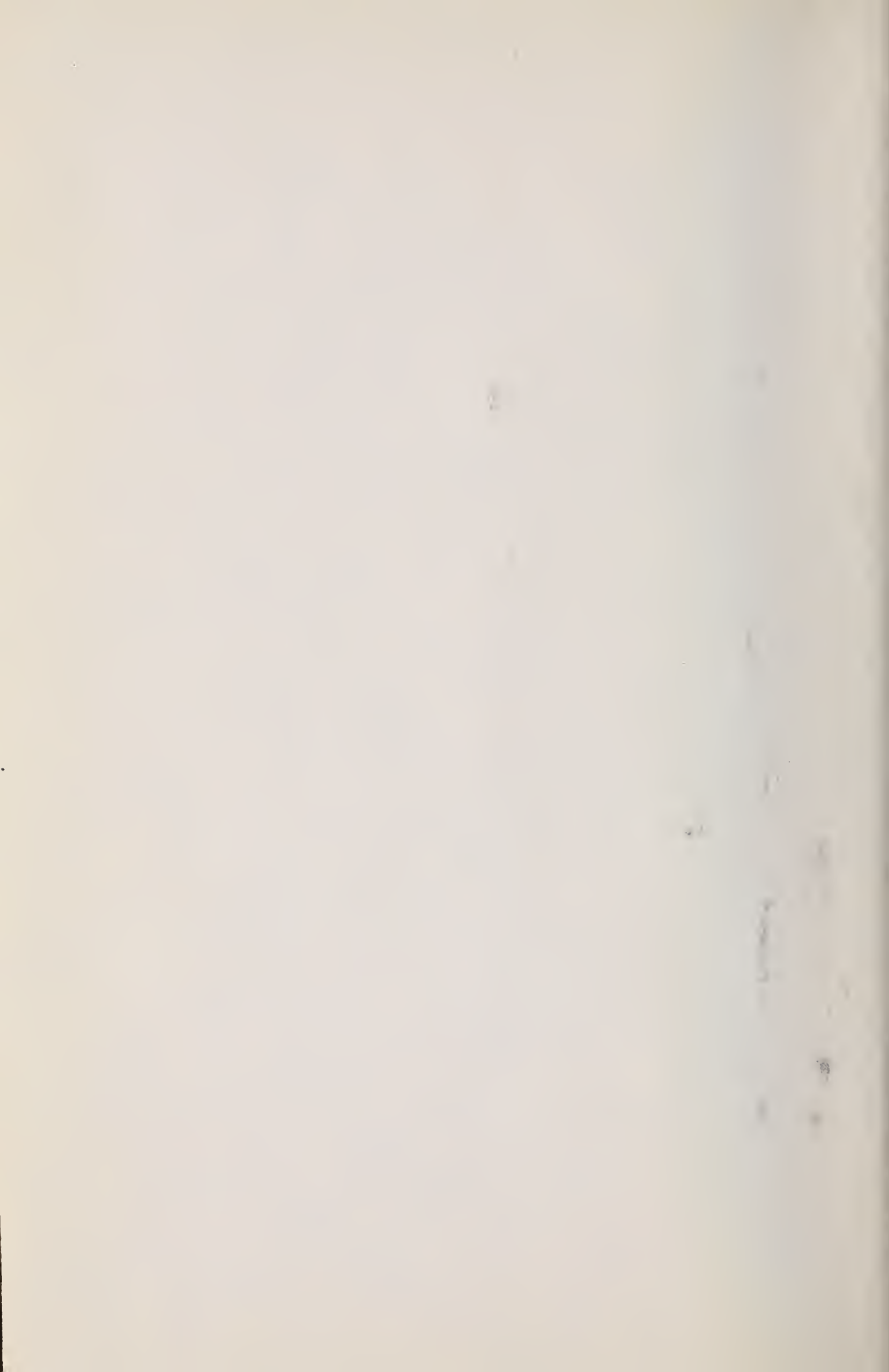
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COMPLIMENTS of
PASSENGER DEPARTMENT

OUTDOOR SPORTS AND PASTIMES



E. DICKINSON,
Gen'l Manager.

OMAHA, NEB.

E. L. LOMAX,
Gen'l Pass. & Ticket Agt.

UNION PACIFIC,

“THE OVERLAND ROUTE.”

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Better to hunt in fields for health unbought,
Than fee the docter for a nauseous draught,
The wise for cure on exercise depend,
God never made his work for man to mend.
—Dryden.



OUTDOOR SPORTS and PASTIMES.

CORRECT RULES

FOR

ATHLETICS

GOLF

BASE BALL

HOCKEY

BICYCLING

LACROSSE

CRICKET

LAWN TENNIS

CROQUET

POLO

CURLING

QUOITS

FOOT BALL

RACQUETS

SIXTH EDITION.

Union Pacific
COMPLIMENTS PASSENGER DEPARTMENT,
Union Pacific System, Omaha, Neb.

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THE PASSENGER DEPARTMENT

...OF...

THE UNION PACIFIC SYSTEM

TAKE PLEASURE IN PRESENTING THIS LITTLE BOOK OF

RULES FOR OUTDOOR GAMES AND SPORTS

to the lovers of amusements of this kind, and trust that same will be duly appreciated. The Old and the Young seem to have lately awakened to the fact that by open air exercise, joining in athletic sports, games, bicycling, and the many other forms of outdoor amusements they gain renewed vigour, health, and a longer lease of life.

Addison says "Labour or exercise ferments the humours, casts them in their proper channel, throws off redundancies and helps nature in those secret distributions without which the body cannot subsist in its vigour, nor the soul act with cheerfulness.

"I might here mention the effect which this has upon all the faculties of the mind by keeping the understanding clear, the imagination untroubled, and refining those spirits which are necessary for the proper exertion of our intellectual faculties, during the present laws of union between soul and body. It is to a neglect in this particular that we must ascribe the spleen which is so frequent in men of studious and sedentary tempers, as well as the vapours to which those of the other sex are so often subject."

Then let us encourage such innocent amusements as may disem-bitter the minds of men and make them mutually rejoice in the same agreeable satisfactions.

Omaha, Neb., July, 1896.

ATHLETIC RULES.

RULE 1.—OFFICIALS.

SECTION 1. All amateur meetings shall be under the direction of:

A Games Committee,
One Referee,
Two or more Inspectors.
Three Judges at Finish,
Three or more Field Judges,
Three or more Time-Keepers,
One Judge of Walking.
One Starter,
One Clerk of the Course,
One Scorer,
One Marshal.

SEC. 2. If deemed necessary, assistants may be provided for the Judge of Walking, the Clerk of the Course, the Scorer and the Marshal, and an Official Announcer may be appointed.

RULE 2.—THE REFEREE

shall decide all questions relating to the actual conduct of the meeting, whose final settlement is not otherwise covered by those rules.

He alone shall have the power to change the order of events as laid down in the official programme, and to add to or alter the announced arrangement of heats in any event. A referee has no authority, after heats have been fully drawn and published in a programme, to transfer a contestant from one heat to another.

When in any but the final heat of a race a claim of foul or interference is made, he shall have the power to disqualify the competitor who was at fault, if he considers the foul intentional, or due to culpable carelessness, and shall also have the power to allow the hindered competitor to start in the next round of heats, just as if he had been placed in his trial.

When in a final heat a claim of foul or interference is made, he shall have the power to disqualify the competitor who was at fault, if he considers the foul intentional, or due to culpable carelessness, and he shall also have the power to order a new race between each of the competitors as he thinks entitled to such a privilege.

If, during any athletic contest under the rules of the Amateur Athletic Union, a competitor shall conduct himself in a manner unbecoming a gentleman, or offensive to the officials, spectators, or competitors, the referee shall have the power to disqualify him from further competition at the meeting.

RULE 3.—THE JUDGES AT FINISH

shall determine the order of finishing of contestants and shall arrange among themselves as to noting the winner, 2d, 3d, 4th, etc., as the case may require.

Their decision in this respect shall be without appeal, and in case of disagreement a majority shall govern.

RULE 4.—THE FIELD JUDGES

shall make an accurate measurement, and keep a tally of all competitors in the high and broad jumps, the pole vault, the weight competitions, and the tug of war.

They shall act as judges of these events, and their decisions shall likewise be without appeal. In case of disagreement a majority shall govern.

RULE 5.—THE TIME-KEEPERS

shall be three in number. They shall individually time all events where time record is required, and determine among themselves and announce the official time of each heat or race.

Should two of the three watches mark the same time and the third disagree, the time marked by the two watches shall be accepted. Should all three disagree, the time marked by the intermediate watch shall be accepted.

The *flash* of the pistol shall denote the actual time of starting.

If, for any reason, only two watches record the time of an event, and they fail to agree, the longest time of the two shall be accepted. For record, however, three watches must be held on an event.

RULE 6.—THE STARTER

shall have sole jurisdiction over the competitors after the Clerk of the Course has properly placed them in their positions for the start.

The method of starting shall be by pistol report, except that in time handicap races the word "go" shall be used.

An actual start shall not be effected until the pistol has been *purposely* discharged after the competitors have been warned to get ready.

When any part of the person of a competitor shall touch the ground in front of his mark before the starting signal is given, it shall be considered a false start.

Penalties for false starting shall be inflicted by the Starter, as follows;

In all races up to and including 125 yards the competitor shall be put back one yard for the first and another yard for the second attempt; in races over 125 yards and including 300 yards, two yards for the first and two more for the second attempt; in races over 300 yards, and including 600 yards, three yards for the first and three more for the second attempt; in races over 600 yards and including 1000 yards, four yards for the first and four more for the second attempt; in races over 1000 yards and including one mile, five yards for the first and five more for the second attempt; in all races over one mile, ten yards for the first and ten more for the second attempt. In all cases the third false start shall disqualify the offender from that event.

The Starter shall also rule out of that event any competitor who attempts to advance himself from his mark, as prescribed in the official programme, after the Starter has given the warning to "get ready."

RULE 7.—THE CLERK OF THE COURSE

shall be provided with the names and the numbers of all entered competitors, and he shall notify them to appear at the starting before the start in each event in which they are entered.

In case of handicap events from marks, he shall place each competitor behind his proper mark; shall immediately notify the Starter should any competitor attempt to advance himself after the Starter has warned them to "get ready;" and in time-allowance handicaps shall furnish the Starter with the number and time allowance of each actual competitor.

He shall control his assistants, and assign to them such duties as he may deem proper.

RULE 8.—THE JUDGES OF WALKING

shall have sole power to determine the fairness or unfairness of walking, and his rulings thereon shall be final and without appeal.

He shall caution any competitor when walking unfairly; the third caution to disqualify, except that he shall immediately disqualify any competitor when walking unfairly during the last 220 yards of a race.

He shall control his assistants, and assign to them such of his duties as he may deem proper.

RULE 9.—HURDLES.

Different heights, distances, and number of hurdles may be selected for hurdle races.

In the 120-yard hurdle race, ten hurdles shall be used: each hurdle to be three feet six inches high. They shall be placed ten yards apart, with the first hurdle fifteen yards distant from the starting point, and the last hurdle fifteen yards before the finishing line. In the 220-yard hurdle race ten hurdles shall be used, each hurdle to be two feet six inches high. They shall be placed twenty yards apart, with the first hurdle twenty yards distant from the starting-mark, and the last hurdle twenty yards before the finishing line.

In making a record it shall be necessary for the competitor to jump over every hurdle in its proper position.

In all championship hurdle races of the A. A. U., or any of its Associations, up to and including 300 yards, each competitor shall have separate hurdles and a separate course marked out and measured independently, whether races are run straightaway or with turns.

RULE 10—JUMPING.

SECTION 1. A fair jump shall be one that is made without the assistance of weights, diving, somersaults, or hand springs of any kind.

SEC. 2. THE RUNNING HIGH JUMP.—The Field Judges shall decide the height at which the jump shall commence, and shall regulate the succeeding elevations.

Each competitor shall be allowed three trial jumps at each height, and if on the third trial he shall fail, he shall be declared out of the competition.

At each successive height each competitor shall take one trial in his proper turn; then those failing, if any, shall have their second trial jump in like order, after which those having failed twice shall make their third trial jump.

The jump shall be made over a bar resting on pins projecting not more than three inches from the uprights, and when this bar is removed from its place it shall be counted as a trial jump.

Running under the bar in making an attempt to jump shall be counted as a "balk," and three successive "balks" shall be counted as a trial jump.

The distance of the run before the jump shall be unlimited.

A competitor may decline to jump at any height in his turn, and, by so doing, forfeits his right to again jump at the height declined.

SEC. 4. THE RUNNING BROAD JUMP.—When jumped on earth a joist five inches wide shall be sunk flush with it. The outer edge of this joist shall be called the scratch line, and the measurement of all jumps shall be made from it at right angles to the nearest break in the ground made by any part of the person of the competitor.

In front of the scratch line the ground shall be removed to the depth of three and the width of twelve inches outward.

A foul jump shall be one where the competitor in jumping off the scratch line makes a mark on the ground immediately in front of it, or runs over the line without jumping, and shall count as a trial jump without result.

Each competitor shall have three trial jumps, and the best three shall each have three more trial jumps.

The competition shall be decided by the best of all the trial jumps of the competitors.

The distance of the run before the scratch line shall be unlimited.

SEC. 5. THE POLE VAULT.—Poles shall be furnished by the club giving the games, but contestants may use their private poles if they so desire, and no contestant shall be allowed to use any of these private poles, except by the consent of its owner. The poles shall be unlimited as to size and weight, but shall have no assisting devices, except that they may be wound or wrapped with any substance for the purpose of affording a firmer grip, and may have one prong at the lower end.

No competitor shall during his vault raise the hand which was uppermost when he left the ground to any point on the pole above the other hand.

Any competitor who uses a pole without a spike shall be allowed to dig a hole not more than one foot in diameter at the take-off in which to plant his pole.

The rules governing the Running High Jump shall also govern the Pole Vault for height.

RULE 11.—PUTTING THE SHOT.

The shot shall be a solid sphere, made of metal.

It shall be put with one hand, and in making the attempt it shall be above and not behind the shoulder.

The competitor shall stand in a circle seven feet in diameter, and this circle shall be divided into two halves by a line drawn through its center. In the middle of the circumference of the front half shall be placed a stop-board four feet long, four inches high, and firmly fastened to the ground. In making his puts, the feet of the competitor may rest against, but not on the top of this board.

A fair put shall be one in which no part of the person of the competitor touches the top of the stop-board or the ground outside the circle, and the competitor leaves the circle by its rear half. A put shall be foul if any part of the person of the competitor touch the ground outside the front half of the circle before the put is measured.

The measurement of each put shall be from the nearest mark made by the fall of the shot to the circumference of the circle on a line from the mark made by the shot to the center of the circle.

Foul puts and letting go the shot in making an attempt shall be counted as trial puts without result.

A board similar to the one in front may be used at the back of the circle.

The order of competing and number of trials shall be the same as for the Running Broad Jump, Shots shall be furnished by the Games Committee. Any contestant may use his private shot, if correct in weight and shape; in which case the other contestants must also be allowed to use it if they wish.

RULE 12.—THROWING THE HAMMER.

The head and handle may be of any size, shape and material, provided that the length of the complete implement shall not be more than four feet and its weight not less than sixteen pounds.

The competitor may assume any position he chooses, and use either one or both hands.

All throws shall be made from a circle seven feet in diameter, and the circle shall be divided into two halves by a line drawn through its center.

A fair throw shall be one in which no part of the person of the competitor touches the ground outside the circle, and the competitor leaves the circle by its rear half. A throw shall be foul if any part of the person of the competitor touch the ground outside the front half of the circle before the throw is measured.

Foul throws and letting go of the hammer in an attempt shall count as trial throws.

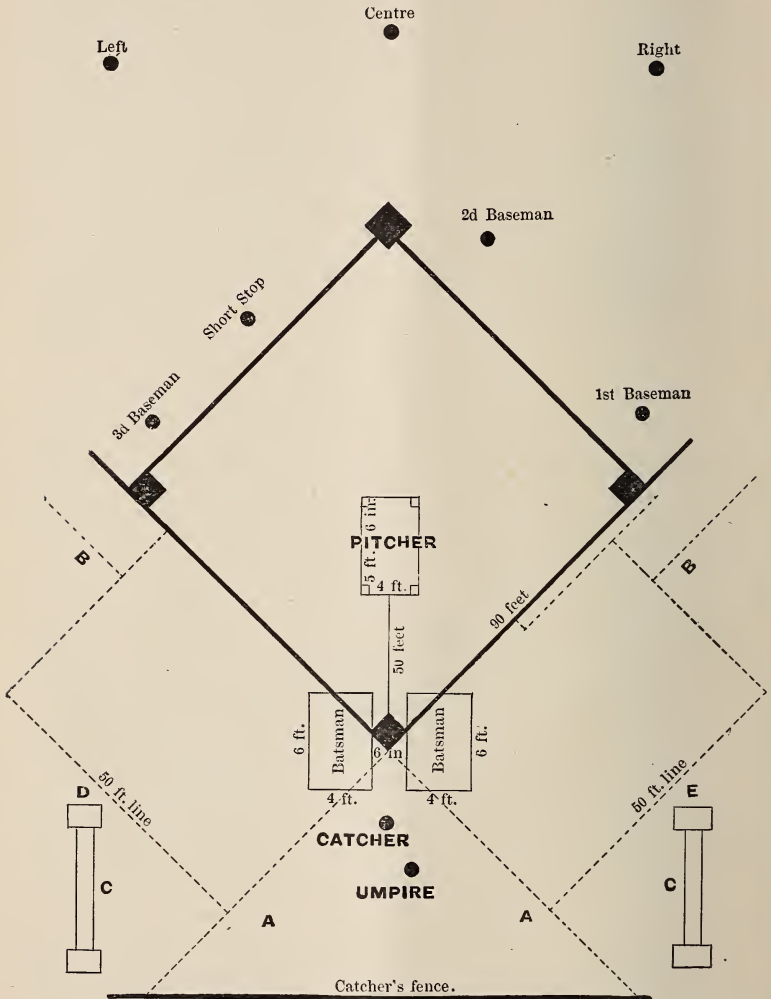
The measurement of each throw shall be from the nearest mark made by the fall of the head of the hammer to the circumference of the circle, on a line from the mark made by the head of the hammer to the center of the circle.

The number of trials and methods of decision shall be the same as in the Running Broad Jump.

Hammers shall be furnished by the Games Committee. Any contestant may use his private hammer, if correct in weight and length: in which case the other contestants must also be allowed to use it if they wish.



CORRECT DIAGRAM OF A BALL GROUND.



- A. A. A.—Ground reserved for Umpire, Batsman and Catcher.
 B. B.—Ground reserved for Captain and Assistant.
 C.—Player's Bench. D.—Visiting Players' Bat Rack.
 E.—Home Players' Bat Rack.

THE PLAYING RULES

—OF—

PROFESSIONAL BASE BALL CLUBS

As adopted by the National League and American Association of
Professional Base Ball Clubs.

THE BALL GROUND-

RULE 1. The ground must be an inclosed field, sufficient in size to enable each player to play in his position as required by the rules.

RULE 2. To lay off the lines governing the positions and play of the game known as *Base Ball*, proceed as shown in diagram on opposite page.

THE BALL.

RULE 14 The Ball.

SECTION 1. Must not weigh less than five nor more than five and one-quarter ounces avoirdupois, and it must measure not less than nine nor more than nine and one-quarter inches in circumference.

SEC. 2. For each championship game two regulation ball's shall be furnished by the Home Club to the Umpire for use. When the ball in play is batted to foul ground and out of sight of the Umpire, the other ball shall be immediately brought into play. As often as one of the two in use shall be lost a new one shall be substituted, so that the Umpire shall at all times after the game begins have two balls in his possession and ready for use. The moment the umpire delivers an alternate ball to the pitcher it comes into play, and shall not be exchanged until it, in turn, passes out of sight to foul ground. At no time shall the ball be intentionally discolored by rubbing it with the soil or otherwise.

SEC. 3. In all games the balls played with shall be furnished by the Home Club, and the last ball in play shall become the property of the winning club. Each ball to be used in championship games shall be examined, measured and weighed by the Secretary of the League, inclosed in a paper box and sealed with the seal of the Secretary, which seal shall not be broken except by the Umpire in the presence of the Captains of the two contesting nines after play has been called.

The Home Club shall have at least a dozen regulation balls on the field ready for use on the call of the Umpire during each championship game.

SEC. 4. Should the ball become cut or ripped so as to expose the interior, or in any way so injured as to be, in the opinion of the Umpire, unfit for fair use, he shall, upon appeal by either Captain, at once put the alternate ball into play and call for a new ball.

THE BAT.

RULE 15. The Bat.

Must be made entirely of hard wood, except that the handle may be wound with twine, or a granulated substance applied, not to exceed eighteen inches from the end.

It must be round, and it must not exceed two and three-quarter inches in diameter in the thickest part. nor exceed forty-two inches in length.

THE PLAYERS AND THEIR POSITIONS.

RULE 16. The players in each club in a game shall be nine in number, one of whom shall act as Captain, and in no case shall less than nine men be allowed to play on each side.

RULE 17. The players' positions shall be such as may be assigned them by their Captain, except that the pitcher must take the position as defined in Rule 8 and 29.

RULE 18. Players in uniform shall not be permitted to occupy seats or to stand among the spectators.

RULE 19. SECTION 1. Every club shall adopt uniforms for its players, but no player shall attach anything to the sole or heel of his shoes other than the ordinary base ball shoe plate.

SEC. 2. The catcher and first baseman are permitted to wear a glove or mit of any size, shape or weight. All other players are restricted to the use of a glove or mit weighing not over ten ounces, and measuring in circumference around the palm of the hand not over fourteen inches.

PLAYERS' BENCHES.

RULE 20. The Players' Benches must be furnished by the Home Club, and placed upon a portion of the ground outside of and not nearer than twenty-five feet to the players' lines. One such bench must be for the exclusive use of the visiting club, and one for the exclusive use of the Home Club. All players of the side at the bat must be seated on their bench, except such as are legally assigned to coach base runners, and also the batsman when called to the bat by the Umpire, and under no circumstances shall the Umpire permit any person, except the club president, managers and players in uniform, to occupy seats on the benches.

THE GAME.

RULE 21. SECTION 1. Every championship game must be commenced not later than two hours before sunset.

SEC. 2. A game shall consist of nine innings to each contesting nine, except that

(a) If the side first at bat scores less runs in nine innings than the other side has scored in eight innings, the game shall then terminate.

(b) If the side last at bat in the ninth innings scores the winning run before the third man is out, the game shall terminate.

A TIE GAME.

RULE 22. If the score be a tie at the end of nine innings, play shall be continued until one side has scored more runs than the other in an equal number of innings, provided that if the side last at bat scores the winning run before the third man is out the game shall terminate.

A DRAWN GAME.

RULE 23. A Drawn Game shall be declared by the Umpire when he terminates a game on account of darkness or rain, after five equal innings have been played, if the score at the time is equal on the last even innings played: except when the side that went second to bat is then at the bat and has scored the same number of runs as the other side, in which case the Umpire shall declare the game drawn without regard to the score of the last equal innings.

A CALLED GAME.

RULE 24. If the Umpire calls "Game" on account of darkness or rain at any time after five innings have been completed: the score shall be that of the last equal innings played; except the side second at bat shall have scored one or more runs than the side first at bat, in which case the score of the game shall be the total number of runs made.

A FORFEITED GAME.

RULE 25. A forfeited game shall be declared by the Umpire in favor of the club not in fault, at the request of such club, in the following cases:

SECTION 1. If the nine of a club fail to appear upon a field, or being upon the field, fail to begin the game within five minutes after the Umpire has called "Play," at the hour appointed for the beginning of the game, unless such delay in appearing or commencing the game be unavoidable.

SEC. 2. If, after the game has begun, one side refuses or fails to continue playing, unless such game has been suspended or terminated by the Umpire.

SEC. 3. If, after play has been suspended by the Umpire, one side fails to resume playing within *one minute* after the Umpire has called "Play."

SEC. 4. If a team resorts to dilatory movements to delay the game.

SEC. 5. If, in the opinion of the Umpire, any one of the rules of the game is wilfully violated.

SEC. 6. If, after ordering the removal of a player as authorized by Rule 60, Sec. 5, said order is not obeyed within one minute.

SEC. 7. In case the Umpire declares a game forfeited, he shall transmit a written notice thereof to the President of the League within twenty-four hours thereafter.

NO GAME.

RULE 26. "No Game" shall be declared by the Umpire if he shall terminate play on account of rain or darkness, before five innings on each side are completed, except in a case when the game is called, and the club second at bat shall have more runs at the end of its fourth innings than the club first at bat has made in its five innings, in such case the Umpire shall award the game to the club having made the greatest number of runs, and it shall be a legal game and be so counted in the championship record.

SUBSTITUTES.

RULE 27. SECTION 1. In every championship game each side shall be required to have present on the field, in uniform, one or more substitute players.

SEC. 2. Any such player may be substituted at any time by either club, but a player thereby retired shall not thereafter participate in the game.

SEC. 3. The Base Runner shall not have a substitute run for him except by consent of the Captains of the contesting teams.

CHOICE OF INNINGS—CONDITION OF GROUND.

RULE 28. The choice of innings shall be given to the Captain of the Home Club, who shall also be the sole judge of the fitness of the ground for beginning a game after rain, but after play has been called by the Umpire he alone shall be the judge as to the fitness of the ground for resuming play after the game has been suspended on account of rain.

THE PITCHER'S POSITION.

RULE 29. The Pitcher shall take his position facing the Batsman with both feet square on the ground, and in front of the Pitcher's plate, but in the act of delivering the ball to the bat one foot must be in contact with the pitcher's plate, defined in Rule 8. He shall not raise either foot, unless in the act of delivering the ball to the bat, nor make more than one step in such delivery.

When the Pitcher feigns to throw the ball to a base he must resume the above position and pause momentarily before delivering the ball to the bat.

A FAIRLY DELIVERED BALL

RULE 30. A Fairly Delivered Ball to the bat is a ball pitched or thrown to the bat by the Pitcher while standing in his position and facing the Batsman, the ball so delivered to pass over any portion of the Home Base not lower than the Batsman's knee, nor higher than his shoulder.

AN UNFAIRLY DELIVERED BALL.

RULE 31. An Unfairly Delivered Ball is a ball delivered by the Pitcher, as in Rule 40, except that the ball does not pass over any portion of the Home Base, or does pass over the Home Base above the Batsman's shoulder or below the knee.

BALKING.

RULE 32. A Balk shall be:

SECTION 1. Any motion made by the Pitcher to deliver the ball to the bat without delivering it.

SEC. 2. Any delivery of the ball to the bat while his (pivot) foot is not in contact with the Pitcher's plate, as defined in Rule 29.

SEC. 3. Any motion in delivering the ball to the bat by the Pitcher while not in the position defined by Rule 29.

SEC. 4. The holding of the ball by the Pitcher so long as to delay the game unnecessarily.

DEAD BALLS.

RULE 33. A Dead Ball is a ball delivered to the bat by the Pitcher that touches any part of the Batsman's person or clothing while standing in his position without being struck at; or that touches any part of the Umpire's person or clothing while he is standing on foul ground, without first passing the catcher.

RULE 34. In case of a Foul Strike, Foul Hit ball not legally caught out, Dead Ball, or Base Runner put out for being struck by a fair hit ball, the ball shall not be considered in play until it is held by the Pitcher standing in his position, and the Umpire shall have called play.

BLOCK BALLS.

RULE 35. SECTION 1. A Block is a batted or thrown ball that is touched, stopped or handled by any person not engaged in the game.

SEC. 2. Whenever a Block occurs the Umpire shall declare it, and base Runners may run the bases without being put out until the ball has been returned to and held by the Pitcher standing in his position,

SEC. 3. In the case of a Block, if the person not engaged in the game should retain possession of the ball, or throw or kick it beyond the possession of the Fielders, the Umpire should call "Time," and require each Base Runner to stop at the last base touched by him until the ball be returned to the Pitcher standing in his position, and the Umpire shall have called "play."

THE BATSMAN'S POSITION—ORDER OF BATTING.

RULE 36. The Batsmen must take their positions within the Batsmen's Lines, as defined in Rule 10, in the order in which they are named in the batting order, which batting order must be submitted by the Captains of the opposing teams to the Umpire before the game, and this batting order must be followed except in the case of a substitute player, in which case the substitute must take the place of the original player in the batting order. After the first inning the first striker in each inning shall be the batsman whose name follows that of the last man who has completed his turn—at bat—in the preceding inning.

RULE 37. SECTION 1. When their side goes to the bat the players must immediately return to the players' bench, as defined in Rule 20, and remain there until the side is put out, except when batsmen or base runners; provided, that the Captain and one assistant only may occupy the space between the Players' Lines and the Captain's Lines, to coach base runners.

SEC. 2. No player of the side "at bat," except when batsman, shall occupy any portion of the space within the Catcher's Lines, as defined in Rule 3. The triangular space behind the Home Base is reserved for the exclusive use of Umpire, Catcher and Batsman, and the Umpire must prohibit any player of the side "at bat" from crossing the same at any time while the ball is in the hands of or passing between the Pitcher and Catcher, while standing in their positions.

SEC. 3. The players of the side "at bat" must occupy the portion of the field allotted them, but must speedily vacate any portion thereof that may be in the way of the ball, or any Fielder attempting to catch or field it.

THE BATTING RULES.

RULE 38. A Fair Hit is a ball batted by the Batsman, standing in his position, that first touches any part of the person of a player or umpire or falls within the foul lines that (whether it first touches Foul or Fair Ground) bounds or rolls within the Foul Lines, between Home and First, or Home and Third Bases, without interference by a player.

RULE 39. A Foul Hit is a ball batted by the Batsman, standing in his position, that first touches the ground, any part of the person of a player, or any object behind either of the Foul Lines, or that strikes the person of such Batsman, while standing in his position, or batted by the Batsman, standing in his position, that (whether it first touches Foul or Fair Ground) bounds or rolls outside the Foul lines, between Home and First, or Home and Third Bases, without interference by a player: *Provided*, that a Foul Hit ball not rising above the Batsman's head, and caught by the Catcher playing within ten feet of the Home Base, shall be termed a Foul Tip.

RULE 40. A Bunt Hit is a deliberate attempt on the part of the Batsman to hit a ball slowly within the infield so that it cannot be fielded by any infielder in time to retire the batsman.

BALLS BATTED OUTSIDE THE GROUNDS.

RULE 41. When a batted ball passes outside the grounds, the Umpire shall decide if Fair should it disappear within, or Foul should it disappear outside of the range of the Foul Lines, and Rules 38 and 39 are to be construed accordingly.

RULE 42. A Fair batted ball that goes over the fence shall entitle the Batsman to a home run, except that should it go over the fence at a less distance than two hundred and thirty-five feet from the Home Base, when he shall be entitled to two bases only, and a distinctive line shall be marked on the fence at this point.

STRIKES.

RULE 43. A strike is:

SECTION 1. A ball struck at by the Batsman without its touching his bat: or

SEC. 2. A Fair Ball legally delivered by the Pitcher, but not struck at by the Batsman.

SEC. 3. Any obvious attempt to make a Foul Hit.

SEC. 4. A Foul Hit, other than a foul tip, made by the Batsman while attempting a bunt hit, as defined in Rule 40, that falls or rolls upon foul ground between Home Base and First Base or Home Base and Third Base.

SEC. 5. A ball struck at, if the ball touches any part of the Batsman's person.

SEC. 6. A ball tipped by the Batsman and caught by the catcher within the 10-foot lines.

RULE 44. A Foul Strike is a ball batted by the Batsman when any part of his person is upon ground outside the lines of the Batsman's position,

THE BATSMAN IS OUT.

RULE 45. The Batsman is out:

SECTION 1. If he fails to take his position at the bat in his order of batting, unless the error be discovered and the proper Batsman takes his position before a time "at bat" recorded; and in such case the balls and strikes called must be counted in the time "at bat" of the proper Batsman, and only the proper Batsman shall be declared out: *Provided*, this rule shall not take effect unless *the out* is declared before the ball is delivered to the succeeding Batsman, and no runs shall be scored or bases run, and further, no outs shall be counted other than that of the proper Batsman.

SEC. 2. If he fails to take his position within one minute after the Umpire has called for the Batsman.

SEC. 3. If he makes a Foul Hit other than a Foul Tip, as defined in Rule 39, and the ball be momentarily held by a Fielder before touching the ground, provided it be not caught in a Fielder's hat or cap, or touch some object other than a Fielder, before being caught,

SEC. 4. If he makes a Foul Strike.

SEC. 5. If he attempts to hinder the Catcher from fielding or throwing the ball by stepping outside the lines of his position, or otherwise obstructing or interfering with the player.

SEC. 6. If, while the First Base be occupied by a base runner, three strikes be called on him by the Umpire, except when two men are already out.

SEC. 7. If, after two strikes have been called, the Batsman obviously attempts to make a foul hit, as in Rule 43, Section 3.

SEC. 8. If, while attempting a third strike, the ball touches any part of the Batsman's person, in which case base runners occupying bases shall return, as prescribed in Rule 48, Section 5.

SEC. 9. If he hits a fly ball that can be handled by an infielder while first and second bases are occupied, or first, second and third, with only one out.

SEC. 10. If the third strike is called in accordance with Section 4, Rule 43, in such case the Umpire shall, as soon as the ball is hit, declare infield or outfield hit.

BASE RUNNING RULES.

WHEN THE BATSMAN BECOMES A BASE RUNNER.

RULE 46. The Batsman becomes a Base Runner:

SECTION 1. Instantly after he makes a Fair Hit.

SEC. 2. Instantly after four balls have been called by the Umpire.

SEC. 3. Instantly after three strikes have been decided by the Umpire.

SEC. 4. If, while he be a Batsman, without making any attempt to strike, his person—excepting hands or forearm, which makes it a dead ball—or clothing be hit by a ball from the Pitcher; unless, in the opinion of the Umpire, he intentionally permits himself to be so hit.

SEC. 5. Instantly after an illegal delivery of a ball by the Pitcher.

BASES TO BE TOUCHED.

RULE 47. The Base Runner must touch each base in regular order, viz.: First, Second, Third and Home Bases, and when obliged to return (except on a foul hit) must retouch the base or bases in reverse order. He shall only be considered as holding a base after touching it, and shall then be entitled to hold such base until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding Base Runner.

ENTITLED TO BASES.

RULE 48. The Base Runner shall be entitled, without being put out, to take the base in the following cases;

SECTION 1. If, while he was Batsman, the Umpire called four balls.

SEC. 2. If the Umpire awards a succeeding batsman a base on four balls or for being hit with a pitched ball, or in case of an illegal delivery—as in Rule 46. Section 5—and the Base Runner is thereby forced to vacate the base held by him.

SEC. 3. If the Umpire calls a "balk."

SEC. 5. If a ball, delivered by the Pitcher, pass the Catcher and touch the Umpire, or any fence or building within ninety feet of the Home Base.

SEC. 5. If, upon a fair hit, the ball strikes the person or clothing of the Umpire on fair ground.

SEC. 6. If he be prevented from making a base by the obstruction of an adversary.

SEC. 7. If the Fielder stop or catch a batted ball with his hat or any part of his dress.

RETURNING TO BASES.

RULE 49. The Base Runner shall return to his base, and shall be entitled to so return without being put out;

SECTION 1. If the Umpire declares a Foul Tip as defined in Rule 39, or any other Foul Hit not legally caught by a Fielder.

SEC. 2. If the Umpire declares a Foul Strike.

SEC. 3. If the Umpire declares a Dead Ball, unless it be also the fourth Unfair Ball and he be thereby forced to take the next base, as provided in Rule 48, Section 2.

SEC. 4. If the person or the clothing of the Umpire interferes with the Catcher, or he is struck by a ball thrown by the Catcher to intercept a Base Runner.

SEC. 5. The Base Runner shall return to his base, if, while attempting a strike, the ball touches any part of the Batsman's person.

WHEN BASE RUNNERS ARE OUT.

RULE 50. The Base Runner is out:

SECTION 1. If, after three strikes have been declared against him while Batsman, and the catcher fail to catch the third strike ball, he plainly attempts to hinder the Catcher from fielding the ball.

SEC. 2. If, having made a Fair Hit while Batsman, such fair hit ball be momentarily held by a Fielder before touching the ground, or any object other than a Fielder: *Provided*, it be not caught in a Fielder's hat or cap.

SEC. 3. If, when the Umpire has declared three strikes on him while Batsman, the third strike ball be momentarily held by a Fielder before touching the ground: *Provided*, it be not caught in a Fielder's hat or cap, or touch some object other than a Fielder, before being caught.

SEC. 4. If, after Three Strikes or a Fair Hit, he be touched with the ball in the hand of a Fielder *before* he shall have touched First Base.

SEC. 5. If, after Three Strikes or a Fair Hit, the ball be securely held by a Fielder while touching First Base with any part of his person *before* such Base Runner touches First Base.

SEC. 6. If, in running the last half of the distance from Home Base to First Base, while the ball is being fielded to First Base, he runs outside the three foot lines, as defined in Rule 7, unless to avoid a Fielder attempting to field a Batted Ball.

SEC. 7. If, in running from First to Second Base, from Second to Third Base, or from Third to Home Base, he runs more than three feet from a direct line between such bases, to avoid being touched by the ball in the hands of a Fielder; but in case a Fielder be occupying the Base Runner's proper path, in attempting to field a batted ball, then the Base Runner shall run out of the path, and behind said Fielder, and shall not be declared out for so doing.

SEC. 8. If he fails to avoid a Fielder attempting to field a batted ball, in the manner described in Sections 6 and 7 of this Rule; or if he in any way obstructs a Fielder attempting to field a batted ball, or intentionally interferes with a thrown ball; *Provided*, that if two or more Fielders attempt to field a batted ball, and the Base Runner comes in contact with one or more of them, the Umpire shall determine which Fielder is entitled to the benefit of this rule, and shall not decide the Base Runner out for coming in contact with any other fielder.

SEC. 9. If, at any time when the ball is in play, he be touched by the ball in the hands of a Fielder, unless some part of his person is touching a base he is entitled to occupy; *Provided*, the ball be held by the Fielder after touching him; but, exception as to First Base, in running to First Base he may overrun said base, without being put out for being off said base, after first touching it, providing he returns at once and retouches the base, after which he may be put out as at any other base. If, in overrunning First Base, he also attempts to run to Second Base, or, after passing the base he turns to his left from the foul line, he shall forfeit such exemption from being put out.

SEC. 10. If, when a Fair or Foul Hit Ball other than a foul tip as referred to in Rule 39 is legally caught by a Fielder, such ball is legally held by a Fielder on the base occupied by the Base Runner when such ball was struck or the Base Runner be touched by the ball in the hands of a Fielder, before he retouches said base after such Fair or Foul Hit ball was so caught; *Provided*, that the Base Runner shall not be out in such case, if, after the ball was legally caught as above, it be delivered to the bat by the Pitcher before the Fielder holds it on said base, or touches the Base Runner with it; but if the Base Runner in attempting to reach a base, detaches it before being touched or forced out, he shall be declared safe.

SEC. 11. If, when a Batsman becomes a Base Runner, the First Base, or the First and Second Bases, or the First, Second and Third Bases, be occupied, any Base Runner so occupying a base shall cease to be entitled to hold it, until any following Base Runner is put out, and may be put-out at the next base or by being

touched by the ball in the hands of a Fielder in the same manner as in running to First Base, at any time before any following Base Runner is put out

SEC. 12. If a Fair Hit ball strike him *before touching the Fielder*, and in such case no base shall be run unless forced by the Batsman becoming a Base Runner, and no run shall be scored; or any other Base Runner put out.

SEC. 13. If, when running to a base or forced to return to a base, he fail to touch the intervening base or bases, if any, in the order prescribed in Rule 47, he may be put out at the base he fails to touch, or being touched by the ball in the hands of a Fielder, in the same manner as in running to First Base: *Provided*, that the Base Runner shall not be out in such case if the ball be delivered to the bat by the Pitcher before the Fielder holds it on said base or touches the Base Runner with it.

SEC. 14. If, when the Umpire calls "Play," after any suspension of a game, he fails to return to and touch the base he occupied when "Time" was called before touching the next base: *Provided*, the Base Runner shall not be out in such case if the ball be delivered to the bat by the Pitcher before the Fielder holds it on said base or Base Runner with it.

WHEN BATSMAN OR BASE RUNNER IS OUT.

RULE 51. The Umpire shall declare the Batsman or Base Runner out, without waiting for an appeal for such decision, in all cases where such player is put out in accordance with these rules, except as provided in Rule 50, Sections 10 and 14.

COACHING RULES.

RULE 52. The coaches shall be restricted to coaching the Base Runners only, and shall not be allowed to address any remarks except to the Base Runner, and then only in words of necessary direction; and shall not use language which will in any manner refer to or reflect upon a player of the opposing club, the Umpire or the spectators, and not more than two coaches, who may be one player participating in the game and any other player under contract to it, in the uniform of either club, shall be allowed at any one time. To enforce the above, the Captain of the opposite side may call the attention of the Umpire to the offense, and upon a repetition of the same, the offending player shall be debarred from further participation in the game and shall leave the playing field forthwith

THE SCORING OF RUNS.

RULE 53. One run shall be scored every time a Base Runner, after having legally touched the first three bases, shall touch the Home Base before three men are put out. Exception: If the third man is forced out, or is put out before reaching First Base, a run shall not be scored.

THE UMPIRE.

RULE 54. The Umpire shall not be changed during the progress of a game, except for reason of illness or injury.

HIS POWERS AND JURISDICTION.

RULE 55. SECTION 1. The Umpire is master of the Field from the commencement to the termination of the game, and is entitled to the respect of the spectators, and any person offering any insult or indignity to him must be promptly ejected from the grounds.

SEC. 2. He must be invariably addressed by the players as Mr. Umpire; and must compel the players to observe the provisions of all the Playing Rules, and he is hereby invested with authority to order any player to do or to omit to do any act as he may deem necessary to give force and effect to any and all such provisions.

SPECIAL DUTIES.

RULE 56. The Umpire's duties shall be as follows;

SECTION 1. The Umpire is the sole and absolute judge of play. In no instance shall any person, except the Captains of the competing teams, be allowed to address him or question his decisions, and they can only question him on an interpretation of the rules. No manager or any other officer of either club shall be permitted to go on the field or address the Umpire, under a penalty of a forfeiture of a game.

SEC. 2 Before the commencement of a game the Umpire shall see that the rules governing all the materials of the game are strictly observed. He shall ask the captain of the home club whether there are any special ground rules to be enforced, and if there are, he shall see that they are duly enforced, provided they do not conflict with any of these rules.

SEC. 3. The Umpire must keep the contesting nines playing constantly from the commencement of the game to its termination, allowing such delays only as are rendered unavoidable by accident, injury or rain. He must, until the completion of the game, require the players of each side to promptly take their positions in the field as soon as the third man is put out, and must require the first striker of the opposite side to be in his position at the bat as soon as the fielders are in their places.

SEC. 4. The Umpire shall count and call every "Unfair Ball" delivered by the Pitcher, and every "Dead Ball," if also an unfair ball, as a "Ball," and he shall count and call every "Strike." Neither a "Ball" nor a "Strike" shall be counted or called until the ball has passed the Home Base. He shall also declare every "Dead Ball," "Block," "Foul Hit," "Foul Strike," and "Balk," "Infield" or "Outfield Hit," as prescribed in Rule 45, Section 9.

CALLING "PLAY" AND "TIME."

RULE 57. The Umpire must call "Play" promptly at the hour designated by the Home Club, and on the call of "Play" the game must immediately begin. When he calls "Time" play shall be suspended until he calls "Play" again, and during the interum no player shall be put out, base be run or run be scored. The Umpire shall suspend play only for an accident to himself or a player, but in case of accident to a Fielder "Time" shall not be called until the ball be returned to and held by the Pitcher, standing in his position, or in case rain falls so heavily that the spectators are compelled, by the severity of the storm, to seek shelter, in which case he shall note the time of suspension, and should such rain continue to fall thirty minutes thereafter, he shall terminate the game; or to enforce order in case of annoyance from spectators.

RULE 58. The Umpire is only allowed, by the rules, to call "Time" in case of an accident to himself or a player, a "Block" as referred to in Rule 35, Section 3, or in case of rain, as defined by the rule.

RULE 59. SECTION 1. The Umpire shall remove from the game and the field any player guilty of indecent or vulgar language or conduct, and in addition thereto the player shall be fined the sum of \$25.

RULE 60. SECTION 1. The Umpire is authorized to impose a fine of not less than \$5, nor more than \$10, during the progress of a game as follows: For the Cap-

tain, Coacher, or any player of the contesting teams failing to remain within the bounds of his position, as defined in these rules. This, however, shall not deprive the Captain of either team from appealing to the Umpire upon a question involving an interpretation of the rules.

SEC. 2. For the disobedience by a player of any order of the Umpire, or any violation of these rules.

SEC. 3. If a player is guilty of a second violation of this rule the Umpire shall impose a fine of \$25 and, in his discretion, order the player from the game and the field. For the third offense the Umpire must positively order the player from the field, and forthwith notify the Captain of the team to which the player belongs that during the continuance of the game he will impose no further fines but instantly remove any player guilty of a violation of any of these rules.

SEC. 4. When the Umpire orders a player from the game he shall also insist upon the player's removal from the field, and suspend play until this order is obeyed.

SEC. 5. Immediately upon notification by the Umpire that a fine has been imposed upon any Manager, Captain or player the Secretary shall forthwith notify the person so fined, and also the Club of which he is a member, and in the event of the failure of the person so fined to pay to the Secretary the amount of said fine within five days of notice, he shall be debarred from participation in any championship game until such fine is paid.

FIELD RULES.

RULE 61. No club shall allow open betting or pool-selling upon its ground, nor in any building owned or occupied by it.

RULE 62. No person shall be allowed upon any part of the field during the progress of the game in addition to the players in uniform, the Manager on each side and the Umpire, except such officers of the law as may be present in uniform and such officials of the home club as may be necessary to preserve the peace.

RULE 63. No Umpire, Manager, Captain or player shall address the spectators during the progress of the game, except in the case of necessary explanations.

RULE 64. Every club shall furnish sufficient police force upon its own grounds to preserve order, and in the event of a crowd entering the field during the progress of a game, and interfering with the play in any manner, the visiting club may refuse to play further until the field be cleared. If the ground be not cleared within fifteen minutes thereafter, the visiting club may claim, and shall be entitled to the game by a score of nine runs to none—no matter what number of innings have been played.

GENERAL DEFINITIONS.

RULE 65. "Play" is the order of the Umpire to begin the game, or to resume play after its suspension.

RULE 66. "Time" is the order of the Umpire to suspend play. Such suspension must not extend beyond the day of the game.

RULE 67. "Game" is the announcement by the Umpire that the game is terminated.

RULE 68. An "Inning" is the term at bat of the nine players representing a club in a game, and is completed when three of such players have been put out, as provided in these rules.

RULE 69. A "Time at Bat" is the term at bat of a Batsman. It begins when he takes his position, and continues until he is put out or becomes a base runner; except when, because of being hit by a pitched ball, or in case of an illegal delivery

by the Pitcher, or in case of a sacrifice hit purposely made to the infield which, not being a base hit, advances a base runner without resulting in a put out, except to the Batsman, as in Rule 45.

RULE 70. "Legal" or "Legally" signifies as required by these rules.

SCORING.

RULE 71. In order to promote uniformity in scoring championship games the following instructions, suggestions and definitions are made for the benefit of scorers and they are required to make all scores in accordance therewith.

BATING.

SECTION 1. The first item in the tabulated score, after the player's name and position, shall be the number of times he has been at bat during game. The time or times when the player has been sent to base by being hit by a pitched ball, by the Pitcher's illegal delivery, or by a base on balls, shall not be included in this column.

SEC. 2. In the second column should be set down the runs made by each player.

SEC. 3. In the third column should be placed the first base hits made by each player. A base hit should be scored in the following cases:

When the ball from the bat strikes the ground within the foul lines, and out of reach of the Fielders.

When a hit ball is partially or wholly stopped by a Fielder in motion, but such player cannot recover himself in time to handle the ball before the striker reaches First Base.

When a hit ball is hit so sharply to an infielder that he can not handle it in time to put out the Batsman. In case of doubts over this class of hits, score a base hit, and exempt the Fielder from the charge of an error.

When a ball is hit so slowly toward a Fielder that he cannot handle it in time to put out the Batsman.

That in all cases where a Base Runner is retired by being hit by a batted ball, the Batsman should be credited with a base hit.

When a batted ball hits the person or clothing of the Umpire, as defined in Rule 48, Section 5.

SEC. 4. In the fourth column shall be placed Sacrifice Hits, which shall be credited to the Batsman, who, when no one is out or when but one man is out, advances a Runner a base by a bunt sacrifice hit, which results in putting out the Batsman, or would so result if the ball were handled without error.

FIELDING.

SEC. 5. The number of opponents put out by each player shall be set down in the fifth column. Where a Batsman is given out by the Umpire for a foul strike, or where the Batsman fails to bat in proper order, the put out shall be scored to the Catcher.

SEC. 6. The number of times a player assists shall be set down in the sixth column. An assist should be given to each player who handles the ball in assisting a run out or other play of the kind.

An assist should be given to a player who makes a play in time to put a runner out, even if the player who could complete the play fails, through no part of the player assisting.

And generally an assist should be given to each player who handles or assists in any manner in handling the ball from the time it leaves the bat until it reaches the player who makes the put out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such a way that a put-out results, or would result if no error were made by the receiver.

ERRORS.

An error shall be given in the seventh column for each misplay which allows the Striker or Base Runner to make one or more bases when perfect play would have insured his being put out, except that "wild pitches," "base on balls," bases on the Batsman being struck by a "pitched ball," or in case of illegal pitched balls, balks and passed balls, shall not be included in said column. In scoring errors of batted balls see Section 3 of this rule.

SEC. 8. Stolen Bases shall be scored as follows:

Any attempt to steal a base must go to the credit of the Base Runner, whether the ball is thrown wild or muffed by the Fielder, but any manifest error is to be charged to the Fielder making the same. If the Base Runner advances another base he shall not be credited with a stolen base, and the Fielder allowing the advancement is also to be charged with an error. If the Base Runner makes a start and a battery error is made, the Runner secures the credit of a stolen base, and the battery error is scored against the player making it. Should a Base Runner overrun a base and then be put out, he shall receive the credit for the stolen base. If a Base Runner advances a base on a fly out, or gains two bases on a single base hit, or an infield out, or attempted out, he shall be credited with a stolen base, provided there is a possible chance and a palpable attempt made to retire him.

EARNED RUNS.

SEC. 9. An earned run shall be scored every time the player reaches the home base unaided by errors before chances have been offered to retire the side.

THE SUMMARY.

RULE 72. The Summary shall contain:

SECTION 1. The number of earned runs made by each side.

SEC. 2. The number of two-base hits made by each player.

SEC. 3. The number of three-base hits made by each player.

SEC. 4. The number of home runs made by each player.

SEC. 5. The number of bases stolen by each player.

SEC. 6. The number of double and triple plays made by each side, and the names of the players assisting in the same.

SEC. 7. The number of men given bases on called balls by each Pitcher.

SEC. 8. The number of men given bases from being hit by pitched balls.

SEC. 9. The number of men struck out.

SEC. 10. The number of passed balls by each Catcher.

SEC. 11. The number of wild pitches by each Pitcher.

SEC. 12. The time of Game.

SEC. 13. The name of the Umpire.

LEAGUE OF AMERICAN WHEELMEN

RACING RULES

PREPARED BY THE

RACING BOARD, 1896.

Extracts From Constitution and By-Laws.

CONSTITUTION—ARTICLE III, SEC. 9.

AMATEUR RULE. An amateur is one who has never competed for a cash prize or gate money, or who has not engaged in, nor assisted in, cycling or any other recognized athletic exercise, for money or other remuneration, nor knowingly competed with or against a professional for a prize of any description: or who, after having forfeited his amateur status, has had the same restored by a unanimous vote of the National Assembly, L. A. W. A cyclist ceases to be an amateur by:

(a.) Engaging in cycling or other recognized athletic exercise, or personally training or coaching any person therein, either as a means of obtaining a livelihood, or for a wager, money prize or gate-money.

(b.) Competing with a professional, or making the pace for, or having the pace made by, such in public or for a prize.

(c.) Selling, pawning, exchanging, bartering or otherwise turning into cash, or in any manner realizing cash upon any prize won by him.

(d.) Accepting, directly, or indirectly, for cycling, any remuneration, compensation or expense whatever.

(e.) In this class no prize shall exceed thirty-five dollars in value.

(f.) Racing men in the employ of cycle establishments may be transferred to the professional class by vote of the racing board.

(g.) An amateur may not compete in any race outside of his own State, at a distance greater than one hundred miles, by the usual line or route of travel, from his legal residence, except at national championships or closed college race meetings, or by special permission from the member of the racing board in charge of his district.

(h.) License may be granted by unanimous vote of the racing board for a special competition in any year between the recognized champions of the amateur and professional classes, the prize rules of the amateur class to govern the contest.

(i.) Any amateur who neglects or refuses to answer questions touching his status to the satisfaction of the racing board, and within thirty days, shall be transferred to the professional class, and shall have no further opportunity for hearing or appeal.

(j.) A professional is any rider other than an amateur.

(k.) The League recognizes as athletic exercises, in addition to cycling, all sports over which the Amateur Athletic Union, the National Association of Amateur Oresmech and other amateur athletic organizations have jurisdiction.

BY-LAWS.

ARTICLE IV., SEC 1. Clause (c.) It shall direct and instruct the chairman of the racing board to collect from applicants in advance (except League Clubs having twenty or more members) twenty-five dollars each for granting sanctions for national circuit race meets; five dollars each for open race meets; and two dollars for each additional day; and two dollars each for athletic meets scheduling two events; and all meets, the entries to which are limited to the members of the school or club holding the meet, shall apply for sanction, but no fee shall be charged. And to apply the revenue derived to the expenses of conducting the affairs pertaining to the racing board, its chairman and members; to the employment of an official referee (to be appointed by the chairman), who shall be required to officiate at all national circuit race meets, and to the general improvement of the racing interests of the L. A. W.

ARTICLE IV., SEC. 7. (a.) To the Racing Board shall be referred all matters pertaining to racing and the championships. It shall make all arrangements for the annual championships, which are held under League auspices, and shall assign such other championships as are now or may be established to be run under the auspices of such clubs or associations as it may consider most desirable, and under such conditions as it may deem expedient.

(b.) It shall have the power to grant or withhold sanctions for race meetings, and to impose penalties upon race promoters and racing men who may hold race meetings, or engage in racing at the same without official sanction of the Board. But no race meeting shall receive official sanction if it is to be held on Sunday, or has upon its schedule any event which is open to women competitors. The Board shall charge a fee for each sanction, but a League club having twenty League members on its roll; or meets, the entries to which are limited to the members of the school or club holding the meet, may receive a sanction without payment of fee.

(c.) It shall be the duty of the Board to make inquiry regarding any wheelman whose amateur status is questioned, and all protests or charges shall be entered with the Chairman of the Board, who shall provide for an investigation by a member or members of the Board. Pending investigation, the party against whom these charges are brought may be suspended from the track. Suspicious circumstances, which are, in the judgment of any member of the Board, sufficient to make the status of any wheelman a matter of reasonable doubt, shall be the basis of an investigation in the absence of formal protests or charges. The member or members to whom the work of investigation is assigned shall immediately communicate with the party under suspicion, either in person or by registered letter, lay all the charges before him, or set forth the circumstances which led to a reasonable doubt, and call for an answer to the charges or a satisfactory explanation of the circumstances which gave rise to the doubt. If the charges are proved, or the reasonable doubt is not removed, it shall be the duty of the Chairman to report the findings in the official organ, declaring that the party has forfeited his amateur status, and warning all amateurs not to compete with him; and such official declaration shall carry with it expulsion from the League, if the person concerned is a member thereof.

(d.) The Racing Board shall have the right, in considering and determining questions that affect the amateur status of any cyclist, to act upon any kind of evidence, circumstantial or direct.

At the termination of the investigation by the member in charge, his findings shall be submitted to the Chairman, who, upon direct evidence, may expel, and,

upon circumstantial evidence, order a vote of the entire Board, a majority vote of which shall expel.

(e.) Whenever permission is granted to an amateur to compete at greater distance from his legal residence than allowed by the rule, the member of Racing Board granting same shall require a certified itemized statement of expenses, with receipts and vouchers, and shall notify the Chairman at once that said permission has been granted.

(f.) Any wheelman who has been declared a professional, or suspended for misconduct, shall have the right to appeal only to the national assembly of the L. A. W., and shall be reinstated only upon recommendation of the Racing Board, and by the unanimous vote of the assembly.

(g.) The Racing Board, through its Chairman, shall have the right of censorship over the character of prizes offered in cycle races, and may withhold or withdraw the sanction to race promoters, providing its decision in excluding any prize is not complied with.

(h.) It shall be within the province of the Racing Board to suspend from the race track, for such a time as it may deem proportionate to the offence, any wheelman guilty of unfair dealing in connection with cycle racing or ungentlemanly conduct on the track, or any wheelman who competes in a race not governed by the rules of the L. A. W., or those that may be approved by the Racing Board. Any wheelman who knowingly competes with one who has been suspended will render himself liable to a like penalty.

(i.) The Racing Board shall have the power to make such rules for its government and the government of cycle race meetings as may be deemed expedient, and may appoint one or more official handicappers at its discretion.

The following will be considered as unfair dealing and ungentlemanly conduct, and render the offender liable to a suspension:

1. Entering a class race to which his record does not give him the right of entry.
2. Suppression of true figures or rendering of false figures to the official handicappers.
3. The use of obscene language on the track.
4. Swearing at other competitors and at race officials.
5. Any other act which tends to disturb or obstruct a race meet.
6. Failure to pay entry fees.

GENERAL RULES.

A—ANNOUNCEMENT.

Through its Racing Board the League of American Wheelmen exercises jurisdiction over all civic competition and record trials on tracks within the United States of America, and each and every person who shall in any way be concerned or employed therein, as well as all race promoters (clubs, associations or individuals) shall be governed by the following rules of said Board.

B—SUSPENSIONS.

1. Any rider wilfully competing at races not held under the rules of the Board, or rules approved by the Board, or who shall enter, or attempt to enter an event which, by reason of his status or time record, he is not privileged to enter, or who shall compete at or in any way participate in a race meeting or event not officially

sanctioned by the Board, or who shall otherwise offend against any of the rules of the Board shall be liable to suspension for such a length of time as the Racing Board may determine.

2. Riders are notified that to compete against any rider who has been suspended will render them liable to the same penalty.

3. Any rider under suspension who shall enter or compete in any race in public or for a prize shall be liable to a further suspension for such contempt of rules, at the discretion of the National Racing Board.

C—ENTRIES.

1. All entries must be made on blanks of a form as hereinafter prescribed which will be supplied by the Racing Board if desired, and must be signed by the rider entering or by some one authorized in his behalf. Within the time appointed for closing, entries must be forwarded to the person authorized to receive them. All entries not actually received at the hour fixed for closing shall be ineligible, except entries by letter bearing postmark not later than the day of closing, or entries notified by telegraph, the telegram to be actually received at the sending office at or before the hour of closing. Entries by telephone or telegram must be supplanted by an entry on the prescribed form duly signed by the entrant or his agent and placed in the hands of the race promoter before the day of the meeting. Notice to promoters to enter a competitor shall constitute an acceptance of contract on entry blank.

2. The liability of all entry blanks shall rest with the rider for whom it is made, whether personally executed or otherwise authorized.

3. Entries to handicap and class races must close seven days prior to contest, to allow time for proper investigation. All entries to such events must be accompanied by a statement of the best two performances of the rider and all other information called for relative to the ability of said rider; all entries not so accompanied shall be thrown out by the handicapper.

4. Entrance fees must in all cases be paid in advance, and failure to so pay shall be sufficient reason for disqualification by the Executive Board of the race meet, and suspension by the Racing Board.

If the contestant shall have won a prize, and for any reason his fees shall not have been paid or collected, he shall be given thirty days in which to pay same, and one week before the expiration of that time the management of the races shall notify him by registered letter, and if no reply is received may sell said prize, (or, if cash, retain same for its own account,) and the contestant shall forfeit all claims to same.

5. Entry forms shall contain a list of the events of the meeting, and state the prizes apportioned to each event and the value of each prize. Every entry form, when signed by a rider or his agent, shall constitute an agreement between him and the race promoter to the effect that the rider will compete (subject to the exceptions hereinafter mentioned) in the event or events for which he has entered, and that the race promoter will award him any prize he may win, such prize to be of the character and value stated in the entry form. Where the value of a prize is brought into dispute, the retail price of such prize shall govern the settlement. Where cash prizes are offered, only the amount that is actually to be paid in cash shall be advertised.

6. Every entry shall further constitute an agreement that all persons concerned will submit all questions and disputes arising out of such entry to the authority and judgment of the Racing Board, and will abide by any ruling upon disputed questions made by said Board.

7. Promoters of races must send to the official handicapper of the district in which the races are to be held a complete list of entries, accompanied by entry blanks, in all handicap and class races, not later than five days prior to the date of races.

8. All entry blanks shall become the property of the League, and shall be in charge of the official handicapper.

9. Race Promoters must not advertise the intended presence of any rider unless an entry or other notice, in writing to that effect, is in their possession, signed by the rider or his agent.

A rider may withdraw his entry to any or all events of a meeting by giving notice to the promoters not later than one week prior to the date of the meeting. In default of such notice, or of a satisfactory and conclusive explanation of his failure to compete in any of the events for which he has entered, he shall be suspended from all track racing for a period to be determined by the Chairman of the Racing Board.

10. Any entrant making a false entry shall be disqualified and debarred from any place or prize, and will be liable to suspension from all competition or time trials at the option of the Racing Board.

11. Any entrant who neglects to give his legal residence, or who gives other than his legal residence as such, or who gives any incorrect or misleading information on his entry form, shall be considered to have made a false entry, and will be subject to the penalty for false entries.

12. By violation of the rules defining his class, an amateur instantly forfeits his status and his subsequent entry to amateur events is a false entry, for which penalty is provided.

D—SANCTIONS.

1. Promoters of race meets must in all cases apply to the member of the National Racing Board of the district in which the event or events are to be run for official sanction. They shall remit with such application the sanction fee required by the rules, viz:—for each National Circuit meet, \$25. For each open meet or general sanction, \$5; each additional day, \$2; athletic clubs, if only two events are scheduled, \$2; but no fee shall be charged for a sanction for a meeting the entries to which are limited to the members of the school or club holding the meeting. Closed school and club meets and L. A. W. clubs must in all cases obtain sanction. No fee shall be charged L. A. W. clubs fully complying with the requirements of the League regarding such clubs.

2. If it shall appear that there will be a confliction of dates and interests, the first application under this rule shall have precedence, the priority to be decided by said member of the Board, and notice of such race, meet or event must be forwarded to the Chairman of the National Racing Board by the member in charge.

3. Division meets shall in all cases be granted sanction, upon filing application at least thirty days prior to holding of same.

The Board reserves the right to waive the rule regarding the confliction of dates, on national holidays.

4. In event of holder of a sanction finding it impossible to secure a track on that date in city or town for which sanction is granted, sanction may be withdrawn and awarded to some other club or person for that date or transferred to another date for the benefit of the club to which first granted, without further charge therefor.

5. A sanction shall in all cases be granted where but two cycling events are to be run in connection with a general athletic programme. Where it is desired to hold more than two events, the rule regarding confliotions shall apply.

6. Race promoters failing to observe the requirements of these racing rules shall be placed upon the list of those to whom the sanction privilege is denied and refused further sanctions.

E—DUTIES OF RACE PROMOTORS.

1. Promoters of race meets shall send to the official handicapper of their races, and to the member of the Racing Board granting sanction for same, within one week after a race meeting, an official programme of the meet, giving a list of all starters, and the time of the first man in each event; also a statement from the Referee of all protests for foul riding or false entries together with his decision thereon.

2. Programmes shall show the address, city and state of each rider, and shall specify which events are for amateurs, and which for professionals.

The prizes apportioned to each event and the value of each prize shall be stated on the programme.

3. A notice shall appear on the programme to the following effect:

“Notice to Riders—Races on this programme are defined as follows:

Amateur—Races for which any prize offered does not exceed \$35 in value open to any amateur, as defined by the L. A. W. resident in this State or within one hundred miles of place of meet, or holding a permit to compete outside of such 100-mile limit.

Professional—Races with cash prizes or prizes of greater value than allowed amateurs. Riders are cautioned that to ride in professional races or to violate any clause of the amateur rule will render them ineligible to future amateur events.”

4. No further sanctions shall be granted to any race promoter failing to comply with any of the above requirements.

F—OFFICIAL REFEREES.

An official referee, who shall be required to officiate at National Circuit meets, (for whose services proper compensation will be allowed), may be appointed by the Chairman of the Racing Board. The Chairman, members and representatives of the National Racing Board, and the handicappers in their respective States, shall be ex-officio official referees within their respective divisions. When it is impossible to obtain the services of an official referee, then the referee shall be named by the member of the Racing Board in charge of the district.

G—HANDICAPPERS.

1. The Board shall appoint seven or more League handicappers, giving to each a special district at its discretion, who shall, for a stated fee, attend to the classification and handicapping of racing men. Classifications shall be based upon the actual time made by the man entering for the distance of the class race under consideration. Handicaps shall be based upon the ability as well as record of the contestants. Handicaps shall be framed, and the men classified before the day of the race shall appear on the programme, and shall not be changed during that day's meeting.

A fee of twenty-five cents may be charged for each handicap, and ten cents for each classified entry, to be paid by the club or promoters of the race meeting for which the handicapping and classifying is done.

3. Any contestant in a handicap or class race not handicapped or classified by the district handicapper shall be liable to suspension from the race track for such a time as the Racing Board may determine, except that in closed club or school races the captain of such club or school may do the handicapping.

H—CHAMPIONSHIPS.

1. The National L. A. W. championship events shall be as follows:—One-quarter, one-third, one-half, one mile, two mile, and five mile bicycle.

2. Each L. A. W. division may contest, under the supervision of its Division Racing Board, events to be known as Division Championships. These may be corresponding to the National championships, or otherwise, as each Division Racing Board may decide.

No prize except medals, suitably inscribed, shall be given to or received by any cyclist competing in Division Championships.

Each Division Racing Board shall have entire charge of all matters pertaining to the running of the championships of its divisions. The division championships shall be contested at such places as the Division Racing Board may determine, but shall be assigned only to League clubs. Division championships are open to any League members residing in the division.

3. The National championships shall be contested annually between July 1 and November 15, at such places as the Racing Board may determine. National championships are open to all wheelmen residents of the United States; and the trophies for National championships shall be medals, to cost in no case more than \$50 per set of three, gold, silver and bronze, respectively, to become the property of the winners, and to be struck from dies owned by the League.

4. The Racing Board shall give at least thirty days' notice of the location and date of the National championships. Division Racing Boards shall, within their own divisions, give at least fourteen days' notice of the location and date of the Division championship; and no confliction of dates will be allowed; provided, however, that in case such notice has been properly given, and it is found necessary for good reasons to postpone to some date within fourteen days of the original date, the first notice will be considered sufficient under this rule.

No city or county championship shall be granted unless approved by the Division Board.

5. Privilege to hold State championships in States where no Division of the League has been formed, may be granted to clubs or authorized associations, where the importance of the meeting is sufficient to warrant the Racing Board's sanction.

I—RECORDS.

1. The Racing Board will receive and pass upon all claims for records, either competition or time.

The standard table of recognized records shall be 1-4, 1-3, 1-2, 2-3, 3-4, 1 mile, and all even miles upward; no intermediate distances. Competition record must be made at an open meeting. The Board will enter no competition record on its books that is not made at an open meeting, of which at least one week's notice has been given.

Records against time may be made at an open meeting, or in private, and with or without pace-makers. Records made at private trials will only be allowed if at least one week's notice has been given the Chairman of the Board that such attempts are to be made.

The Board will consider flying start only in records against time; standing starts only in competition records.

2. At such trials there shall be present a referee, who shall be a properly accredited representative of the L. A. W., appointed by the Chairman upon application, three judges, three timers, and in addition, at least twelve witnesses, all of whom shall sign a statement attesting to the correctness of the record. No private trials will be sanctioned between June 1st and October 1st, or January 1st and March 1st.

3. Claimants must furnish a sworn statement from the timekeepers certifying that the time claimed is correct, together with a sworn statement from a competent surveyor, certifying the measurement of the track.

When a claim for record has been proved to the satisfaction of the Board, the record shall be published in the official organ, and stand as record on the books of the Board. No claim for record made at a meeting not governed by League rules will be considered. No claim for record made on Sunday will be considered.

4. A competition record must be made in a race between men,

5. No records, made with the assistance of other than recognized cycling machines, propelled by man-power, will be accepted.

6. In unpaced events, or during unpaced record trials, there shall be no pacing or indicating devices, and only the rider making the trial shall be on the track.

J—TRACKS.

1. Tracks shall be measured on a line drawn eighteen inches out from a well-defined, fixed, and continuous inner curb or pole; no record shall be allowed on a track otherwise measured.

K—MACHINES EXCLUDED.

The Board reserves the right to exclude from the racing path any and all machines which, in its judgment, do not come within the commonly accepted meaning of the term "bicycle," either by peculiarity of construction or by undoubted mechanical advantages which they may possess.

L—BETTING PROHIBITED.

At race meetings no open betting shall be permitted. The officials of the race meeting shall not bet upon any results of any race. Officials found guilty of violating this rule shall be debarred from holding official positions at race meetings for such time as the Racing Board may determine.

M—ROAD RACING.

The League of American Wheelmen regards racing upon the public highways as an unlawful practice and refuses to recognize and legislate for such form of the sport except to forbid the competing together therein or pace-making one for the other, of amateurs and professionals; an amateur also loses his status as such by competing on the road under any conditions that would professionalize him in track racing.

TRACK RULES.

I—OFFICIALS, THEIR POWERS AND DUTIES.

The officers of all race meetings and cycling events shall be a referee, who must be an amateur wheelman, three judges at the finish, three time-keepers, one

starter, one scorer, one clerk of the course, with assistants, if necessary, and one umpire for each turn in the track, or more, at option of referee. If for any reason it is impossible to obtain the services of an official referee, one shall be appointed by the member of Racing Board in charge of district. All other officials may be selected by the race promoter, but must be wheelmen thoroughly conversant with the racing rules. The referee, judges and clerk of the course shall constitute the Executive Board.

The referee shall have general supervision of the race meeting. He shall give judgments on protests received by him, shall decide all questions or objections respecting foul riding or offenses which he may be personally cognizant of, or which may be brought to his attention by an umpire or other officer. He shall act as he may think for the best in cases of misconduct by attendants, and shall disqualify any competitor for the event, day or meet, who may become liable to disqualification. He shall determine all questions of fact and decide all points of difference that may arise and are not otherwise provided for in the rules. His decision in all cases shall be final, provided it does not conflict with any of these rules. In case a protest is made on the ground of conflict with rules, prizes must be held and an appeal made to the Racing Board, accompanied by a fee of \$1.00, and it will be returned in case the referee's decision is reversed. No appeal will be considered that has not been made within one week from the date upon which said decision is made. The referee shall render a report of all protests for foul riding or false entry, and his decisions thereon, which report shall be forwarded by the race promoters to the member of Racing Board granting sanction.

The judges shall decide the positions of the men at the finish. In case of disagreement the majority shall decide. Their decision shall be final and without appeal. Where there are more than three to qualify or more than three prizes offered, additional Judges (to decide the position of the extra men required) may be appointed by the referee.

The timekeepers shall compare watches before the races are started, and shall note any variance; they shall each time every event, and in case of disagreement the intermediate time of the three watches shall be the official time. Time shall be taken from the flash of a pistol. In case two watches of the three mark the same time, that shall be the official time.

The scorer shall record the laps made by each competitor, the order of the men at the finish as given him by the judges and the time as given him by the timekeepers. He shall indicate the commencement of the last lap by ringing a bell as the riders pass over the tape for the final lap.

It shall be the duty of the starter, when it has been reported to him by the clerk of the course that all the competitors are ready, to see that the timekeepers are warned, and, before starting the men, to say "Mount," in a few seconds after to say, "Are the timers ready? Are the starters ready?" and, if no reply to the contrary be given, to effect a start by a report of a pistol. Should the pistol miss fire, the start may be made by the word "Go." The starter shall announce to the competitors the distance which they are to ride. The starter may, at his discretion, put back for a distance any competitor starting before the signal is given. In case of a false start, the competitors shall be called back by the starter by the ringing of a bell or pistol fire and restarted.

Any competitor refusing to obey shall at once be disqualified.

In handicap events the starter shall post a man one hundred feet in front of the limit man, and in case of false starts, the man so placed shall drop a flag at a signal from the starter, agreed on before the race is run.

In case of a fall within thirty feet of the scratch line, the contestants shall be recalled by the starter by the ringing of a bell, and the race started over again.

The clerk of the course shall call competitors in ample time for each event, and see that they are provided with numbers properly worn. He shall report the contestants to the scorers, see that they are on their appointed marks, and call the numbers for the scorers as they cross the line at the end of each lap.

It shall be the duty of the umpire to stand at such part of the field as the referee may direct, to watch closely the riding, and immediately after each race to report to the referee any unfair riding he may see.

2—EXECUTIVE BOARD.

It shall be the duty of the Executive Board to pass upon questionable entries; they shall make necessary alterations in the programme, or may disqualify intending competitors without any protest being lodged by another competitor.

3—POSITIONS.

The drawing for position in each event shall be done by the promoters of the meeting, and the positions of the men shall appear on the programme. When it becomes necessary to draw for positions on the grounds, the work shall be done by the clerk, and starter in conjunction. In heat races the winner of a heat shall take the pole (or inside position) the succeeding heat, and the other riders shall take their positions in the order assigned them in judging the last preceding heat. When two or more riders make a dead heat, they shall start for the succeeding heat in the same positions with reference to the pole that they occupied at the finish of the dead heat. If more than one qualifies for the final from each heat, the second man in fastest heat shall be next outside the winner of slowest heat, and so on.

When races are run in heats and a final, the winner of the fastest heat shall take the pole in the final, the winner of the second fastest heat the next position, and so on. Only the winners of positions in the trial heats as stipulated by the terms of the race, shall compete in the final. Should two or more riders make a dead heat of any qualifying place in a trial heat, they shall both be allowed to enter the final heat. Should two or more riders make a dead heat of any final, or a dead heat for second or any lower place for which there is a prize, they may decide by lot who shall take the prize, or may again ride the distance to decide the race, at the discretion of the referee.

4—STARTS.

All starts shall be from the inside of the track, and, except in a flying start event, shall be from a standstill, with the left hand toward the curb, and the machines shall be held in position by an attendant (the front wheel touching the starting line) until the signal is given by starter. Attendants, when pushing off competitors, must keep behind the mark from which the competitors actually start. Should any part of the attendant touch the track in front of the mark, the competitor may be disqualified. Unless excused by the referee, every rider who enters in a handicap race must start in same.

5—FINISH.

The finish of all races shall be judged by the first part of the front wheel which touches the tape fastened flat on the ground at the winning post.

6—RIDING.

Riders shall pass on the outside (unless the man passed be dismounted, and must be at least a clear length of the cycle in front before taking the inside, but on

entering the homestretch in the last lap of a race, the foremost rider or riders must keep to that part of the track first selected, or be liable to disqualification; and the hindmost rider or riders, when there is sufficient room to pass on the inside or anywhere on the home stretch without interfering with others, shall be allowed to do so, and any rider interfering to prevent him or them from so passing, shall be disqualified. If a rider, in attempting to pass another on the home stretch, should at any time cross or swerve so as to impede the progress of another rider, he shall be disqualified. A rider shall not change from the inner to the outside of the track during any part of a race when another rider is so near that in altering his position he interferes with or impedes the progress of the rider. No rider shall touch another. In any race wherein there shall be a violation of these restrictions, the offending rider shall be disqualified and disbarred from any place or prize, and if the referee believes that the rider intentionally committed acts of foul riding, he shall report him to the Racing Board for further discipline.

A rider during a race turning his head to look backwards, removing his hands from the handlebars, or otherwise riding in a careless or unskillful manner, thereby imperiling the safety of other riders, shall at the discretion of the referee be disqualified and ruled off the track for the remainder of the meeting in progress.

Competitors may dismount during a race at their pleasure, and may run with their cycles if they wish to, but they must keep to the extreme outside of the path whenever dismounted. If a rider be dismounted by accident, or to change his machine, an attendant may hold his machine while he mounts it, and he shall so mount at the extreme outside of the path.

If in any race, by reason of accident or withdrawal, only one contestant remains upon the track, the referee may call such contestant from the track, and award him the first prize. If a competitor, in a race for any distance not exceeding three miles, shall fall behind a quarter of a mile, or if he shall fall behind half a mile, in a race of any greater length, he shall be adjudged distanced by the referee, and shall be called from the track. Pacing, if attempted by any but a general pacemaker, shall disqualify both the competitor and pacemaker.

7—PROTESTS.

Any protest against a competitor respecting his qualification as an amateur, or as to his proper class, must be lodged with the referee before starting: any protest respecting foul riding or breach of rules, must be made to referee immediately after the heat is finished. A competitor, upon being disqualified, shall forfeit any entry fee he may have made.

8—TIME LIMITS.

The referee may place a time limit on any race except handicap, team and lap races. The time limit shall not be announced to the contestants until their arrival at the tape preparatory to the start of the race. If the competitors finish within the limit, they shall receive the prizes. If they fail to so finish and the referee is convinced by their riding and the time that they endeavored to reach the limit, he may award the prizes. It shall be his privilege to withhold any prize if, in his opinion, any competitor did not try to win the race.

9—PACEMAKING.

A general pacemaker may be put in any race by the race promoter, having previously notified the referee of the fact. He shall assist no single rider, but shall act to increase the speed of the race in general. He shall, if a single rider only, be entitled to any place or prize he may win, if he starts from the scratch, or may be rewarded by a special prize, within the limits of the class.

Tandems, or pacing machines carrying more than two riders, may be put in to pace competitions *only by consent of the member of the Racing Board in charge of the district.*

10—SPECIAL PRIZE.

In order to secure a special prize, offered for the fastest time made at a stated distance, the successful competitor must have ridden the entire distance of the race on which he makes his record.

11—TRACK OFFICIALS AND HANDICAPPER CANNOT COMPETE.

The officers of a race meeting shall not be permitted to compete in any race meeting with which they are officially connected.

The handicapper shall not be permitted to compete in any race with which he is officially connected.

12—TRACK PRIVILEGES AND DECORUM.

No person whosoever shall be allowed inside the track except the officials of the meet. The handicappers of the meet shall at all times, however, have track privileges. Authorized persons shall wear a badge. Competitors or pacemakers not engaged in a race actually taking place, shall not be allowed inside or on the track. No one shall be allowed to "coach" competitors on the track. No shouting or remarks by trainers to encourage certain riders or disconcert others shall be permitted. Attendants by such action render the rider assisted liable to disqualification. It shall be deemed a dereliction of duty for any referee not to enforce the requirements of this rule.

13—CHOICE OF MACHINES AND COSTUMES.

Choice or change of machine and choice of costume shall not be limited, except that shirt shall not bare shoulders, and breeches must reach to the knee. Referee must insist on the enforcement of this rule.

In races distinctly stated on the programme of events to be for a particular class of machine, this rule shall not apply so far as choice and change of machine are concerned. Safety bicycle races shall be limited to machines whose driving wheel does not exceed thirty-six inches in diameter.

Race promoters desiring to bar out a certain style or type of machine must give notice of such intention on both entry blank and programme, in order that racing men may understand the condition under which they are to compete.

14—COMPETITORS TO WEAR NUMBERS.

Every competitor shall receive in the dressing-room a number corresponding with his number on the programme, which must be worn on his back or right shoulder during the race. He shall inform himself of the times at which he must compete, and wait the call of the clerk in the dressing-room.

15—FINES—PROFESSIONALS.

Professionals—In the event of insubordination, strikes, or objectionable actions on the track by any professional rider, the referee may impose a fine on such rider of not less than \$5 or more than \$50, which amount shall be forwarded by said referee to the member of the Racing Board in charge of the District. The rider shall be suspended until the fine is paid.

16—DEFINITION OF RACES.

A novice race is open only to those who have never won a prize in a track race, and shall be the first race of the meet.

A class race is only open to those who, up to date of the closing of the entries, have not won the first position in a track race of trial heat in the same or better time than the class under consideration.

In a lap race, the position of the first three men shall be taken at the finish of every lap. The first man shall score three points, the second man shall score two points, and the third man shall score one point, and no others shall score. The contestant who crosses the line first at the finish shall, for that lap, score four points. The competitor who scores the greatest number of points shall be declared the winner, but any contestant, in order to secure a prize, must ride the entire distance and be within 150 yards of the finish when the first man crosses the tape at the end of the last lap. Any competitor failing to comply with this rule shall be disqualified. The 150 yard mark must be marked by a flag.

In a team race, the position of the first number of men, corresponding to the number of teams starting, shall be taken at the end of the race.

The first man shall count a number of points equal to the number of teams starting, the second one less, and so on.

The team scoring the greatest number of points shall be declared the winner.

A team shall be limited to three riders, each of whom shall have been a member of the club entering the team for at least three months previous to date of event. Each team member must also have resided within five miles of the city or town where the club has its headquarters for at least six months previous to the date of contest.

In a heat race, the position of each rider must be taken at the finish of each heat. The first man shall count a number equal to that of the contestants in the first heat, the second man shall count one less, the third two less, and so on. The competitor who scores the greatest number of points shall be declared the winner.

Entries in a consolation race shall be limited to those who have not won a prize in any event of the meeting; provided, however, if only a single prize is given in the team race, members of the winning team shall not be considered to have won a prize and shall be eligible to the consolation race.

Boys under 15 years of age shall not be permitted in regular track events, and no competition shall be arranged for boys less than 12 years.

Any club or race promoters desiring to place upon their list of events a race of different nomenclature than those given above must first explain the nature of the event to the Chairman of the National Racing Board and obtain his consent. The consent having been obtained, they shall print upon the entry blank and the programme of the day a rule to define the race, that the officials and contestants may clearly understand the conditions of the contest.

17—CONDUCT.

Any rider found guilty of unfair dealing in connection with cycle racing, or of ungentlemanly conduct on the race track, shall be suspended from the track for such a time as may be deemed proportionate to the offense. (See Clause D, Section 7, Article IV., of By-Laws, page 11 of rules.)

Any racing man, attendant, trainer or manager who shall, in the judgment of the Racing Board, by reason of unfair conduct, coaching, blackmailing schemes attempt to extort money from race promoters, or any other action detrimental to the

racing interests of the League, may, by a majority vote of the Racing Board, be ruled off the race tracks and prohibited from exercising his vocation or appearing on the track at any race meet held under these rules for such a time as the Board may determine. Violation of this rule will result in withdrawal of sanction privilege from promoters permitting such infringement, and suspension from racing of racing men accepting service from attendants under suspension.

Any rider, trainer or attendant, or any other person who at any time and in any place uses improper language to an officer of a race meeting or is guilty of any improper conduct towards such officers or persons serving under them, such improper language or conduct having reference to acts and things connected with the administration of the meeting or any race thereof, shall be punished by suspension for such length of time as the Racing Board may deem proper.

All species of gambling games by riders, trainers, attendants or any other parties are positively forbidden about the training quarters and grounds of tracks accorded sanction privileges by the Racing Board.

18—IGNORANCE OF RULES NO EXCUSE.

Ignorance of any of the foregoing rules will not be considered a valid excuse for violation.

A printed copy of these rules may be had of any member of the Racing Board by enclosing stamp.

INTERPRETATION OF AMATEUR DEFINITION,

Clause (a.) You sacrifice your Amateur status if you ride a wheel for money, in the hire of any person, or exhibit as a trick performer, act in capacity of trainer of athletics of any kind for pay, ride a race for a money prize, for a wager, or for gate money.

Clause (b.) If you ride a race in which there are professional competitors. If you make pace for the above in public. In public shall be construed to be any performance or event where sufficient advertisement (newspaper notices will be deemed sufficient) has been manifested to attract an audience. This audience or spectators need not have paid admission to witness the event. A public road where a number of spectators have gathered together to witness the event may be considered in public.

Clause (c.) Selling or pawning for cash, exchanging for other merchandise, or in any manner realizing cash on a prize. In short, the *original prize must be retained.*

Clause (d.) If you take or accept anything in the way of expenses from anyone, *You must pay your own expenses with your own money.* If you have received or are to receive money or merchandise for your expenses from a manufacturer or any one interested in the business of cycling, you lose your status. Accepting compensation of any kind whatever for riding a wheel. Entrance fees are expenses.

Clause (e.) Competing for a prize of more than \$35 00 in value.

Clause (f.) Racing men employed in cycle establishments may be transferred to the professional class if the Board is convinced that they are receiving any racing advantage by trade employment. *No other evidence is necessary.*

Clause (g.) Outside your own State, beyond 100 miles of your legal residence. By this is meant you may ride in the State of your legal residence, and not be restricted to the 100-mile limit, so long as it is within the boundaries of your own State. If you cross the line to go into an adjoining State, you must measure your distance by the 100-mile limit, starting from your legal residence. Special permits may be granted to men wishing to exceed the 100-mile limit, upon application to the

member of the National Board in charge of the State where you reside, who will send you a blank to fill out and swear to. If you qualify for the permit, you must keep exact account of your expenditures on each of these trips, and render same *sworn to* at once after each trip to member granting permit.

Clause (*h.*) Under this clause the National Board has decided to set aside the National Championships for the purpose of bringing riders of both classes together to determine the champion of all. At no other time or in no other event may you compete with a professional.

Clause (*i.*) Is plain as it reads.

INTERPRETATION OF PROFESSIONAL DEFINITION.

A professional is any rider other than an amateur, and may ride for a cash prize. You sacrifice your amateur status and become a professional if you ride a race for a money prize, for a wager, or for gate money.

If you ride a race in which there are professional competitors. If you make pace for professionals in public.

In no case except where a special permit can be shown by the race promoters can you race for a greater prize than \$100.

Forfeiture of Status—By violation of the rules defining his class, a rider instantly forfeits his standing, and by then entering a class to which he is not entitled, makes a false entry, for which due penalty is provided.

ROAD RACING.

This resolution was adopted by the L. A. W., National Assembly, Oct. 17, 1887.

RESOLVED, that organized races by wheelmen upon the public highways are unlawful and prejudicial to the best interests of the League of American Wheelmen.

RESOLVED, that the League strongly disapproves road racing, and earnestly urges upon its members that they refrain from participating therein or encouragement thereof.

RESOLVED, that the officers of the L. A. W. should not identify themselves with road races by acting in an official capacity in such.

THE LATEST RULES OF CRICKET.

As passed by the Marylebone Cricket Club.

THE GAME.

1. A match is played between two sides of eleven players each, unless otherwise agreed to; each side has two innings, taken alternately, except in the case provided for in Law 53. The choice of innings shall be decided by tossing.

RUNS.

2. The score shall be reckoned by runs. A run is scored—1st. So often as the batsman after a hit, or at any time while the ball is in play, shall have crossed, and made good their ground from end to end. 2nd. For penalties under Laws 16, 34, 41, and allowances under 44. Any run or runs so scored shall be duly recorded by scorers appointed for the purpose. The side which scores the greater number of runs wins the match. No match is won unless played out or given up, except in the case provided in Law 45.

APPOINTMENT OF UMPIRES.

2. Before the commencement of the match two umpires shall be appointed; one for each end.

THE BALL.

4. The ball shall weigh not less than five ounces and a half, nor more than five ounces and three-quarters. It shall measure not less than nine inches, nor more than nine inches and one-quarter in circumference. At the beginning of each inning each side may demand a new ball.

THE BAT.

5. The bat shall not exceed four inches and one-quarter in the widest part; it shall not be more than thirty-eight inches in length.

THE WICKETS.

6. The wickets shall be pitched opposite and parallel to each other, at a distance of twenty-two yards. Each wicket shall be eight inches in width, and consist of three stumps, with two balls upon the top. The stumps shall be of equal and sufficient size to prevent the ball from passing through, twenty-seven inches out of the ground. The bails shall be each four inches in length, and when in position, on the top of the stumps, shall not project more than half an inch above them. The wickets shall not be changed during a match, unless the ground between them become unfit for play, and then only by consent of both sides.

THE BOWLING CREASE.

7. The bowling-crease shall be in a line with the stumps; six feet eight inches in length, the stumps in the center, with a return crease at each end at right angles behind the wicket.

THE POPPING-CREASE.

8. The popping-crease shall be marked four feet from the wicket, parallel to it, and be deemed unlimited in length.

THE GROUND.

9. The ground shall not be rolled, watered, covered, mown, or beaten during a match, except before the commencement of each inning and of each day's play, when, unless the in-side object, the ground shall be swept and rolled for not more than ten minutes. This shall not prevent the batsman from beating the ground with his bat, nor the batsman nor bowler from using sawdust in order to obtain a proper foothold.

THE BOWLER.

NO BALL.

10. The ball must be bowled; if thrown or jerked, the umpire shall call "No ball."

11. The bowler shall deliver the ball with one foot on the ground behind the bowling crease, and within the return-crease; otherwise the umpire shall call "No ball."

WIDE BALL.

12. If the bowler shall bowl the ball so high over or so wide of the wicket, that in the opinion of the umpire it is not within reach of the striker, the umpire shall call "Wide ball."

THE OVER.

13. The ball shall be bowled in overs of five balls from each wicket alternately. When five balls have been bowled, and the ball is finally settled in the bowler's or wicket keeper's hands, the umpire shall call "Over." Neither a no ball nor a wide ball shall be reckoned as one of the over.

14. The bowler may change ends as many times as he thinks proper in the same inning, but cannot bowl two overs in succession.

15. The bowler may require the batsman at the wicket from which he is bowling to stand on that side of it which he may direct.

SCORING OFF NO BALLS AND WIDES.

16. The striker may hit a "No ball," and whatever runs result shall be added to his score, but he shall not be out from a "No ball" unless he be run out or break Laws 26, 27, 29, 30. All runs made from a "No ball," otherwise than from the bat, shall be scored "No balls," and if no run be made, one run shall be added to that score. From a "Wide ball" as many runs as are run shall be added to the score as "Wide balls," and if no run be otherwise obtained, one run shall be so added.

BYE.

17. If the ball, not having been called "Wide" or "No ball," pass the striker without touching his bat or person, and any runs be obtained, the umpire shall call "Bye;" but if the ball touch any part of the striker's person (hand excepted) and any runs be obtained, the umpire shall call "Leg-bye," such runs to be scored "Byes" and "Leg-byes" respectively.

PLAY.

18. At the beginning of the match, and of each inning, the umpire at the bowler's wicket shall call "Play;" from that time no trial ball shall be allowed to any bowler on the ground between the wickets, and when one of the batsmen is out, the use of the bat shall not be allowed to any person until the next batsman shall come in.

DEFINITIONS.

19. A batsman shall be held to be "out of his ground" unless his bat in hand or some part of his person be grounded within the line of the popping-crease.

20. The wicket shall be held to be "down" when either of the balls is struck off, or, if both balls be off, when a stump is struck out of the ground.

THE STRIKER IS OUT.

21. If the wicket be bowled down, even if the ball first touch the striker's bat or person:—"Bowled."

22. Or, if the ball, from a stroke of the bat or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher:—"Caught."

23. Or, if in playing at the ball, provided it be not touched by the bat or hand, the striker be out of his ground, and the wicket be put down by the wicket keeper with the ball or with hand or arm, with ball in hand:—"Stumped."

24. Or, if with any part of his person he stop the ball, which in the opinion of the umpire at the bowler's wicket, shall have been pitched in a straight line from it to the striker's wicket and would have hit it:—"Leg before wicket."

25. Or, if in playing at the ball he hit down his wicket with his bat or any part of his person or dress:—"Hit wicket."

26. Or, if under pretence of running, or otherwise, either of the batsmen wilfully prevent a ball from being caught:—"Obstructing the field."

27. Or, if the ball be struck, or be stopped by any part of his person, and he wilfully strike it again, except it be done for the purpose of guarding his wicket, which he may do with his bat or any part of his person, except his hands:—"Hit the ball twice."

EITHER BATSMAN IS OUT,

28. If in running, or at any other time, while the ball is in play, he be out of his ground, and his wicket be struck down by the ball after touching any fieldman, or by the hand or arm, with ball in hand, of any fieldman:—"Run out."

29. Or, if he touch with his hands or take up the ball, while in play, unless at the request of the opposite side:—"Handled the ball."

30. Or, if he wilfully obstruct any fieldman:—"Obstructing the field."

31. If the batsmen have crossed each other, he that runs for the wicket which is put down is out; if they have not crossed, he that has left the wicket which is put down is out.

32. The striker being caught no run shall be scored. A batsman being run out, that run which was being attempted shall not be scored.

33. A batsman being out from any cause the ball shall be "dead,"

LOST BALL.

34. If a ball in play cannot be found or recovered, any fieldman may call "Lost ball," when the ball shall be "dead"; six runs shall be added to the score, but if more than six runs have been run before "Lost ball" has been called, as many runs as have been run shall be scored.

35. After the ball shall have been finally settled in the wicket keeper's or bowler's hand, it shall be "dead"; but when the bowler is about to deliver the ball, if the batsman at his wicket be out of his ground before actual delivery, the said bowler may run him out; but if the bowler throw at that wicket and any runs result, it shall be scored "No ball."

36. A batsman shall not retire from his wicket and return to it to complete his inning, after another has been in, without the consent of the opposite side.

SUBSTITUTE.

37. A substitute shall be allowed to field or run between wickets for any player who may, during the match, be incapacitated from illness or injury, but for no other reason, except with the consent of the opposite side.

38. In all cases where a substitute shall be allowed, the consent of the opposite side shall be obtained as to the person to act as substitute, and the place in the field which he will take.

39. In case any substitute shall be allowed to run between wickets, the striker may be run out if either he or his substitute be out of his ground. If the striker be out of his ground while the ball is in play, that wicket which he has left may be put down and the striker given out, although the other batsman may have made good the ground at that end, and the striker and his substitute at the other end.

40. A batsman is liable to be out for any infringement of the laws by his substitute.

THE FIELDSMAN.

41. The fieldsmen may stop the ball with any part of his person, but if he wilfully stop it otherwise the ball shall be "dead," and five runs added to the score; whatever runs may have been made, five only shall be added.

WICKET KEEPER.

42. The wicket keeper shall stand behind the wicket. If he shall take the ball for the purpose of stumping before it has passed the wicket, or if he shall incommode the striker by any noise or motion, or if any part of his person be over or before the wicket, the striker shall not be out, excepting under Laws 26, 27, 28, 29, and 30.

DUTIES OF UMPIRES.

43. The umpires are the sole judges of fair or unfair play, of the fitness of the ground, the weather, and the light for play; all disputes shall be determined by them, and if they disagree, the actual state of things shall continue.

44. They shall pitch fair wickets, arrange boundaries where necessary, and the allowances to be made for them, and change ends after each side has had one inning.

45. They shall allow two minutes for each striker to come in, and ten minutes between each inning. When they shall call "Play," the side refusing to play shall lose the match.

46. They shall not order a batsman out unless appealed to by the other side.

47. The umpire at the bowler's wicket shall be appealed to before the other umpire in all cases except in those of stumping, hit wicket, run out at the striker's wicket, or arising out of Law 42; but in any case in which an umpire is unable to give a decision he shall appeal to the other umpire, whose decision shall be final.

48. If the umpire at the bowler's end be not satisfied of the absolute fairness of the delivery of any ball, he shall call "No ball,"

49. The umpire shall take especial care to call "No ball" instantly upon delivery, "Wide ball" as soon as it shall pass the striker.

50. If either batsman run a short run, the umpire shall call "One short" and the run shall not be scored.

51. After the umpire has called "Over" the ball is "Dead," but an appeal may be made as to whether either batsman is out. Such appeal, however, shall not be made after the delivery of the next ball, nor after any cessation of play.

52. On the last day of a double-inning match, or in a one-day match, the batting side may, at any time, declare their inning at an end; and put the other side in, with a view to completing the game.

FOLLOWING INNINGS,

53. The side which goes in second shall follow their innings if they have scored 80 runs less than the opposite side.

54. No umpire shall be allowed to bet.

55. No umpire shall be changed during a match, unless with the consent of both sides, except in case of violation of Law 54; then either side may dismiss him.

ONE-DAY MATCHES.

1. The side which goes in second shall follow their innings if they have scored 60 runs less than the opposite side.

2. The match, when not played out, shall be decided by the first inning.

3. Before the commencement of a match, it may be agreed that the "Over" consists of five or six balls, four or five balls for a two days' match, six for a one day's.

GROUND RULES.

Before the game is begun, it should be understood by the captains what the ground rules are; agree on them; also, the time of drawing the stumps; then inform the umpires.

CROQUET.

INTRODUCTION.

Croquet is a comparatively modern game. It has not the weight of years on its side to increase love and regard for it.

The name seems to indicate France as its origin, and it is said to have been brought from there to Ireland, and from thence to England.

When introduced in this country it was characterized as a game, simple and almost devoid of opportunities for the display of any very great skill. The game was also modified: the number of arches increased, their positions changed, and the size of the grounds diminished.

The finest playing at that time, and till within a few years, was upon lawns with closely mown grass and generally level surface: but now, the scientific player prepares a ground better adapted to his needs, and the exhibition of his skill.

Although much genuine pleasure and excellent exercise can be obtained from a so-called sod ground, yet for delicacy and accuracy of play and exercise of sometimes marvelous skill, the modern ground is made a perfectly level, hard-rolled, sanded field.

All Tournament games must be played on a ground of this kind.

We would by no means discourage lawn-croquet. It is from the ranks of excellent lawn players that our best scientific players have come, and lawn-playing will foster a love for the game, which after all is the principal thing. Very few people, comparatively, have ever seen a really scientifically made ground. Those who believe themselves to be expert lawn players, are greatly surprised at the greater opportunity for pleasure and skill afforded upon a nicely sanded, level field.

There is no other field game that can compare with Croquet as a test for good temper, forbearance and that prince of manly qualities, fairness.

We have known characters vastly improve by courteous companionship and prevailing geniality on the Croquet ground. The old-fashioned, wordy strifes and contentions, cherishing and containing ill-feeling, are unknown, and aside from the beneficial physical advantages, these features must also be regarded in taking stock in the benefits of Croquet.

Croquet needs no special dress. The absence of excessive physical exertion is suited to those who would, if compelled to change suits, take no exercise at all, and they can return to business or any avocation after an hour of Croquet with linen and clothes none worse for their effort, and with an exhilaration that out-door exercise invariably secures.

Croquet is as scientific as billiards. There is a greater field (literally as well as otherwise) for strategy, the exercise of deliberate judgment, nerve, coolness and

boldness of play in Croquet than in billiards, much as some may question the truthfulness of the assertion. The eye and the hand become trained.

The high degree of skill of which the game by the introduction of narrow arches, hard rubber balls, and the most approved implements of play has been made capable, prevents it being regarded as only fit for children.

The chief points of excellence in Croquet may be enumerated as follows:—

First. Accuracy in croqueting or making one ball hit another from the blow of the mallet. Here the accurate eye and the trained hand are needed, for at a distance of 80 feet a ball $3\frac{1}{4}$ inches in diameter subtends a very small angle, and a very small divergence of the line of direction of the impinging mallet will cause the struck ball to go wide of its desired course.

Second. Ability to take position in front of Arches so as to pass through them successfully, for the arches being only $3\frac{1}{2}$ inches wide, give little chance of passing through to a ball of $3\frac{1}{4}$ inches when in a "wild position."

Third. "Wiring" or "staking" an adversary's ball so as to leave no ball "open" or "exposed." This is done sometimes from a distance of fifteen or twenty feet; and fourth, and greatest of all, is good generalship, for without this all excellence attained in the three preceding points will be manifested in vain in a hard-fought game. Closely associated with the first, is the ability to "drive" or "block" the ball at a certain angle to reach a position desired. This will be attempted only when the balls are near together, for at a long range roquet only is attempted. It is possible also that "jump shooting" ought to be added to these, for this, at first thought seemingly impossible method of play, is a special feature with some players, and not infrequently they are relieved from an otherwise inextricable position by a timely jump shot by which a ball from a peculiar downward stroke of the mallet may be made to pass over one or more intervening arches and "capture" a ball supposed to be safe from all danger.

The game of Croquet should be played on ground as nearly level as possible, in size 80x45 feet. The surface should be well-rolled dirt, lightly sanded to hold the balls. While the game may be played on turf, all national, match, or tournament games shall be played on dirt or "made" ground. The wickets shall not be more than four inches in width and eight to ten inches above ground.

The wickets should be sunk into the ground six or eight inches, or set in blocks of wood, buried under the surface to insure stability. When the ground will admit of it, the stakes should be placed seventy feet apart; the first arch seven feet in front of the starting stake; the second seven feet from the first; the third, fourteen feet to the right of, and one foot in advance of the second; the fourth on a line with the first and second, and twenty-one feet in advance of the second. The remaining five at the same relative distances; thus there will be five arches in line between the stakes, and four wing arches. Play is from right to left.

RULES OF THE GAME.

INTERFERING WITH PLAYERS.

RULE 1. No player or other person shall be permitted to interfere with the result of the game by any word or act calculated to embarrass the player, nor shall any one speak to a player while in the act of shooting, except a partner.

ORDER OF COLORS.

RULE 2. The order of colors shall be red, white, blue, black.

MALLETS.

RULE 3. There shall be no restriction in kind or size of mallet used—one or two hands may be used in striking.

RULE 4. No player shall change his mallet during a game without permission of his opponent, except in case of accident, or to make a "jump shot."

RULE 5. Should a ball or mallet break in striking, the player may demand another stroke with a new ball or mallet.

CLIPS OR MARKERS.

RULE 6. Every player shall be provided with a clip or indicator, the same color as his ball, painted on one side only, which he must affix to his arch next in order in course of play, before his partner plays, with the painted side showing the direction in which he is going. Should he fail to do so his clip must remain upon the arch it rested on before he played, and he must make the points again. Should he move his marker beyond or back of the point he is for, his attention must be called to such error before he plays again, otherwise it shall be allowed to stand. Should a player put a ball through its arch, he must at once move the corresponding clip.

OPENING OF GAME.

RULE 7. The game shall be opened by scoring from the upper border for an imaginary line drawn through the middle wicket.

RULE 8. The first play with each ball shall be made after placing it on a line half-way between the starting stake and the first arch, and play may be made for the arch on any ball that is in play, or in any direction the player may choose.

RULE 9. A ball shot for the first arch failing to make it, must remain where it rests. It can be roqueted, roquet-croqueted, and can, in its proper turn, roquet and roquet-croquet any ball on the field the same as though it had run the arch.

BALLS—HOW STRUCK.

RULE 10. The ball must be struck with the face of the mallet, the stroke being delivered whenever touching the ball it moves it. Should a stake or wire intervene, the player cannot strike them unless the ball is struck at the same time, and if the ball is moved, without being struck by the face of the mallet, "it shall remain where it rests, and should a point be made, or hit, it shall not be allowed, except by the decision of the umpire, as to the fairness of the shot."

RULE 11. When making a direct shot (*i. e.*, roquet), the player must not push or follow the ball with his mallet; but when taking croquet from a ball (two balls being in contact), he may follow his ball with the mallet, but must not strike it twice.

RULE 12. If a player strikes his ball before his opponent has finished his play, the stroke shall stand, or be made over, at the option of the opponent.

RULE 13. Should a ball rest against or near a wire, and the umpire or other person agreed on, should decide that in order to pass through the arch less than half the ball would be on the far side when impinging on the opposite wire, it shall be considered a push shot and shall not be made.

BALL—WHEN NOT TO BE TOUCHED.

RULE 14. A ball must not be touched while on the field, except after a roquet, when it is necessary to place it beside the roqueted ball for the purpose of croquet, or to replace it when it has been moved by accident—except by permission of the opponent.

ROQUET AND CROQUET.

RULE 15. A ball roquets another when it comes in contact with it by a blow from the players' mallet, or rebounds from a wicket or stake, also when it comes in contact with it when roquet-croquet is taken from another ball; but not when rebounding from any obstacle that marks the limit of the field; and should a ball be thus moved, it shall be replaced before play can proceed.

RULE 16. A player after making roquet, shall not stop his ball for the purpose of preventing its hitting another. Should he do so his play ceases and all balls shall be replaced as before the stroke, or remain, at the option of the opponent.

RULE 17. Loose croquet, or roquet-croquet, is striking a ball when it is in contact with another where it has been placed for the purpose of croquet, after roqueting it.

RULE 18. Roquet gives to the player the privilege of roquet-croquet only and play must be made from the roqueted ball.

RULE 19. If a player in taking a roquet-croquet from a ball fails to move it, such stroke ends his play, and the ball must be returned, or left where it stops, at the option of the opponent.

RULE 20. A player, in each turn of play, is at liberty to roquet any ball on the ground once only before making a point.

RULE 21. Should a player roquet-croquet a ball he has not roqueted, he loses his turn, and all balls moved by such play must be replaced to the satisfaction of the umpire or adversary. Should the mistake not be discovered before the player has made another stroke, the play shall be valid, and the player continue his play.

RULE 22. In taking roquet-croquet from a ball, if player's ball strikes another that he has already roqueted, such stroke does not end his play.

RULE 23. If a player roquets two or more balls at the same stroke, he must use the first ball roqueted only.

MAKING OF POINTS.

RULE 24. A player makes a point in the game when he runs an arch, or strikes a stake in his proper play.

RULE 25. If the player makes a point, and afterwards at the same stroke roquets a ball, he must take the point and use the ball. If the roqueted ball is beyond the arch, as determined by rule 46, and playing ball rests through the arch, the arch is held to be first made.

RULE 26. If a ball roquets another, and afterwards at the same stroke makes a point it must take the ball and reject the point.

RULE 27. A player continues to play so long as he makes a point in the game, or roquets another ball to which he is in play.

RULE 28. A ball making two or more points at the same stroke, has only the same privilege as if it made but one.

RULE 29. Should a ball be driven through its arch, or against its stake by roquet-croquet or concussion, it is a point made by that ball, except it be a rover.

PLAYING ON DEAD BALL.

RULE 30. If a player play by direct shot on a dead ball, all balls displaced by such shot shall be replaced in their former position, and the player's ball, placed against the dead ball on the side from which it came; or all balls rest where they lie, at the option of the opponent.

RULE 31. If the player, in making a direct shot, strike a ball on which he has already played, *i. e.*, a dead ball, his play ceases. Any point, or part of a point, or

ball struck, after striking the dead ball is not allowed. And both balls must be replaced in accordance with Rule 30.

But if, playing ball in passing through its arch, strike a dead ball that is beyond the arch, as determined by Rule 46, the ball shall not be considered a dead ball if playing ball rests through its arch, and the point shall be allowed.

BALLS MOVED OR INTERFERED WITH BY ACCIDENT OR DESIGN.

RULE 32. A ball accidentally misplaced, otherwise than is provided for in Rule 37, must be returned to its position before play can proceed.

RULE 33. If a ball is stopped or diverted from its course by an opponent, the player may repeat the shot or not as he chooses. Should he decline to make the shot over, the ball must remain where it stops, and, if playing ball, must play from there.

RULE 34. If a ball is stopped or diverted from its course by a player, or his partner, the opponent may demand a repetition of the shot if he chooses—should he decline to do so, the ball must remain where it stops, and, if playing ball must play from there.

RULE 35. If a ball while rolling, is stopped or diverted from its course by any object inside the ground, not pertaining to the game or ground, other than provided for in Rules 33 and 34, the shot may be taken over, or allowed to remain, at the option of the player. If not taken over, the ball must remain where it stops, and, if playing ball play from there.

BALLS IN CONTACT.

RULE 36. Should a player, on commencing his play, find his ball in contact with another, he may hit his own as he likes, and then has subsequent privileges the same as though the balls were separated an inch or more.

FOUL STROKE.

RULE 37. Should a player in making a stroke move with his mallet any other than his object ball, it shall be a foul and his play ceases, and all balls moved shall be replaced as before the stroke, or remain where they rest, at the option of the opponent. See Rules 10, 11 and 12.

BOUNDARY LINES.

RULE 38. A ball shot over boundary line must be returned at right angles from where it stops before play can proceed.

RULE 39. A ball is in the field only when the whole ball is within the boundary line.

RULE 40. No play is allowed from beyond the boundary line, except when a ball is placed in contact with another for the purpose of roquet-croquet.

RULE 41. If a player strikes his ball when over the boundary line, he shall loose his stroke, and the balls shall be replaced or left where they stop, at the option of the opponent.

RULE 42. If a player roquet a ball that is off the field, either by direct shot or from roquet-croquet, the stroke shall not be allowed; and such roqueted ball shall be placed in the field opposite the point where it lay before being thus hit. And if such roquet ball is made by a direct shot, the play ceases.

RULE 43. The first ball driven over the boundary line into a corner must be placed on the corner at the intersection of the two boundary lines.

RULE 44. If a ball, having been struck over the boundary line, is returnable at the corner, another ball being on or entitled to the corner, it shall be placed on that side of the corner on which it went off.

RULE 45. If two balls having been shot over the boundary line, rest directly behind one another at right angles with boundary line, they shall be placed on the line alongside of each other in the direction from whence they were played off. This can occur only when the centres of the two balls rest directly behind one another, at right angles with the boundary line.

BALL—WHEN THROUGH AN ARCH.

RULE 46. A ball is not through an arch when a straight edge laid across the two wires on the side from whence the ball come, touches the ball without moving the arch.

BALL—WHEN IN POSITION.

RULE 47. If a ball has been placed under an arch, for the purpose of roquet-croquet, it is not in position to run that arch.

RULE 48. If a ball be driven under its arch from the wrong direction, and rests there, it is not in position to run that arch in the right direction.

RULE 49. If a ball shot through its arch in the right direction, rolls back through or under that arch, the point is not made, but the ball is in position if left there.

HITTING BALL WHILE MAKING WICKET.

RULE 50. Cage wickets may be made in one, two or more turns, provided the ball stops within limit of the cage.

RULE 51. Any playing ball within or under, a wicket, becomes dead to advancement through the wicket from that position, if it comes in contact with any other ball by a direct shot.

ROVERS.

RULE 52. A rover is a ball that has run every arch and hit the turning stake in its proper turn of play.

RULE 53. A rover has the right of roqueting and roquet-croqueting every ball on the ground once during each turn of play, and is subject to being roqueted and roquet-croqueted by any ball in play.

RULE 54. Rovers must be continued in the game until partners become rovers, and go out successively, and a rover that has been driven against the stake cannot be removed to make way for the next rover.

PLAYING OUT OF TURN, OR WRONG BALL.

RULE 55. If a player plays out of his proper turn, whether with his own or any other ball, or in his proper turn plays the wrong ball, and the mistake is discovered before the next player has commenced his play, all benefit from any point or points made is lost, and his turn of play forfeited. All balls moved by the mis-play must be returned to their former position by the umpire or adversary. If the mistake is not discovered until after the next player has made his first stroke, the error must stand.

POINTS RE-MADE.

RULE 56. If a player makes a point he has already made his marker not being on that point, and the mistake is discovered before the next point is made, the play-

ceases with the shot by which the wicket was re-made, and the marker remains where it stood at the beginning of this play. All balls shall be left in the position they had at the time the wicket was re-made. If not discovered before the next point is made, the points so made are good and play proceeds the same as if no error had been made.

ERROR IN ORDER OF PLAY.

RULE 57. If an error in order is discovered after a player has struck his ball, he shall be allowed to finish his play, provided he is playing in the regular sequence of his partner's ball last played. In case of dispute as to proper sequence of balls, it shall be decided by the umpire; if there is no umpire, by lot. No recourse shall be had to lot unless each party expresses the belief that the other is wrong.

RULE 58. At any time an error in order is discovered, the opposite side shall follow with the same ball last played (the proper sequence); but before playing, their opponents shall have the privilege to demand a transposition of adversaries' balls.

EXAMPLE. Both plays by mistake after Red—the error is not discovered—Blue plays in the proper sequence of his partner Red, and seeing that Black has just played is thus led to believe it the innocent ball, and upon concluding his play leaves Black by Red. Now if error in order is discovered the player of Red and Blue can demand that the position of Black and White be transposed.

CHANGING SURFACE OF GROUND.

RULE 59. The surface of ground shall not be changed during a game by either player, unless by consent of the umpire, and if so changed at the time of playing, the shot shall be declared lost.

CORNER PIECES.

RULE 60. In all subsequent construction of grounds a corner piece eighteen inches in length shall be inserted, leaving the boundary of the grounds inside, however, square at the corners.

PENALTY—GENERAL RULE,

RULE 61. If a rule is violated, a penalty for which has not been provided, the player shall cease to play.

The following rules were adopted for the government of the croquet tournament, August, 1895:

RULE 1. The tournament games shall be played in accordance with the rules of the National Croquet Association.

RULE 2. Each club shall be entitled to enter one player, who shall play one game with each of the other players.

RULE 3. No player shall be allowed to enter after 8 o'clock Wednesday morning.

RULE 4. All players are expected to remain to the finish and play all games assigned to them.

RULE 5. The order of play shall be determined by lot, names being drawn each evening by the secretary for the following day till all are drawn. Should the drawing for the day be exhausted the secretary shall make extra drawing.

RULE 6. Should any player fail to be present when his turn comes the next in order shall play, and the former's game be forfeited, unless excused by a two-thirds vote of the contestants.

RULE 7. Should any player leave before he has played all his games, his name and games shall be stricken from the list.

RULE 8. All disputed points shall be referred to an umpire, to be chosen before play by the contestants, and in case of his inability to decide, the three referees, to be chosen by the committee of arrangements.

RULE 9. Games shall be called by 8 a. m., and no game shall be begun after 6 p. m.

RULE 10. All ties shall be played off in accordance with the above rules,

RULE 11. In case of darkness coming on during a game, the umpire shall decide when the game shall stop, and if stopped, shall be continued first in order the next morning.

The social tournament games will be governed by the same rules as the prize tournament games.

CURLING.

CURLING is a winter sport, played on the frozen surface of a river, lake or pond. There is a marked resemblance between Curling and Quoiting, but much greater nicety is the requisite of an adroit curler. In Quoits, the quoit is thrown. In Curling, the stone is slid along the ice. Instead of the hub, in Quoits, a circle called the "tee" is used. The stones are round pieces of granite, having an iron handle fastened to them. They may vary in weight from 30 to 50 pounds, but must not measure more than 36 inches in circumference. Occasionally cast-iron curlers are used.

A game is made up of eight players, four on a side, every player having the right to use two curling stones. The side sending a stone or stones nearest to the tee wins. Should all the eight stones of one side be within the circle, the count would be eight. If, on the other hand, only one stone be nearest, and a stone of the opposite party next best in position, only one point can be scored.

A clear space on the ice of fully 55 yards in length by 12 yards in width is necessary in order to lay out the rink.

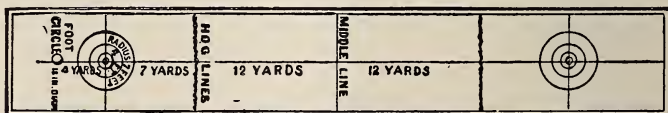


DIAGRAM OF THE RINK.

There is a great deal of strategy in the game. A player may succeed in placing a stone near the tee, and the opponent may try and drive his adversary's curling-stone away, while one of the players of the same side as the one who has slid his stone nearest, may try and protect the position by interposing his curling-stone before the stone in the best position, so as to shield it.

There are numerous names given to the peculiar plays made by curlers which are known as drawing, striking, guarding in an outwicking, raising, chipping, chapping, etc., etc. Players may use brooms in order to keep the ice clear.

RULES.

1. The length of the rink played shall be forty-two yards. The "tee's" shall be put down thirty-eight yards apart. In a continued straight line with the "tees,"

and four yards distance from each, a circle eighteen inches in diameter shall be drawn on the left-hand side of said line (looking in the direction to be played), and its edge just touching it. Within this circle, whether standing on the ice, or on any rest, support or abutment whatsoever, permitted by the rules, each player, while playing his stone, shall place his right foot on the right-hand side and his left foot on the left-hand side of the central line. (The circle to be on the opposite side of the line if the player is left-handed.) When a hack, or hatch, in the ice is used, it must be behind the circle above described, and not of greater length than fourteen inches, measuring from the central line.

A circle of seven feet radius to be described from each "tee" as a centre, and no stone to count which is wholly without this circle.

The hog score to be distant from each "tee" one-sixth part of the length of the whole rink played. Every stone to be a hog which does not clear a square placed upon this score; but no stone to be considered a hog which has struck another stone lying over the hog score.

A line shall be drawn on the ice at right angles to the rink, half-way between the "tees," which shall be called the "middle line." In no case shall the rink played be less than thirty-two yards.

So soon as the rink is marked off, and before beginning to play, the terms of the match or game must be distinctly stated and fixed by the skips, if they have not been previously arranged. These terms may either be that the parties shall play for a specified time, or a game of a certain number of shots. Though the terms have been previously fixed, they should be repeated.

2. Every rink to be composed of four players a side, each with two curling-stones, unless otherwise mutually agreed upon. Before commencing the game, each skip (viz., leader of the party) shall state to the opposing skip the rotation in which his men are to play, and the rotation, so fixed, is not to be changed during the game. Each pair of players shall play one stone alternately with his opponent, until he has played both.

3. The two skips opposing each other shall settle by lot, or by any other way they may agree upon, which party shall lead, after which the winning party of the last end shall lead.

4. All curling-stones shall be of circular shape. No stone shall be of greater weight than fifty pounds imperial, nor less than thirty pounds; nor of greater circumference than thirty-six inches; nor of less height than one-eighth part of its greatest circumference.

No stone, or side of a stone, shall be changed after a game has been commenced, nor during its continuance, unless it happens to be broken, and then the largest fragment is to count, without any necessity for playing with it more. If the played stone rolls or stops on its side or top, it shall not be counted, but put off the ice. Should the handle quit the stone in the delivery, the player must keep hold of it, otherwise he shall not be entitled to replay his shot.

5. Each party, before beginning to play, and during the course of each end, are to be arranged along the sides of the rink, anywhere between the middle line and the "tee" which their skip may direct; but no party—except when sweeping according to rule—shall go upon the middle of the rink, nor cross it under any pretence whatever. The skips alone are allowed to stand at or about the "tee," as their turn requires.

6. If a player plays out of turn, the stone so played may be stopped in its progress and returned to the player. If the mistake shall not be discovered until the stone is again at rest, the opposite party shall have the option to add one to their score, and the game shall then proceed in its original rotation, or the end shall be

declared null and void.

7. The sweeping department shall be under the exclusive direction and control of the skips. The player's party shall be allowed to sweep when the stone has passed the middle line, and until it reaches the "tee," and the adverse party when it has passed the "tee." The sweeping should always be to a side, or across the rink; and no sweepings to be moved forward and left in front of a running stone, so as to stop or obstruct its course.

8. If, in sweeping, or otherwise, a running stone be interfered with or obstructed by any of the party to which it belongs, it shall be put off the ice; if by any of the adverse party, it shall be placed where the skip of the party to which it belongs may direct. If marred by any other means, the player shall replay his stone. Should any played stone be accidentally displaced before the last stone is played and at rest, by any of the party who are then lying the shot, they shall forfeit the end; if by any of the losing party at that end, who have the stone yet to play, they shall be prevented from playing that stone, and have one shot deducted from their score. The number of shots to be counted at said end by the winners to be decided by a majority of the players, the offender not having a vote.

9. Every player to come provided with a broom; to be ready to play when his turn comes, and not to take more than a reasonable time to play his stone. Should he accidentally play a wrong stone, any of the players may stop it while running; but if not stopped until it is again at rest, it shall be replaced by the one which he ought to have played.

10. No measuring of shots allowed previous to the termination of the end. Disputed shots to be determined by the skips; or if they disagree, by the umpire; or, when there is no umpire, by some neutral person mutually chosen by them, whose decision shall be final. All measurements to be taken from the centre of the "tee" to that part of the stone which is nearest to it. No stone shall be considered within or without the circle unless it clears it; and every stone shall be held as resting on a line which does not completely clear it. In every case this is to be determined by placing a "square" on the ice, at that part of the circle or line in dispute.

11. Each skip shall have the exclusive regulation and direction of the game for his party, and may play in what part of it he pleases; but, having chosen his place in the beginning, he must retain it until the end of the game. The players may give their advice, but cannot control their director; nor are they, upon any pretext, to address themselves to the person about to play. Each skip, when his own turn to play comes, shall name one of his party to take charge for him. Every player to follow implicitly the direction given him. If any player shall improperly speak to, taunt, or interrupt another, while in the act of delivering his stone, one shot shall be added to the score of the party so interrupted, and the end shall proceed as before.

12. If, from any change of weather, after a game has been commenced, or from any other reasonable cause whatsoever, one party shall desire to shorten the rink, or to change to another one, if the two skips cannot agree upon the change, the umpire for the occasion shall be called, and he shall after seeing one end played, determine whether the rink shall be shortened, and how much, and whether it shall be changed, and his determination shall be final and binding on all parties. Should there be no umpire appointed for the occasion, or should he be otherwise engaged, the two skips may call in any curler unconnected with the disputing parties, whose services can be most readily obtained, and, subject to the same conditions, his powers shall be equally extensive to those of the umpire. The umpire, in a match, shall have power, in the event of the ice being, in his opinion, unfit for the continuance of the match, to stop the match, in which case the contest must be commenced anew, on some future occasion, according to the rules of the National Club.

FOOT BALL.

INTRODUCTORY.

A beginner in foot ball should do two things. He should read the rules and he should, if possible, watch the practice. If the latter be impossible, he and his mates must, after having read the rules, start in and, with eleven men on a side, play according to their own interpretation of these rules. When differences of opinion arise as to the meaning of any rule, a letter addressed to some one of the players upon prominent teams will almost always elicit a ready and satisfactory answer,

The first thing to be done in starting the practice, is to provide regarding the accessories of the game, which in foot ball are of the simplest kind. The field should be marked out with ordinary lime-lines, enclosing a space of 330 feet long and 160 feet wide. While not absolutely necessary, it is customary to mark the field also with transverse lines every five yards, for the benefit of the referee in determining how far the ball is advanced at every down. In the middle of the lines forming the ends of the field, the goal-posts are erected, and should be eighteen feet six inches apart, with cross-bar ten feet from the ground. The posts should project several feet above the cross-bar. The ball used is an oval leather cover containing a rubber inner, which is inflated by means of a small air pump or the lungs.

REVISED CODE OF FOOT BALL RULES,

AS PROPOSED AND ADOPTED BY THE RULES COMMITTEE.

RULE 1 (a). A drop-kick is made by letting the ball fall from the hands and kicking it at the very instant it rises from the ground.

(b). A place-kick is made by kicking the ball after it has been placed on the ground.

(c). A punt is made by letting the ball fall from the hands and kicking it before it touches the ground.

(d). Kick-off is a place-kick from the centre of the field of play, and cannot score a goal.

(e). Kick-out is a drop-kick, place-kick or punt, made by a player of the side which has touched the ball down in its own goal, or into whose touch-in-goal the ball has gone.

(f). A free kick is a term used to designate any kick where the opponents are restrained by rule from advancing beyond a certain point.

RULE 2 (a). In touch means out of bounds.

(b). A fair is putting the ball in play from touch.

RULE 3. A foul is any violation of a rule.

RULE 4 (a). A touch-down is made when the ball is carried, kicked or passed across the goal line and there held, either in goal or touch-in-goal. The point where the touch-down is marked, however, is not necessarily where the ball is carried across the line, but where the ball is fairly held or called "down."

<p style="text-align: center;">Touch in Goal.</p>	<p style="text-align: center;">In Goal.</p> <p style="text-align: center;">Goal Line. Goal Line.</p> <p style="text-align: center;">[18½ feet]</p> <p style="text-align: center;">[Goal]</p>	<p style="text-align: center;">Touch in Goal.</p>
<p style="text-align: center;">In Touch.</p> <p style="text-align: center;">330 feet</p> <p style="text-align: center;">Touch or Bounds.</p>	<p style="text-align: center;">160 feet</p> <p style="text-align: center;">25-yard-line Limit of Kick-out.</p> <hr/> <p style="text-align: center;">25-yard-line Limit of Kick-out.</p> <p style="text-align: center;">160 feet.</p> <p style="text-align: center;">[Goal.]</p> <p style="text-align: center;">[18½ feet]</p>	<p style="text-align: center;">Touch or bounds.</p> <p style="text-align: center;">330 feet.</p> <p style="text-align: center;">In Touch.</p> <p style="text-align: center;">Touch or Bounds.</p>
<p style="text-align: center;">Touch in Goal.</p>	<p style="text-align: center;">In Goal.</p> <p style="text-align: center;">Goal Line. Goal Line.</p>	<p style="text-align: center;">Touch in Goal.</p>

DIAGRAM OF FOOT BALL GROUNDS.

(b). A safety is made when a player, guarding his goal receives the ball from a player of his own side, either by a pass, a kick or a snap back, and then touches it down behind his goal line, or when he himself carries the ball across his own goal line, and touches it down, or when he puts the ball into his own touch-in-goal, or when the ball, being kicked by one of his own side, bounds back from an opponent across the goal line, and he then touches it down.

(c). A touch-back is made when a player touches the ball to the ground behind his own goal, the impetus which sent the ball across the line having been received from an opponent.

RULE 5. A punt-out is a punt made by a player of the side which has made a touch-down in its opponents' goal to another of his own side for a fair catch.

RULE 6. A goal is obtained by kicking the ball, in any way except a punt, from the field of play, over the cross-bar or post of the opponents' goal.

RULE 7. A scrimmage takes place when the holder of the ball puts it down on the ground, and puts it in play by kicking it forward or snapping it back.

RULE 8. A fair catch is a catch made direct from a kick by one of the opponents (or a punt-out by one of the same side), provided the man intending to make the catch indicates that intention by holding up his hand when running for the ball, and also makes a mark with his heel upon catching it, and no other of his side touches the ball. If he be interfered with by an opponent who is off side, or, if he be thrown after catching the ball, he shall be given fifteen yards, unless this carries the ball across the goal line. In that case he shall be given but half the intervening distance. After having raised his hand he cannot run with the ball, but must take his fair catch if he succeed in making one.

RULE 9. Charging in rushing forward to seize the ball or tackle a player.

RULE 10. Foul interference in using the hands or arms in any way to obstruct or hold a player who has not the ball. This does not apply to the man running with the ball; that is, the runner may push off his adversaries.

RULE 11. The ball is dead.

I. When the holder has cried down, or when the referee has called a down, or when the umpire has called foul.

II. When a goal has been obtained.

III. When it has been downed after going into touch, or touch-in-goal.

IV. When a touch-down or safety has been made.

V. When a fair catch has been made.

VI. When time has been called by the umpire or referee. No play can be made while the ball is dead, except to put it in play by rule.

RULE 12. The grounds must be 330 feet in length and 160 feet in width, with a goal placed in the middle of each goal line, composed of two upright posts, exceeding 20 feet in height, and placed 18 feet 6 inches apart, with a cross-bar 10 feet from the ground. See diagram of foot ball field as shown herein.

RULE 13. The game shall be played by teams of eleven men each, and in case of disqualified or injured player, a substitute shall take his place. Nor shall the disqualified or injured player return to further participation in the game.

RULE 14. There shall be an umpire, a referee and a linesman.

RULE 15 (a). The umpire is the judge of the conduct of the players, and his decision is final regarding fouls and unfair tactics. The umpire may appeal to both the linesman and referee for testimony regarding cases of unnecessary roughness, off side play or holding, but they shall not volunteer their opinion, nor can they be appealed to upon these points by the captains or players.

(b). The referee is judge of the position and progress of the ball, and his decision

is final in all points not covered by the umpire.

(c). Both umpire and referee shall use whistles to indicate cessation of play on fouls and downs. The linesman shall use a stop watch in timing the game.

(d). The umpire shall permit no coaching, either by substitutes, coaches or any on inside the ropes. If such coaching occur he shall warn the offender, and upon the second offense must have him sent behind the ropes for the remainder of the game.

(e). The linesman shall, under the advice of the referee, mark the distance gained or lost in the progress of the play, and upon the request of the umpire shall give testimony upon any unnecessary roughness, off side play, or holding; but he may not be appealed to by any player or captain. He shall also, under the direction of the referee, keep the time.

(f). Only one official representative for each side shall come upon the field of play in case of an accident to a player.

RULE 16 (a). The time of a game is seventy minutes, each side playing thirty-five minutes from each goal. There shall be ten minutes' intermission between the two halves. The game shall be decided by the final score at the end of even halves. Either side refusing to play after being ordered to by the referee, shall forfeit the game. This shall also apply to refusing to commence the game when ordered to by the referee. The linesman shall notify the captains of the time remaining not more than ten nor less than five minutes from the end of each half.

(b). Time shall not be called for the end of a half until the ball is dead; and in the case of a try-at-goal from a touch down the try shall be allowed. Time shall be taken out while the ball is being brought out either for a try, kick-out or kick-off, and when play is for any reason suspended.

RULE 17. No one wearing projecting nails or iron plates on his shoes, or any metal substance upon his person, shall be allowed to play in a match. No sticky or greasy substance shall be used on the person or clothing of players.

RULE 18. The ball goes into touch when it crosses the side line, or when the holder puts part of either foot across or on that line. The touch line is in touch and the goal line is in goal.

RULE 19. The captains shall toss up before the commencement of the match, and the winner of the toss shall have his choice of goal or of kick-off. The same side shall not kick-off in two successive halves. In all cases where the rules provide for a kick, the ball must be actually kicked a distance of at least ten yards into the opponents' territory, unless stopped by the opponents.

RULE 20. The ball shall be kicked off at the beginning of each half; and whenever a goal has been obtained, the side which has lost the goal shall kick off. If the ball go into touch before it is touched by an opponent, it shall be brought back and kicked off over again. If it be kicked into touch a second time, it shall go as a kick-off to the opponents.

RULE 21. The side which has a free-kick must be behind the ball when it is kicked. At kick-off the opposite side must stand at least ten yards in front of the ball until it is kicked.

RULE 22. A player who has made and claimed a fair catch shall take a drop-kick, or a punt, or place the ball for a place-kick. The opponents may come up to the catcher's mark, and the ball must be kicked from some spot behind that mark on a parallel to touch line.

RULE 23. Charging is lawful for the opponents if a punter advance beyond his line, or, in case a place-kick, as soon as the ball is put in play by touching the ground. In case of a punt-out, however, not until the ball is kicked.

RULE 24 (a). A player is put off side, if, during a scrimmage, he get in front of the ball, or if the ball has been last touched by one of his own side behind him. No player can, however, be called off side in his own goal. No player when off side shall touch the ball, or with his hands or arms interrupt or obstruct an opponent until again on side.

(b). A player being off side is put on side when the ball has touched an opponent, or when one of his own side has run in front of him, either with the ball, or having been the last player to touch it when behind him.

(c). If a player when off side touch the ball inside the opponents' ten yard line, the ball shall go as a touch-back to the opponents.

RULE 25. No player shall lay his hands upon, or, by the use of his hands or arms, interfere with an opponent, unless he himself or that opponent has the ball. That is, the players of the side which has possession of the ball can obstruct the opponents with the body only. But the players of the side which has not the ball can use the hands and arms, as heretofore; that is, to push their opponents out of the way in breaking through when the ball is snapped.

RULE 26 (a). A foul shall be granted for intentional delay of the game, off side play, or holding an opponent, unless he has the ball. No delay arising from any cause whatsoever shall continue more than three minutes.

(b). The penalty for fouls or violation of rules, except where otherwise provided, shall be, when the offending side has the ball, the immediate surrender of it to the opponents for a down, or when the offending side has not the ball the advance of the ball ten yards. In this, as in other penalties of a similar nature, if the distance given would carry the ball across the goal line, only half the intervening distance shall be given,

(c). The offended side may refuse to accept the penalty where it is to its disadvantage, but in the case of a run resulting, should it be over fifteen yards, that distance shall be the limit allowed.

RULE 27 (a). A player shall be disqualified for unnecessary roughness, hacking or striking with closed fist.

(b). For the offences of throttling, tripping up or intentional tackling below the knees, the opponents shall receive twenty-five yards, or a free-kick, at their option. In case, however, the twenty-five yards would carry the ball across the goal line they can have half the distance from the spot of the offence to the goal line, and shall not be allowed a free-kick.

RULE 28. A player may throw or pass the ball in any direction except towards the opponents' goal. If the ball be batted in any direction or thrown forward, it shall go down on the spot to the opponents.

RULE 29. If a player when off side interfere with an opponent trying for a fair catch, by touching him or the ball, or waving his hat or hands, or deliberately getting in his way, the opponent may have an advance of fifteen yards and a free-kick, or down, from where the interference occurred.

RULE 30 (a). If a player having the ball be tackled and the ball fairly held, the man so tackling shall cry "held," the one so tackled must cry "down," and some player of his side put it down for a scrimmage. As soon as a runner attempting to go through is tackled and goes down, the referee shall blow his whistle and the ball shall be considered down at that spot. Any piling up on the man after that shall be punished by giving him fifteen yards, unless this carry the ball across the goal line, when he shall have only half the intervening distance. The snapper back and the man opposite him cannot pick out the ball with the hand until it touch a third man; nor can the opponents interfere with the snapper back by touching the ball until it

is actually put in play. Infringement of this nature shall give the side having the ball five yards at every such offense. The snapper back is entitled to full and undisturbed possession of the ball. If the snapper back be off side in the act of snapping back, the ball must be snapped again, and if this occur three times on the same down, the ball goes to the opponents. The man who first receives the ball when snapped back from a down shall not carry the ball forward under any circumstances whatever. If, in three consecutive fairs and downs, unless the ball cross the goal line, a team shall not have advanced the ball five or taken it back twenty yards, it shall go to the opponents on the spot on the fourth down. "Consecutive" means without going out of the possession of the side holding it, and by a kick giving the opponents fair and equal chance of gaining possession of it. When the referee or umpire has given a side a distance penalty, the resulting down shall be counted the first down.

(*b*). The man who put the ball in play in a scrimmage cannot pick it up until it has touched some third man. "Third man" means any other player than the one putting the ball in play and the man opposite him.

(*c*). No momentum-mass plays shall be allowed. A momentum-mass play is one where more than three men start before the ball is put in play. Nor shall more than three men group for that purpose more than five yards back of the point where the ball is put in play.

RULE 31. If the ball go into touch, whether it bound back or not, a player of the side which touches it down must bring it to the spot where the line was crossed, and there either

I. Touch it in with both hands, at right angles to the touch line, and then kick it; or

II. Walk out with it at right angles to the touch line, any distance not less than five nor more than fifteen yards, and there put it down for a scrimmage, first declaring how far he intends walking. The man who put the ball in must face the field or the opponent's goal, and he alone can have his foot outside the touch line. Anyone, except him, who puts his hands or feet between the ball and his opponents' goal is off side.

RULE 32. A side which has made a touch-down in their opponents' goal *must* try at goal, either by a place-kick or punt-out. If the goal be missed, the ball shall go as a kick-off at the centre of the field to the defenders of the goal.

RULE 33 (*a*). If the try be by a place-kick, a player of the side which has touched the ball down shall bring it up to the goal line, and making a mark opposite the spot where it was touched down, bring it out at right angles to the goal line such distance as he thinks proper, and there place it for another of his side to kick. The opponents must remain behind their goal line until the ball has been placed on the ground.

(*b*). The placer in a try-at-goal may be off-side or in touch without vitiating the kick.

RULE 34. If the try be by a punt-out, the punter shall bring the ball up to the goal line, and making a mark opposite the spot where it was touched down, punt-out from any spot behind the line of goal, and not nearer the goal post than such mark, to another of his own side, who must all stand in the field of play not less than fifteen feet from the goal line. If the touch-down be made in touch-in-goal, the punt-out shall be made from the intersection of the goal and the touch lines. The opponents may line up anywhere on the goal line, except the space of five feet on each side of punter's mark, but cannot interfere with the punter, nor can he touch the ball after kicking it until it strikes or is touched by some other player. If a fair catch be made from a punt-out, the mark shall serve to determine positions as the mark

of any fair catch. If a fair catch be not made on the first attempt, the ball shall go as a kick-off at the centre of the field to the defenders of the goal.

RULE 35. A side which has made a touch-back or a safety must kick out, except as otherwise provided, from not more than twenty-five yards outside the kicker's goal. If the ball go into touch before striking a player it must be kicked out again; and if this occur twice in succession, it shall be given to the opponents as in touch on the twenty-five yard line on the side where it went out. At kick-out the opponents must be on the twenty-five yard line or nearer their own goal, and the kicker's side must be behind the ball when kicked, or be adjudged off side. Should a second touch-back occur before four downs have been played, the side defending the goal may have the choice of a down at the twenty-five yard line or a kick-out.

EXCEPTION. Whenever a side has tried a drop kick at the goal upon a first down inside the twenty-five yard line, and the result has been a touch-back, the line of kick-out shall be the ten yard instead of the twenty-five yard line in determining the positions of the opponents, and the kicker's side must be behind the ball when it is kicked.

RULE 36. The following shall be the value of each point in the scoring;

Goal obtained by touch-down,	6
Goal from field kick,	5
Touch-down failing goal,	4
*Safety by opponents,	2

GOLF RULES

AS PLAYED BY THE ROYAL AND ANCIENT GOLF CLUB OF
ST. ANDREWS.

1. The game of golf is played by two or more sides, each playing its own ball. A side may consist of one or more persons.

2. The game consists in each side playing a ball from a tee into a hole by successive strokes, and the hole is won by the side holing its ball in the fewest strokes, except as otherwise provided for in the rules. If two sides hole out in the same number of strokes, the hole is halved.

3. The teeing-ground shall be indicated by two marks placed in a line at right angles to the course, and the player shall not tee in front of, nor on either side of, these marks, nor more than two club lengths behind them. A ball played from outside the limits of the teeing-ground, as thus defined, may be recalled by the opposite side.

The holes shall be $4\frac{1}{4}$ inches in diameter, and at least 4 inches deep.

4. The ball must be fairly struck at, and not pushed, scraped or spooned, under penalty of the loss of the hole. Any movement of the club which is intended to strike the ball is a stroke.

5. The game commences by each side playing a ball from the first teeing-ground. In a match with two or more on a side, the partners shall strike off alternately from the tees, and shall strike alternately during the play of the hole.

The players who are to strike against each other shall be named at starting, and shall continue in the same order during the match.

The player who shall play first on each side shall be named by his own side.

In case of failure to agree, it shall be settled by lot or toss which side shall have the option of leading.

(*See back of this book for proposed changes in Foot Ball Rules.)

6. If a player shall play when his partner should have done so, his side shall lose the hole, except in the case of the tee shot, when the stroke may be recalled at the option of the opponents.

7. The side winning a hole shall lead in starting for the next hole, and may recall the opponent's stroke should he play out of order. This privilege is called the "honor." On starting for a new match, the winner of the long match in the previous round is entitled to the "honor." Should the first match have been halved, the winner of the last hole gained is entitled to the "honor."

8. One round of the links—generally 18 holes—is a match, unless otherwise agreed upon. The match is won by the side which gets more holes ahead than there remains holes to be played, or by the side winning the last hole when the match was all even at the second last hole. If both sides have won the same number, it is a half match.

9. After the balls are struck from the tee, the ball farthest from the hole to which the parties are playing shall be played first, except as otherwise provided for in the rules. Should the wrong side play first, the opponent may recall the stroke before his side has played.

10. Unless with the opponent's consent, a ball struck from the tee shall not be changed, touched or moved before the hole is played out, under the penalty of one stroke, except as otherwise provided for in the rules.

11. In playing through the green, all loose impediments, within a club's length of a ball which is not lying in or touching a hazard, may be removed, but loose impediments which are more than a club's length from the ball shall not be removed under the penalty of one stroke.

12. Before striking at the ball, the player shall not move, bend or break anything fixed or growing near the ball, except in the act of placing his feet on the ground for the purpose of addressing the ball, and in soling his club to address the ball, under the penalty of the loss of the hole, except as provided for in Rule 18.

13. A ball stuck fast in wet ground or sand may be taken out and replaced loosely in the hole which it has made.

14. When a ball lies in or touches a hazard, the club shall not touch the ground, nor shall anything be touched or moved before the player strikes at the ball, except that the player may place his feet firmly on the ground for the purpose of addressing the ball, under the penalty of the loss of the hole.

15. A "hazard" shall be any bunker of whatever nature; water, sand, loose earth, moleholes, paths, roads or railways, whins, bushes, rushes, rabbit scrapes, fences, ditches, or anything which is not the ordinary green of the course, except sand blown on to the grass by wind, or sprinkled on grass for the preservation of the links, or snow or ice, or bare patches on the course.

16. A player or a player's caddie shall not press down or remove any irregularities of surface near the ball, except at the teeing-ground, under the penalty of the loss of the hole.

17. If any vessel, wheel-barrow, tool, roller, grass-cutter, box or other similar obstruction has been placed upon the course, such obstruction may be removed. A ball lying on or touching such obstruction, or on clothes, or nets, or on ground under repair or temporarily covered up or opened, may be lifted and dropped at the nearest point of the course, but a ball lifted in a hazard shall be dropped in the hazard. A ball lying in a golf hole or flag hole may be lifted and dropped not more than a club's length behind such hole.

18. When a ball is completely covered with fog, bent, whins, etc., only so much thereof shall be set aside as that the player shall have a view of his ball before he

plays, whether in a line with the hole or otherwise.

19 When a ball is to be dropped, the player shall drop it. He shall front the hole, stand erect behind the hazard, keep the spot from which the ball was lifted (or in the case of running water, the spot at which it entered) in a line between him and the hole, and drop the ball behind him from his head, standing as far behind the hazard as he may please.

20. When the balls in play lie within six inches of each other—measured from their nearest points—the ball nearer the hole shall be lifted until the other is played, and shall then be replaced as nearly as possible in its original position. Should the ball farther from the hole be accidentally moved in so doing, it should be replaced. Should the lie of the lifted ball be altered by the opponent in playing, it may be placed in a lie near to, and as nearly as possible similar to, that from which it was lifted.

21. If the ball lie or be lost in water, the player may drop a ball, under the penalty of one stroke.

22. Whatever happens by accident to a ball *in motion*, such as its being deflected or stopped by any agency outside the match, or by the forecaddy, is a "rub of the green," and the ball shall be played from where it lies. Should the ball lodge in anything moving, such ball, or if it cannot be removed, another ball shall be dropped as nearly as possible at the spot where the object was when the ball lodged in it. But if a ball *at rest* be displaced by any agency outside the match, the player shall drop it or another ball as nearly as possible at the spot where it lay. On the putting-green the ball may be replaced by hand.

23. If the player's ball strike, or be accidentally moved by an opponent, or an opponent's caddy or clubs, the opponent loses the hole.

24. If the player's ball strike, or be stopped by himself or his partner, or either of their caddies or clubs, or if, while in the act of playing, the player strike the ball twice, his side loses the hole.

25. If the player, when not making a stroke, or his partner or either of their caddies touch their side's ball, except at the tee, so as to move it, or by touching anything cause it to move, the penalty is one stroke.

26. A ball is considered to have been moved if it leave its original position in the least degree and stop in another; but if a player touch his ball and thereby cause it to oscillate, without causing it to leave its original position, it is not moved in the sense of Rule 25.

27. A player's side loses a stroke if he play the opponent's ball, unless (1) the opponent then play the player's ball, where the penalty is canceled, and the hole must be played out with the balls thus exchanged, or (2) the mistake occur through wrong information given by the opponent, in which case the mistake, if discovered before the opponent has played, must be rectified by placing a ball as nearly as possible where the opponent's ball lay.

If it be discovered before either side has struck off at the tee that one side has played out the previous hole with the ball of a party not engaged in the match, that side loses that hole.

28. If a ball be lost, the player's side loses the hole. A ball shall be held as lost if it be not found within five minutes after the search is begun.

29. A ball must be played wherever it lies, or the hole be given up, except as otherwise provided for in the Rules.

30. The term "putting-green" shall mean the ground within 20 yards of the hole, excepting hazards.

31. All loose impediments may be removed from the putting-green, except the

opponent's ball when at a greater distance from the player's than six inches.

32. In a match of three or more sides, a ball in any degree lying between the player and the hole must be lifted, or, if on the putting-green, holed out.

33. When the ball is on the putting-green, no mark shall be placed, nor line drawn as a guide. The line to the hole may be pointed out, but the person doing so may not touch the ground with the hand or club.

The player may have his own or his partner's caddy to stand at the hole, but none of the players or their caddies may move so as to shield the ball from, or expose it to, the wind.

The penalty for any breach of this rule is the loss of the hole.

34. The player, or his caddy, may remove (but not press down) sand, earth, worm casts or snow lying around the hole or on the line of his putt. This shall be done by brushing lightly, with the hand only across the putt and not along it. Dung may be removed to a side by an iron club, but the club must not be laid with more than its own weight upon the ground. The putting line must not be touched by the club, hand or foot, except as above authorized, or immediately in front of the ball in the act of addressing it, under the penalty of the loss of the hole.

35. Either side is entitled to have the flag-stick removed when approaching the hole. If the ball rests against the flag-stick when in the hole, the player shall be entitled to remove the stick, and if the ball fall in, it shall be considered as holed out in the previous stroke.

36. A player shall not play until the opponent's ball shall have ceased to roll, under the penalty of one stroke. Should the player's ball knock in the opponent's ball, the latter shall be counted as holed out in the previous stroke. If, in playing, the player's ball displace the opponent's ball, the opponent shall have the option of replacing it.

37. A player should not ask for advice, nor be knowingly advised about the game by word, look or gesture from any one except his own caddie, or his partner or partner's caddie, under the penalty of the loss of the hole.

38. If a ball split into separate pieces, another ball may be put down where the largest portion lies, or if two pieces are apparently of equal size, it may be put where either piece lies, at the option of the player. If a ball crack or become unplayable, the player may change it, on intimating to his opponent his intention to do so.

39. A penalty stroke shall not be counted the stroke of a player, and shall not affect the rotation of play.

40. Should any dispute arise on any point, the players have the right of determining the party or parties to whom the dispute shall be referred, but should they not agree, either party may refer it to the Green Committee of the green where the dispute occurs, and their decision shall be final. Should the dispute not be covered by the rules of Golf, the arbiters must decide it by equity.

SPECIAL RULES FOR MEDAL PLAY.

1. In club competitions, the competitor doing the stipulated course in the fewest strokes, shall be the winner.

2. If the lowest score be made by two or more competitors, the ties shall be decided by another round to be played either on the same or on any other day as the captain, or, in his absence, the secretary shall direct.

3. New holes shall be made for the medal round, and thereafter no member shall play any stroke on a putting-green before competing.

4. The scores shall be kept by a special marker, or by the competitor noting

each other's scores. The scores marked shall be checked at the finish of each hole. On completion of the course, the score of the player shall be signed by the person keeping the score and handed to the secretary.

5. If a ball be lost, the player shall return as nearly as possible to the spot where the ball was struck, tee another ball and lose a stroke. If the lost ball be found before he has struck the other ball, the first shall continue in play.

6. If the player's ball strike himself, or his clubs or caddy, or if, in the act of playing, the player strike the ball twice, the penalty shall be one stroke.

7. If a competitor's ball strike the other player, or his clubs or caddy, it is a "rub of the green," and the ball shall be played from where it lies.

8. A ball may, under the penalty of two strokes, be lifted out of a difficulty of any description, and be teed behind same.

9. All balls shall be holed out, and when play is on the putting-green, the flag shall be removed, and the competitor whose ball is nearest the hole shall have the option of holing out first, or of lifting his ball, if it be in such a position that it might, if left, give an advantage to the other competitor. Throughout the green a competitor can have the other competitor's ball lifted, if he finds that it interferes with his stroke.

10. A competitor may not play with a professional, and he may not receive advice from any one but his caddy.

A forecaddy may be employed.

11. Competitors may not discontinue play because of bad weather.

12. The penalty for a breach of any rule shall be disqualification.

13. Any dispute regarding the play shall be determined by the Green Committee.

14. The ordinary Rules of Golf, so far as they are not at variance with these special rules, shall apply to medal rules.

ETIQUETTE OF GOLF.

The following customs belong to the established etiquette of golf, and should be observed by all golfers:

1. No player, caddy or onlooker should move or talk during a stroke.

2. No player should play from the tee until the party in front have played their second strokes and are out of range, nor play to the putting-green till the party in front have holed out and moved away.

3. The player who leads from the tee should be allowed to play before his opponent tees his ball.

4. Players who have holed out should not try their putts over again when other players are following them.

5. Players looking for a lost ball must allow any other match coming up to pass them.

6. A party playing three or more balls must allow a two-ball match to pass them.

7. A party playing a shorter round must allow a two-ball match playing the whole round to pass them.

8. A player should not putt at the hole when the flag is in it.

9. The reckoning of the strokes is kept by the terms: "the odd," "two more," "three more," etc., and "one off three," "one off two," "the like." The reckoning of the holes is kept by the terms: "so many "holes up"—or "all even"—and—so many "to play."

10. Turf cut or displaced by a stroke in playing should be at once replaced.

HOCKEY RULES.

(SOMETIMES CALLED BANDY OR SHINNEY.)

1. The game is played with white, self-inflating India-rubber balls, and light ash sticks with a crook at one end. The stick must not exceed 34 inches in length, nor $4\frac{1}{2}$ ounces in weight, and the crook must not be more than 4 inches long. The ball must not exceed $1\frac{3}{4}$ inches in diameter, nor 1 ounce in weight.

2. The ground on which the game is played should be rectangular—about 125 yards long by about 54 yards wide.

3. In the centre of each end of the ground, goals, such as are used in football, should be placed—posts 11 feet high, 18 feet apart, with a cross bar 10 feet from the ground.

4. The object of the game is to strike the ball with the hockey stick, so as to make it pass between the goal-posts, under the cross bar, and touch the ground behind the goal.

5. A line passing through the two goal posts, and at right angles to a line joining the centres of the two goals, shall be marked and called the goal-line.

6. In front of each goal, and 60 feet from the same, shall be drawn a line parallel to the goal-line and called the base-line.

7. The number of players on each side shall be 15.

8. The captains of the respective sides shall toss up before the commencement of the match, and the winner of the toss shall have the right to choose goal or hit-off.

9. No player is allowed to come between the base-line and goal-line of his opponent, unless the ball be there and be in play.

10. The ball is not in play until it has been hit-off, which may be done from any point behind the base-line.

11. The ball ceases to be in play as soon as it has passed the side, or touch boundary or goal-line.

12. If the ball goes into touch (*i. e.*, crosses the touch-line), the first player who touches it with his hand must bring it to the spot where it crossed the touch-line, and either (1) throw it out from that spot in a direction at right angles to the touch-line, or (2) place it on the ground at that spot, and strike it with his stick in any direction he pleases. As soon, however, as the ball is placed on the ground it is in play, and may be struck by any player.

13. When the ball is in touch it may be struck with the hockey stick or kicked.

14. When the ball has been struck behind the goal-line belonging to one side, and the player of the opposing side is the first to touch the ball with his hand he shall have the right to hit out—*i. e.*, he shall bring the ball to the point where it crossed the goal-line, and from thence hit it out in any direction he pleases, provided that all the other players of his side be beyond the base-line at the moment of his placing the ball on the ground, and remain there until the ball is struck. As soon as the hockey stick touches the ball it is in play; but until it does so no player of the defending side shall go beyond a line through the nearer goal-post at right angles to the goal-line, or outside the base-line.

15. The goal-keeper may stop the ball in any way he pleases; but he must not hold the ball, or throw it, or strike it with anything but his hockey stick, and that in a direction from his right hand to his left.

16. A player may only strike the ball with his hockey stick, and that in a direction from his right to his left.

17. To be in such a position that you cannot lawfully strike the ball is to be "off side,"

18. A player may stop the ball with his hockey stick, held vertically in front of him, or on his right side; but if he strike the ball from his left hand to his right, or stop the ball intentionally with any part of his person, or intentionally or unintentionally with any part above the knee, he shall be at once pronounced "off-side," and may not hit the ball again until one of the opposing side has done so.

19. If "off-side" having been cried, the penalty for it be disregarded, the opposite party have a right to a "free hit," the ball being placed on the ground where the free hit occurred, and none of the side at fault coming nearer than ten paces to the ball until it is in play.

20. The free hitter must be named by his captain.

21. As soon as the ball has been touched by the hockey stick of the free hitter it is in play, but not until then.

22. A free hit must be claimed at once, and cannot be allowed if touched twice by any player or players belonging to the side claiming the free hit.

23. No player may catch, or hold, or throw, or carry the ball; nor may he push the ball before him with his stick, or hook it towards him, except in a direction from his right hand to his left.

24. A player cannot win a goal by a hit off side until the ball has been struck at least twice by a player or players belonging to the side opposite to the "off sider."

25. A player cannot win a goal by making the ball rebound off his own person, or off that of any player of his own side; but he may lose a goal by so doing.

26. A player cannot lose a goal by making the ball rebound off the person of an adversary; but he may win a goal by so doing.

27. If, after the ball has been properly hit through the goal-posts, it be struck back by a player or caught by the goal-keeper, before it touches the ground behind the goal, no goal shall be counted as won, and the ball shall be hit off again as at the commencement of the game.

28. Whenever a goal shall have been obtained, the side which has lost the goal shall then hit off.

29. Goals shall be changed at half-time.

30. No shinning or striking players with hockey sticks shall be lawful.

31. No player may hold, or trip up, or push another player with his hands; and no player may hold or obstruct the hockey stick of another, except with his own hockey stick.

32. All disputes should be referred at once to the captain, who shall have the sole and entire right to settle them as he thinks fit, as far as the then match is concerned.

RULES OF LACROSSE.

ADOPTED BY THE

U. S. INTERCOLLEGIATE LACROSSE ASSOCIATION.

REVISED AND CORRECTED.

RULE I.

SECTION I. Each player must be a student of some department of his university or college, and must have attended, for three months previous to the match, courses

to the extent of at least five hours a week, and have been regularly examined in such course or courses. No player shall play in the Intercollegiate games for more than a total of five years.

SEC. 2. At least ten days before each match the contesting teams shall furnish each other with a list of the men from which their team is to be selected.

RULE II.

SECTION 1. Twelve players shall constitute a full team.

SEC. 2. If, however, one team is unavoidably short of men, the other team shall, if it see fit, drop men until the number of the two teams is equal. But no match shall count in which both sides begin the game with less than nine men each.

SEC. 3. Should any player be compelled to leave the field during the match through illness or injury, the opponents shall drop a player to equalize the sides.

SEC. 4. The players on each side shall be designated as follows:

Inside Home.	Goal-Keeper.
Outside Home.	Point,
1st Attack.	Cover-Point.
2d Attack.	1st Defense.
3d Attack.	2d Defense.
Centre.	3d Defense.
3 Defense.	Centre.
2d Defense.	3d Attack.
1st Defense.	2d Attack.
Cover-Point.	1st Attack.
Point,	Outside Home.
Goal-Keeper.	Inside Home.

RULE III.

SECTION 1. The captain of each side must be one of the players. The captains shall toss for choice of goals, and shall report any infringement of the rules during a match, to the referee.

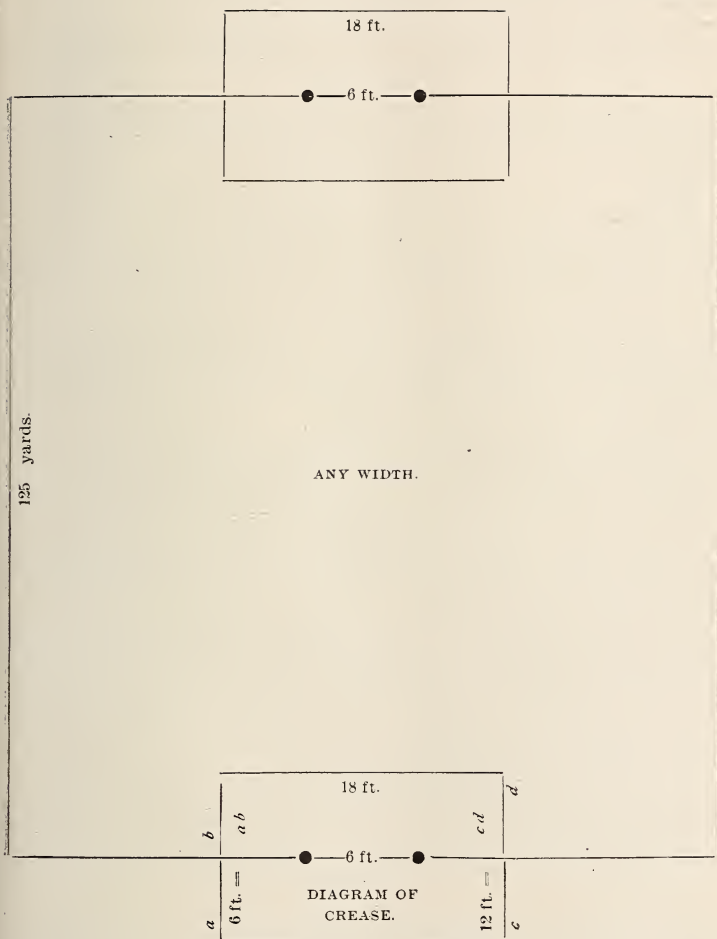
RULE IV.

SECTION 1. The goals must be 125 yards from each other, if possible, and may be placed in any position agreeable to the captains of both sides. The top of the flag poles must be six feet above the ground, including any top ornaments, and six feet apart. In matches they must be furnished by the home club.

SEC. 2. The crosse may be of any length to suit the player; woven with catgut, which must not be bagged. (Catgut is intended to mean rawhide gut or clock string, not cord or soft leather). The netting must be flat when the ball is not on it. In its widest part the crosse shall not exceed one foot. A string must be brought through a hole at the side of the tip at the turn, to prevent the point of the stick catching an opponent's crosse. A leading string resting upon the top of the stick may be used, but must not be fastened so as to form a pocket lower down the stick than the end of the length strings. A bumper or stop may be used, and may be fastened around stick, but not passed through a hole in the stick, nor arranged so in any way to form a pocket.

SEC. 3. No kind of metal, either in wire or sheet, nor screws or nails, shall be allowed upon the crosse. Splices must be made either with string or gut.

SEC. 4. The ball to be used in all match games must be of sponge rubber, and marked Regulation Lacrosse Ball, and weighing about five and three-quarter ounces.



In each match a new ball must be used, furnished by the home team. It shall become the property of the winning team.

SEC. 5. No player shall be allowed to wear metal stripped, heeled or spiked shoes, nor shall there be any projecting metal on the shoes and any player attempt to evade this law shall be immediately ruled out of the match.

RULE V.

SECTION 1. The referees and umpires who are to act in the games on the official schedule shall be agreed upon at the annual convention. Alternates shall also be chosen, the expenses connected therewith to be shared equally by the two contesting teams.

SEC. 2. In case principals and alternates fail to appear, the captains of the two contesting teams shall settle upon the referee and umpire.

SEC. 3. Before the match begins the referee shall draw the players up in lines and see that the regulations respecting the ball, crosses and shoes are complied with. Disputed points whereon the captains disagree shall be left to his decision. He shall have the power to suspend, at any time during the match, for not less than five nor more than fifteen minutes, any player persisting in infringing upon these rules, the game to go on after such suspension. He shall immediately call "time" when "foul" has been claimed by either captain or the player by him appointed, or when a goal has been taken. He shall also have power to call "time" when he observes a "foul," and to enforce the penalty.

SEC. 4. The jurisdiction of the referee shall not extend beyond the day for which he is appointed, and he shall not decide in any matter involving the continuance of a match beyond the day it is played. The referee must be on the ground at the commencement of and during the match. At the commencement of each match and after "fouls" and "balls out of bounds," he shall see that the ball is properly put in play, and shall call "play" when both sides are ready. He shall not express an opinion until he has taken the evidence on both sides; after taking the evidence his decision in all cases must be final. Any side rejecting his decision by refusing to continue the match shall be declared the losers.

SEC. 5. There must be one umpire at each goal, he shall stand behind the flags while the ball is in play. He shall decide whether or not the ball has fairly passed through the goal, and his decision shall be final. If a goal be taken he shall raise his hand above his head and call "goal." The umpires must each be assigned to a goal before the captains toss for sides; such goal to be kept throughout the entire match. They must see that the rules respecting goals are adhered to, and shall be judges of all fouls committed within the crease.

SEC. 6. In the settlement of any dispute, whether by the umpires or the referee, it must be distinctly understood that the captains only have the right to speak on behalf of their respective clubs; and any proposition or facts that any player may wish brought before the referee must come through the captain.

RULE VI.

SECTION 1. A goal shall be scored when in the opinion of the umpire the ball has been *fairly* passed between the posts, and below the level of their tops by any other method than that of being carried through in the stick of an attacking player. Should the ball be accidentally put through a goal by one of the players defending it, it is goal for the side attacking that goal. Should it be put through a goal by any one not actually a player, it shall not count.

SEC. 2. In the event of a flag pole being knocked down during a match, and the

ball put through what would be the goal if the flag pole were standing, it shall count a goal for the attacking side; such cases to be decided, as usual, by the umpire.

RULE VII.

SECTION 1. The ball must not be touched with the hand save in the cases of Rules VIII and IX.

RULE VIII.

SECTION 1. The goal-keeper, while defending goal within the goal crease may knock the ball away with his hand, or block it in any manner with his crosse or body.

RULE IX.

SECTION 1. Should the ball lodge in a place inaccessible to the crosse it may be taken out with the hand, and the player picking it up must face for it ten feet within playing limits with his nearest opponent. In case either uses a left-handed crosse, the referee shall toss up the ball between them and calling play when both are ready.

RULE X.

SECTION 1. If the ball goes out of bounds the referee shall call "time." The ball is then to be brought back to the place where it left bounds and faced ten yards within bounds by the two nearest opponents, the other players retaining their positions from the moment when time was called. The captains must settle the bounds before the match begins.

RULE XI.

SECTION 1. Should the ball catch in the netting, the crosse must immediately be struck on the ground to dislodge it

RULE XII.

SECTION 1. A match shall consist of two forty-five minute halves with an intermission of ten minutes between halves, and the side scoring the greater number of goals shall be declared the winner. Time to be taken out whenever time is called. In the event of a tie, playing shall be continued after an intermission of fifteen minutes, for one-half hour and the side having scored the greater number of goals at the end of this time shall be declared the winner. In the event of a tie at the end of this time, the captains shall decide whether the game be postponed, playing continued until a goal be scored, or that it remain a tie.

SEC. 2. At the beginning of each half the ball shall be faced midway between the goals. The referee shall ascertain if both captains are ready, and place the ball on the ground between the crosses of two centre players. He shall then withdraw at least ten feet and call "play." The crosses must be placed back to back, and overlap about two-thirds the length of the netting.

No player shall be allowed within six feet of those facing the ball until it is in play.

SEC. 3. After each goal the players must change goals, and the ball again put in play by facing it in the centre of the field.

RULE XIII.

SECTION 1. Only the captain of either side, and one other player by him appointed, shall have the right to claim a "foul," and the referee shall not stop the game when "foul" is claimed by anyone else.

SEC. 2. When "foul" has been claimed, the referee shall call "time" by blowing a whistle, after which the ball must not be touched by either club, nor shall the

players move from the positions in which they happened to be at that moment, until the referee shall call "play." If a player should be in possession of the ball when "time" is called, he must drop it on the ground. If the ball should enter goal after "time" has been called, it shall not count. If a goal is made after the play on which a foul is claimed, and before "time" is called, that goal shall count if the foul claimed is not allowed.

SEC. 3. In case of rain, either before or during the match, the game shall be postponed or delayed only on consent of both captains.

SEC. 4. If postponed and resumed on the same day, there shall be no change of players on either side.

RULE XIV.

SECTION 1. When a foul is allowed by the referee, the player fouled shall be allowed a "free run" with the ball from the place where the foul occurred. For this purpose all players within ten feet of said player shall move away to that distance, all others retaining their positions. But if a foul is allowed within twenty yards of goal, the man fouled shall be entitled to a free run on moving away to that distance from goal.

SEC. 2. If a foul is claimed and time called, and the foul then not allowed, the player accused of fouling shall be granted a "free run" under the conditions above mentioned.

RULE XV.

The following shall constitute fouls, and be punished as such by the referee.

SECTION 1. No player shall grasp an opponent's crosse with his hands, hold it with his arms, or between his legs; nor shall any player, more than six feet from the ball, hold his opponent's crosse with his crosse in any way to keep him from the ball until another player reaches it.

SEC. 2. No player with his crosse or otherwise shall hold, purposely strike or trip another, nor push with the hand, nor wrestle with the legs so as to throw an opponent.

SEC. 3. No player shall throw his crosse at a player or at the ball under any circumstances.

SEC. 4. No player shall hold the ball in his crosse with his hand or person.

SEC. 5. No player shall charge into another after he has thrown the ball.

SEC. 6. The crosse or square check, which consists of one player charging into another with both hands on the crosse so as to make the crosse strike the body of his opponent, is strictly forbidden.

SEC. 7. No player shall interfere in any way with another who is in pursuit of an opponent in possession of the ball.

SEC. 8. "Shouldering" is allowed only when the players are within six feet of the ball, and then from the side only. No player must under any circumstances run into or shoulder an opponent from behind.

SEC. 9. No attacking players shall be allowed within the crease (see diagram) unless the ball is within the crease.

SEC. 10. No player shall check the goal keeper from behind the poles while the latter is in position.

RULE XVI.

SECTION 1. Any Amendment or alteration proposed to be made in any part of these rules shall be made only at the annual convention of the Association, and by a two-thirds vote of the members present.

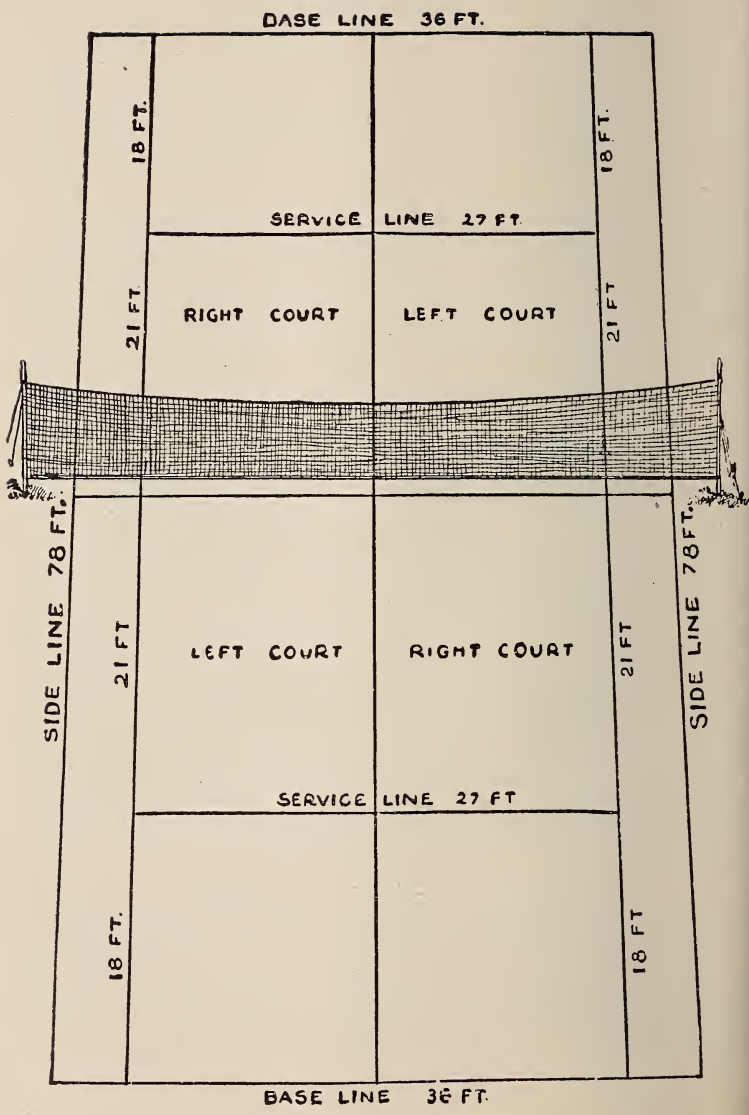
LAWN TENNIS.

INTRODUCTION.

The game of Tennis is one of the ancient pastimes of England, and it was a favorite game with royalty from ancient times down to the present. But the Tennis of that day is not the Lawn Tennis of the nineteenth century, the latter really being a sort of return to the pristine days of the game when it was played out of doors in a very crude way; and therefore we need not refer to the old game of Tennis further than to state that it was a far more difficult game to play than is modern Tennis. It is not necessary to refer at length to the origin of the modern game, beyond stating the fact that it came into favor as a lawn substitute for the old court game; and from its introduction has won its way to a popularity unprecedented almost in the history of field games of ball. As for its brief history in America, it may be said that no game has been introduced in this country from England which has achieved such rapid favor in fashionable circles of American society as the game of Lawn Tennis. It is now the pet society game at all the watering places and at every fashionable summer resort in the country. Besides which, it is the only all-the-year-round game of ball now in vogue; for when the summer lawn is covered with snow, in-door Tennis is at command in any moderately-sized and smoothly-floored hall. While Lawn Tennis is a special favorite with those who cannot excel in any game requiring any special attribute of physical courage, owing to the fact that every phase of danger is eliminated from the game, it is also popular with those who are expert in such manly sports as base ball, cricket, lacrosse and football, from the fact that it necessitates litheness of limb and activity of movement, besides furnishing a field for strategic skill when the game is played up to its highest point, which is quite enjoyable by way of contrast in presenting a light exercise, differing greatly from the vigorous and somewhat dangerous exercises of the other games. Then, too, Lawn Tennis is an excellent field game of ball for ladies, as it affords them the very kind of exercise they most need, and that is out-door activity, which will bring the dormant muscles of the limbs and the chest into play. There is an additional recommendation, too, for Lawn Tennis, and that is that it can be played on a comparatively small space of level ground, or on a hall floor. There is one thing about Lawn Tennis playing, as in vogue in general society, which makes it exceptional, and that is, in no field game now enjoying popular favor, are the amenities of social life so particularly observed. The game is one that "has come to stay," as it fills a void which has existed a long while, and that is, the want of a game in which ladies and gentlemen can participate, while at the same time plenty of active and not too vigorous exercise can be afforded for both, and that, too, without any element of danger to mar the pleasure of its enjoyment.

RULES OF THE GAME.

1. The balls shall measure not less than 2 15-32 inches, nor more than 2½ inches in diameter; and shall weigh not less than 1 15-16 ounces, nor more than 2 ounces.
2. The choice of sides, and the right to serve in the first game, shall be decided by toss; provided that, if the winner of the toss choose the right to serve the other player shall have the choice of sides, and *vice versa*, or the winner of the toss may insist upon a choice by his opponent. If one player choose the Court the other may elect not to serve.



3. The players shall stand on opposite sides of the net; the player who first delivers the ball shall be called the server, and the other the striker-out.

4. At the end of the first game the striker-out shall become server, and the server shall become striker-out: and so on alternately in all the subsequent games of the set, or series of sets.

5. The server shall serve with one foot on the ground immediately behind the base line; the other foot may be anywhere except touching the base line or the ground within the Court. He shall deliver the service from the right to the left Courts, alternately, beginning from the right.

6. The ball served must drop between the service line, half-court line, and side line of the Court, diagonally opposite to that from which it was served.

7. It is a *fault* if the server fail to strike the ball, or if the ball served drop in the net, or beyond the service line, or out of Court, or in the wrong Court, or if the server do not stand as directed by law 6.

8. A fault cannot be taken.

9. After a fault the server shall serve again from the same Court from which he served that fault, unless it was a fault because he served from the wrong Court.

10. A fault cannot be claimed after the next service is delivered.

11. The server shall not serve till the striker-out is ready. If the latter attempt to return the service he shall be deemed ready.

12. A service or fault delivered when the striker-out is not ready counts for nothing.

13. The service shall not be volleyed, that is, taken before it has touched the ground.

14. A ball is in play on leaving the server's racket, except as provided for in law 7.

15. It is a good return, although the ball touch the net; but a service, otherwise good, which touches the net shall count for nothing.

16. The server wins a stroke if the striker out volley the service, or if he fail to return the service or the ball in play; or if he return the service or the ball in play so that it drops outside of his opponent's Court; or if he otherwise lose a stroke, as provided by law 20.

17. The striker-out wins a stroke if the server serve two consecutive faults: or if he fail to return the ball in play; or if he return the ball in play so that it drops outside of his opponent's Court; or if he otherwise lose a stroke, as provided by law 19.

18. A ball falling on a line is regarded as falling in the Court bounded by that line.

19. Either player loses a stroke if the ball touch him, or anything that he wears or carries, except his racket in the act of striking; or if he touch the ball with his racket more than once; or if he touch the net or any of its supports while the ball is in play; or if he volley the ball before it has passed the net.

20. In case a player is obstructed by any accident not within his control, the ball shall be considered a "let." But where a permanent fixture of the Court is the cause of the accident, the point shall be counted. The benches and chairs placed around the Court shall be considered permanent fixtures. If, however, a ball in play strike a permanent fixture of the Court (other than the net or posts) before it touches the ground, the point is lost; if after it has touched the ground, the point shall be counted.

21. On either player winning his first stroke, the score is called 15 for that player; on either player winning his second stroke, the score is called 30 for that player; on either player winning his third stroke, the score is called 40 for that player; and the fourth stroke won by either player is scored game for that player, except as below; If both players have won three strokes the score is called *deuce*, and the next stroke won by either player is scored *advantage* for that player. If the same player win the next stroke, he wins the game; if he lose the next stroke, the score returns to *deuce*, and so on until one player wins the two strokes immediately following the score of *deuce*, when game is scored for that player.

22. The player who first wins six games wins the set; except as below: If both players win five games, the score is called *games all*; and the next game won by either player is scored *advantage game* for that player. If the same player wins the next game he wins the set; if he lose the next game, the score returns to *game-all*; and so on until either player wins the two games immediately following the score of the *games all*, when he wins the set. But the committee having charge of any tournament may in their discretion modify this rule by the omission of *advantage sets*.

23. The players shall change sides at the end of every set; but the umpire, on appeal from either player before the toss for choice, shall direct the players to change sides at the end of the first, third, fifth, and every succeeding alternate game of each set; but if the appeal be made after the toss for choice, the umpire *may* only direct the players to change sides at the end of the first, third, fifth, and every succeeding alternate game of the odd or deciding set. If the players change Courts in the alternate games throughout the match as above, they shall play in the first game of each set after the first in the Courts in which they respectively did not play in the first game of the set immediately preceding.

24. When a series of sets is played, the player who served in the last game of one set shall be striker-out in the first game of the next.

25. In all contests the play shall be continuous from the first service till the match be concluded; provided, however, that between all sets after the second set either player is entitled to a rest, which shall not exceed seven minutes; and provided, further, that in case of an unavoidable accident, not within the control of the contestants, a cessation of play which shall not exceed two minutes may be allowed between points; but this proviso shall be strictly construed, and the privilege never granted for the purpose of allowing a player to recover his strength or wind. The umpire in his discretion may at any time postpone the match on account of darkness or condition of the ground or weather. In any case of postponement the previous score shall hold good. When the play has ceased for more than an hour the player, who at the cessation thereof was in the Court first chosen, shall have the choice of Courts on the recommencement of play. He shall stay in the Court he chooses for the remainder of the set. The last two sentences of this rule do not apply when the players change every alternate game as provided by rule 23.

26. If a player serve out of his turn the umpire, as soon as the mistake is discovered, shall direct the player to serve who ought to have served. But all strokes scored before such discovery shall be counted. If a game shall have been completed before such discovery, then the services in the next alternate game shall be delivered by the player who did not serve out of his turn, and so on in regular rotation.

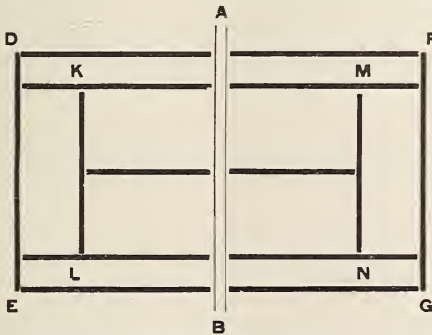
27. There shall be a referee for every tournament, whose name shall be stated in the circular announcing such tournament. He shall have general charge of the

matches under the instructions and advice of the Managing Committee, with such power and authority as may be given him by these rules and by said committee. He shall notify the committee in case he intend to leave the grounds during the matches, and the committee shall appoint a substitute to act with like power during his absence. There shall be an umpire for each match and as many linesmen as the players desire. The umpire may act as linesman also. The umpire shall have general charge of the match and shall decide upon and call lets, and also decide whether the player took the ball on the first or second bounce. The umpire shall also decide any question of interpretation or construction of the rules that may arise. The decision of the umpire upon any question of fact, or where a discretion is allowed to him under these rules, shall be final. Any player, however, may protest against any interpretation or construction of the rules by the umpire and appeal to the referee. The decision of the referee upon such appeal should be final.

The Court shall be divided between the linesmen, and it shall be their only duty to decide each for his share of the Court where the ball touched the ground, except, however, the linesmen for the base line, who shall also call foot faults. The linesman's decision shall be final. If a linesman is unable to give a decision, because he did not see, or if uncertain of the fact, the umpire shall decide or direct the stroke to be played again.

28. The above laws shall apply to the three-handed and four-handed games, except as below:

THE THREE-HANDED AND FOUR-HANDED GAMES.



29. For the three-handed and four-handed games the Court shall be 36 feet in width; $4\frac{1}{2}$ feet inside the side lines, and parallel with them, are drawn the service side lines K. M. and L. N. The service lines are not drawn beyond the point at which they meet the service side lines, as shown in the diagram.

30. In the three-handed game the single player shall serve in every alternate game.

31. In the four-handed game, the pair who have the right to serve in the first game shall decide which partner shall do so; and the opposing pair shall decide in like manner for the second game. The partner of the player who served in the first game shall serve in the third, and the partner of the player who served in the second game shall serve in the fourth, and the same order shall be maintained in all the subsequent games of the set.

32. At the beginning of the next set either partner of the pair which struck out in the last game of the last set may serve, and the same privilege is given to their opponents in second game of the new set.

33. The players shall take the service alternately throughout the game; a player cannot receive a service delivered to his partner; and the order of service and striking-out once established shall not be altered, nor shall the striker-out change Courts to receive the service till the end of the set.

34. It is a fault if the ball served do not drop between the service line, half-court line and service side line of the Court, diagonally opposite to that from which it was served.

35. It is a fault if the ball served do not drop as provided in law 34, or if it touch the server's partner or anything he wears or carries.

ODDS.

36. A *Bisque* is one point which can be taken by the receiver of the odds at any time in the set except as follows:

(a) A bisque cannot be taken after a service is delivered.

(b) The server may not take a bisque after a fault, but the striker-out may do so.

37. One or more bisques may be given to increase or diminish other odds.

38. Half fifteen is one stroke given at the beginning of the second, fourth and every subsequent alternate game of a set.

39. Fifteen is one stroke given at the beginning of every game of a set.

40. Half thirty is one stroke given at the beginning of the first game, two strokes given at the beginning of the second game, and so on alternately in all the subsequent games of the set.

41. Thirty is two strokes given at the beginning of every game of the set.

42. Half forty is two strokes given at the beginning of the first game, three strokes beginning at the second game, and so on alternately in all the subsequent games of the set.

43. Forty is three strokes given at the beginning of every game of a set.

44. Half Court: The players may agree into which half Court, right or left, the giver of the odds shall play, and the latter loses a stroke if the ball returned by him drop outside any of the lines which bound that half Court.

45. Owed odds are where the giver of the odds starts behind scratch.

46. Owe half fifteen is one stroke owed at the beginning of the first, third and every subsequent alternate game of a set.

47. Owe fifteen in one stroke owed at the beginning of every game of a set,

48. Owe half of thirty is two strokes owed at the beginning of the first game, one stroke owed at the beginning of the second game, and so on alternately in all the subsequent games of the set.

49. Owe thirty is two strokes owed at the beginning of every game of a set.

50. Owe half forty is three strokes owed at the beginning of the first game, two strokes owed at the beginning of the second game, and so on alternately in all subsequent games of the set.

51. Owe forty is three strokes owed at the beginning of every game of a set.

POLO.

HINTS.

A quick eye, a steady hand, pluck, and a well-trained pony are the principal requisites for making a successful polo player. In the mad rush for the ball, the man who fails to take every advantage offered him is likely to be at one end of the field while the ball is at the other, and is of little use to his side. The ponies, too, seem to be as anxious as their riders to keep in the van. The way in which they dart forward when the play begins, and obey the slightest touch on the bridle, seems to show that they are as interested in the game as the players.

The sport is not a hard one to learn, and the points are few. Once these are mastered, then comes the practice. A long time at this is necessary before one can venture in a match. Polo is little more than "shinny" on horseback, and who is there among the men of to-day that does not remember his boyhood days upon the ice in the winter afternoons? Who can forget the long stick with the knob on the end, the sharp-pointed bit of wood, and the "hunk" at each end of a small pond? A crowd of boys are in chase of the aforesaid bit of wood with their sticks uplifted. They come together in a mass, down comes the sticks together, but only one hits the wood; the rest land on the "shins" of the players, and they are not gentle blows either. There is no whimpering over it, and they are away in pursuit of the stick in a very short space of time.

Now it is a summer afternoon. The boys are grown up, and polo takes the place of "shinny." Instead of the clear ice sparkling in the sunlight, there is a level stretch of cool, green turf. The glittering steel of the skates is gone, and the players are on the backs of wiry, stocky ponies instead. The sharpened stick is displaced by a wooden ball, and in the hands of the players are long handled mallets. The ponies get the blows that miss the ball now, and frequent changes are necessary. At each end of the field, which is 750 by 500 feet, two goal posts, with a flag fluttering on each, are placed twenty-five feet apart. The ball is then put in the middle of the field, and the opposing teams take up their positions at opposite ends of the grounds, facing the ball. In the front are the "chargers," one on each side, who alone have the right to put the ball in play; behind them are the "players," two on each team, and the "goal-keepers," who stand in front of the goals to stop the ball should it come too near. The signal is given by the umpire, and away the chargers tear, the ball is driven across the grass, and the others then join in. The opposing teams are distinguished by their colors; the blues, the reds, and the yellows being the favorite colors.

The game of polo is of Indian origin, and was carried to England, and then to this country.

Join the on-lookers for an afternoon and watch the sport. The sun is getting low in the west, and the heat of the day is about over. The players have come upon the field in the coolest of costumes, and the ponies are apparently as anxious to begin as are the riders. "They're off!" and there is a confused mass of players, ponies and mallets. Out from the melee the ball at last goes spinning across the field, and in an instant the players are in wild pursuit. One or two, with fleetest steeds than the others, are in the lead, and they may or may not be upon the same side. One gets there first, and away the ball goes toward the goal of his opponent. Another swift

run, a sure blow, the ball rolls between the goal posts, and the game is won in a few seconds.

All the games are not as quickly played as that. Sometimes no goal is made in twenty minutes' play, and the players take a well-earned rest. The ponies too are tired, and it generally happens that changes of mount are made during a game. From six to a dozen games are usually played in one afternoon, and accidents are rare, in spite of the reckless riding. Once in a while a player is unhorsed, but the pony is small and the fall is not great. The success of the game in this country is largely due to the Westchester Polo Club and its officers, James Gordon Bennett, President; Colonel John Jay, Vice-President; Herman Oelrichs, Treasurer; and F. Gray Griswold, Secretary. Foxhall Keene, of the Rockaway Club, is considered one of the best players in this country.

CHARLES P. SAWYER.

RULES.

1. The height of the ponies must not exceed 14 hands, and no ponies showing vice are to be allowed in the game.
2. The goals must not be less than 250 yards apart, and each goal to be 8 yards wide.
3. No spurs to be allowed with rowels, except on special occasions, when sanctioned by special agreement.
4. Each side shall nominate an umpire, unless it be mutually agreed to play with one instead of two; but his or their decision shall be final.
5. None but proper stick and balls approved by the committee allowed. The size of the balls is decided to be three inches in diameter.
6. Should a player break his stick, or have it broken, he must ride to the appointed place where the sticks are kept and take one.
7. In the event of a stick being dropped, the player must dismount to pick it up; but he cannot strike the ball when dismounted.
8. Any player may interpose his pony before his antagonist, so as to prevent the latter reaching the ball, whether in full career or otherwise, despite the immediate neighborhood of the ball.
9. If a player is "before his side," *id est*, he is in front of the player of his *own* side who hits the ball, he is "off-side," or *sneaking out* at the game, and does not become "on his side" till the ball is *hit* or *hit at*, on the opposite side, or until the player, on his own side, who makes the hit *passes him*. The player, until he is *on his side*, has no business to impede, in any manner, one of the opposing side.
10. When the ball is hit beyond the goal, and not through, the side defending the goal is entitled to a hit off, which must be from the line.
11. When the ball is hit out of hands, it must be thrown into the play-ground by an impartial person.
12. Each side to take up its position about a dozen yards within the goal post, and on the ball being thrown in the centre by the umpire, the game commences.
13. The dress to consist of light-blue jerseys, light-blue forage caps, with silver band, light-blue belts, breeches, and butcher boots.
14. In all matches between members of Polo Clubs, sides are to be distinguished by dress or caps.
15. No person allowed within the arena (players and umpires excepted) under any circumstances whatever.
16. That only pig-skin saddles be allowed.

QUOITS.

RULES.

1. Distance from pin to pin, 18 yards.
2. The mot or pin shall not be more nor less than one-half inch above the clay.
3. Measurement must be from centre of the top of mot or pin to the nearest iron in sight without disturbing the clay.
4. In case of a tie, two opposing quoits being equal, it shall be declared a draw.
5. In the case of two or four playing, twenty-one points shall constitute a game.
6. In the event of six playing, fifteen points shall constitute a game.
7. In the event of eight playing, eleven points shall constitute a game.
8. In playing, the one getting the first shot shall lead off at the next end.
9. Each player shall have the privilege of selecting his own size quoits, unless otherwise agreed upon.
10. The mot or pin in all cases must be at an angle of forty-five degrees.

RACQUETS.

The racket is an oval frame, spoon-shaped, about a foot by nine inches. The rim is of wood, crossed by a strong network of silk, wire or catgut. The handle about two feet long.

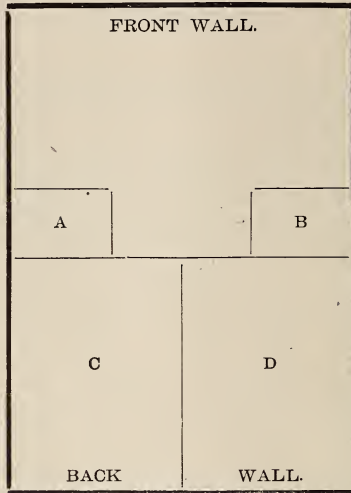
The balls now used are an ounce in weight and an inch in diameter, hard, and covered with white leather.

The racquet-court for double matches should be eighty feet in length, and half as broad as it is long; for single matches, less space is required. The floor of the court ought to be well and evenly paved and marked with chalk or paint in the pattern of the diagram.

What is called the front wall is that against which the balls are struck; it should be at least thirty feet high and painted black. All the inner walls of the court should be blacked, in fact, that it may be seen where the balls strike, and the balls themselves should be shaken up in a bag of powdered chalk, so that they may leave plain marks where they strike. The "short line" is not quite half the length of the court from the back wall; the service spaces project from it toward the front wall, as shown in the diagram. The door should be in the centre of the back wall, and when closed should be even with the inside of it. The front wall, to the height of two feet two inches from the floor of the court should be covered with deal planks, planed level and painted black. About eight feet from the floor, or seven feet nine inches—the measurements varying slightly in different courts—a horizontal white line called the cut line is traced on the front wall. In the diagram A and B are the "service spaces;" C and D the right and left courts. The line between A and C and B and D is the "short line."

When the players have decided, either by tossing, drawing lots, or how they please, who shall commence playing, the "in-player" or "man in" takes his position in one of the oblong service spaces, and with his racket sends the ball against the front wall in such a manner that it shall strike above the cut line, and rebound

into one of the oblong spaces between the short line and the back wall. If the ball is served from the right-hand service space, it should fall in the left court, where the "out hand" player is in readiness to strike it back to the wall, either before it



THE RACQUET COURT.

touches the floor or when it has made only one bound. If the ball strikes the board at the foot of the wall, the "ace," as it is called, counts against the striker. The game, we may remark, has not so extensive a literature as Cricket, and the rules governing it are not so exactly defined; the following, however, are those most generally observed:

1. The game to be 15 up. At 13 all, the out-players may set it to 5; and at 14 all, to 3, provided this be done before another ball is struck.
2. The going in first, whether odds be given or not, to be decided by lot; but one hand only then is to be taken.
3. The ball to be served alternately right and left, beginning whichever side the server pleases.
4. In serving, the server must have one foot in the space marked off for that purpose. The out-player to whom he serves may stand where he pleases, but his partner and the server's partner must both stand behind the server till the ball is served.
5. The ball must be served above, and not touching the line on the front wall and it must strike the floor, before it bounds, within and not touching the lines enclosing the court on the opposite side to that in which the server stands.
6. A ball served below the line or to the wrong side is a fault, but it may be taken; and then the ace must be played out, and counts.
7. In serving, if the ball strikes anywhere before it reaches the front wall, it is a hand out.

8. In serving, if a ball touch the server or his partner before it has bounded twice, it is a hand out, whether it was properly served or not.

9. It is a fault (*a*) if the server is not in his proper place; (*b*) if the ball is not served over the line; (*c*) if it does not fall in the proper court, (*d*) if it touch the roof; (*e*) if it touch the gallery-nettings, posts, or cushions. The out-player may take a fault if he pleases, but if he fails in putting the ball up it counts against him.

10. Two consecutive faults put a hand out.

11. An out-player may not take a ball served to his partner.

12. The out-players may change their courts once only in each game.

13. If a player designedly stop a ball before the second bound, it counts against him.

14. If a ball hit a striker's adversary above or on the knee, it is a let; if below the knee, or if it hit the striker's partner or himself, it counts against the striker.

15. Till a ball has been touched, or has bounded twice, the player or his partner may strike it as often as they please.

16. Every player should get out of the way as much as possible. If he cannot, the marker is to decide whether it is a let or not.

17. After the service, a ball going out of the court or hitting the roof is an ace; a ball hitting the gallery-netting, posts, or cushions on returning from the front wall is a let; but if it hits the roof before reaching the front wall it counts against the striker.

18. The marker's decision is final; but if he has any doubt he should ask advice, and if he cannot decide positively, the ace is to be played over again.

NEW PLAYS IN FOOT BALL.

PROPOSED CHANGES IN RULES MADE BY THE COMMITTEE OF EASTERN COLLEGE EXPERTS.

REVISION REPORT OF THE COMMITTEE CALLED BY THE UNIVERSITY ATHLETIC CLUB—ANOTHER ATTEMPT TO RID THE GAME OF VIOLENCE BY PUTTING OBSTACLES IN THE WAY OF MASS AND MOMENTUM PLAYS—RESULT IS STILL OPEN TO IMPROVEMENT.

There will be considerable surprise in football circles at the nature of the work done by the committee having in charge the revision of the rules. The task was undertaken with the purpose of so changing the phraseology of the rules as to make their meaning perfectly plain, while at the same time new restrictions against violence and dangerous plays were to be inserted. This latter part of the work has been fairly well done, and if rightly interpreted and administered by fearless umpires and referees the new rules will pretty effectually shut out all chances for mass or momentum plays and slugging. The trouble is going to be to find men who can agree as to just what certain sections of the new rules mean, for they are be-fogged with a cloud of awkward expression. In this respect the work is far from creditable to men of college education, experts in the game, and whose services were enlisted for the main purpose of clearing away all cause for dispute between contending teams.

The revised rules, as a whole, are, however, much superior to the old ones, and, as the committee's report is to be submitted to the football authorities of each college interested for approval, there is still ample opportunity for ridding them of the ambiguous phrases with which they are too plentifully sprinkled.

FAILURE OF THE FIRST REVISION.

Nearly three years ago the University Athletic Club, of New York, undertook the task of purging the game of its dangerous features, and to this end called in a committee of experts from Eastern colleges to revise the rules. The work of this committee was pronounced first-class and it was given out that there could be no more cause for dispute over the sections which were supposed to effectually prohibit violence on the field. In less than a year, however, Yale and Harvard had a serious clash over these identical points, and the best experts in the country were unable to settle it satisfactorily, the revised rules on close reading being susceptible of a double interpretation which gave each contestant authority for the stand taken.

This season the same people have again undertaken the same task. Some time ago the University Club called for a committee of experts from the colleges in the East most prominently identified with the game and entrusted to it the work of revision. The colleges thus invited sent as members of the committee the following men, all of whom rank high as players: J. C. Boll, University of Pennsylvania; L. M. Dennis, Cornell; J. H. Sears, Harvard; A. Moffatt, Princeton; Walter Camp, Yale; and Paul Dashiell, Lehigh. Each of these committeemen was furnished with credentials showing that he was the authorized representative of his college. Provision was also made that all changes in the rules must be effected by unanimous vote of the committeemen, and that the report should be submitted to each college for approval. This was done to prevent any subsequent dispute as to the binding nature of the new rules on the colleges participating in their formation, and right here an interesting question of authority arises.

WESTERN MEN ARE IGNORED.

Despite the previous failure of the University Club to secure a satisfactory revision, and the further fact that Western colleges of high standing are vitally interested in securing universally acceptable rules under which intercollegiate contests may be held in all parts of the country, no Western experts were invited to participate in the revision. The work was confined to the representatives of six Eastern colleges. This is doubtless satisfactory to the football men of the East, but it is hardly complimentary to the intelligence or prominence of the many strong individuals and organizations in the West. As the thing now stands, allowing that the rules are adopted, Western teams must play under them in games with Eastern teams, whether they are satisfactory or not, or be shut out of all competition. It is probable that the work, if well done, will be acceptable to all football devotees irrespective of geographical lines, but this does not lessen the fact that previous failure to draw up a clear and concise code for the government of the game did not warrant the Eastern experts in again taking the matter entirely into their own hands. The infusion of new blood and ideas would not have been amiss, leaving out of question the point of equitable representation.

CHANGES IN THE RULES.

The rules as changed by the committee and submitted to the colleges for approval are as follows:

"A fair catch is a catch made direct from a kick by one of the opponents or from the punt-out by one of the same side, provided the man making the catch makes a

mark with his heel and no other of his side has touched the ball. If he be interfered with by an opponent who is off-side or if he be thrown after catching the ball, unless he has advanced beyond his mark, he shall be given fifteen yards."

"The referee shall see that the ball is properly put in play, and he is judge of its position and progress. He is also the judge of forward passes and of running with the ball by quarter back. His decision is final in all points not covered by the umpire."

"The referee may appeal to the umpire and linesman for testimony upon all points within his jurisdiction."

"Charging is lawful for the opponent, if the punter advances beyond his line, or in case of a place kick, as soon as the ball is put in play by touching the ground."

"In case of a punt-out or kick-off, however, the opponent must not charge until the ball is kicked. If the opponents charge before the ball is put in play they shall be put back five yards for every such offense."

NO "PILING UP" ON PLAYERS.

"If the player having the ball is tackled and the movement of the ball stopped, or if the player cry 'down,' the referee shall blow his whistle and the side holding the ball shall put it down for a scrimmage. As soon as a runner attempting to go through is tackled and goes down the referee shall blow his whistle and the ball shall be considered down at that point. Any piling up on the man after that shall be punished by giving him fifteen yards."

"The snapper-back is entitled to full and undisturbed possession of the ball and the opponents cannot interfere with the snapper-back nor touch the ball until it is actually put in play. Infringements of this nature shall give the side having the ball five yards for every such offense."

"If in snapping the ball back the player in so doing be off-side the ball must be snapped again, and if this occurs three times on the same down the ball goes to the opponents. The man who first receives the ball when snapped back from the down shall not carry the ball forward unless he has regained it after it has been passed to and touched another player."

"The man who puts the ball in play in a scrimmage and the opponent opposite to him cannot pick up the ball unless it has touched some third man. The 'third' man means any other player than the one putting the ball in play or the one opposite him."

FAIR CHANCE FOR POSSESSION.

"If in three consecutive downs (unless the ball cross the goal lines) a team shall not have advanced the ball twenty yards or taken it back twenty yards it shall go to the opponents on the spot of the fourth down. "Consecutive" means without going out of the possession of the side holding it, except that, having kicked the ball, they have given the opponents fair and equal chance of obtaining possession of it. No kick, however, provided it shall not be stopped by an opponent, shall be considered as giving the opponent a fair and equal chance of possession unless the ball goes beyond the line of scrimmage."

"If the snapper-back kick the ball no player of his side can pick it up until it has gone ten yards into the opponent's territory unless it be stopped by an opponent."

"When the ball is put in play at least five players must be on the line of scrimmage."

"If, when the ball is put in play, five players, not including the quarterback, be behind the line of scrimmage and inside of the positions occupied by the players at the end of said line, then two of these players must be at least five yards back of this line. But all these players may be nearer the position occupied by the players at the end of said line."

"No player shall lay his hands or arms upon or by use of his hands or arms interfere with an opponent in such manner as to delay putting the ball in play. After the ball is put in play the players of the side that has possession of the ball can obstruct the opponent with the body only, except the player who runs with the ball. But the players of the side not having the ball can use their hands and arms to push their opponents out of the way."

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A pamphlet of some sixty pages devoted to local time cards: containing a com-

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A highly finished lithograph view, showing the region between the Missouri River and the states of Idaho and Nevada on the west, locating accurately the various mining districts within this region, and showing mountain, river and plain.

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GREAT SHOSHONE FALLS.

It is a three hours' run from Pocatello to Shoshone Station. Not very promising looks the small but energetic town, and it is twenty-five miles from the railway track to the Falls. The method of travel is either by stage-coach or private conveyance. Good teams there are in abundance, and the distance is made in three and one-half hours. But after one has driven the allotted time, there are no signs of the Falls; the same desert stretches around, and a purple mountain chain in the far south seems to be the ultimate goal. Within the last mile or so a few lava ridges have sprung up, and passing suddenly around one of these, we find ourselves in a natural gate, and there below, a sheer 1,200 feet lies the Snake River, and then we hear for the first time the music of the Falls. A steep road brings us down to the ferry. The water here, 200 yards above the Falls, is over 200 feet deep, and of a greenish color. The ferry is a very substantial affair, worked by an under-water wire cable, and another safety wire cable above, reaching from bank to bank. The cozy hotel is all that could be desired in *cuisine* and *menage*, and at the very door one stands and looks down at the Falls. Shoshone differs from every other waterfall in this or the old country. It is its lonely grandeur that impresses one so deeply; all of the other historic places have the adjuncts of civilization, and one is almost overshadowed by a city while in their presence. The encroachments of man have taken away from the charm of Nature. But Shoshone is as lonely as when first this rushing river sprang through those towering canon walls. The hotel is situated on the bank overlooking the Great Falls not twenty feet from the brink, and affords a view of Bridal Veil, Bridal Train, Natural Mill Race Falls, Eagle Rock, and Bell's Island.

One sunset at this enchanted spot will never be forgotten. The day began to die, and then came a wonderful display. As the sun went down the sky flashed into manifold colors—there were bars of violet, crimson, and delicate shadings of pink and salmon. For a few moments the sun hung over the great chasm below the Falls, flooding the majestic canon walls with warm glows, and lighting up the Falls with surpassing brilliancy; the river flowed beneath, restless and seething after its mighty conflict. Down the red orb went behind the western cliff, and great flame-bursts and banners, many-hued, witnessed his departure. There was a pause—and then the pageant dissolved; cool amber grays crept across the dome and deepened into shadow; another moment the day was gone, and starlight upon us. But at night the place is haunted. The wave circles of sound are recurrent—at least two or three are—that one especially which resembles the thunder of a railway train at full speed. It will come roaring by and die away only to return again and again. The mystery and mystery of this great organ volume of sound are, at times, appalling. Remember, that the one solid theme of the thunder of the Falls never ceased—that was permanent and unvarying—but upon this monotonous theme were played a thousand variations. Once there was a steady tramp, as of a battalion of soldiers marching strongly and steadily together. This died away, and then two voices were heard, very far off, but distinct as if engaged in angry altercation; they sank down and the room became full of vague and shadowy whisperings, then the refrain would break out, clinkety-clank! clinkety-clank! ca-den, ca-den, boom, boom—boom, boom, boom (marching time). It was too nerve-trying, and we opened the window wide; the moonlight fell full on the Falls and lingered on the rent and ghastly sides of the canon walls. A faint recurrence could be detected in the heavy bass movement of the symphony, if one may so call it, but otherwise there was nothing more than the powerful swish and roar of the water; but many a time through the night we heard those haunting voices, and weird, uncanny sounds.

Across the deep, green water we go again in safety: up the narrow road along the face of the cliff, and once more stand in the magnificent portal and look back. Serenely tower the canon walls in the still summer air; placid and calm the river below; the thunder of the cataract heard dimly around to the right; golden sunshine falling tenderly on the torn and gashed outline of mountain wall and dreaming river—a dozen steps through the sharp defile, and the picture vanishes; there are no mighty deeps—no river, no gleam of falling splendor—the waste of the desert and the dreary miles of sage-brush creep away to the dim horizon on every side—addio, Shoshone, addio.

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KETCHUM.

Ketchum, a rapidly growing town of about 400 to 500 people, lies thirteen miles north of Hailey, and is beautifully situated at the head of the Wood River Valley. At this point, Wood river is as clear as crystal, and rich in the finest of mountain trout. The vicinity surrounding affords good hunting, and elk and bear abound. The mines round about Ketchum are large, and will well repay inspection. The Guyer Hot Springs, two miles by stage from Ketchum, are noted for their medicinal waters, and are of high repute throughout the neighboring country. There are many objects of interest, both for the tourist and pleasure-seeker, in and about Ketchum. The scenery is beautiful, and the climate all that could be desired.

GUYER HOT SPRINGS.

This romantic little mountain resort is situated about two miles from Ketchum and seventy miles from Shoshone. Regular hacks run to and from the springs, in connection with the branch trains. The springs are comparatively unknown outside of Idaho, but are destined to become famous for the well-known medicinal qualities of the waters and the great natural beauty of the place. The springs, about fifteen in number, gush out from the mountain-side intensely hot, and are conveyed a short distance by pipe to the bath-house, where there are two large plunge baths and quite a number of single rooms with tubs. The waters are good for all nervous complaints, rheumatism, skin and blood affections. This place is much resorted to by tourists and invalids. It is a beautiful, quiet mountain retreat. The accommodations for guests are first-class, and in addition to the hotel, there are bath-houses, bowling-alleys, croquet and tennis grounds, swings, band-stands, and dancing-platforms—everything, in short, to make a visit pleasant.

SODA SPRINGS.

This famous resort has become well known to tourists only within the past few years. The new hotel, the Idanha, elegant and commodious, meets all requirements for ease and comfort, while the salutary effects of the waters are incomparable.

Soda Springs has an elevation of 5,780 feet above sea level, and is 1,021 miles from Omaha, 798 from Portland, 258 from Salt Lake, and 221 from Ogden.

There are thirteen springs within a radius of one-half a mile from the hotel—the first one, 200 feet from the hotel, bubbles from the top of a conical mound. Swan Lake, six miles east, is a beautiful sheet of water of unknown depth; Formation Springs, five miles northeast, shows some curious effects of lime deposit, petrifying moss leaves and twigs perfectly. Hooper Spring, one and one-half miles distant, is a beauty; but all pale into insignificance before the Mammoth Spring. This is five miles from the station. The road leads one to a level stretch of prairie covered with waving grass rimmed in by foot hills. One walks to the very margin of the spring before it is discovered, so completely is it hidden. And there within a circle of a few yards a dozen springs form a pool. The water is intensely blue and very deep. Looking down into those unfathomed depths one sees, in brilliant contrast to the color of the water, a white column cleave its way up from its mysterious home and break in beaded jets upon the surface. There is a wierd fascination in watching it, and to drink at this fountain is to taste Nature's champagne. This spring and the Hooper are very strongly charged, and offer a most delicious beverage. Chloride of sodium, bicarbonate of magnesium and bicarbonate of calcium predominate, and an excess of free carbonic acid gas. The health-giving properties of the waters are widely known, and are recommended by the faculty as a specific for indigestion, stomach and kidney troubles, etc. Springs near the station are strongly tinctured with iron, and are an effectual remedy for thin blood, ladies in delicate health, etc. The "Idanha" water is bottled at the works about a mile from the station. Many charming excursions can be arranged from Soda Springs. There is fine fishing on all sides, mountain climbing for those who desire it, plenty of sport in duck shooting, and an infinite variety of lovely drives in every direction.

The splendid new hotel erected and owned by the National Mineral Water Company, and now leased by the Pacific Hotel Company, was opened for the reception of guests June 1, 1888.

The Idanha is first-class in all respects; with all the modern improvements; water, electric lights, electric bells, etc. It has ample accommodation for 150

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guests. All passenger trains stop at its very doors, and every attention will be paid to those honoring the new hotel with a visit. Rates will be from \$3 per day upward, with special rates for parties or families, or those contemplating an extended stay. Livery service and attentive guides always to be procured at reasonable rates.

Soda Springs occupy a valley in a depression in the Wahsatch Mountains, at an altitude of about 6,000 feet. Around them the lofty peaks of the mountains are covered with perpetual snow. The region is full of interest, not to the geologist alone, but also to the ordinary sightseer. The number of springs, each with an individuality of its own, is amazing. Among the prominent and the curious we may specially name the following: The Idanha, the Hooper, the Mammoth, the Eye Water, the Brigham, the Lime Kila, the Champagne, the Steamboat, the Formation Spring and Cave, and Swan Lake.

All the springs should be seen by persons wishing to realize the strangeness of the Soda Springs region. At different periods the under currents have changed their place of emergence, until the whole country shows traces of the limy deposits.

OGDEN CANON.

Ogden Canon, one of Utah's chief scenic attractions, is reached by half hour's drive over a good road from Ogden. The Ogden River, which courses between its walls, is a famous trout stream. The sides of this canon are very precipitous and picturesque, rivaling the American Fork in the variety and character of their striking features. At the head of the canon is an elevated park, called Ogden Park, and beyond this the drive may be extended to Cache and Bear Lake Valleys.

UTAH HOT SPRINGS.

These springs are sometimes called Red Springs, and sometimes Ogden Springs. They are just nine miles north of Ogden, and are readily reached from there over the Utah & Northern Branch of the Union Pacific to Hot Springs, which is a regular station on the road, and the springs are but a few steps away. All trains stop at the door of the hotel. This hotel is plainly but comfortably furnished, accommodating about 150 people, and additional accommodations are being provided every season. These springs have an elevation of some 4,500 feet above sea-level, and are far superior to the celebrated Hot Springs of Arkansas. The main spring boils up at the foot of a low ridge of the Wahsatch Mountains a short distance east of the railway station. These springs impart a red hue to the surrounding soil. Their temperature is so high that the hand cannot be held in the water without great pain. The water is conducted into the hotel from the springs in wooden pipes for private bathing and for the great open bath, when it becomes cool enough for use. These springs are patronized all the year round, and are very efficacious in curing rheumatism, neuralgia, catarrh, and all skin, blood and kidney diseases. The waters are intensely hot, and their chief constituents are iron, magnesia, soda and salt.

The bracing air of the Wahsatch Range, mingling with the saline breezes of the Great Salt Lake, with the pure water of these thermal, balsamic springs nowhere excelled for drinking or bathing purposes, produce a natural combination of marvelously curative properties.

The flow is about 156,000 gallons of water every twenty-four hours, at a temperature of 131 degrees Fahrenheit. A close analysis of the water by Prof Spencer F. Baird, of the Smithsonian Institute, Washington, D. C., shows that besides containing carbonate of iron in heavy deposits, it also contains:

	GRAINS TO THE GALLON.
Silica, - - - - -	2,687
Alumina, - - - - -	0,234
Calcium Sulphate, - - - - -	18,074
Calcium Chloride, - - - - -	170,981
Potassium Chloride, - - - - -	97,741
Sodium Chloride - - - - -	1,052,475
Magnesium Chloride, - - - - -	1,007
Magnesium Carbonate, - - - - -	11,779

The bathing accommodations consist of a number of private tubs, for vapor or steam, and hot mud baths. The latter is the great Indian cure for rheumatism.

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Besides supplying these baths, this wonderful water is run into an outside summer bath 166x204 feet, three feet deep at the upper and seven at the lower, side, arranged with foot runs and spring boards, thus affording amusement for hundreds at a time.

WILLARD CANON AND FALLS.

Are reached by the Union Pacific to Ogden, and thence via the Utah & Northern Branch of the Union Pacific to Willard Station, where a good team can be had for the falls. The distance from Willard Station is three miles.

Willard is the name of a picturesque little town six miles beyond the Ogden Hot Springs. It is surrounded on all sides by natural beauty, but mostly the eye is attracted towards the west, where the Great Salt Lake, with its deep blue waters and mountainous islands, is seen to fine advantage; and to the east where there is such a wild lot of beetling crags, which, for height and grandeur, are not exceeded by even the wonders of Echo and Weber Canons.

Just back of the town are the falls, situated in a canon or glen, truly alpine in its wildness. Some of its walls of rock are simply terrific, and during the early months its stream comes down with a magnificent rush. There are great naked aiguilles and towers which make one dizzy to look up to their summits. About two miles from the entrance there is a huge mountain, which, where it faces down the glen, is a bristling mass of crags, jags and splinters, but which, at the back, has all of its ledges so smoothly polished that not a foothold could be found upon them. Such a mountain as we dream of when our sleep is feverish, and imagine ourselves going down, down, down, vainly catching at bits of seam-grown grass which, breaking at our grasp, lets us slowly glide.

A weeks sojourn at Willard at any time from May to October means a week of rare enjoyment.

GARFIELD BEACH.

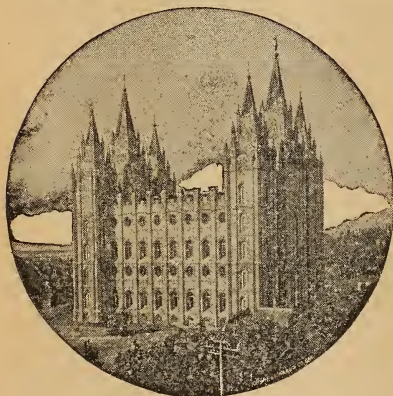
Garfield Beach, or Black Rock, is eighteen miles from Salt Lake City, on the shores of the Great Salt Lake, and is reached from Salt Lake City by the Utah & Nevada Division of the Union Pacific. During the season, trains run back and forth at frequent intervals during the day and evening. It is the only real sand beach on the lake, and is considered by many to be the finest in the world. It should be, and will be, the great resort of the continent. It is not a sullen, listless sheet of water, beating idly on the shores, barren and repellant; but, on the contrary, it is as beautiful a sheet of water as can be found anywhere. The waves are a bright blue or green, and as they dance on its surface, it would be hard to tell which color prevails. The water supports no life. Its constant sinking and rising is only one of its many curious phases. The sensation upon entering the water is novel and congenial. In the long, sunny days of June, July, August and September, the water becomes delightfully warm, much warmer than the ocean. It is 21 per cent. salt, while the ocean is only 3 per cent. The water is so dense that a person is sustained on its surface indefinitely without effort. Experience has proven its great hygienic effects. Owing to the stimulating effect of the brine upon the skin, or the saline air upon the lungs, or both together, the appetite is stimulated, and after a bath, bathers are ready for a hearty meal. The baths are extremely invigorating. If there is any abrasion upon the skin, it will smart for an instant when it touches the brine, but after the bath the smarting is gone never to return; and after rinsing off in the fresh water, provided in every bath-room, there is a sense of cleanliness more perfect than any other bath can produce. A fine bath-house accommodating 400 people has been erected at Garfield Beach, in connection with which there is a first-class restaurant, and a large dancing-pavilion built out in the lake, all of which are run by the Pacific Hotel Company, under the supervision of the Union Pacific. At the restaurant excellent meals can be had during the entire season. The buildings at Garfield Beach are modern, have every convenience, and were erected last year at a great cost. It is proposed to erect a large hotel on the beach, although the ready access which is had to and from the Salt Lake City hotels has heretofore rendered a hotel at Garfield Beach unnecessary. The view from the pavilion at Garfield Beach is one of surpassing loveliness. The mountains on the shore form a fine background to the rippling waters on the lake, which stretch out on either hand before the beholder, dancing in the sunlight, sometimes a beautiful blue, and at other times green, with three or four of the largest islands in full view, which, in the distance, have a peculiar purplish hue.

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HAILEY.

Hailey is situated just where Quigley and Croy gulches unite with the Wood River Valley on a branch of the Union Pacific, bearing the same name, the juncture affording a fine view in four directions, embracing well cultivated ranches, and ending with the foothills. The climate is mild and even, and the roads stretching away on all sides are perfect. The mines at Hailey possess much of interest to the tourist, and a good hotel furnishes accommodations.

One and a half miles from Hailey are the famous Hailey Hot Springs. The ride or walk thither is very pleasant, leading through a picturesque little valley, and the location, in a lovely glen in sight of several rich mines, is very pleasant. Large volumes of water, of a temperature of 150 degrees, and containing sulphate of soda, iron, magnesia, sulphur, and other desirable ingredients, are found in scores of springs. Commodious swimming-baths are provided. Many patients have gone to these with chronic cases, believed to be hopeless, of neuralgia, paralysis, dyspepsia, inflammatory or mercurial rheumatism, and other complaints for which the Arkansas springs are considered a specific, and after a few months of bathing and drinking, have left completely restored. The baths are also very popular with those in good health, thousands visiting them annually for the delightfully exhilarating effects of a plunge.



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