

The games of lawn hockey, tether ball, golf-croquet, hand tennis, volley ball, hand polo, wicket polo, laws of badminton, drawing room hockey, garden hockey.

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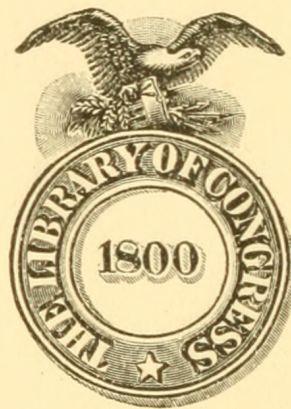
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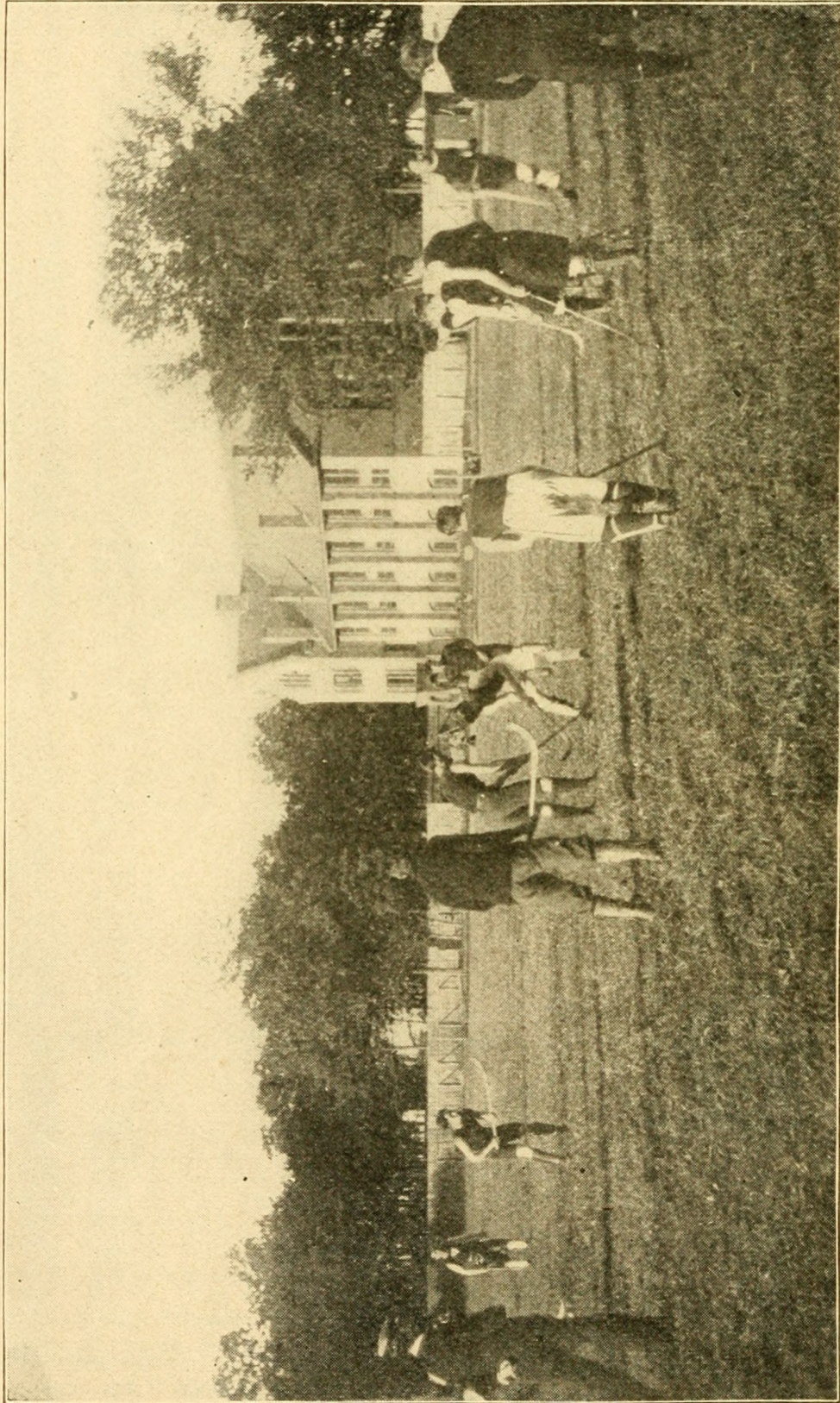
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A BULLY AT BEGINNING OF GAME

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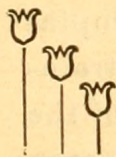
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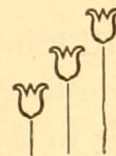
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LAWN HOCKEY.

THOMAS J. BROWNE.



THE writer's experience with anything resembling hockey was when, as a boy of twelve, he played the game of "shinny" or "shinty," as it is called in some places. In this a wooden block, a stone, a ball, or anything about two inches in diameter, sufficed for a "shinny," while a broom or umbrella handle or branch of a tree of suitable shape took the place of the present expensive hockey stick, with its mathematically correct curves and dimensions and finished surface. Two large stones about three yards apart at each end of the field or vacant lot, as it usually chanced to be, served as goal marks, between which the "shinny" had to be forced.

The number of players on each side was not limited. Every one with the "gang" or crowd at the time was expected to play; the more the merrier. The game was started by each "side" lining up at its end of the field and then sending its fleetest runner to the centre, where the "shinny" was placed, the side with the fastest runner getting first strike. The "off-side" rule was observed, "shinny on your own side" being the warning cry, which, if not obeyed, brought a blow across the offender's shins.

Whether "shinny" represents a stage from which the present game of hockey evolved, or whether it is a degenerate form of the latter, the writer is not certain. At any rate the early state of hockey in England resembled "shinny," and this is now looked upon as the barbarous era out of which the game has grown, under the fostering care of the Hockey Association of England. An important step in the development of the game was taken on the adoption of the "striking circle," from the inside of which the ball must receive its final touch in being sent through the goal. This feature encouraged "dribbling" and passing between the players and lessened the advantage of heavy and reckless striking, as a ball driven through the goal by a blow outside the striking circle does not score.

Novices at "bullying" who are at all nervous have a difficult time controlling themselves sufficiently to calmly tap the ground and their opponents' sticks thrice in succession before making a strike at the

ball lying so temptingly near. It is so easy to succumb to the temptation to avoid the last tap, and, instead, strike at the ball—fine training in self-control. The forwards are the rush line; the object of the backs is to feed to them; they do the aggressive work, while the men in the rear are expected to act on the defensive. The position of goal keeper, although an important one, is the least desirable of all. Forbidden to leave his post, he must stand there, cold as it may be, and occasionally, as the ball comes near, be on the alert to interpose himself between the ball and the goal. And the stronger his team the less work for him, as the ball will then be kept down toward the opponents' goal. He has great responsibility, yet with no opportunity to distinguish himself in the aggressive work of the team. Woe befall him if he lets the ball pass; but if he is successful—well, he has simply done his duty. It would seem but fair that all the players on the team should take their turn at this undesirable post. Bodily contact of player with player being only accidental, weight does not count for so much as it does in foot ball. Speed and endurance are prime requisites in a first class hockey player. Be the man ever so light he can soon, with steady practice, come into possession of these elements. The game is similar to foot ball in that it gives a man all-round exercise in the open air. The vigorous running gives splendid development of heart and lung power, even surpassing foot ball in this respect. The player gets the wrist of a fencer and the accuracy of a golfer, for he must be able to twist the ball quickly from his opponent and to pick it up and dribble it along at his greatest speed down the field before he may hope to "pass" successfully to his companions and earn the reputation of a good team player. The game calls for physical courage, though, perhaps, not to the same extent as foot ball; still it requires pluck to dash in where sticks are apparently flying rather wildly, at imminent danger to heads as well as shins and ankles. The element of danger, as might be supposed, is greater among novices, for, as the player becomes more experienced, he learns how to keep his stick down, to hit the ball rather than the other fellow's shins, to jump and avoid a reckless blow and to dodge a hard hit ball from near goal. He learns that reckless striking only wastes time, endangers others, besides exposing his team to losses from penalties inflicted by the umpire. The percentage of accidents

from hockey is much smaller than in foot ball, and the injuries are never of a serious character, being merely barked shins or knuckles, and occasionally a bruised head from a backward spring or an "off-side" play. The proportion of sore shins and knuckles can be greatly lessened by proper covering with shin guards and gloves. It seems to be a game well adapted to Association use, and, judging from its success at the Springfield Training School, it should prove a popular fall game, especially in those places where foot ball has been discouraged because of its danger to untrained men, its expensiveness or because of other causes. To put it in basket ball style—hockey "can be played on any ground free from obstruction." Of course, the nearer level the ground the better the control of the ball. An ordinary vacant lot cleared of rubbish will furnish opportunity for many enjoyable games. There need be no limit to the number of players, other than the size of the field, unless a team is formed to play outside teams.

The outfit is comparatively inexpensive. A stick and ball are all that is absolutely needed. Two stones at each end of the field may do duty as goal posts, if nothing better can be found. Shin guards and gloves add to one's comfort, although many players find little use for gloves.

The principles of the game are easily mastered. The four points to remember are: Hit the ball toward your opponents' goal; don't raise your stick higher than your head; strike from right to left and you'll always be "on side."

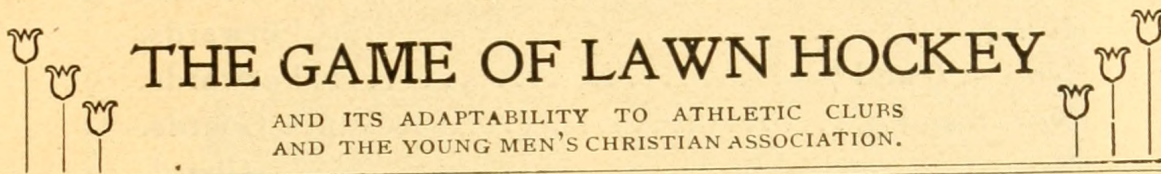
The last strike for goal must be made from inside the striking circle. Hockey resembles basket ball in that the elements in both are easily learned, and both possess great opportunities for the development of skill. The two games possess so many features in common, that what can be said of one may well be applied to the other.

The Springfield Training School has played the game for the past four years, giving part of the fall to hockey and part to foot ball. The enthusiasm over the class hockey championship has been as great, if not greater than formerly, when the classes played for the foot ball championship. To the average spectator, unacquainted with the fine points of play in both games, hockey is more interesting than foot ball. The open play with the men continually in motion,

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players running to and fro in their brightly colored uniforms, the frequent sprint of two opponents after a hard hit ball with the slower men trailing out behind; the wriggling and squirming of the men in a scrimmage near the goal, then the sudden melting away of the mass as the ball is sent out and down the field by a fortunate blow, the sticks flying high as the men go yelling after the spinning ball, the cry of "sticks," "you're off side," "a goal, a goal," or perhaps one betokening a hard hit shin, all combine to make a scene, beside which foot ball, from the spectacular point of view, appears prosaic.




THE GAME OF LAWN HOCKEY
 AND ITS ADAPTABILITY TO ATHLETIC CLUBS
 AND THE YOUNG MEN'S CHRISTIAN ASSOCIATION.

BY M. I. FOSS

Captain Hockey Team, Class '99, Springfield Training School,
 Champions for Three Years.

THE game of hockey finds its origin in ancient history, when the Romans played with a stuffed leather ball, and, because of the bent stick used to strike the ball, it has sometimes been called Bandy Ball. The English people have played in this game more than any other nation, and at one time it became such an enthusiastic sport and was played to such an extent, that it became a public nuisance and a law was enacted forbidding the game, but the law was soon repealed. A few years ago it was introduced into America.

The game was introduced in the Springfield Training School by Dr. McCurdy in the fall of 1896, and after a season of play the English rules were adopted, and so far as we can learn, this school is the only place in this country where the English game is played

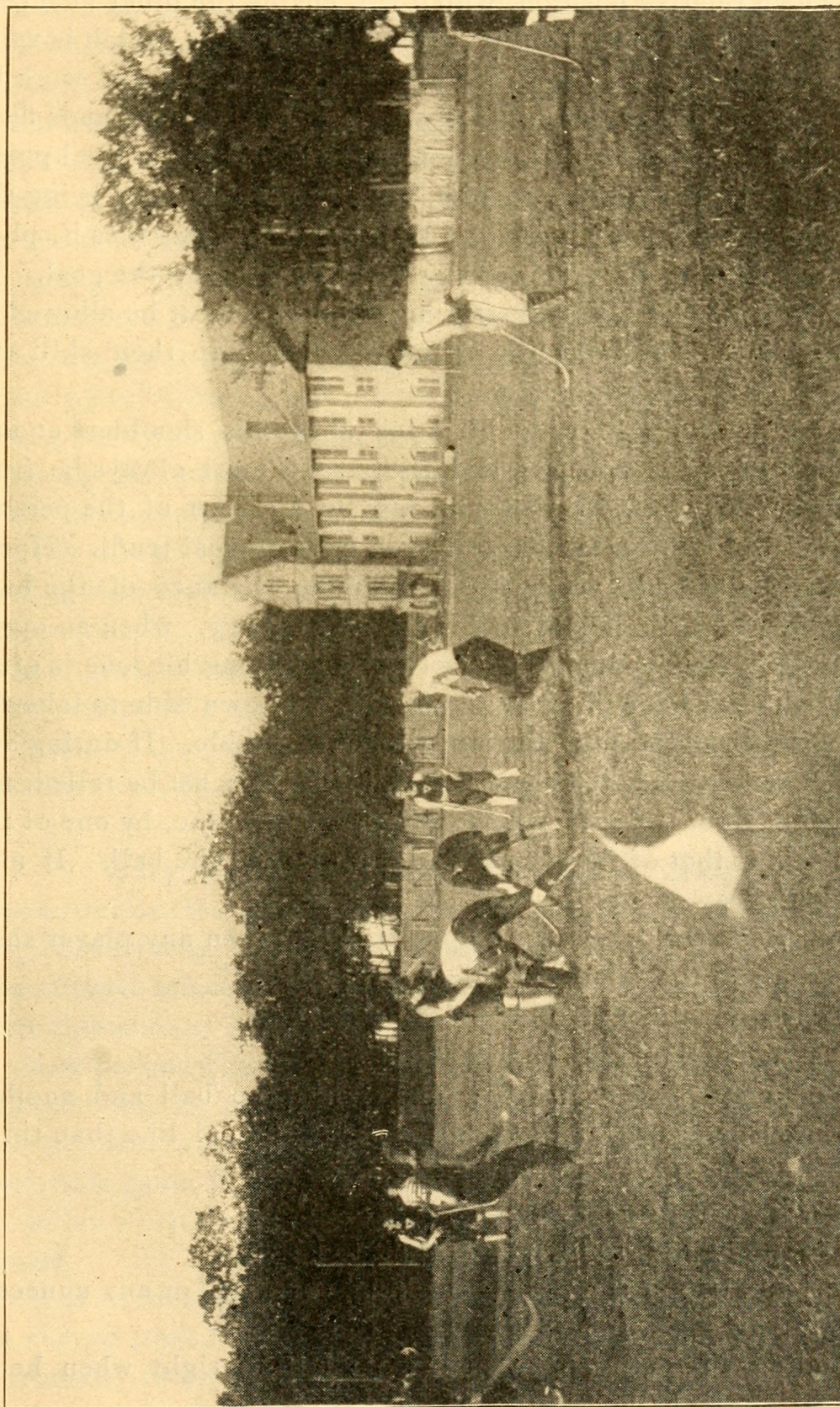
The field on which the game is played is a little smaller than a foot ball field, it being one hundred yards long and not more than sixty nor less than fifty yards wide. The longer sides are known as "side lines," and the shorter sides "goal lines." In the centre of each goal line two upright posts shall be placed twelve feet apart, with a cross bar seven feet from the ground, which shall constitute the goals. The ball is an ordinary cricket ball, The stick is curved at one end and must be small enough to pass through a ring two inches in diameter. There should be eleven men on each side, but it may be played by six or seven. The men take their names from the position they play, viz.: three forwards, five rushes, two backs or guards and one goal tend. When there are less than eleven men take out first a forward, then two rushes, and a guard, and so on.

The following diagram will explain the best position of the men at the beginning of the game :

Nos. 1, 2 and 3.....	Advance Forwards.
No. 4.....	Forwards.
Nos. 5, 6 and 7.....	Forwards.
Nos. 8 and 9.....	Advance Guards.
No. 10.....	Guard.
No. 11.....	Goal Tend.

At the beginning of the game and after each goal, the ball is put in play at the centre of the field, by what is known as the "bully," to be played as follows: one of each side shall stand facing the side line and shall strike the ground on his own side of the ball, and the stick of his opponent over the ball alternately three times; after which either player may strike the ball, and the moment the ball is touched it is in play. During this bully the players on either side shall be "on side," *i. e.*, between the ball and his own goal line.

When the ball is put in play the "forwards" rush down the field on their opponent's territory, and the "rushes," by a system of diagonal passing, advance the ball past the rush line of their opponents, and endeavor to get the ball into the hands of the "forwards," who should be inside or near the "striking circle." The "striking circle" is made by drawing a line twelve feet long in front of each goal, parallel to the goal line, and fifteen yards from it. The ends of the line to be curved round to the goal lines, using each post as the centre of the arc. This circle is the only place from which a goal may be scored. The forwards now having possession of the ball, all the rushes assist to pass the ball through the goal, if possible, which, if accomplished, counts for them one point. The advance guards Nos. 8 and 9 in diagram, should fall back a few paces behind the line of scrimmage to return the ball, if the opponents get it past the other rushes. The guard lies well back, and, as his name indicates, his principal duty is to check any assault made on his goal. He should never advance past the centre of the field, and always hold the same relative position. He must be a sure hit, and never allow the ball to pass him. He should also be able to make accurate long hits. It must be remembered that no definite place can be assigned each player at all times of the game, as the position will vary with the strength of the opposing team, or the individual members, the speed of the men, etc.; but each man on the team is to hold, as far as pos-



A SCRAP FOR THE BALL

sible, his own relative position, which will enable the other members of his team to pass the ball to him without taking time, which is valuable, to locate him. This will simplify matters, and team work be made stronger and play more effective. The goal tend stands firm, never neglecting the space allotted to him between the goal posts, and when the ball is forced to him, he kicks the ball (he being the only person on the team allowed to kick the ball), or strikes it, placing it to one side so as to prevent the ball from passing the goal. In no case when the ball is in the striking circle should it be allowed to remain in front of the goal; the defenders must use their skill and agility and put it off to one side.

No player is allowed to raise his stick above his shoulders at any time when striking at the ball, and the stroke must always be from right to left. The ball may be stopped by any part of the person, but advanced by the stick *only* (except in case of goal tend). Hooking sticks is allowable when within striking distance of the ball. Great skill may be developed in hooking sticks, *e. g.*, when an opponent has the advantage and is about to have a strong hit, one is often able to hook his stick and allow another of his own side to take the ball. Play with the back of the stick is not allowable. If during any part of the game, the ball passes the side line, it must be rolled, not thrown back, from the spot where it crossed the line, by one of the opposite side to that of the player who last touched the ball. It may be rolled any way except forward.

A "free hit" shall be given to opposite side when any player shall transgress any of the following rules:

1. Raise stick above shoulders during stroke.
2. Kicking ball (except goal tend).
3. Off-side play, *i. e.*, when a player hits the ball and another player of the same side is nearer his opponent's goal line than three of his opponents.
4. Playing with back of stick.
5. Striking ball other than from right to left.
6. Pushing, tripping, collaring, kicking, charging, or any unnecessary rough play.
7. Fouling, *i. e.*, crossing a man from left to right when he is about to strike the ball.

On a free hit no player of offending side shall be within five yards of spot where hit is made, and the striker must not touch the ball again until it has been touched by another player.

When the defending side transgress any of the above rules (except Nos. 1 and 5), *inside* of the striking circle, a "penalty bully" shall be given, at which time all players, except the offender and one from the other side, shall be outside of striking circle, and the two shall bully as at the centre, only no other player may interfere until a goal has been scored or the ball passes outside of striking circle; in the event of the latter, the ball is again in play for all the players.

Breaking rules Nos. 1 and 5 by defendants inside of striking circle, a "bully" only may be given.

When the ball passes the goal line outside of goal, by the stroke or kick of defendants, a "free hit" shall be given from the corner where the side and goal lines meet; and, during this hit, all of the defending side shall be back of goal line, and attacking side outside of striking circle. If the attacking side puts the ball over goal line outside of goal, it shall be a "bully" at the twenty-five yard line, to be played same as bully at the centre.

The time of the game shall be two thirty-five minute halves, with ten minutes intermission, subject to change if both sides are agreed.



Why an Association and Club Game.

The writer of this article wishes every director to consider the following reasons why, in his opinion, the game should be given a place on the athletic schedule of every Young Men's Christian Association and athletic club.

1. Any person who can run and has free use of his arms can play the game; and, as the Association seeks to develop the unskilful, neglected man, rather than the one already well proportioned and trained, this game is peculiarly suited to such men, while it necessarily follows that the more skilful the player, the more interesting the game.

2. It is an inexpensive game, as all the apparatus needed is a ball and a curved stick for each man. The stick may be cut from a tree and trimmed down to the regulation size, or it may be purchased from any sporting house. Almost any field will do, simply mark out

roughly a rectangle and drive stakes for goals. It is a splendid game to play when on an "outing."

3. It is a true physical educator in the following respects :

(a) It develops endurance, as there is plenty of running ; and this will also develop the capacity of the heart and lungs. It is a good game to precede foot ball.

(b) Agility is improved. When one is surrounded by several opponents it takes little time to learn that the quickest striker has the advantage.

(c) Self-control is also brought into action. The rules place certain restrictions so as to allow no ungentlemanly or dangerous play, and in this, as in all competitive sports, the temptation of unfairness often meets the player, which if avoided, will not only assist his physical make-up, but the whole man.

(d) Accuracy is developed to a remarkable degree. To be able to strike the ball as you meet it from all sides, with a stick not more than two inches in diameter, is one essential to a good player ; for to take time to stop the ball with some part of the body before the stroke is made, often means to lose the ball to an opponent, which accuracy might have avoided.

(e) Speed is certain to be increased by the very nature of the game.

4. While it is always possible for accidents to occur, the danger in hockey is reduced to a minimum.

5. Skill is not essential to any player. This gives at once to hockey the advantage over other games, as for example, in lacrosse one must be able to catch the ball in the lacrosse net before he can begin to play ; in base ball the pitcher and catcher must have a certain amount of skill to make the game interesting, so also with minton, tennis, and the other outdoor sports.



Rules for American Lawn Hockey.

J. H. MCCURDY, M.D.

I. The grounds shall be 110 yards long, and not more than 60 nor less than 50 yards wide. They shall be inclosed by heavy white lines marked with lime upon the ground. The longer sides shall be called **the side lines**, the shorter the goal lines.

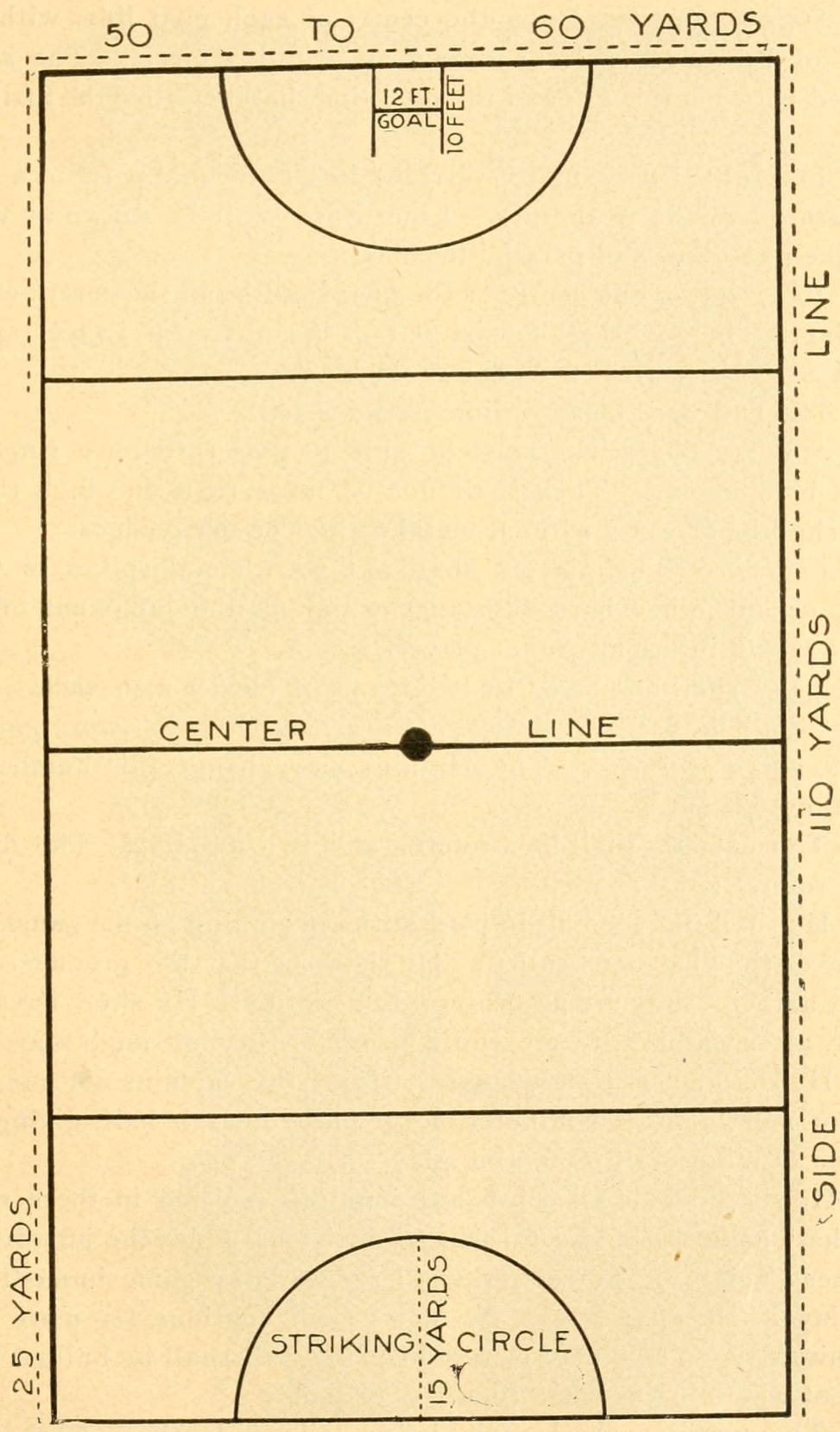


DIAGRAM OF FIELD OF PLAY, AMERICAN LAWN HOCKEY.

2. *Striking Circle.* From the centre of each goal line, within a radius of 15 yards, shall be drawn an arc of a circle. The space inclosed between this arc and the goal line shall be called the Striking Circle.

3. The field of play shall be divided into two equal parts by a lime line parallel to the goal lines. Lime lines shall be drawn 25 yards from the goal lines and parallel to them.

4. *The goals.* The centre of the goal shall be in the centre of the goal line. The goal shall consist of two upright posts 12 feet apart, with a cross bar 10 feet from the ground.

5. The ball shall be an ordinary cricket ball.

6. *Sticks.* The sticks must be able to pass through a ring two inches in diameter. They shall not be more than one inch thick. They shall be of wood without metal fittings or sharp edges.

7. *Clothing.* The players shall not wear metal spikes in their shoes, or any other hard substance which in the judgment of the referee would injure any other player.

The game shall be played by two teams of eleven men each. The players shall be called *advance forwards, forwards, advance guards, guards*, and a *goal tend*. The captains may change this number by mutual agreement.

8. The officials shall be a referee and two umpires. The duties of the referee :

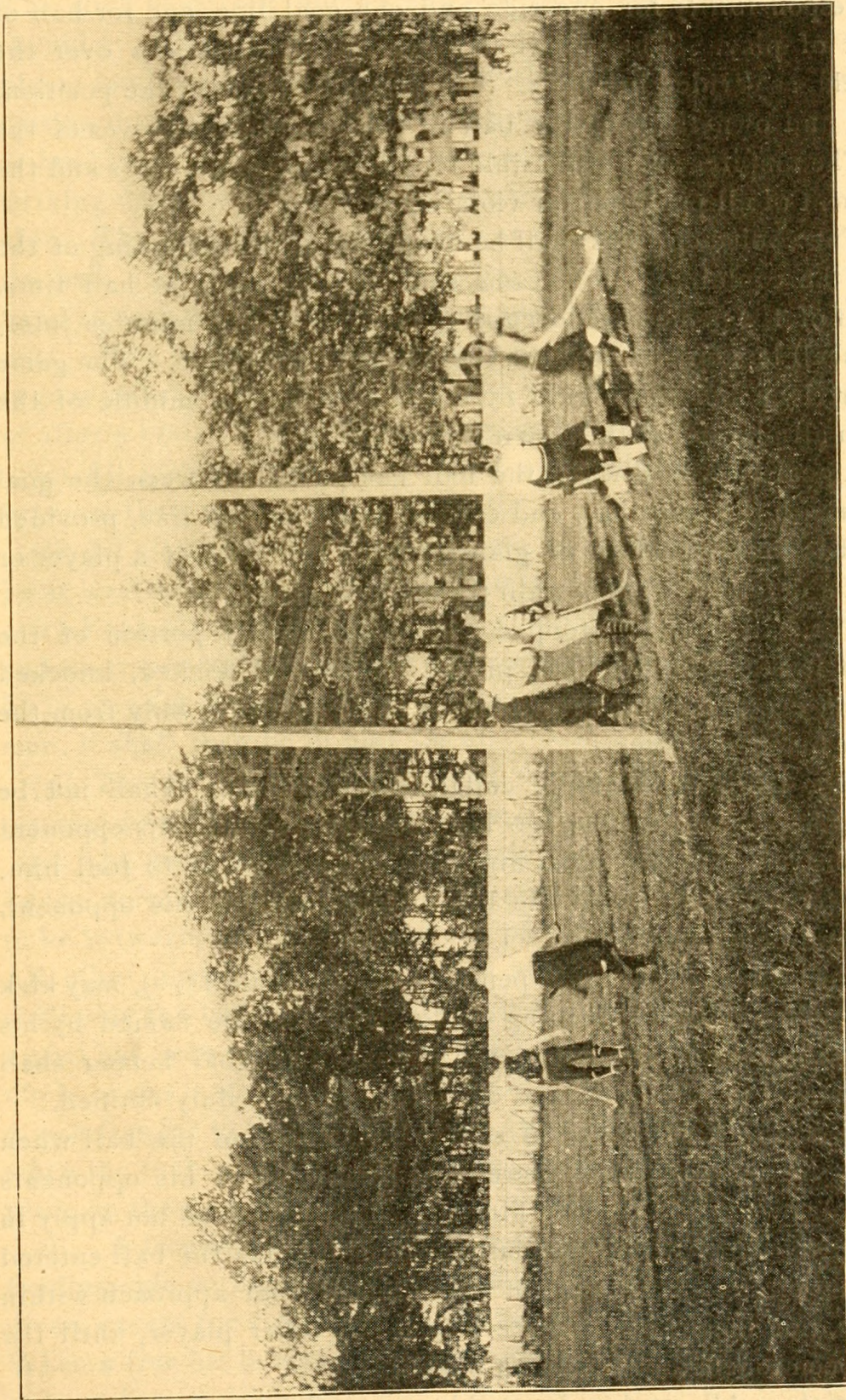
(a) He shall put the ball in play at the beginning of the game, and whenever time has been called. He shall see that the grounds, ball, sticks, and clothing, are according to regulation. He shall have the power, after warning, to suspend a player because of rough play.

(b) He shall act as timekeeper, notifying the captains not less than five nor more than ten minutes of the close of each half, giving the number of minutes of remaining play.

(c) He shall decide all points not definitely covered in these rules, but shall have no power to change decisions under the jurisdiction of other officials. The referee shall suspend the game immediately if a player is incapacitated. No delay shall continue for more than two minutes. When play is resumed, the ball shall be bullied from the spot where it was when time was called.

9. The umpires shall each judge independently. Each shall

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JUST AFTER A GOAL HAS BEEN SCORED

assume responsibility for one side and one goal line, and for half of the field of play. They shall, however, judge on sticks over the entire field, as divided in rule 3. They shall be judge of the position, progress, and ownership of the ball in their respective halves of the field. The umpires are responsible for the calling of all fouls and the enforcement of all penalties for violation of rules.

10. The choice of goals shall be tossed for at the beginning of the game by the captains. The teams shall change goals at half time. Each half of the game shall occupy 35 minutes. Ten minutes intermission shall be allowed between the halves of the game. The game shall start by a bully (see rule 15, *c* and *d*) from the middle of the field with all players on their own side of the ball.

11. A goal is scored when the ball has passed between the goal posts, beneath the cross bar, and entirely over the goal line, provided the ball has been struck by or glanced from the stick of a player or person of a defender while within the striking circle.

12. The ball may be stopped with hand or any portion of the body, but it must not be held, picked up, carried, kicked, knocked on or back, except with the front of the stick, and then only from the ground or below the knee.

Charging, tripping, kicking, collaring or shinning, shall not be allowed. A player shall not go between the ball and his opponent so as to obstruct him, nor cross him from the left so as to foul him. If the player cross and touch the ball before touching his opponent, no foul shall be called.

The goal keeper, except in a penalty bully (see rule 15, *e*), may kick the ball while within the striking circle. He shall be named by his captain at the commencement of the game. The goal keeper shall not be changed until players and officials have been duly notified.

13. *Off side.* A player is off side if he is ahead of the ball when it is hit by his partner unless there be at least three of his opponents nearer their own goal line than himself. This rule shall not apply in the striking circle provided the man was on side when the ball entered the striking circle. He shall not play the ball, nor approach within five yards, nor in any way interfere with any other player, until the ball has been touched or hit by an opponent.

14. *Sticks.* All strokes in striking must be from right to left.

The stick must not during any portion of the stroke rise above the shoulder. Participation in the game is allowable only when the player has his stick in his hand. With a free hit intentional undercutting or raising the ball above the hips is not allowable. Fencing or hooking sticks is allowable only when one of the players is within striking distance of the ball. Hooking of an opponent is not allowable. The back of the stick shall not be used for stopping or striking the ball. The back of the stick consists of the outer edge and right-hand surface while held in striking position.

15. The bully and penalty bully are methods of putting the ball in play either at the beginning of the game, after time has been called, or after a foul. The bully is played as follows :

(a) All players must be on their own side of the ball ; that is, between their own goal and the ball.

(b) All players except the man from each side acting as bully must be at least five yards from the ball until it has been hit.

(c) Each player shall strike the ground on his own side of the ball and his opponent's stick three times alternately. The ball shall then be in play for these two men. After it has been hit by one of these men, it shall then be in play for all.

(d) The two bullies shall stand facing the side lines, and in a position to strike toward their opponent's goal.

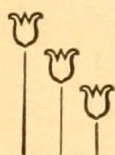
(e) The penalty bully is given only for violation of Rule 12 made by the defending side within their striking circle, this penalty bully to be between the offender and one player selected by the other side. All other players shall be outside striking circle. These two men shall play the ball, without aid or hindrance from other players, until a goal has been scored, or the ball has been batted outside the striking circle, when it shall be in play for all. Violation of this section shall give a free hit to the offended side from the spot where the ball was when the foul occurred. All bullies from breach of rules shall take place on the spot where the breach occurs.

16. A free hit is given for all fouls except those made by the defending side within their own striking circle, when a bully shall be given, except for violation of Rule 12, which shall give penalty bully. When a free hit is made, all members of the offending side shall be at least five yards away.

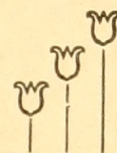
17. Playing in from out of bounds. When the ball passes out over the side lines, it shall be *rolled* in at right angles to side-line or toward goal of player rolling in. It shall be rolled in from the point where it crossed the side line by one of the opposite side to that of the player who last touched it. All players shall stand not less than five yards from the player rolling in the ball. The player rolling in the ball must be out of bounds, and shall not again touch the ball until it has been touched or hit by some other player.

When the ball is hit over the goal line, without scoring a goal, by the *attacking side*, it must be brought into the field of play 25 yards in a direction at right angles to the goal line from where it crossed such line, and there "*bullied*."

If the ball glance off or is hit behind the goal line by one of the *defending side*, the attacking side shall have a free hit from within one yard of the nearest corner flag. At the time of such free hit, all defenders must be behind their own goal line, and all the attacking side outside the striking circle. The attacking side cannot score a goal from such free hit until it has been touched or hit by the defenders, or has been stopped dead on the ground by the attacking side.



TETHER BALL.



THE origin of games is a history of the development of one game from another. Thus, we have continuous records extending back to the old Roman period of games played with rackets. Out of the original crude forms have developed the higher, as seen in the highly differentiated forms of Pelota in Spain, and Court and Lawn Tennis in England. A new game recently developed out of Lawn Tennis is Tether Ball. One of the difficulties in connection with practicing the strokes in Lawn Tennis is the obvious one of the recovering the balls that have been driven. Accordingly, it occurred to some bright individual that the ball might be tethered from an upright post, The ball upon being struck almost inevitably tended to wind the string that held it around the pole. It was but a step beyond this to the production of a game—two individuals standing on opposite sides of a pole, each endeavoring to wind the ball around the pole in different directions. Thus, we have the popular game of Tether Ball. The step formulating the rules defining heights, distances, and the like, is the remaining one necessary. It is made in the following article.

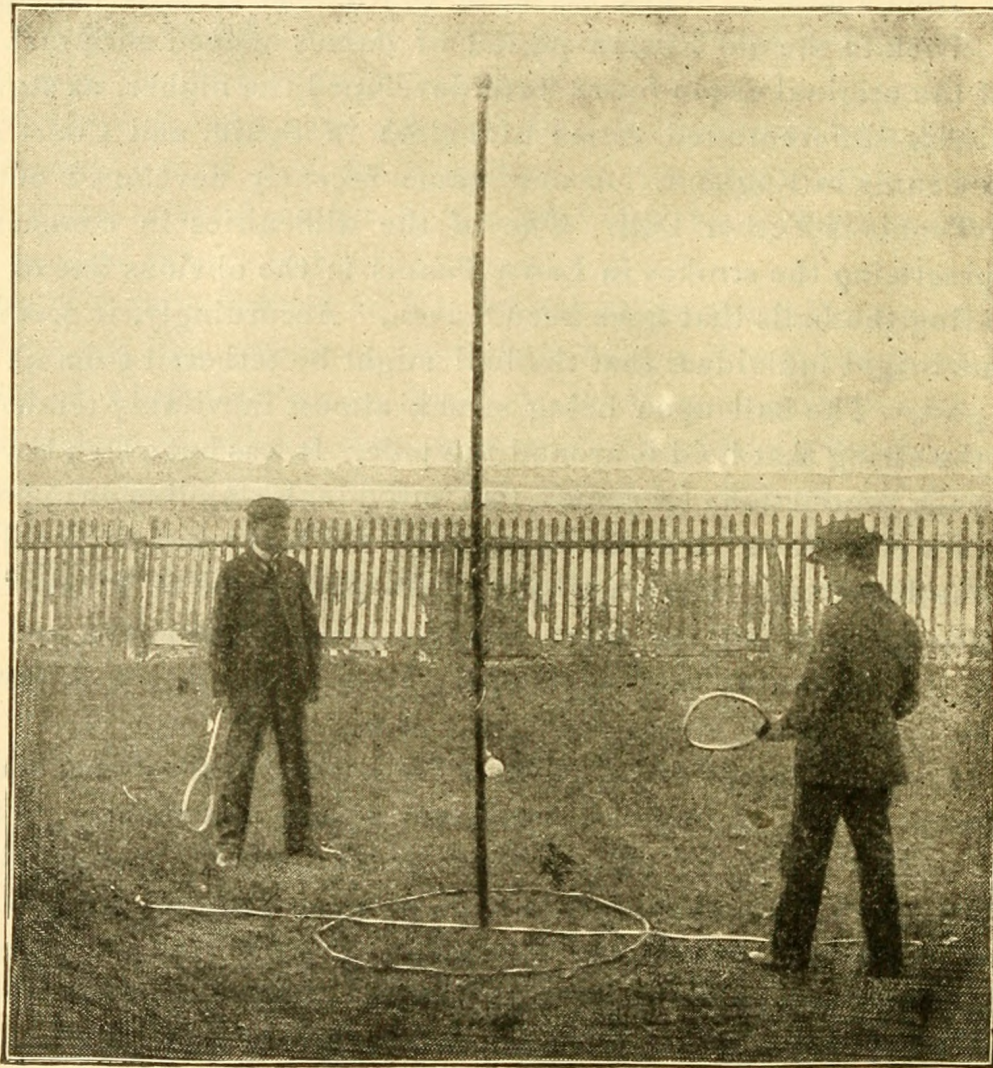
The great advantage of the game is the limited space demanded by the sport—a piece of ground twenty feet square is sufficient. There are no balls to chase, no expensive net or back-stop to be erected, no exasperating waits looking for the ball, no close decisions for the umpire as to whether the ball was in or out; the game is rapid, interesting, inexpensive, limited in area demanded, can be played by women as well as by men. These elements account for its popularity, and warrant a belief that it will become still more popular.



Rules of Tether Tennis.

THE POLE.

1. The pole shall be an upright wooden pole, standing 10 feet out of the ground, It must be in a vertical position and firmly em-



TETHER BALL

bedded in the earth so as not to vibrate. The pole shall be $7\frac{1}{2}$ inches in circumference at the ground ; it may taper towards its upper end. There shall be a black band 2 inches broad painted around the pole 6 feet above the ground.

THE COURT.

2. The court may be any smooth piece of ground, either grassed or not. It must be free from all obstructions. A circle shall be drawn about the pole on the ground having a 3-foot radius. A straight line 20 feet long shall bisect the circle, dividing the court into two sections, as per diagram. Six feet from the pole at right angles to and on each side of the line of division, there shall be two plainly marked crosses. They are to be known as the service crosses.

THE BALL.

3. The ball shall be a championship tennis ball, having a strong linen tight-fitting cover. It shall be fastened to a string with a ring made of linen cord. No metal shall be used on the ball. The ball shall be suspended from the top of the pole by a piece of heavy braided fish-line. The cord must allow the ball to hang $7\frac{1}{2}$ feet ; thus, when hanging at rest, it will be $2\frac{1}{2}$ feet from the ground.

THE GAME.

4. (1) The game shall be played by two opponents who shall toss rackets for court. The loser shall have service.

(2) The game shall be started by the service. This shall be done from the centre of each person's court at the point marked with a cross.

(3) The ball may be struck in any manner with the racket in the direction before agreed upon, the endeavor being to wind the string upon the pole above the black line. The ball may be hit but once. It must then go into the opponent's court. A violation of this is a foul.

(4) The winner of the toss shall determine in which direction he will endeavor to wind the ball. His opponent must then endeavor to prevent his winding the ball in that direction, and must endeavor to wind it in the opposite direction.

(5) Each player must keep wholly within his own court. This includes his arm and his racket. He must not step on or over the circle about the pole. A violation of this rule constitutes a foul.

(6) If the string winds around the handle of the racket of one of the players, this is a foul. In case the string winds about the pole below the black mark, this counts a foul on the person in whose favor the string is wound.

(7) Penalty for all fouls is a free hit by the opponent from the service cross.

(8) If in taking the ball for service, it must be either wound or unwound on the pole a half turn in order to reach the other side, it shall be unwound.

(9) The game is won when the string has been completely wound up on the pole above the black line.

(10) The person winning the majority out of eleven games wins the set.



GOLF-CROQUET



Golf-Croquet is designed to utilize the favorite strokes of drives in golf, but on a moderate sized lawn. The controlling features of the game are: First—A good estimation of distance and force required to cover that distance. Second—Accuracy in driving a ball over the grass or lifting it through the air to clear obstacles.

The course on any lawn or field depends on the shape of the place, and is marked, first, by wickets or arches, similar to those used in croquet, and second, by numbered flags. No account need be taken of the actual distances between these wickets, it being better to have them unsymmetrical or varying. A spot or tree must be chosen near the centre of the lawn and, in placing the wickets they must face this centre, as all shots made through wickets are *towards* the centre.

The wickets should also be placed so that the next one in sequence is in plain view of the last one passed; that is, No. 3 must be seen from No. 2, and No. 4 from No. 3, etc.

The game consists of as many wickets as you are able to emplace; usually eight, but, as in golf, you may have less, and go over the course twice to a game.

It may either be played to count only the total number of strokes necessary to get through all the wickets, in which case, the player having made the least number of strokes and passed through all the wickets, is the winner; or it may be played by wickets, in which event the wicket is given to the player who makes it in the least number of strokes and, where equal, no score for that wicket is taken by either player. The first method of play is called "*All Strokes*;" the second "*All Wickets*."

The balls used are of wood, $2\frac{3}{4}$ inches in diameter, light and tough, the object being to get force and speed without much momentum and to be sure that they will float. These balls do not last long, but are cheap and easily replaced, besides which, the mallet or club lasts much better.

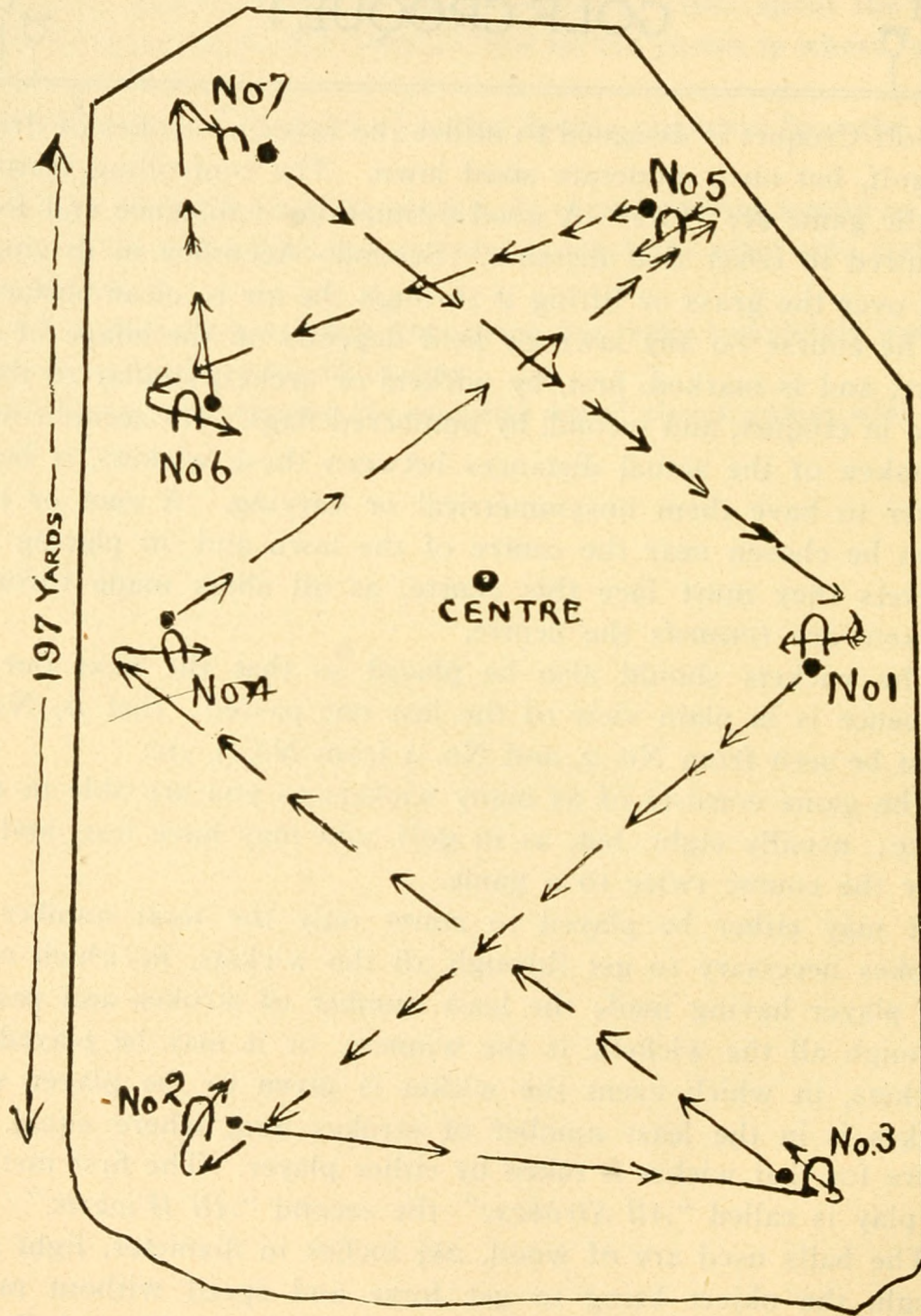


DIAGRAM OF FIELD OF PLAY, GOLF-CROQUET.

The mallets designed for the game are different from the croquet mallets, having longer handles and a bevel so arranged on one end of the mallet that it will lift the ball clear of the turf, and drive it in the direction of the prolongation of the axis of the mallet head.

The advantages claimed for this game are:

First—Any shaped lawn may be utilized, and without much preparation; a few yards near the wicket levelled off is all that is necessary.

Second—Only one club is necessary and no assistants or "caddies."

Third—The ball is cheap and not easily lost.

Fourth—The outfit is portable and little science or time is necessary to lay out the course.

Fifth—The wickets being removable, there is no disfiguration of the lawn.

Sixth—One gets quite the same exercise as in golf, and the accurate play of croquet is fairly well retained in the passage of the wickets. The same element of luck also comes in.

To play the game:

It may be played by two or four people, and those having started over the course, more may start without confusion. Presuming there are two players, "A" and "B," "A" starts by placing the ball on the place chosen for the start, and carefully estimating the distance, endeavors to send the ball as close as possible to the first wicket; this is stroke 1 for "A." "B" then follows with his stroke 1. Now going to where their balls are, the one farthest from the wicket plays stroke 2, and if he is still the farthest away, he plays stroke 3, but if stroke 2 carries him closer than his opponent, the opponent plays his stroke 2. This is continued until both players get through the wicket, the number of strokes necessary being carefully kept by each. If a player can strike with his ball the other ball, his stroke is free, and not counted. The other ball can be replaced or left, and he can either play from where the ball lies or take it to any spot within the radius of a mallet's head from the ball struck. In no

case can he *assume* to have passed through a wicket. In playing with four players, two play as partners, like in golf, using one ball, and alternating strokes.

Having passed through the first wicket, the others are made in like manner, counting all strokes made, first for each wicket and second for all wickets. The player having the least number of aggregate strokes, wins the game, if the game be "All Strokes," and the player winning the majority of wickets wins the game, if the game be "All Wickets."

Rules for Golf-Croquet

1. Settle upon some spot as the CENTRE of the lawn (or ground) to be used.

2. Place the wickets so that they face the centre of the lawn. All strokes through wickets are made *towards* the centre.

3. In placing the wickets it is necessary that the next wicket in sequence be plainly in sight, indicated by a flag if distance be great.

4. The play is carried along alternately until near a wicket, when the ball farthest off (or the one out of position for going through the wicket), continues the play.

5. In counting total strokes, and net wickets, the least total wins the game. This is the ordinary game called "All Strokes."

6. The game, by wickets, is played by competing in number of strokes for each wicket until one or the other passes the wicket, then start afresh for the next wicket. Even strokes at any wicket serves to halve it, as in golf. This is called "All Wicket" game.

7. If a ball strikes another ball, the player is entitled to the stroke free; that is, the stroke is not counted in his score, and he plays again *at once*. It may be played either from where it lies or within the length of a mallet head from the ball struck.

8. When a ball is struck by another, it may be replaced or left where knocked, at the pleasure of the owner, who must decide at once. See second sentence of Rule 7.

9. Count must be kept of the number of strokes necessary to make (or go through) each wicket, unless playing under Rule 6.

10. Should a ball become entrapped in a hole or puddle where it is impossible to handle it with a mallet, it may be lifted out; the player, then, with his back to the centre, throws the ball over his shoulder and counts up two (2) strokes on his score.

11. With a ball out of bounds or in a hedge, it may be thrown by hand toward the centre, counting up two strokes to the player.

12. All strokes count, whether the player hits the ball or misses it.

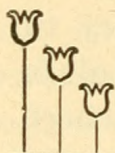
13. *If, on the drive from any wicket*, a player should split the ball so badly as to render it erratic in flight, he may start over from the wicket last passed with a new ball.

14. Rule 13 refers to the *first* stroke *from* a wicket, if, however, the ball be split on a subsequent stroke, he must continue to play that ball (or the larger portion of it), until he passes his next wicket, when he may take a new ball.

15. The first stroke from each wicket is begun from any point within the radius of six (6) feet from that wicket. This rule is *general*, whether playing "All Strokes" or "All Wickets."

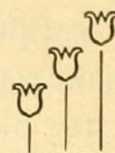
16. In playing with four, each pair uses one ball, alternating their shots. If with three players, each takes a ball, and the play is competitive for each wicket.

17. The favorite handicap with three players is, for the best player to beat both the others; that is, either player of the two winning a wicket, wins for both, like "best ball" in golf.



HAND TENNIS

BY E. J. GIANNINI.



THE game, which may be played either in singles or doubles, is as follows:

"A" serves the ball to the opposing player, "B," who stands diagonally opposite. "B" attempts to return the ball over the net and within bounds, and failing, "A" scores one point. If "B" returns the ball, and "A" fails to return to "B," it is "hand out," and no points are scored. "B" then serves, and play continues as above described. The player first scoring twenty-five points wins the game.

In both singles and doubles, the server alternates from right to left court, until losing the ball.

RULES.

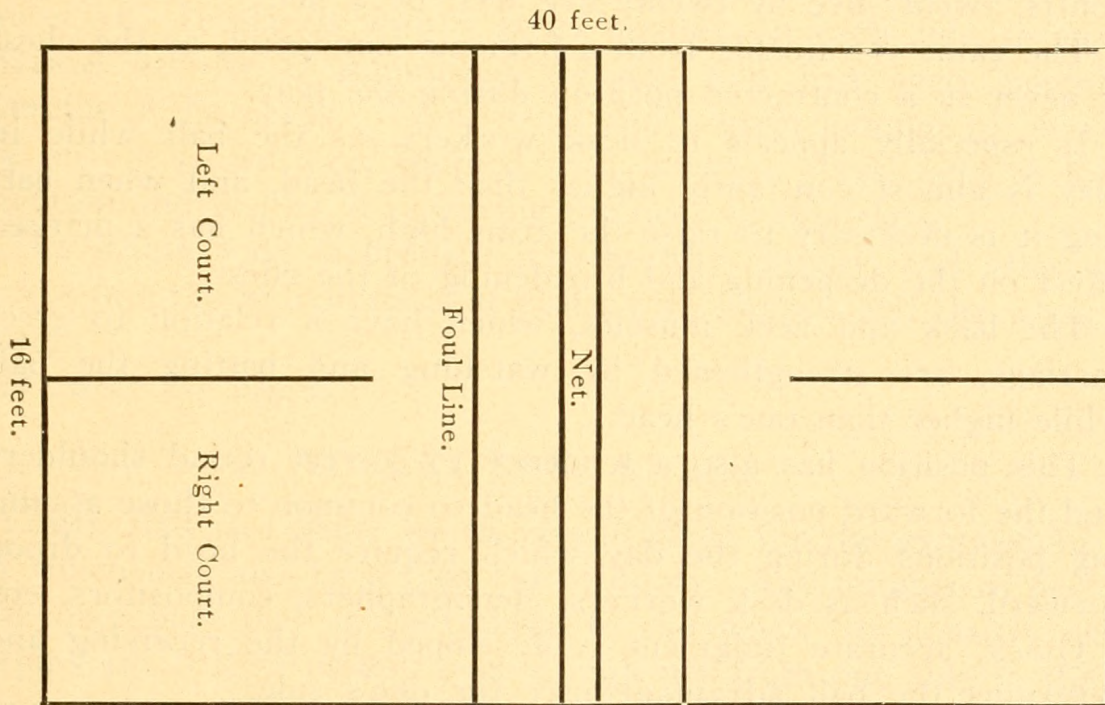
1. The server must stand back of the base line, within the limits of the width of the court.
2. The ball must be bounced to the floor outside of the base line before striking it on the serve.
3. The ball may be returned after the serve either on the first bounce or on the fly; on the serve the ball must be returned on the first bounce.
4. The ball may be struck with either hand, but not with both together.
5. In serving, two tries are allowed if necessary to place the ball in the proper court. If two faults result, it is "hand out."
6. A "Let" is the same as in lawn tennis.
7. In serving, if the ball goes into the net it is "hand out."
8. Stepping over the foul line at the net, striking the net with the hand or reaching over the net is foul.
9. A ball which rebounds by striking any part of the person other than the hand is foul.
10. A ball striking on the boundary or court lines is good.

11. Any fouls committed by the server or serving side is "hand out."

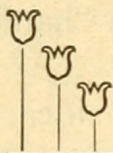
12. "Hand out" is the loss of the ball to the opposing side.

HAND TENNIS COURT.

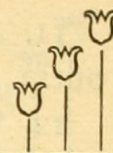
Court is 40 feet long and 16 feet wide; net is 2 feet high, and hung 2 feet 6 inches from the floor. Foul lines are 3 feet on



either side from the net. All lines are usually painted on the floor in white.



VOLLEY BALL



Volley Ball has this advantage, that it can be played on most any sized court; the regulation size, however, being twenty-five feet wide and fifty feet long, to be divided into two square courts, twenty-five by twenty-five feet, by a net.

The game is valuable from a hygienic standpoint, as the chest is never in a contracted position during the play.

It especially appeals to desk workers, as the ball while in play is almost constantly higher than the head, and when batting it is necessary to raise the arms high, which has a marked effect on the deepening and broadening of the chest.

The back and neck muscles, which have a relation to erect carriage, are strengthened by watching and batting the ball while higher than one's head.

This position has also a tendency to correct round shoulders and the forward position of the head so common to those assuming positions during the day which require the head to droop forward, such as desk workers, stenographers, compositors, etc.

Quick, accurate judgment is developed by the receiving and returning the ball advantageously for one's side.

The lower limbs are brought actively into play, as it is often necessary for the player to cover a large territory; this depends on the size of the court and the number of players; the smaller the number the more territory to be covered and consequently the more vigorous the play.

It may be played by either sex and individuals of most any age, as it can be played with interest and profit by all classes, as it lends itself to all classes and conditions of players.

1—*The Athlete* who desires a vigorous game can adopt that style of game.

2—*The School Boy or Girl* who have been occupied mentally in school, therefore demanding plenty of physical activity, can limit the number of players, thereby covering a larger territory and get full benefit physically.

3—*The Business Man* after being confined in his office all day requires a game where he will be so occupied that he will forget the serious things of life and at the same time correct the faulty posture he has assumed while at his desk. This game is a panacea to such when played so as to bring these results.

The physical worker who is occupied all day with purely physical labor needs a game where the mental faculties will be exercised. If played with a large number on each side so the physical activity is minimized, he will find just such mental stimulus as he needs. Team work and a great amount of passing on one's own side, coupled with intricate plays, tend to fix attention and results in satisfying the need of this class.

The whole body is brought into healthy activity, and after a good game the individual is at peace with himself and the whole world.

It cures the blues.

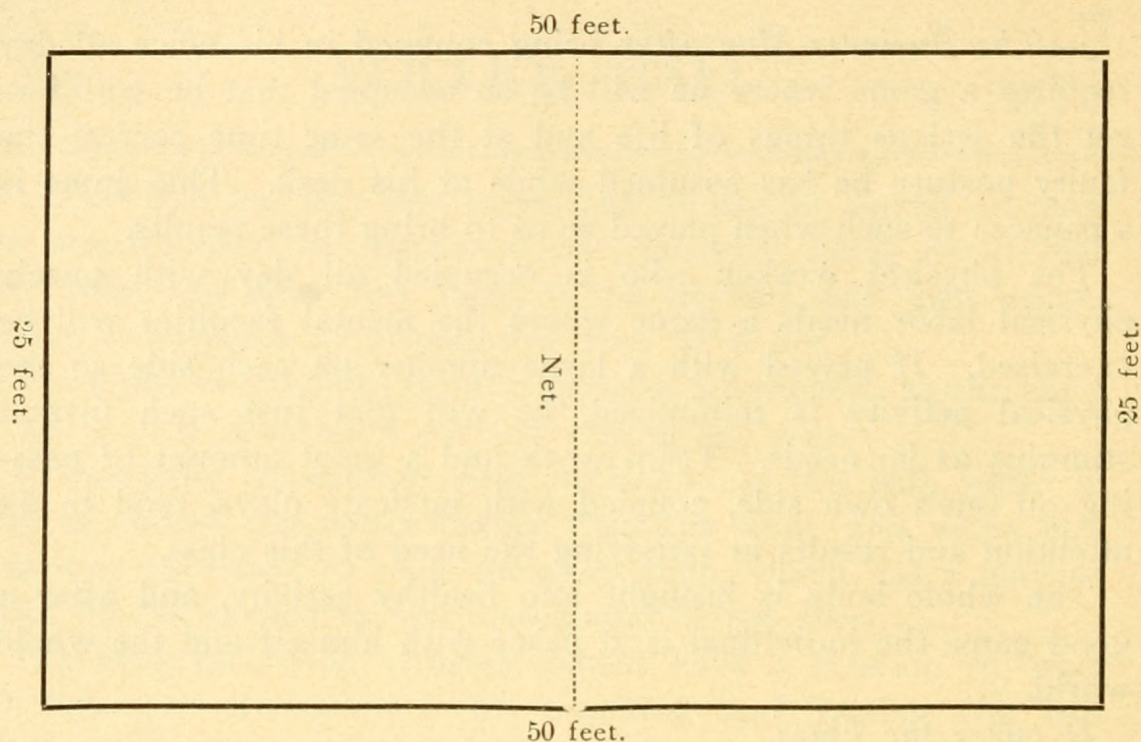
VOLLEY BALL RULES.

Volley Ball is a game which is well fitted for the gymnasium, but which may also be played out of doors. Any number of persons may play that is convenient to the place. It consists of keeping the ball in motion over a high net from one side to the other, thus partaking of the character of two games—tennis and hand ball.

Play is started by a player on one side serving the ball over the net into the opponents' court. The opponents, without allowing the ball to strike the floor, return it, and it is in this way kept going back and forth until one side fails to return it, or it strikes out of bounds. If the serving side fails to return the ball in the opponents' court, it counts as an out. If the receiving side fails to return the ball in the opponents' court, the serving side scores one point.

RULES.

1. *Game.* The game shall consist of twenty-one points.
2. *Court.* A court or floor space shall be 25 feet wide, 50 feet long, to be divided into two square courts 25 x 25 feet by the



net. The boundary lines must be plainly marked so as to be visible from all parts of the courts; these lines shall be at least three feet from the wall. NOTE.—The exact size of the court may be changed to suit the convenience of the place.

3. *Net.* The net shall be at least two feet wide and 27 feet long, and shall be suspended from the walls on uprights placed at least 1 foot outside of the side lines. The top line of the net at the centre must be 7 feet 6 inches from the floor.

4. *Ball.* The ball shall be the Spalding Official Ball; it shall be made of a rubber bladder covered with leather. It shall measure not less than 25 inches nor more than 27 inches in circumference, and shall weigh not less than 9 ounces nor more than 12 ounces.

5. *Server and Service.* The server shall stand with one foot on the back line. The ball must be batted with the open hand and not struck with the fist. The ball may be served over the net into any part of the opponents' court. A service which strikes the net or anything within the playing space and falls good in the opponents' court shall be called a fault. A server shall lose his service if he serves two consecutive faults. A ser-

vice which strikes the net, or any object within the playing space and falls without the opponents' court, shall retire the server. In a service the ball must be batted at least ten feet, no dribbling allowed. A service which would strike the net, but is struck by a player of the same side before striking the net, if it goes over into the opponents' court, is good. The man serving continues to do so, until out, either by the ball being knocked out of bounds by his side or their failure to return it. Each man shall serve in turn.

6. *Scoring.* Each good service unreturned or ball in play unreturned, or ball knocked out of bounds by the side receiving, counts one point for the side serving. A side scores only when serving as a failure to return the ball on their part or knocking the ball out of bounds, results in the server being put out.

7. *Net Ball.* A play which is returned, but strikes the net aside from the first service, is equivalent to a return.

8. *Line Ball.* Is a ball striking the boundary line, and is equivalent to one in court.

9. *Play and Players.* Should any player during the game touch the net, it puts the ball out of play and counts against his side; if said player is on the serving side the ball goes to the opponents; if on the receiving side, one point is scored for the server. Should two opponents touch the net simultaneously, the ball shall be declared out of play and shall be served again by the serving side. Should any player catch or hold the ball for an instant, it is out of play and counts for the opposite side. Should the ball strike any object within the playing space other than the floor and ceiling, and bound (back) into the court, it is still in play. If the ball strikes any object outside of the court and bounds back again, it shall count against the side which struck it last. To dribble is to strike the ball quickly and repeatedly into the air; dribbling is not allowed. Any player except the captain addressing the umpire, or making remarks to or about him or any of the players on the opposite side, may be disqualified and his side be compelled to play the game without him, or get a substitute, or forfeit the game. Any player

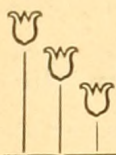
kicking the ball may be disqualified and his side be compelled to play the game without him or get a substitute or forfeit the game.

10. No player shall be allowed to strike the ball while supported by any player or object, but must strike it while on the floor or while jumping up unassisted.

11. A ball knocked under the net shall be declared out of play and count against the side which struck it last.

Helps in Playing the Game.

1. Strike the ball with both hands.
2. Look for uncovered space in opponents' court.
3. Play together; cover your own space.
4. Pass from one to another when possible.
5. Watch the play constantly, especially the opponents.
6. A player should be able to cover about 10 x 10 feet of floor space.
7. Keep your eye on the ball.



HAND POLO

THE PLAYING RULES FOR HAND POLO.

THE FLOOR.

1. The floor must be an inclosure sufficient in size to enable each player to play in his position as required by these rules.

THE PLAYERS AND THEIR POSITIONS.

2. The players in each team must be six (6) in number, one of whom shall act as Captain, and in no case shall less than five (5) men be allowed to play on each side.

THE PLAYERS.

3. The players' positions shall be such as may be assigned them by their Captain.

CLOTHING AND SHOES.

4. Players shall wear rubber or soft soled shoes (no leather or spikes). No player can wear hooks, buckles, or any other metal that is liable to catch, while in close contact with another player.

THE BALL.

5. The ball shall be a regular lawn tennis ball, and one new ball shall be used for every match game.

THE GAME.

6. The ball shall be placed in the center of the floor, an equal distance from each goal. At a signal from the umpire, both teams shall rush for the ball, and continue to play until the signal to stop is given by the umpire. The ball shall not be considered in play until the first or second rush has touched it.

INNINGS.

7. An inning shall consist of fifteen minutes. And three innings shall constitute a game, with two five (5) minute rests between each inning.

GOALS.

8. A goal is made when either side drives the ball within the opponent's goal, and shall be called so, by the referees; no one has a right to call or claim a goal except the referees. The umpire shall give the final decision whether it was made fair or not. No person has a right to claim a goal except the umpire and referees.

FOULS.

9. All fouls shall be called by the umpire. (Any of the following acts shall constitute a foul.) Any cruel interference, such as tripping, catching, holding, kicking, hooking, pushing, stepping upon or throwing an opponent, is a foul, and shall be so called by the umpire. And the ball being passed to the umpire shall be again put into play by picking for it at a signal from the umpire. If a foul is made within the distance of ten feet from the goal, it shall be placed ten feet to the side or back of the goal and then put in play according to above rule. The goal tender shall be allowed to rest upon both knees. No one is allowed to lie down in front of the goal. Any interference with the goal shall constitute a foul. No player has a right to interfere with another unless he is within six feet of the ball. Picking the ball up in the hands, closing the fingers over it on the floor, holding it in the hand, catching it while it is in the air, kicking it, lying on it intentionally or throwing it.

COST OF FOULS.

10. Three fouls in succession by one team between the making of goal, shall constitute one goal less on the erring team; if said team has no goal to their credit, the opposing team shall have one goal added to their number. When a goal is made, the fouls of both teams shall be withdrawn.

11. Whenever a goal is made and at the end of every inning, the teams shall exchange positions.

DISABLE.

12. When a player becomes hurt in any way, necessitating

the calling of time, two minutes shall be given to resume playing, before another player can take his place.

SUBSTITUTES.

13. In every match game each side shall have one or more substitutes present on the floor. Any such player may be substituted at any time by either club, but a player thereby retired shall not thereafter participate in the said game.

FAIR PLAY.

14. The only fair way of opposing one another in playing, is by shouldering and bucking (which according to Rule 9, can only be done within six feet of the ball). The ball must be hit with the open hand, and not with any mechanical device. The ball can be stopped with any part of the body.

THE UMPIRE AND REFEREES.

15. The umpire or referee shall not be changed during the progress of a game, except for sufficient reasons. The umpire and referees are masters of the floor from the commencement to the termination of the game, and are entitled to the respect of the spectators, and any person offering any insult or indignity to them must be promptly ejected from the floor.

THE UMPIRE.

16. He must be invariably addressed by the players as Mr. Umpire; and he must compel the players to observe the provision of all the playing rules.

SPECIAL DUTY.

17. The umpire shall make all decisions, call all fouls, place ball into play, shall have power to warn and rule off the floor any vicious or ungentlemanly player, shall settle all disputes and keep account of fouls. The referees shall watch the goals, and call goals when they are made. Time keepers shall keep time and shall deduct all fouls and time taken, caused by accidents. The umpire shall settle all disputes in the quietest possible manner,

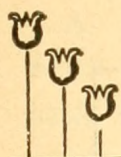
according to his own judgment. He shall then call upon the men to play. If either of the teams object to play in the time of three minutes, he shall proclaim the game in favor of the obeying team.

ADDRESSING UMPIRE.

18. No player except the captain and manager shall address the umpire during the game.

CONSTRUCTION OF GOALS.

19. The goals shall be made in a cage form, to be all open in front, nothing to be used in front to hold them together, at the bottom. The size, inside measurement, shall be three feet six inches by three feet six inches. The inside of the goal shall have a curtain of very light weight material, supported at the top and allowed to hang to the floor.



WICKET POLO



The game is started as follows: the captain winning the toss, selects either the black or the white pins or the ball. Every one being in position at his (or her) pins, the ball is put in play by the person having that right by striking the ball with his stick. He cannot, by the rules of the game, score on the first drive; so it is preferable to pass to a partner. The ball being in play, it is passed and driven until a wicket has been displaced by it, and such displacement is a score, counting one for the opposite side. The wickets must be displaced cleanly by the ball, and a foul is made if the pins are displaced by opponents by any other means than a batted ball. Should any one displace the pins of his own side by any means, a score is made which counts for the opponents. A foul play has, for a penalty, the placing of the person making the foul in the centre of the circle until the ball is "put in play" by the person whose pins have been displaced. After a score has been made the pins are replaced and the game proceeds. Touching the ball with the hands, holding the ball by any part of the person, kicking the ball for a score, tripping, restraining opponent's stick, pushing, holding, shouldering, leaving position before the ball is in play, and unnecessary roughness are fouls and have the foregoing penalty.

The chief value of wicket polo is in the even distribution of function—each man has precisely the same duties of defense and offense—his defense extends to his partners' pins when they are threatened, and his offense extends completely around the circle. His value as player is determined at the end of the game by the difference between his successful offense and his defense. Should he lose more than he makes, he is minus; should he gain more than he loses, he is plus and has played a valuable game. Very often a strong offensive player is valueless to a team because of his weak defense. Each player being endowed with the same functions, the mental and physical differences of the players are easily appreciable.

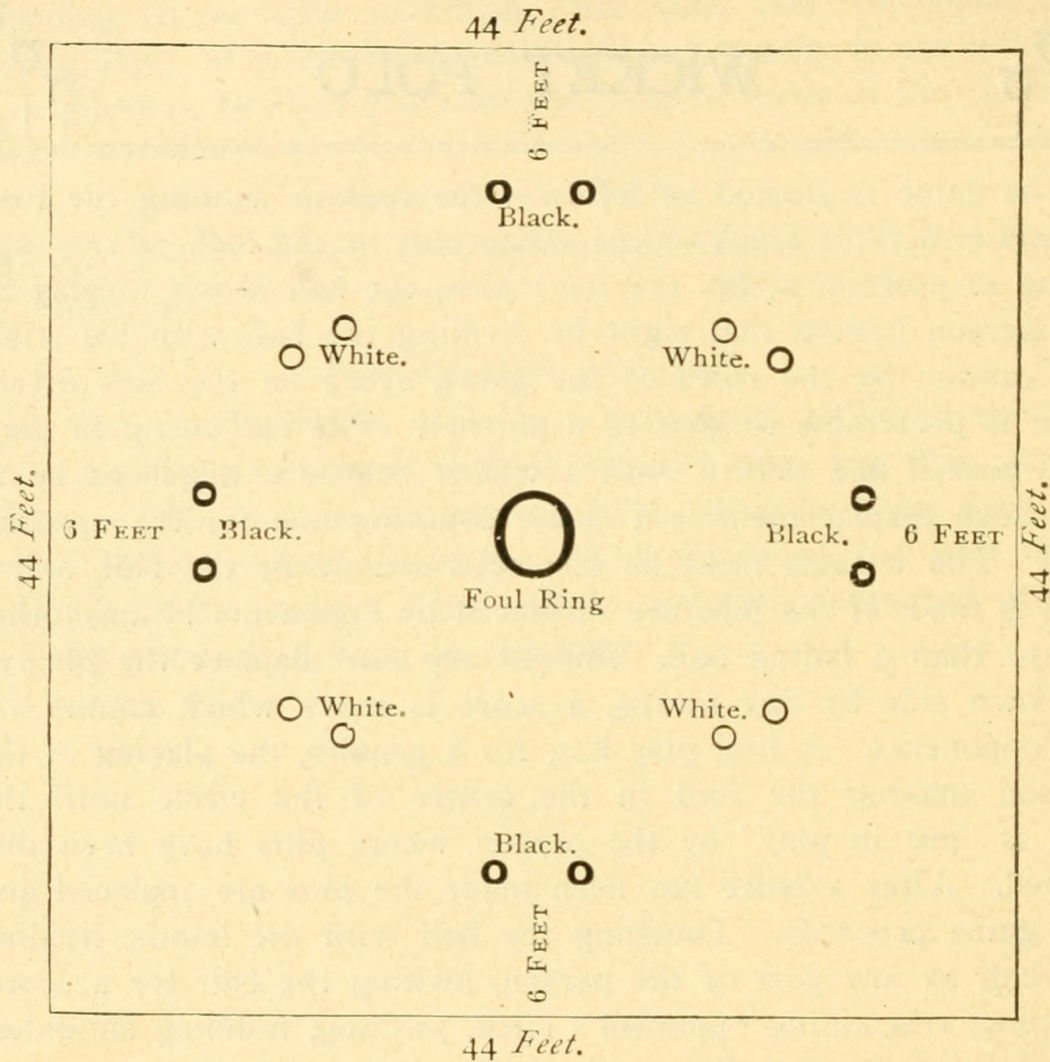


DIAGRAM OF WICKET POLO SURFACE.

RULES FOR WICKET POLO.

1. Each team shall consist of four players.
2. The ball shall be the regulation rubber covered polo ball, which shall be furnished by the home team and become the property of the winning team.
3. The sticks shall not exceed four feet in length, one and one-eighth inches in diameter or over 16 ounces in weight. The crook of the stick may be covered with leather, rubber or string, but no metallic substance will be allowed near that end of the stick. A cord or strap shall be attached to the handle to prevent the stick slipping from the hand.

4. There shall be eight sets of wickets, four sets black and four sets white. They shall be set in a circle, alternating black and white, equidistant apart; no wicket to be nearer to side of enclosure than six feet. Each set of wickets shall be two round wood blocks, two inches in diameter and fourteen inches long, fastened together at bottom by chain or strap. Pins shall be set two and one-half inches apart.

5. Toss of coin decides first play. Captain winning has choice of taking ball or wickets.

6. Ball is in play when hit by stick of player having play.

7. Ball is dead when a wicket is displaced by any means—B, when foul has been made; C, when ball is out of bounds.

8. It shall be deemed a foul—A, when any player touches ball with his hands; B, when ball is held by players; C, when ball is deliberately kicked for goal; D, when opponents' wickets are displaced in any other way than by batted ball; E, throwing a stick at ball.

9. It is not a foul when a player displaces his team's pins.

10. A goal is won when wickets are displaced by batted ball and scores for team making play, except it be that a player displaces his own team's wickets by any means; score, in such case, goes to opponents. Score cannot be made on first drive putting ball in play. When a wicket is displaced it shall only be replaced by referee or his order.

11. Penalty for foul shall be: placing player making foul in centre of enclosure until ball is put in play.

12. Teams shall change wickets after each inning.

13. Two innings of thirty minutes each, actual playing time, shall constitute a game, and team winning the most wickets in that time, shall be the winner of the game. In computing time, all waits between goals and during progress of game, and all calls of time shall be deducted from actual playing time of the goals reckoned. The final goal shall be the one which ends at the expiration of the second thirty minutes of actual playing time, unless the teams are tied, in which case the deciding goal shall be played.

14. There shall be a referee, two timers and two scorers, and time must be kept by a stop-watch.

15. No persons but the referee and players shall be permitted on the surface during a match, unless assistance is to be rendered in case of accident.

16. The referee shall have charge of teams and surface from the time game is called or postponed. He shall start and call the game, and shall settle all disputed points and shall announce each goal and by whom won. The referee is master of the surface from the time game is called to its close, and is entitled to the respect of the spectators. Any person offering any insult or indignity to him shall be ejected from the premises. The referee must keep the teams playing constantly from the commencement of the game to its end, allowing for such delays as are rendered unavoidable by accident. The referee must call play promptly at the hour designated by the home team, and on the blast of the whistle the contest shall begin. When the whistle is blown for time no goal can be counted; that is, made, until the signal has been given to renew play.

17. No player shall be allowed to leave the surface without permission of the referee.

18. The scorers shall prepare a summary of each game, which shall contain the names of the players, the number and order of goals won by each team and the time occupied in playing for each goal.

19. If the ball is out of bounds the referee shall blow his whistle to call time, and shall give the ball to player nearest where ball left enclosure, which player shall put the ball in play from his pins; goal can be made on first play in this case.

20. Time shall be called when a foul occurs. When a foul occurs, the ball goes to the opponents. Goal cannot be made on first play after a foul.

21. If time is called while game is in progress, the play shall not cease until the referee's whistle is blown.

22. If, from any cause, during the game play should be suspended, each player shall fall back to his position and remain

quietly standing in an upright position and shall refrain from touching or knocking the ball.

23. Upon beginning of play, the visiting team shall have choice of pins.

24. Any player deliberately kicking or striking another, engaging in a broil or altercation, using profane or indecent language, or committing any act that is manifestly intended to delay or obstruct the game, or is contrary to the spirit of fair play shall subject him to expulsion from the floor by the referee.



LAWS OF BADMINTON

AS ADOPTED BY THE BATH BADMINTON CLUB,
BATH, ENGLAND



1. The Net extends 8 feet on each side of the central line of the courts and at right angles to it. The height of the net is 5 feet at the centre, and 5 feet 1 inch at the posts.

NOTE.—The top of the Net should be supported by a stout cord tightly strained; an iron or other rod supported in the centre is bad. The Net should be of fine cord and $2\frac{1}{2}$ feet deep. The post should extend to the roof or ceiling. A side or stop net outside the post will assist in determining whether the play is outside the posts or not.

2. The Courts are laid out as follows:

At a distance of 6 feet 6 inches from the centre of the Net, the "short" service line is set off at right angles to the central line and extending 10 feet on each side of it.

At 15 feet 6 inches from this line the base line is drawn parallel to it, and also extending 10 feet on each side of the central line.

The Court is completed by joining the ends of the "short" service line to the ends of the Net nearest to them, and to the ends of the bank boundary or base line.

The central line is terminated, on each side, by the "short" service line and the back boundary or base line.

3. The sides toss for choice of ends or service before the first game of a Match, and change to the other side of the Net after each game. If the winner of the toss chooses the right to serve, the losers shall have choice of sides, and *vice versa*.

4. The single-handed and double-handed game consists of 15 aces. At "13 all," the side which first reaches 13 has the option of "setting" *five*; at "14 all," of "setting" *three*. In three-handed or in four-handed games, the game consists of 21 aces. First set is at 19 all; second set is at 20 all.

5. A Fault made by a player whose side is "in" puts a hand out; if made by a player whose side is "out" it counts an "ace" to the "in" side.

6. It is a *fault*—

(a) If the service is “overhand,” *i. e.*, when, at the instant of striking the shuttlecock, the server’s bat or wrist is higher than his elbow or shoulder; or if the first part of the path of the shuttlecock is inclined downwards.

(b) If the service falls into the wrong court, *i. e.*, not into the one diagonally opposite to the server.

(c) If the service falls *short* of the service line or *outside* the bounding lines.

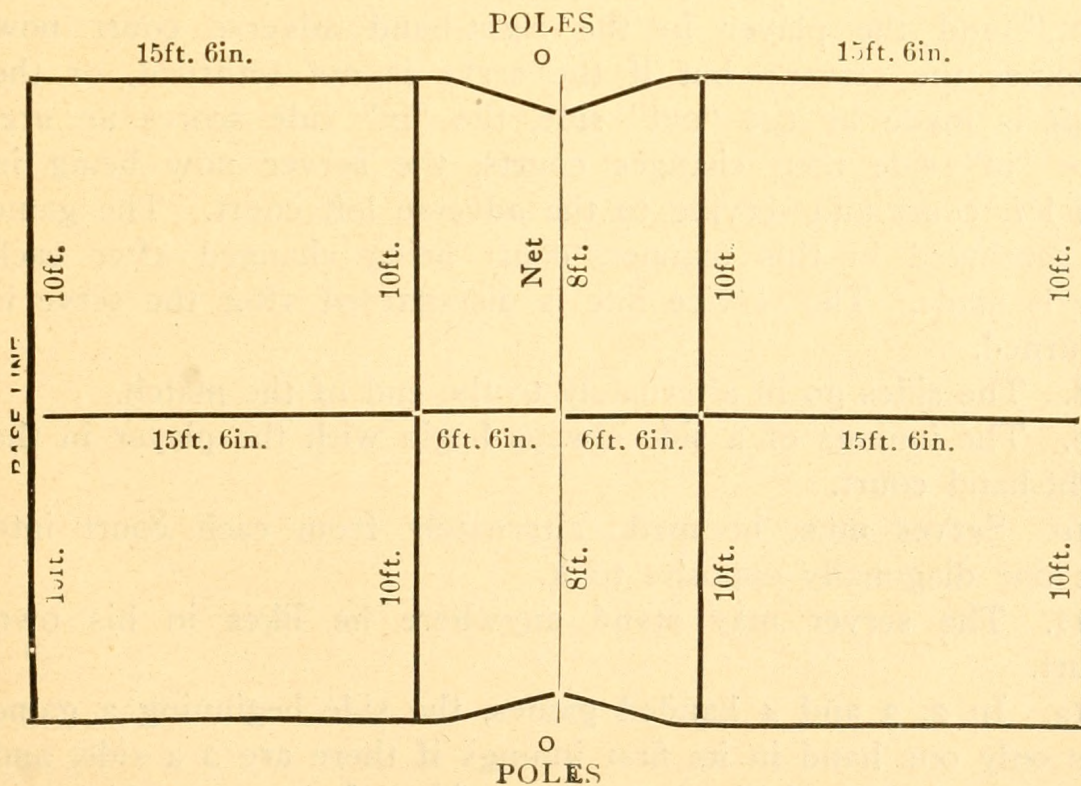
(d) Unless both the server’s feet are in his own court.

NOTE.—A foot on a line is held to be out of court.

(e) If, either in service or play, the shuttlecock fall outside the bounds of the court.

NOTE.—A shuttlecock falling on any line is held to have fallen in the court of which such line is a boundary, *i. e.*, the striker get the benefit of the doubt.

CORRECT DIAGRAM OF A BADMINTON COURT



- (f) If, either in service or play, the shuttlecock does not pass between the posts, or if it pass under or through the net, or touch the *roof, or the person or dress of any player, or the side walls*, or ANYTHING except the bat of the striker, or the top of the net.
- (g) If the shuttlecock be hit twice intentionally by the same player, and be touched or hit by a player or his partner.
- (h) If the shuttlecock be struck before it crosses to the striker's side of the net.
- (i) If the striker touch the Net or its supports with his racket or otherwise.

7. It having been decided, as laid down in Rule 3, which side is to have the first hand, the player in the right-hand court of that side commences the game by serving to the player in the adverse right-hand court; if that player return the shuttlecock, it must be hit back by the "in" side and then returned by the "out" side till a *fault* is made by one side or the other. If the fault is made by the "in" side, the server's hand is "out," and the player in the right-hand adverse court now becomes the server; but if the serve is not returned, or the *fault* is made by the "out" side, the "in" side scores an *ace*. The "in" side then changes courts, the server now being in the left court and serving to the adverse left court. The game is continued in this manner, court being changed after each *ace* is made. The service line is disregarded after the serve is returned.

8. The sides go in alternately to the end of the match.

9. The innings of a side always begin with the player in the right-hand court.

10. Serves must be made alternately from each court into the one diagonally opposite to it.

11. The server may stand anywhere he likes in his own court.

12. In 2, 3 and 4 handed games, the side beginning a game has only one hand in its first innings if there are 2 a side, and only two hands if there are 3 a side. In every subsequent

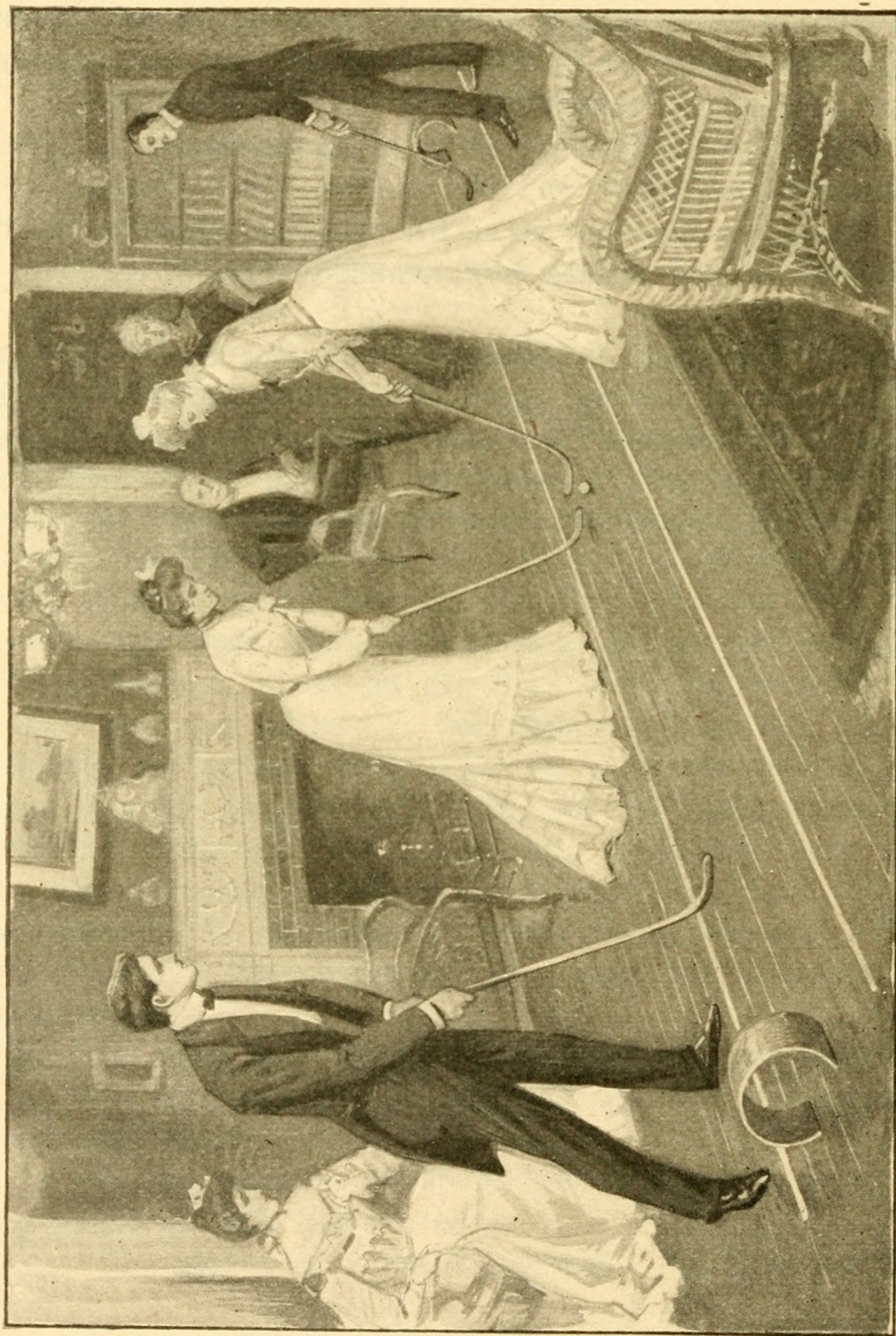
innings, each partner of a side has a hand in regular rotation.

13. In a 2 handed game, only the person served to may take the serve; but in a 3 or 4 handed game, the player standing back may take the serve if the shuttlecock has passed the player in front without being touched.

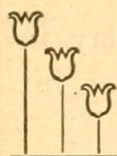
14. No player of a side, except in single games, may take two consecutive serves.

15. The server may not serve till his opponent is ready, but if a return of the service be attempted the player shall be deemed ready.

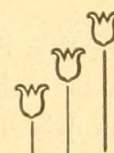
16. Any unforeseen or accidental hindrance may be given a "Let" by the Umpire on appeal from either side before the next service commences or before the players have changed sides at the end of a game. A *let* cannot be claimed if an attempt has been made to strike the shuttlecock.



DRAWING ROOM HOCKEY.



DRAWING ROOM HOCKEY



Extend the tape lines or side lines on floor or carpet any distance to suit the room, the lines must be two feet six inches apart and the goals placed in position as shown in the cut.

Two or more players can take part in the game, drawn up in line on opposite sides. If the game is played standing, the players must not change places with each other during the game, and if played sitting no player shall leave the seat in the act of play.

The game can be won by either side scoring the greatest number of goals in a given time, or by scoring the best out of five goals.

RULE 1—To commence the game the ball is placed in the center of the floor between the side lines and the two captains. One player from each side strike off together as in Rule 3.

RULE 2—Whenever the ball is driven outside of the lines it shall be returned to the center opposite the point where it crossed the line.

RULE 3—For a bully, two opponents shall first touch the floor or carpet with the heads of their sticks, each on his side of the ball; they shall then cross their sticks above the ball twice before striking.

RULE 4—There shall be no hard driving.

RULE 5—When there is a free hit, the opponents may guard their goal, but at no time shall a player interfere with another player's strike.

RULE 6—There shall be a bully when a player hits a ball so as to cross his opponent's line, and free hit to his opponent if it is driven across his own line.

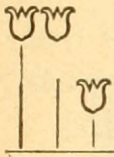
RULE 7—When a ball passes a goal it shall be struck off as a free hit from before the goal by that side to which the goal belongs.

RULE 8—A player must not advance his feet over the line in

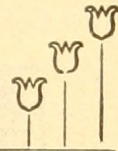
active play and neither may touch the ball while it is in play in way other than with the hockey stick on a penalty of a free hit to his opponents.

RULE 9—In striking the ball no player shall raise the club above eighteen inches from the floor.

RULE 10—When the ball passes behind the goal without going through the goal it shall be replaced in the center of the field at a distance of three feet from the center of the goal and the one who last drove the ball shall have a drive for opponent's goal.



GARDEN HOCKEY



The game can be played by two or more players on opposite sides. Garden hockey is played between two parallel straight lines which are marked out by tapes upon the lawn three feet six inches apart. The goal posts are placed between the lines at opposite ends of the field of play. The width between the goal posts shall be fourteen inches, the distance of the tapes or side lines can be arranged to suit the number of players taking part in the game and must be determined by the captains of the teams before play commences.

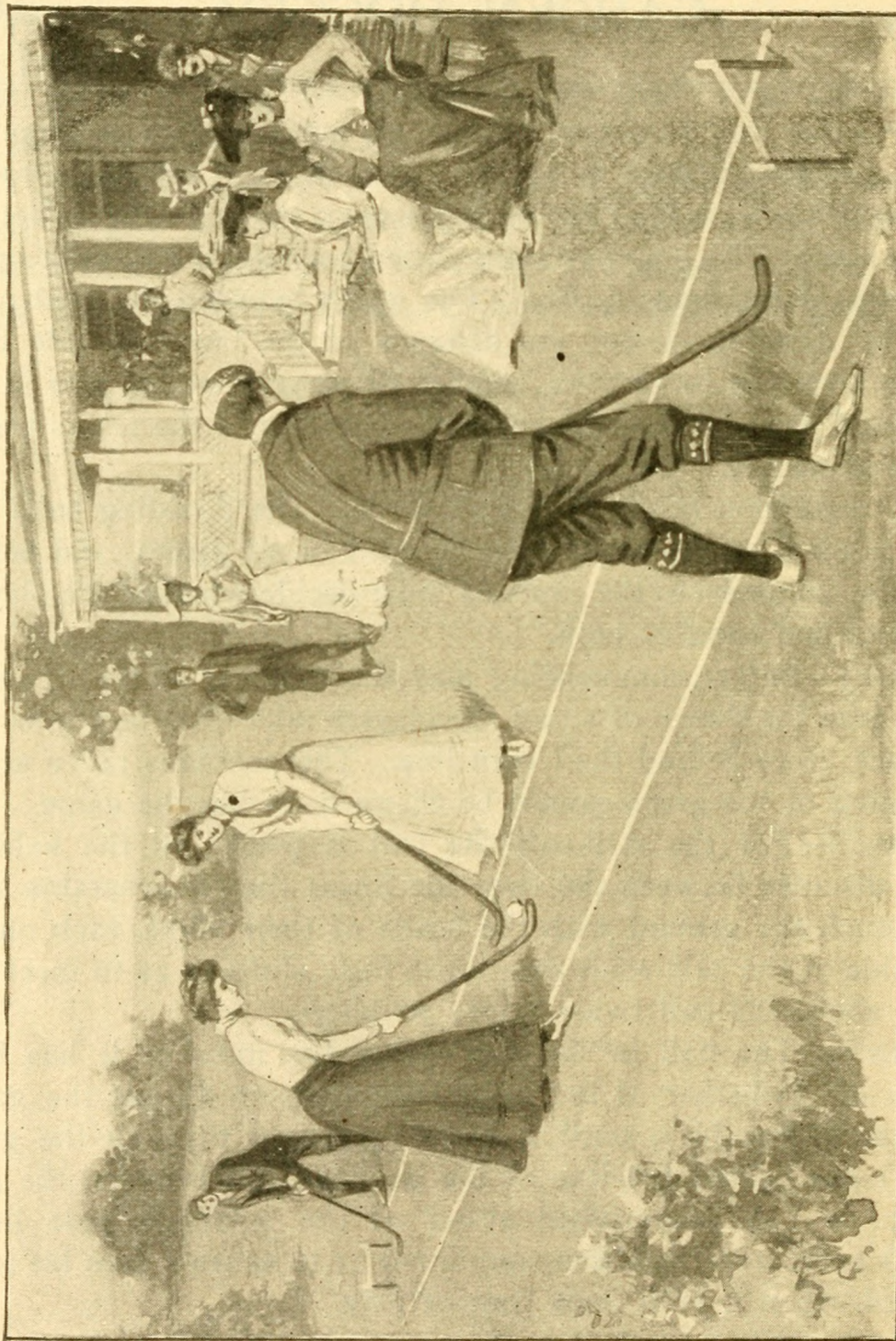
The regulation length is twelve yards. The Spalding balls and the Spalding hockey stick shall be used in all games, and before the game commences the captains must decide whether the players shall use one hand or both.

RULE 1—Before commencing play the captains of the opposing teams toss for choice of sides, the players take their positions facing each other behind their own line. The positions taken at the beginning of the game cannot be changed during the game.

RULE 2—For the strikeoff the ball is placed in the field an equal distance between the two side lines; the two captains shall first touch the ground with the heads of their clubs, each on his own side of the ball, shall then cross their clubs so as to meet and touch above the ball twice before striking.

RULE 3—The ball is “in play” from the moment it has been struck off (whether at the commencement, or during the game, or after a free hit), until it has (1) passed through the goal; or (2) has passed the line of the goal but not between the goal posts; or (3) has crossed either of the boundary side lines; or (4) such error has been committed as to cause a free hit to be allowed, when it is at once “out of play.”

RULE 4—When the ball is “in play,” the players, each on their own side, shall endeavor to “pass on” the ball from one to another, and so to the goal striker, who endeavors to drive the



GARDEN HOCKEY.

ball under the chain between his opponents' goal posts and thus score "a goal."

N.B.—The player nearest his opponents' goal, on each side, is termed the "goal-striker," whilst the player nearest his own goal, on either side, is termed "goal-keeper."

RULE 5—When in the course of the game the ball is struck so as to cross either side line it shall be returned to the centre of the field and opposite the point where it went out. And (a) if the ball was touched last by the club of one of the opposite side, there shall be a "bully," i.e., play shall be recommenced from that point, by the two nearest opponents, as in the original strike off. (b) But if the ball were touched last by the club of a player on the same side as that on which the ball crossed the line, the opponents may claim a free hit.

RULE 6—It shall not be lawful for a player to allow himself to be touched by the ball on the field of play, or to touch the ball in any way, other than with the playing end of the club, while the ball is "in play" under penalty of a free hit to the opposite side.

RULE 7—No player may step over his line in the act of play, under penalty of a free hit to his opponents.

RULE 8—When a free hit is allowed the ball shall be placed in the centre of the field opposite the point where the error was committed.

RULE 9—No player may in any way interfere with an opponent when allowed a free hit, neither may he advance his club to within three feet of the ball or of the club of the striker; except that an opponent may always place the head of his club in the immediate front of his goal to guard it in the event of a near free hit.

RULE 10—The play shall be always from the wrist, and in striking, the head of the club must never be raised, nor swung, above eighteen inches from the ground, under penalty. No hard hitting is allowed.

RULE 11—When the ball passes behind the line of the goal (without passing between the goal posts), it shall be replaced in the centre of the field at a distance of three feet from the centre

L. of C.

of the goal. And (a) if the ball was touched last by an opponent then the goal keeper shall have a free hit. (b) But if the ball were touched last by one of that side to which the goal belongs, then shall the goal striker have a free hit at the goal which may alone be guarded by the club of the goal keeper—remembering Rule 9.

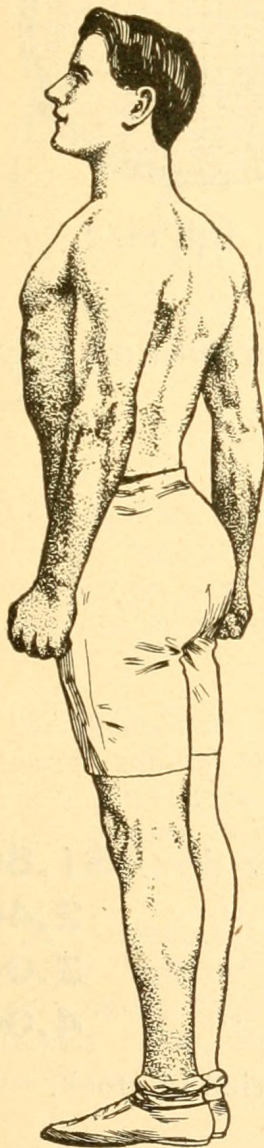
RULE 12—The goal keeper may not stand, nor play at the ball from behind the goal line.

N.B.—The game is won by that side which either (1) scores the larger number of goals in a given time; or (2) which scores the best out of seven goals.

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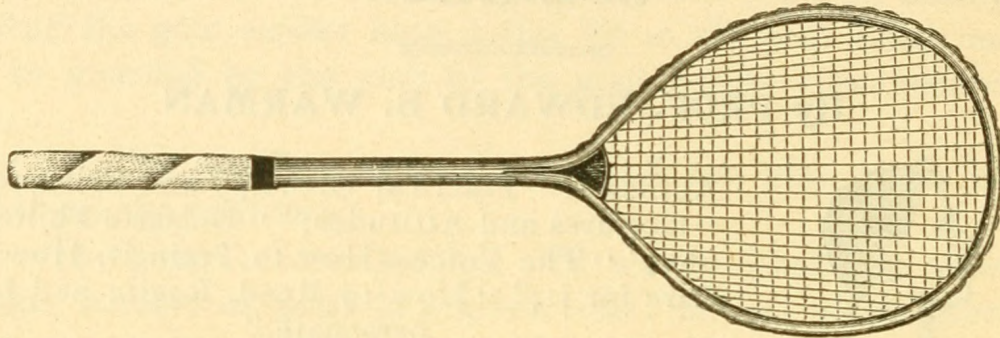
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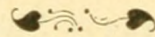


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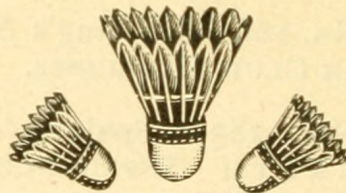
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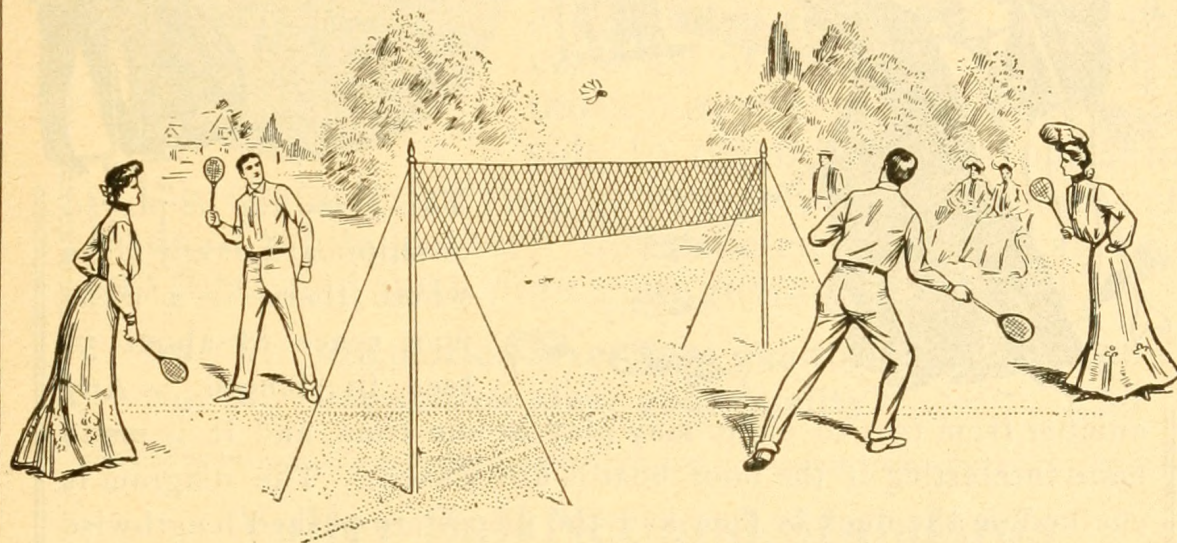
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No. 1. Indoor Badminton Set consisting of four imported gut strung Rackets, one regulation size Badminton net, one pair jointed poles with bases, six cork end shuttlecocks and rules for play packed complete in wooden box with metal catches and hinges.

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Deck Shuffleboard



This game can be played on shipboard or any place where there is a clear floor space of about 30 feet in length. Any

number from two to eight may play at one time, and it is made more interesting if the floor boards are waxed. The diagram is chalked on the deck or floor and the pieces are pushed lengthwise of the floor boards. The object of the game is to slide your pieces on to the spaces with the highest numbers and to displace your opponent's pieces.

Set consists of four finely finished 4 ft. hardwood sticks, eight 6 inch pieces and rules for play in stained wood box with metal catches and hinges.

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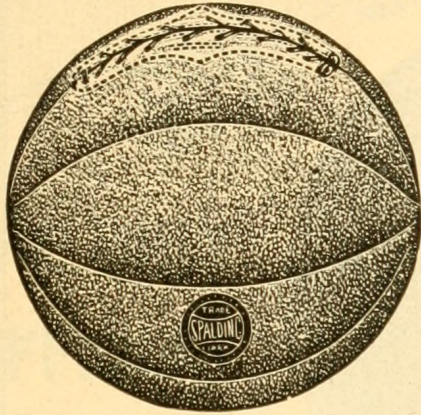
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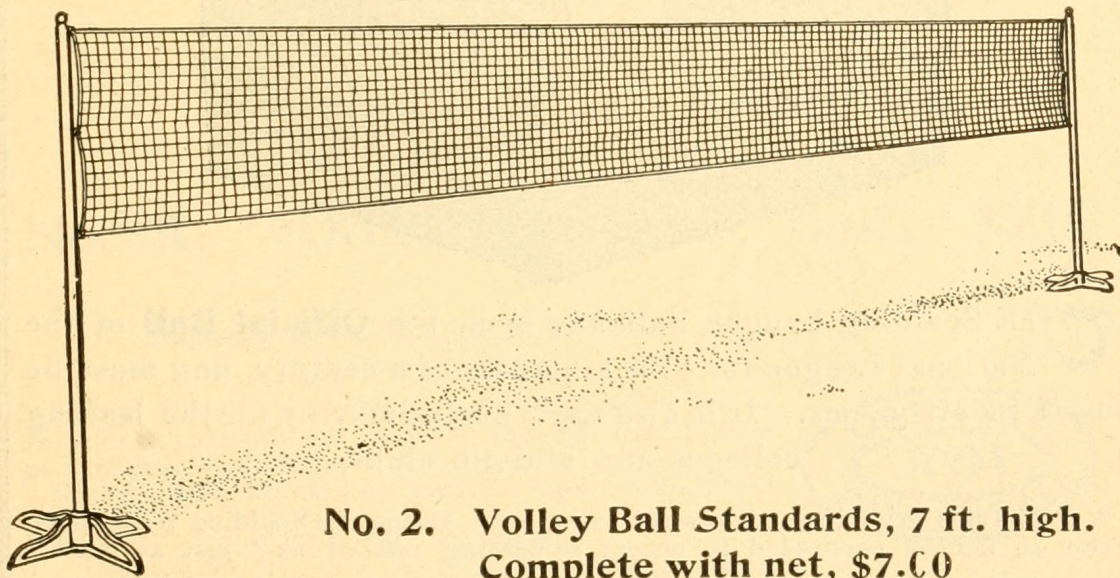
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No. W. Regulation size; good quality. " 2.50

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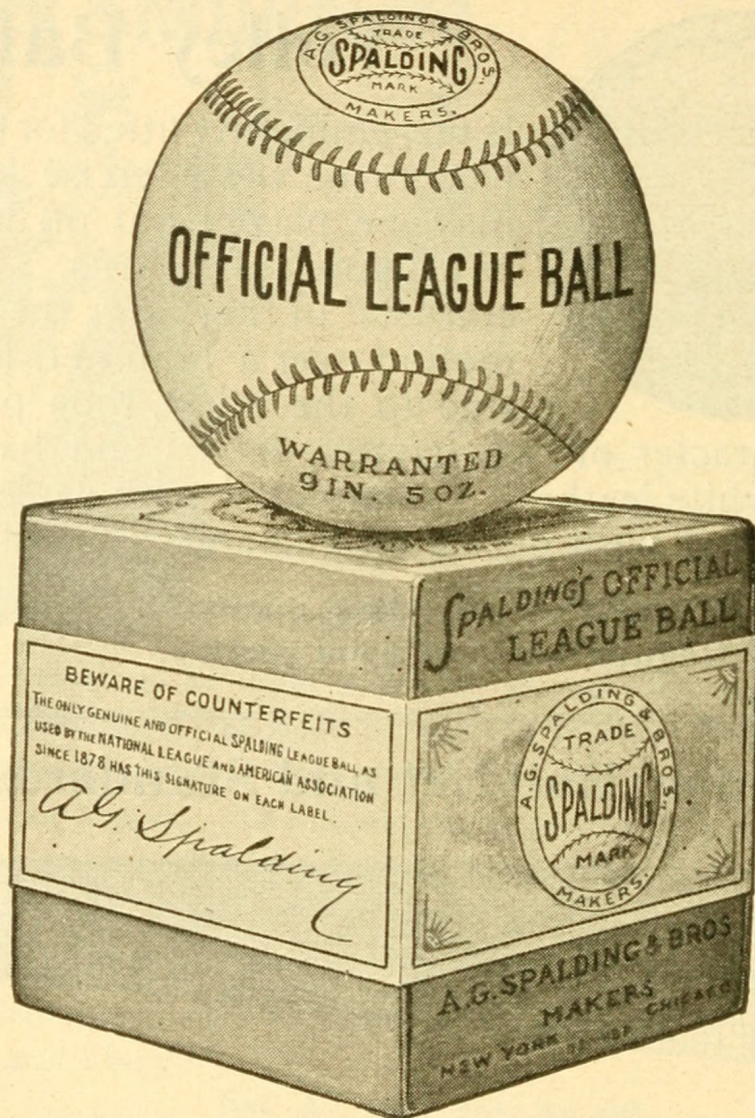
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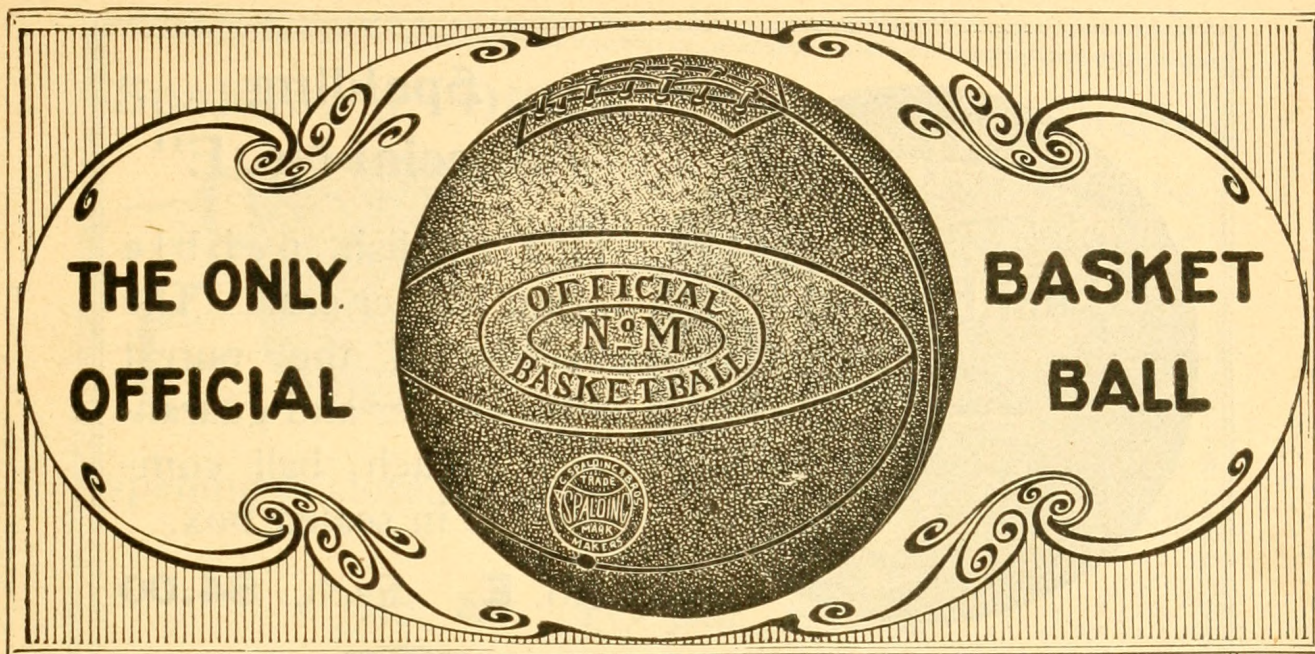
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Extracts From Official Rule Book

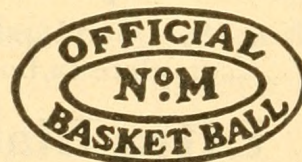
RULE II.—BALL

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

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

RULE III.—GOALS

SEC. 3. The goal made by A. G. SPALDING & BROS. shall be the official goal.



A. G. SPALDING & BROS.

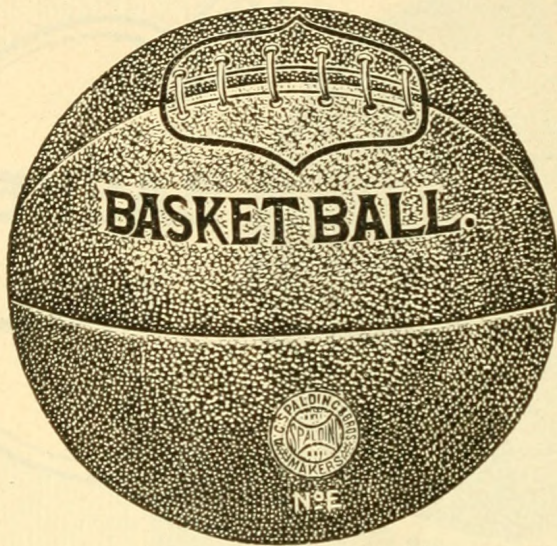
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Spalding
“Special No. E”

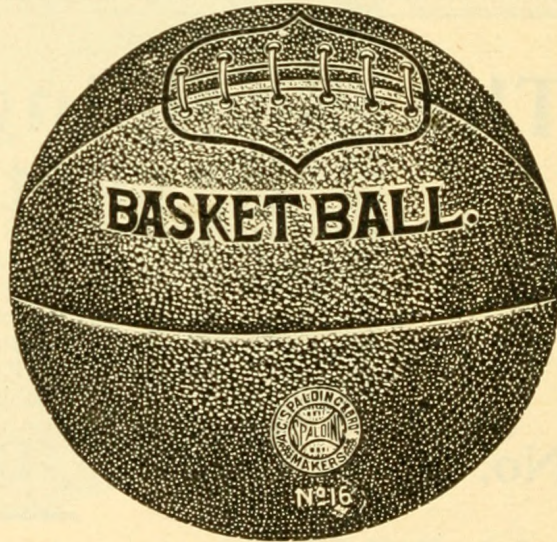
Fine English pebble grain leather case. The bladder of the purest Para rubber and guaranteed. Each ball complete in sealed box.

No. **E.** Each, **\$4.00**

Spalding
“Standard No. 16”

Fine leather cover; regulation size. Each ball complete in box with pure Para rubber bladder fully guaranteed.

No. **16.** Each, **\$3.00**



Spalding “Practice No. 18”

No. **18.** Good quality leather cover; regulation size. Each ball complete in box with bladder. . . . Each, **\$2.00**

Extra Bladders—Guaranteed Quality

No. **OM.** For Nos. M and E balls. . . . Each, **\$1.00**
 No. **AP.** For Nos. 16 and 18 balls. . . . “ **.60**

A. C. SPALDING & BROS.

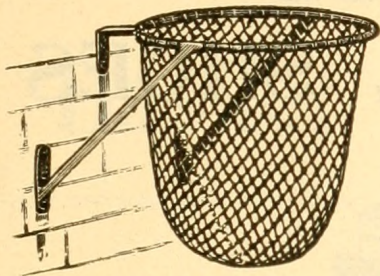
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Spalding's "Official" Basket Ball Goals



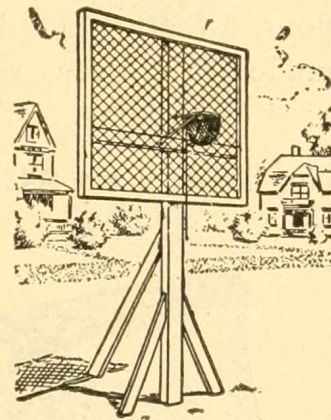
Officially adopted and must be used in all match games. We are equipping our basket ball goals now with nets constructed so that the bottom may be left open in practice games to permit the ball to drop through. The opening is closed readily by a draw string for match games.

No. **80.** Per pair, **\$4.00**

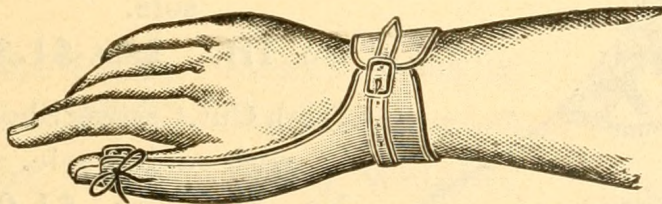
Outdoor Goals

Outdoor Basket Ball Goals, Uprights and Net Frame. Designed for lawns, school yards, outdoor gymnasiums and playgrounds. Everything complete for setting up.

No. **160.** Per pair, **\$30.00**



Thumb Protector



A substantial support that players will appreciate.

No. **T.** Each, **50c.**

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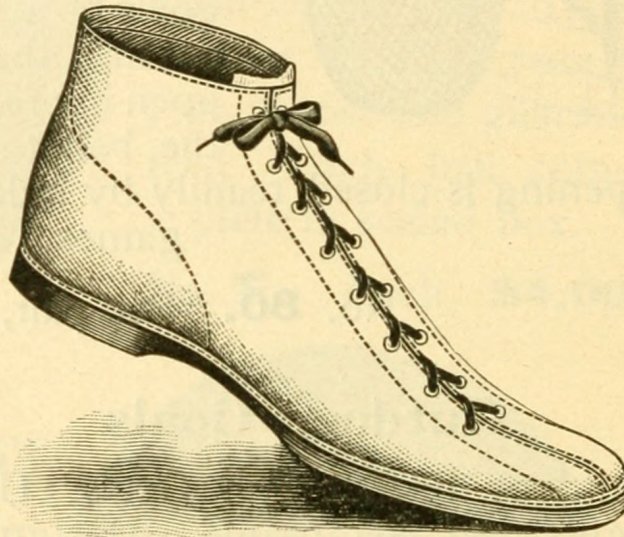
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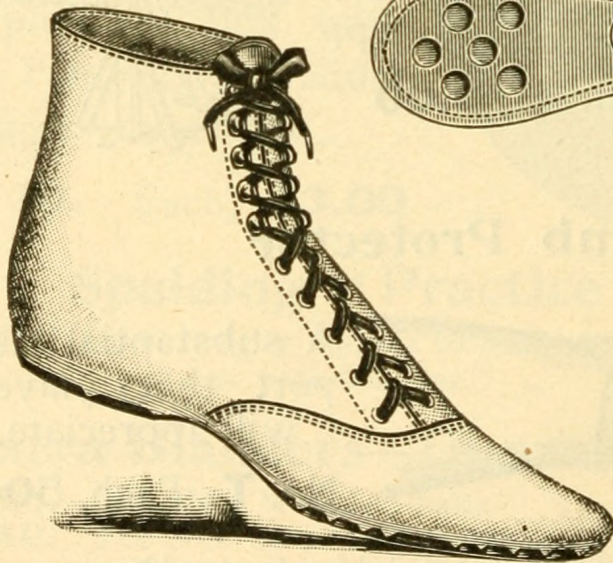
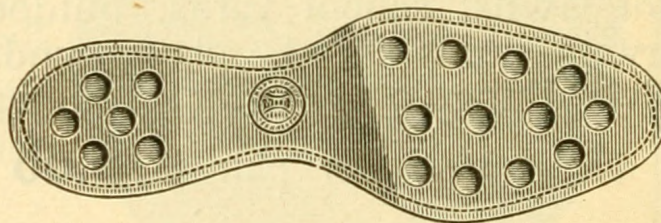
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SPALDING'S BASKET BALL SHOES

Made of selected leather, rubber sole. The suction caused by the peculiar construction of the sole enables the player to obtain a good purchase on the floor, a feature that has made this shoe very popular.



No. **BB.** Pair, **\$4.00**



High Cut, best grade Canvas Shoe, rubber sole.

No. **1H.** Pair, **\$1.50**

High Cut, Canvas Shoe, with rubber sole.

No. **M.** Pair, **\$1.00**

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Spalding's Basket Ball Stockings

Striped Stockings

COLORS

Scarlet and Black

Maroon and White

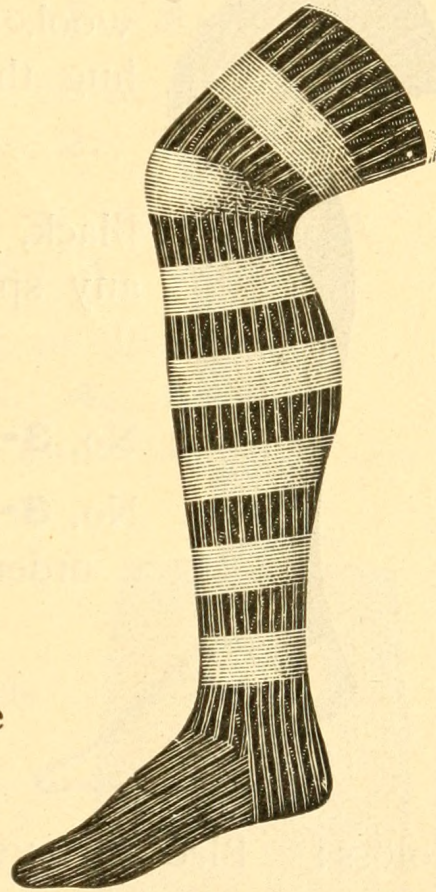
Royal Blue and White

Royal Blue and Black

Orange and Black

Navy Blue and Red

Navy and White



No. 1RS.	Heavy weight.	.	Per pair, \$1.35
No. 2RS.	Medium weight.	.	“ 1.10
No. 3RS.	Good weight.	.	“ .80

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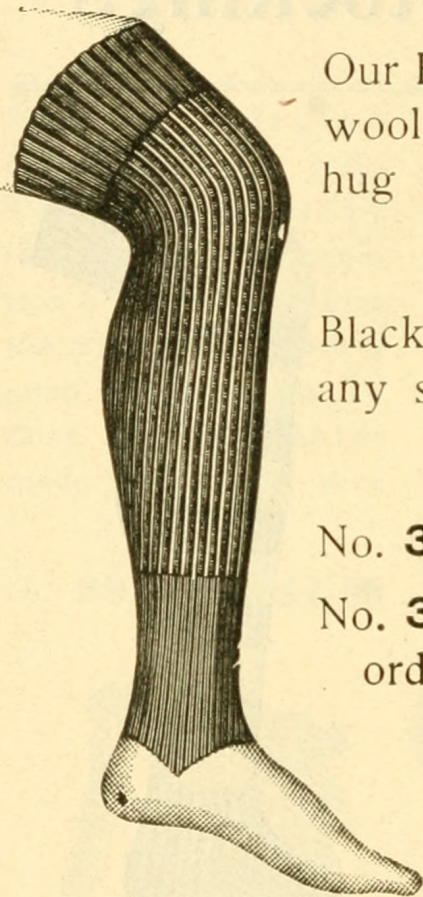
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Spalding's Basket Ball Stockings



Our Highest Quality Stockings are all wool, heavy ribbed, full fashioned, hug the leg closely but comfortably; are very durable.

Black, Navy, Maroon, Scarlet, and any special colors to order. White feet.

No. **3-0.** Plain colors, . **\$1.50**

No. **3-0S.** Striped, any colors, to order only. . . . **\$1.75**

Ribbed Stockings

Colors: Black, Navy, Maroon, Royal Blue and Scarlet.

No. 1R.	Heavy.	Per pair, \$1.00
No. 2R.	Medium weight.	“ .80
No. 3R.	Good weight.	“ .60
No. 4R.	Cotton.	“ .25

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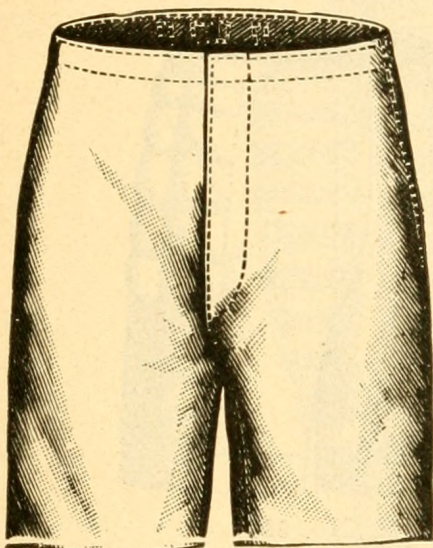
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Basket Ball Pants

Fly Front, Lace Back



White or Black Sateen.

No. 1. **\$1.25**

White or Black Sateen.

No. 2. **\$1.00**

White or Black Sateen.

No. 3. **75c.**

White or Black Silesia.

No. 4. **50c.**

Stripes down sides, 25 cents per pair extra.

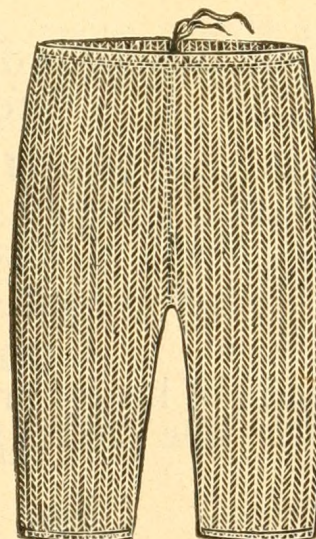
Knee Tights

Cut Worsted. Navy, Black, Maroon.

No. **604.** Per pair, **\$1.25**

Sanitary Cotton. White, Navy, Black, Maroon.

No. **4B.** Per pair, **50c.**



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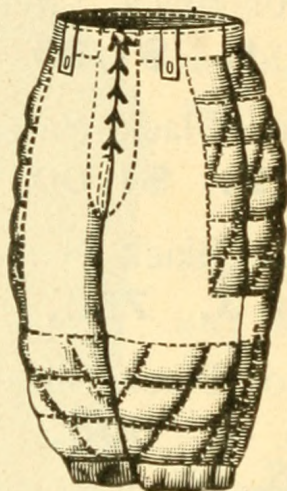
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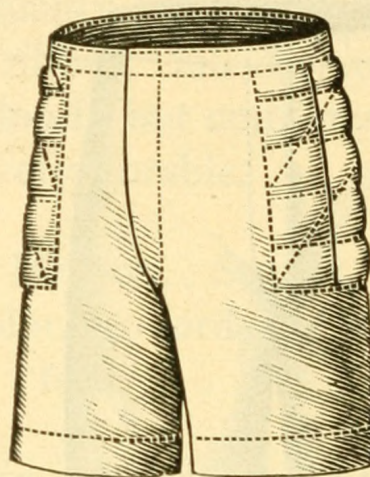
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BASKET BALL —PANTS—



No. 1PB



No. 5B.

Good quality brown canvas. Padding will not interfere with free movements.

No. **1PB.** Per pair, **\$1.50**

Made of heavy white drill and well padded.

No. **XPB.** Per pair, **75c.**

Made of heavy brown canvas, padded lightly on hips and very loose fitting.

No. **5B.** Per pair, **\$1.00**

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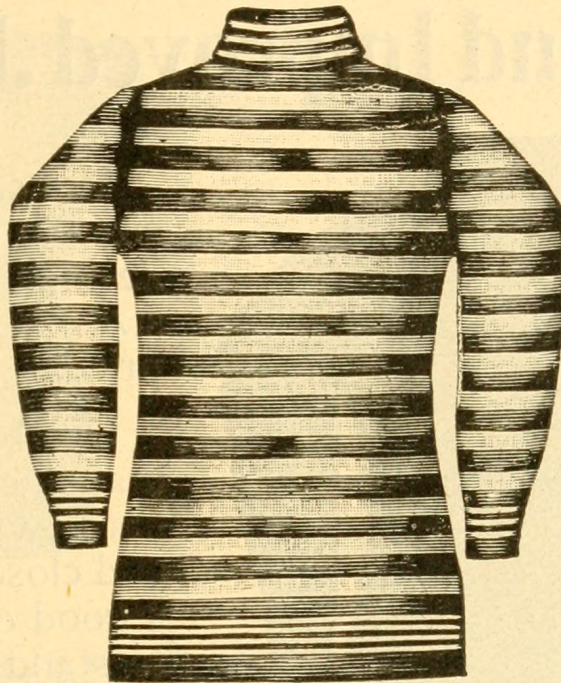
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Spalding's Full Striped Jerseys



Full striped jerseys; two-inch stripes, same goods as our No. 10P, made in the following combinations of colors: Orange and Black, Gray and Royal Blue, Scarlet and White, Navy and White, Royal Blue and White, Black and Royal Blue, Red and Black, Columbia Blue and White, Navy and Cardinal, Gray and Cardinal, Maroon and White.

No. **10PS.** Each, **\$3.00**

Furnished in same colors as 10PS, but collars and cuffs not striped.

No. **12PS.** Each, **\$2.25**

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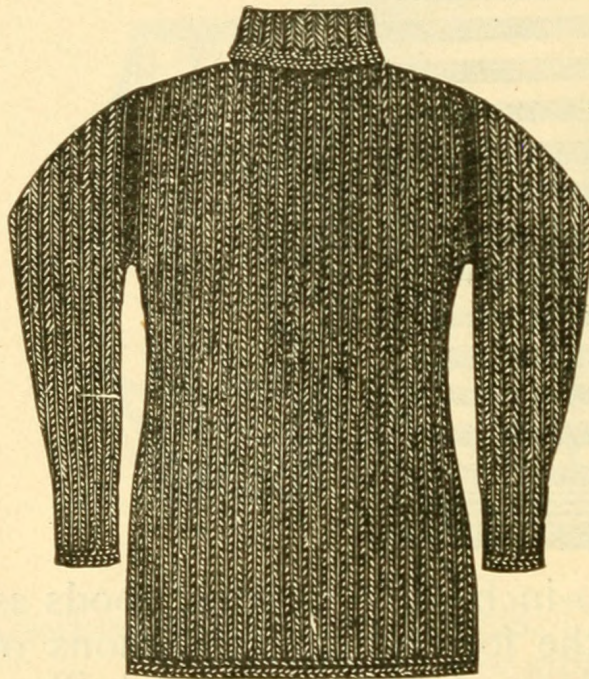
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— Spalding's —

New and Improved Jerseys



We carry following sizes in stock: 28 to 42-inch chest. Other sizes at an advanced price.

Our No. 10P line is manufactured from hard twisted worsted and closely woven; of a good quality. Made to stand the severest strain; an absolutely perfect basket ball jersey.

No. **10P.** Solid colors. Black, Navy Blue and Maroon carried in stock; other plain colors to order. **\$2.50**

No. **12P.** In same colors as above. Each, **\$2.00**

No. **10PX.** Same grade, solid color bodies with alternate striped sleeves—usually two inches of same color as the body, with narrow stripe of any desired color. Very popular with sleeveless jackets. Each, **\$2.75**

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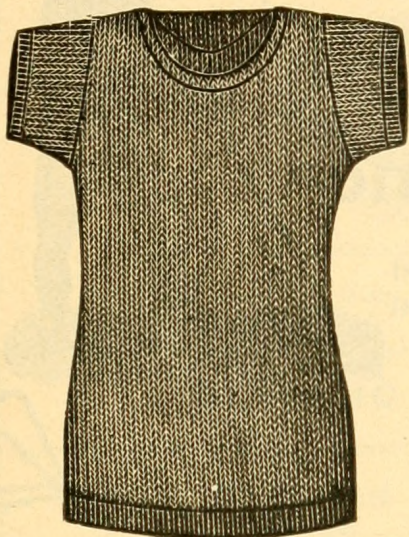
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Quarter Sleeve Shirts



Cut Worsted, Navy, Black,
Maroon.

No. **601.** Each, **\$1.25**

Sanitary Cotton. White, Navy,
Black, Maroon.

No. **6F.** Each, **50c.**

Sleeveless Shirts

Cut Worsted. Navy, Black,
Maroon.

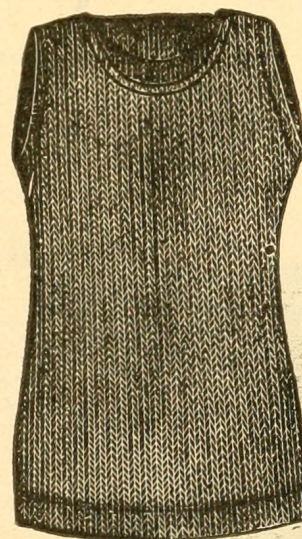
No. **600.** Each, **\$1.25**

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No. **6E.** Each, **50c.**

Sleeveless Shirts. Same colors as
Jerseys.

No. **12ES.** Each, **\$1.50**



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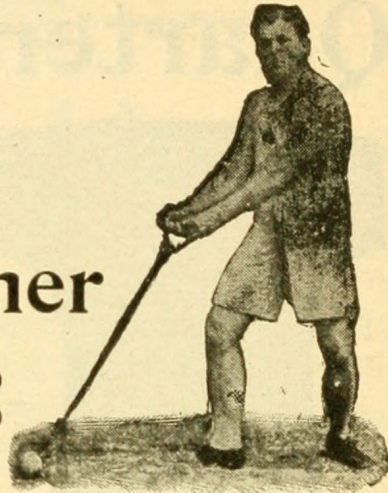
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Spalding's Championship

Ball-Bearing
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Hammer



No. 02. 12-lb., with Sole Leather Case. \$12.00
No. 06. 16-lb., with Sole Leather Case. 12.00

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Record of
171 ft. 9 in.,
Long
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September
3, 1901, was
made with
this
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A. C. Spalding & Bros.:
Gentlemen:--I have tested
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to be perfect. I find it
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gets less resistance the bill
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and in fact fills the perfect
hammer should be. I will use
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recommend same to those wishing
to excel in hammer throwing.
You have my permission to use
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Yours respectfully,
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The benefits of

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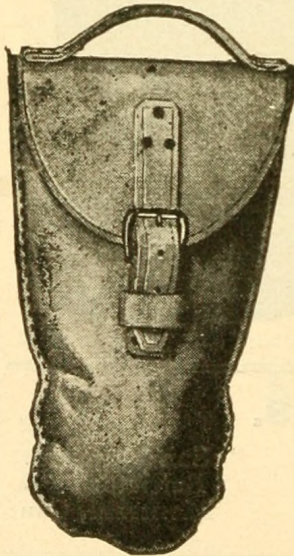
No. 02X. 12-lb., without Sole Leather Case. \$10.00
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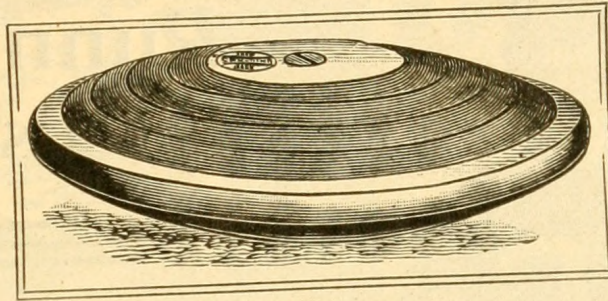
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Spalding's Olympic Discus



An exact reproduction of the discus used in the Olympic games at Athens, Greece, by Robert Garrett, of Princeton, the winner.
Guaranteed absolutely correct.

OLYMPIC DISCUS. EACH, \$5.00

Selected Spruce Vaulting Poles

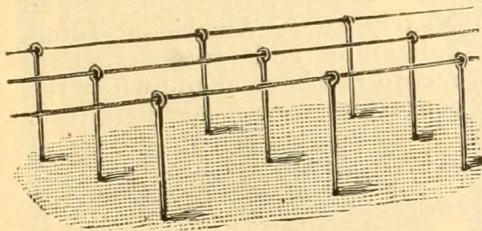
No. 100	8 feet long, solid.	Each, \$3.00
No. 101.	10 feet long, solid.	" 4.00
No. 102.	12 feet long, solid.	" 5.00
No. 103.	14 feet long, solid.	" 6.00

Hollow Spruce Poles

Considerably lighter than the solid poles, and the special preparation with which we fill the interior of pole greatly increases the strength and stiffness.

No. 200.	8 feet long, hollow.	Each, \$8.00
No. 201.	10 feet long, hollow.	" 8.50
No. 202.	12 feet long, hollow.	" 9.00
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Lanes for Sprint Races



A lane can be made of iron stakes driven in the ground about eighteen inches apart and strung with cords. Stakes of $\frac{5}{8}$ -inch round steel, two feet in height, with one end pointed, and pigtail hook on other end to hold cord.

100 stakes, with cord for same. **\$40.00**

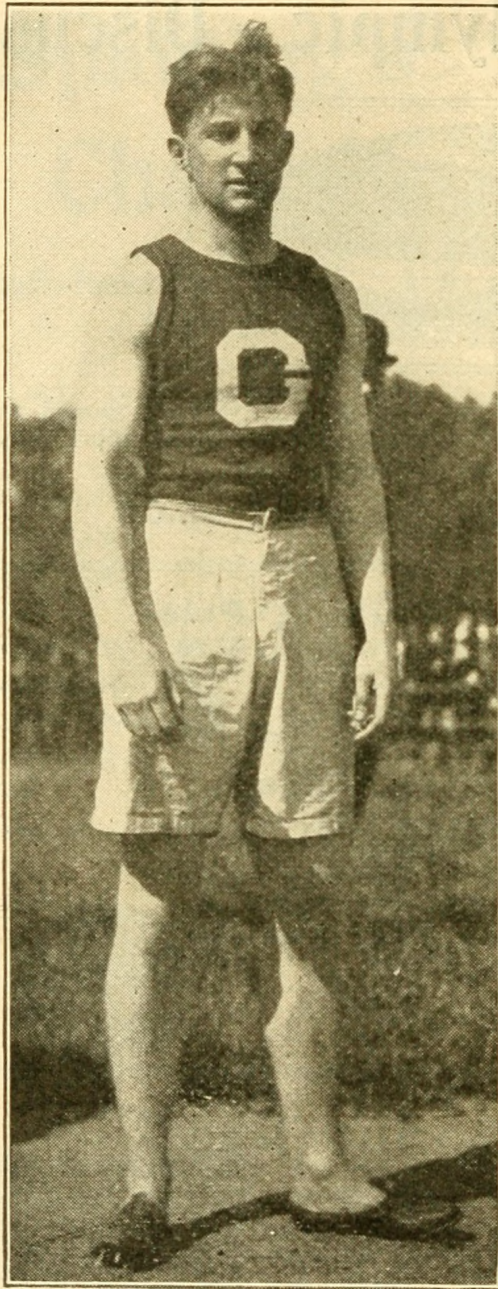
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Spalding's Running Shoes

Arthur F. Duffey

Holder of the world's record, 93-5s. for 100 yards, wears Spalding Shoes in all his races.

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Holder of the world's 440 yards record; the American, English and International champion, wears Spalding Shoes in all his races.

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Holder of the world's record for 220 yards, made his record with a pair of Spalding Shoes.

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The American half-mile and Intercollegiate champion, and thousands of others attribute their success on the path to the fact that they had a well-fitting, light, serviceable shoe to wear.

Nearly every American, Intercollegiate and Interscholastic record has been made when the contestant wore Spalding Shoes.

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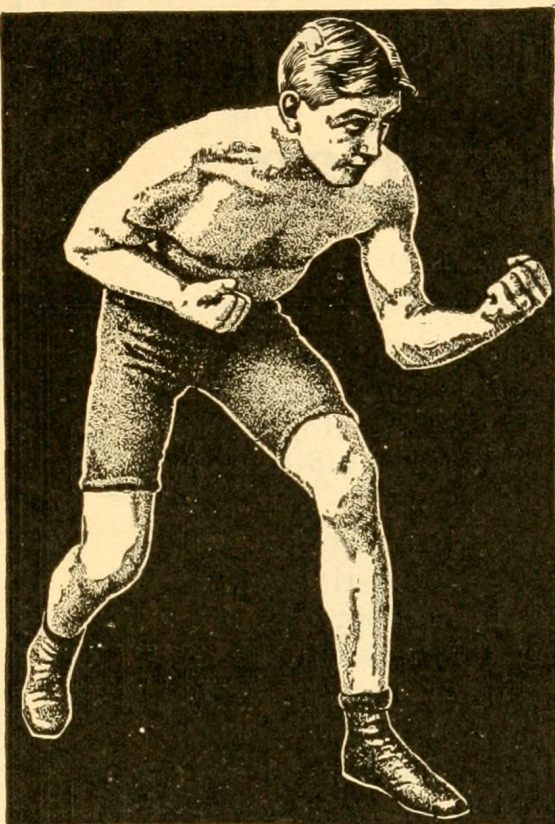
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BOXING

SPALDING'S ATHLETIC LIBRARY 162.

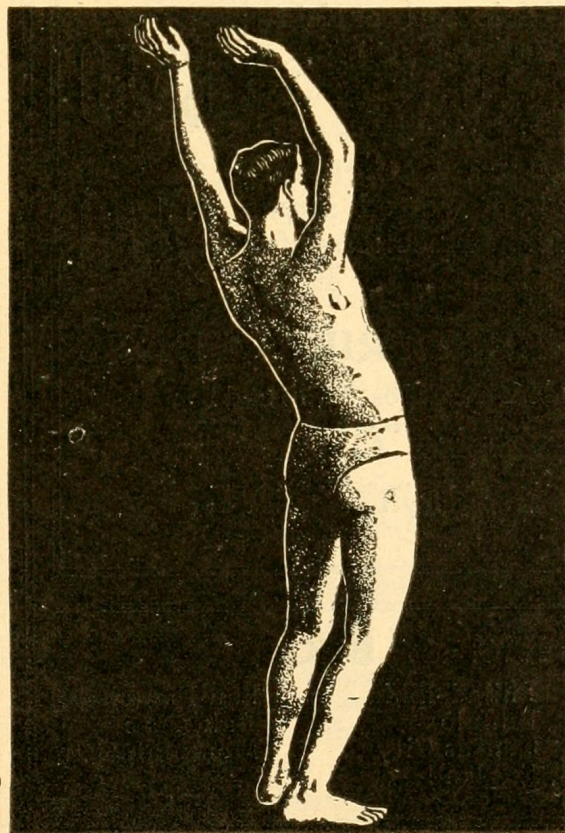
Any boy, with the aid of this book, can become an expert boxer. Every trick thoroughly explained and illustrated by half-tone pictures made especially for this book. Contents also include the official rules for all boxing contests, hints on training, a short history of the sport and pictures of all the leading boxers; 100 pages of pictures and 100 of text.

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10 MINUTES Exercise For Busy Men. ¹⁰cents

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These exercises are the result of years of experience, in which their success has been thoroughly demonstrated. The course is divided into five parts. Each individual movement is illustrated by a full page half-tone of a photograph especially posed for this work, with the instructions on the opposite page in large type, comprising nearly 200 pages.

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The Spalding Patent Striking Bag

P A T E N T E D

No. 19. Made of highest quality Patna kid, the lightest and strongest of leather, sewed with silk, double stitched and reinforced throughout. Especially suitable for exhibition work, and the fastest bag made. **\$7.00**

No. 18. Made of finest selected Napa tanned leather, extra well made; double stitched, welted seams and reinforced throughout. For training purposes particularly this bag will be found extremely satisfactory in every respect. The "Fitzsimmons Special." Each, **\$5.00**

No. 18S. Same as No. 18, but smaller in size and lighter. Intended for very speedy work. Each, **\$5.00**

No. 20. Made of finest selected calfskin; double stitched, welted seams and reinforced throughout. Very fast, and will give excellent satisfaction. An ideal bag for gymnasium use. **\$5.50**

No. 12. Made of olive tanned leather, specially selected; double stitched, welted seams and reinforced throughout. Excellent for quick work. Each, **\$4.00**

EXTRA BLADDERS FOR STRIKING BAGS

No. 0S. Pure gum bladders for Nos. 18, 19 and 20 bags. Guaranteed. Each, **\$1.00**
 No. 0SX. Pure gum bladder for No. 18S bag. Guaranteed. Each, **\$1.00**
 No. 25. For No. 12 bag. Carefully tested, but not guaranteed. Each, **50c.**

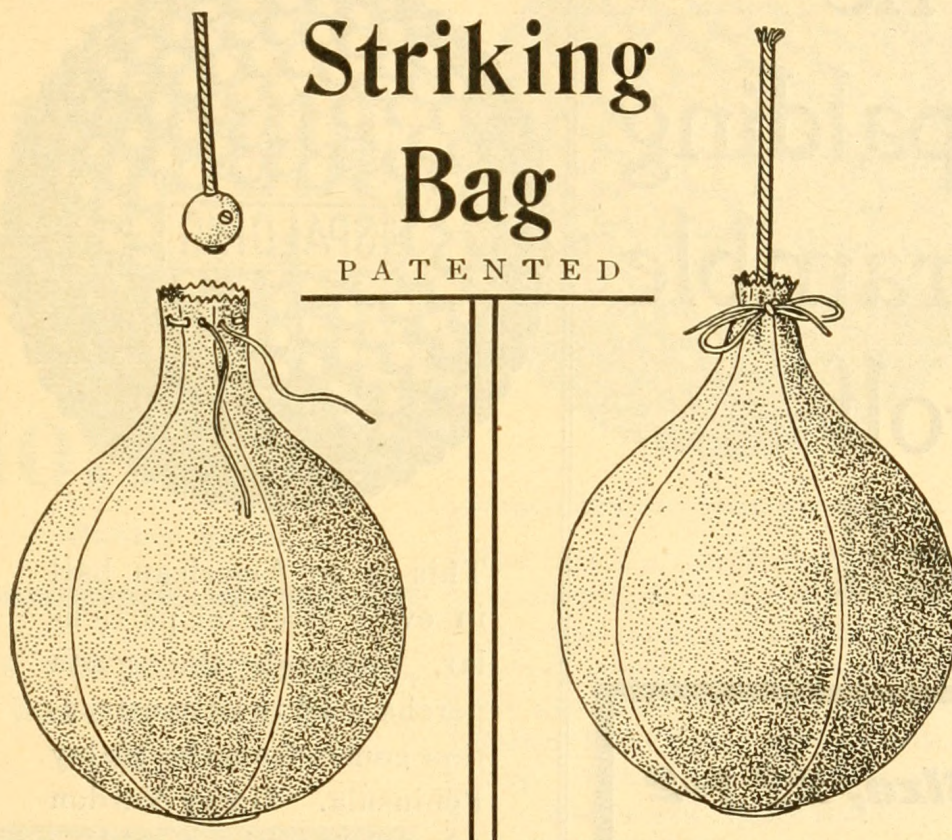
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The Spalding Patent Striking Bag



This bag will swing true because it is built that way. It cannot make a false move, no matter how hard it is hit. No loop to interfere with rope, and the most certain in its action of any on the market. It is made with a lace running around the neck, like a draw-string. Inflate the bladder, drop the wooden ball into the opening at the top and pull the lace tight; then regulate the length of the rope and fit bag to your platform. The Nos. 19, 20, 18, 18S and 12 bags listed on opposite page are all made on the same principle. Differences in quality of material, etc., are indicated. Each bag, however, is most carefully inspected and then packed complete in box with bladder, lace, wooden ball and rope.

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The Spalding Bramble Golf Ball



This is an American ball in every essential particular, although the gutta percha used in its construction comes from the Malay Peninsula. Harry Vardon played with Spalding Brambles during the first three months of his American tour. The results he obtained are the best proofs as to whether the ball is all right, and, in addition, he freely and frequently stated that he never played with a better ball.

Size, 27 1-2

PER DOZ.

\$3.00

Send for a copy of our handsome catalogue on golf and all athletic pastimes. Sent free to any address in the United States or Canada.

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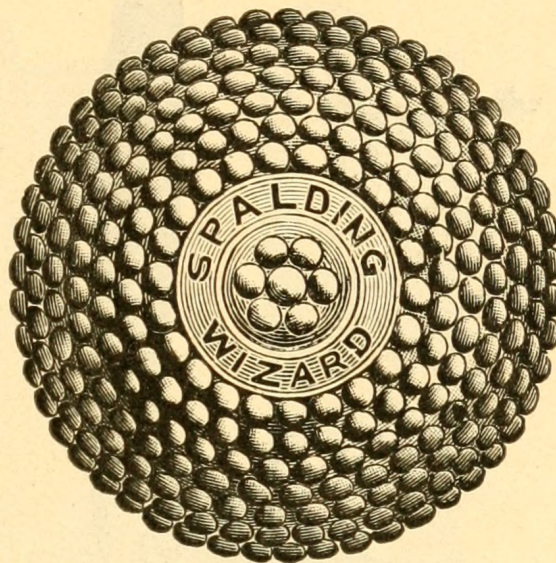
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The Spalding Wizard Golf Ball

Rubber Cored



It is not an experiment,
but a pronounced
success

REMEMBER
IT IS
SPALDING
QUALITY

That is, the best it is
possible to produce

The covers of the Wizard Ball are manufactured from gutta percha and other resilient materials from a recipe known only to ourselves. We guarantee them not to crack, open or break during eighteen-holes-play. If they do, send them back and we will replace them.

**THE CORE IS WOUND TO A
HIGHER TENSION**

than is possible on any machines other than the ones we use, and the highest tension must produce the best ball.

Doz. \$6.00

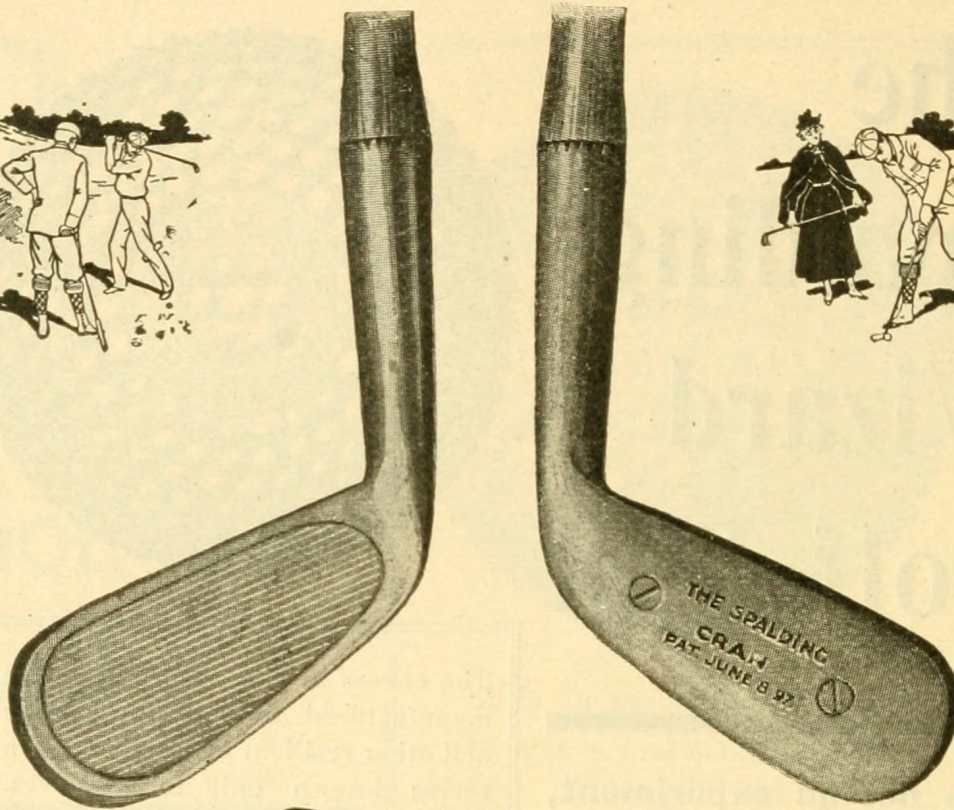
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Spalding's Cran Patent Brassie Cleek

THE FACE OF THIS CLEEK IS
HOLLOWED OUT AND FILLED
WITH WOOD, AND A BALL
GOES AS SWEET OFF THE
CLEEK FACE AS IT DOES OFF
A DRIVER

EACH, \$2.00

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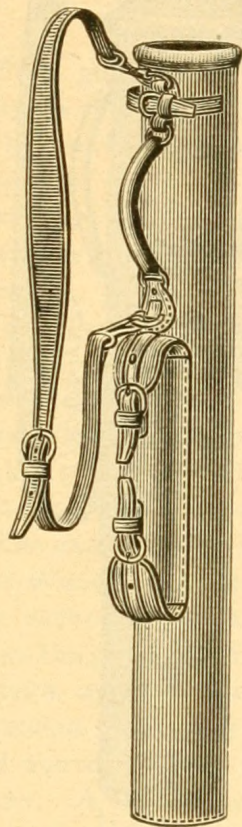
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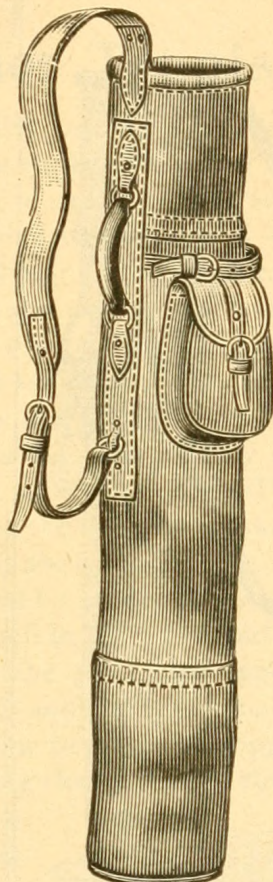
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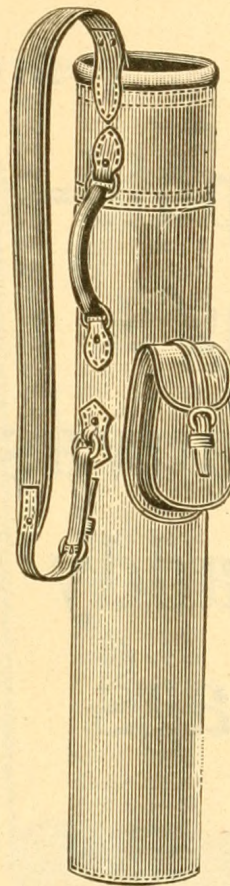
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No. L6



No. L3



No. L5

Spalding's Caddy Bags

- No. L3. All leather bag, made in either tan or black; ball pocket and sling to match; brass trimmings. A superb looking bag and very serviceable. Each, \$4.00
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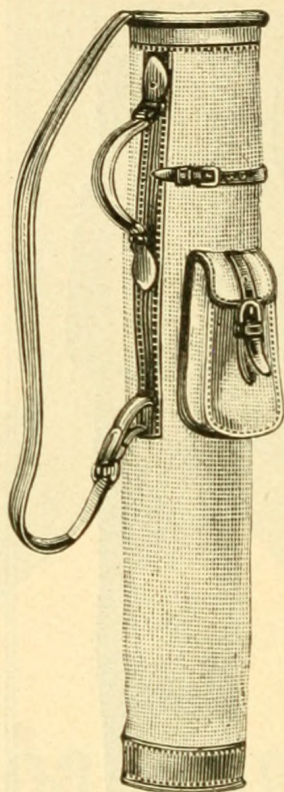
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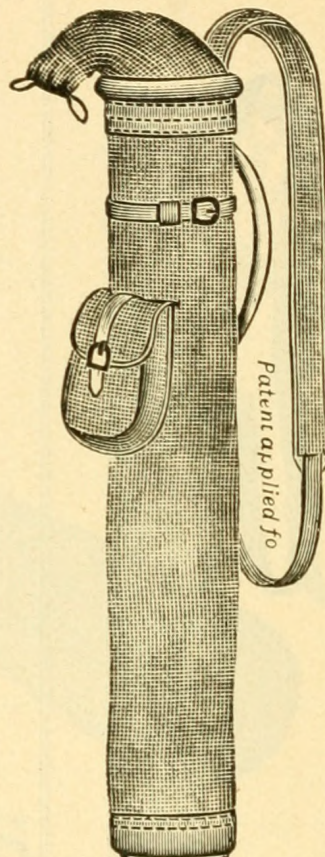
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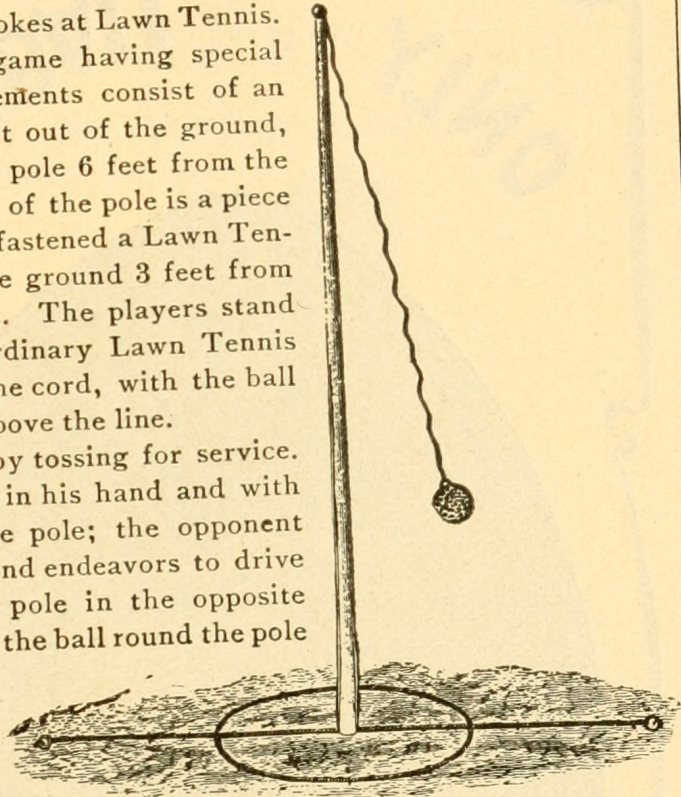
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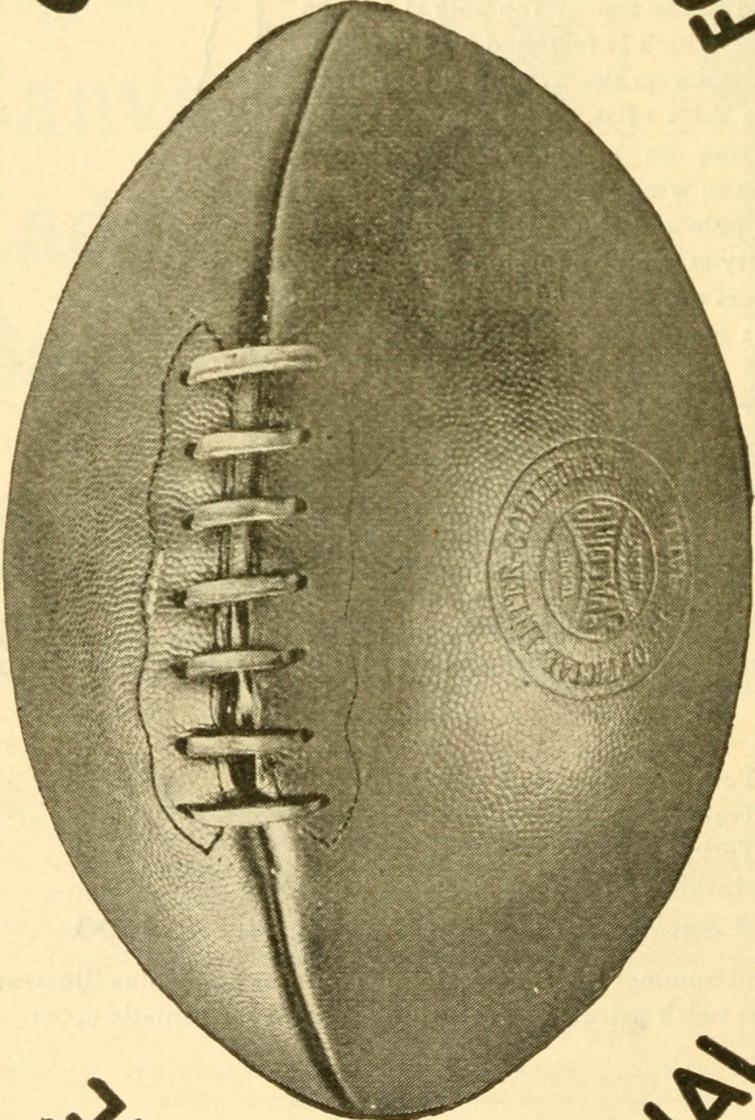
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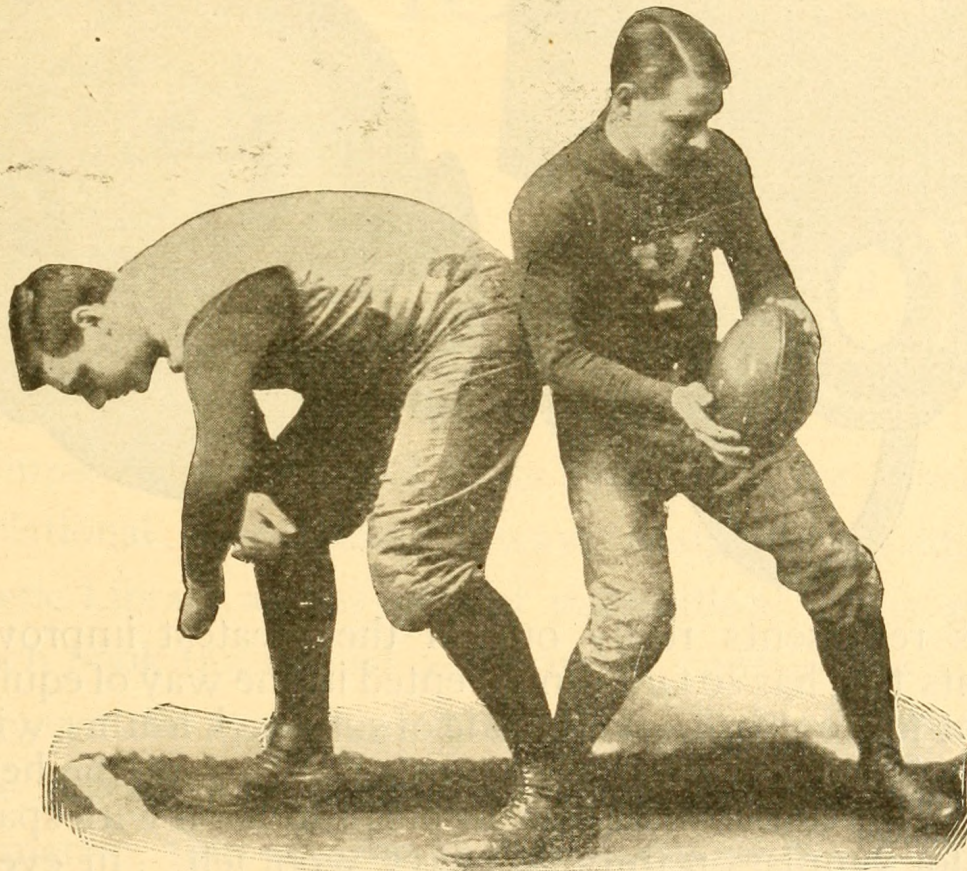
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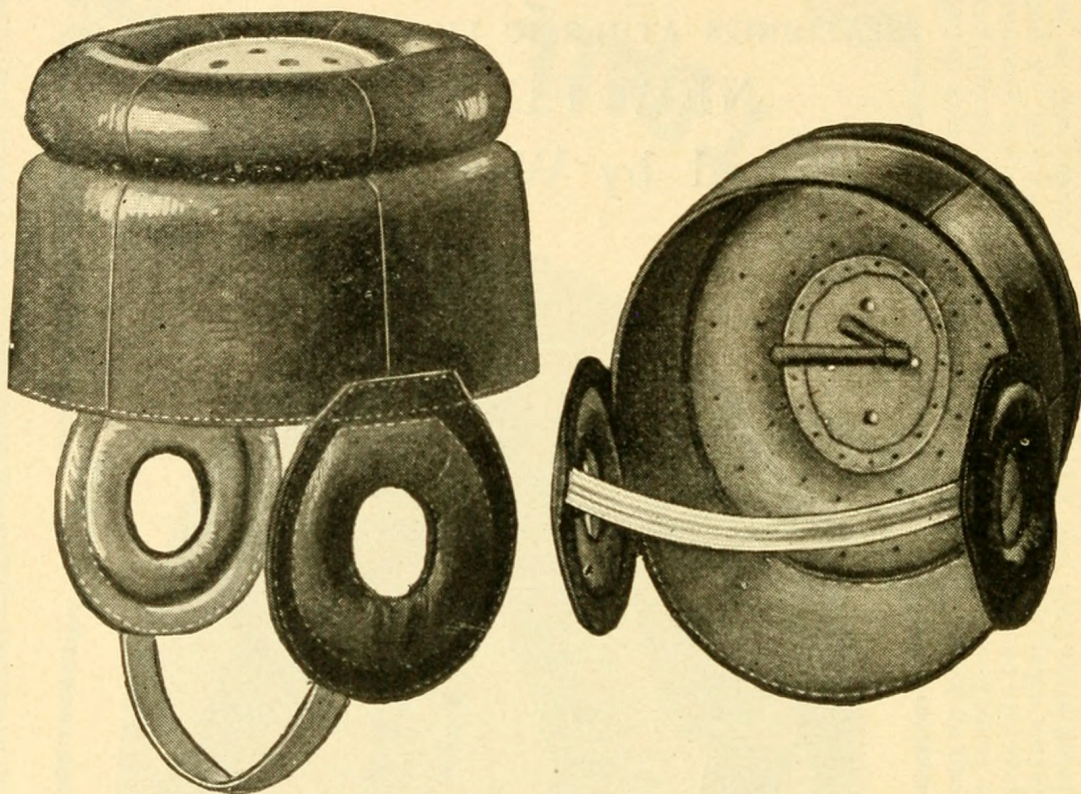
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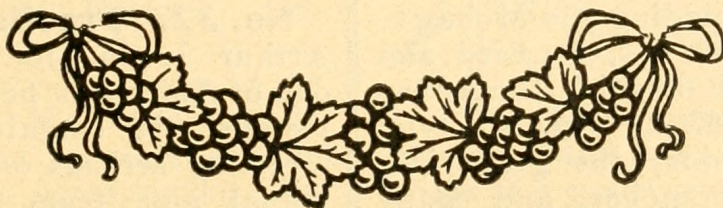
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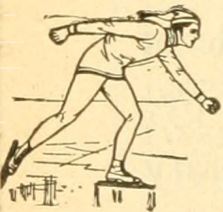
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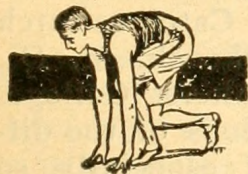
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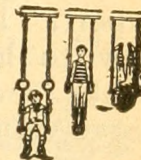


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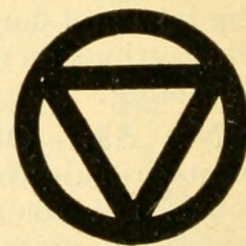
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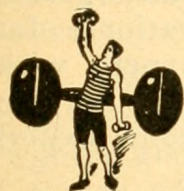
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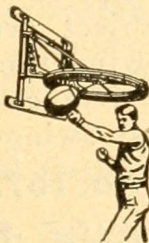
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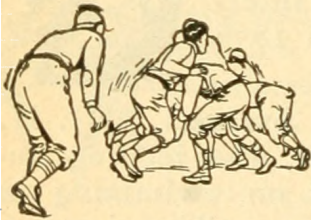


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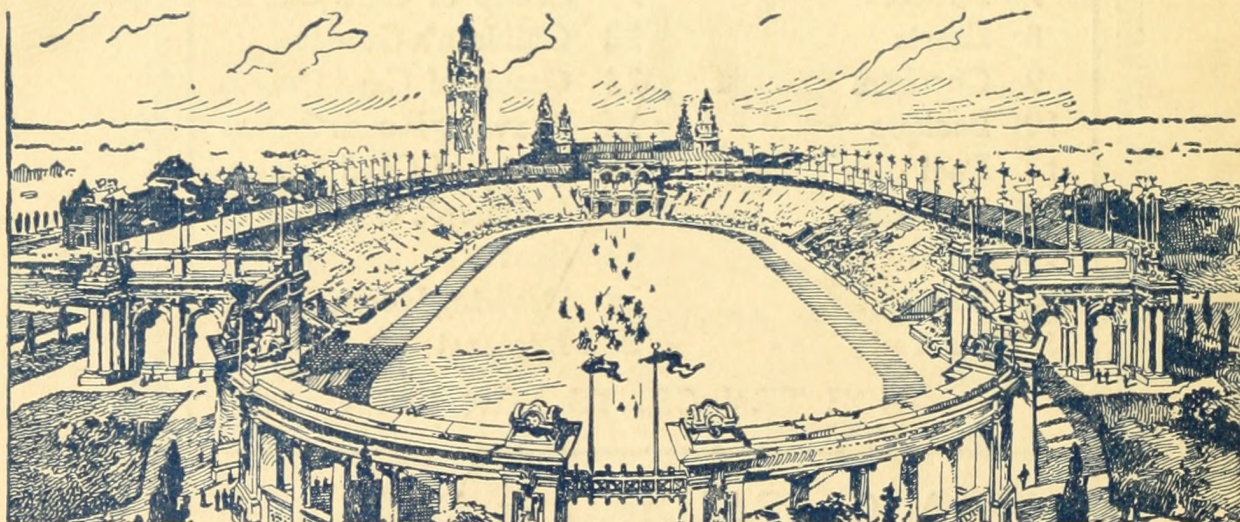
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