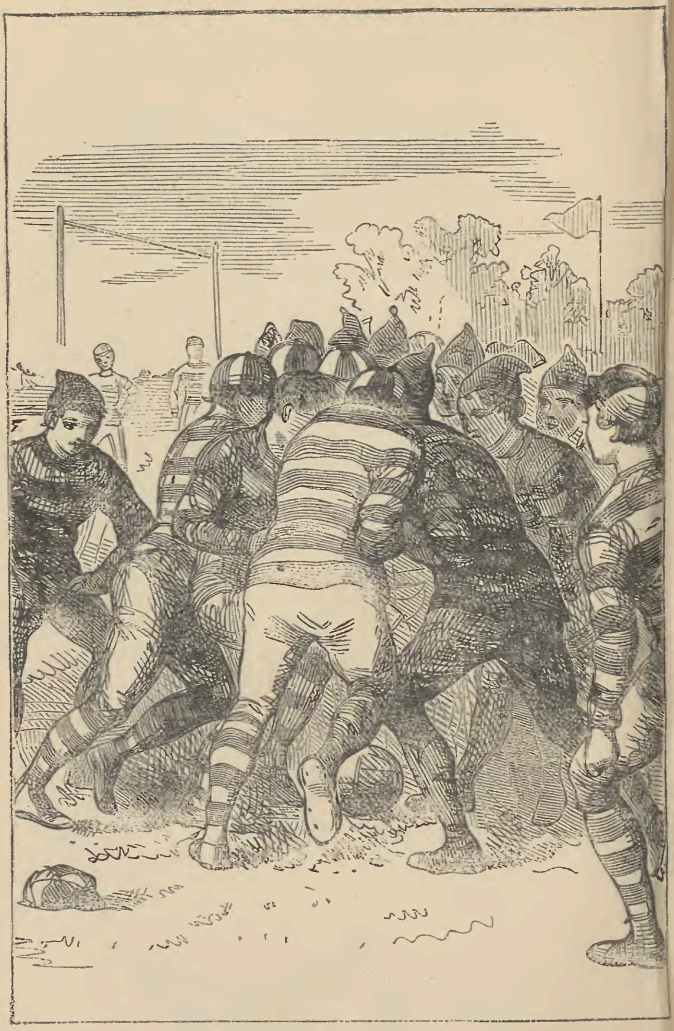


A GOOD "SCRIMMAGE!"

CAPTAIN CRAWLEY'S HANDBOOKS.

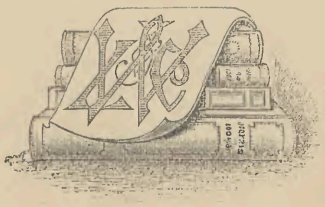
FOOTBALL,

GOLF AND SHINTY,

HOCKEY, POLO,

AND

CURLING.



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PREFACE.

"FROM the fact of kicking being one of its strongest characteristics, this game is generally productive of broken shins and other contusions."

This sentence, taken *verbatim et literatim* from a well-known cyclopædia—and doubtless copied thence into hundreds of "popular" treatises—is an instructive example of the manner in which mere authors discourse upon the amusements of the people.

Writing in 1878, upon Cricket, this great authority tells us that the arm of the bowler must not be raised above his shoulder! He is evidently as lovingly familiar with the one game as with the other; and it may be news to him to be informed that the tenth law of Cricket was altered years ago, and that hacking has long been abolished from all kinds of Football play.

It is easy to see how this learned man made his mistakes. He took his laws from an old book on Cricket; and when he came to describe Football he confounded kicking and hacking. Having evidently no personal acquaintance with the game, he took it

for granted that kicking must be shin-kicking, and nothing else. Great creature!

I quote another sentence. "Football," he tells us, "is an old English game, which used at one time to be a national pastime; now, however, it has nearly fallen into disuse, except in some parts of the country." If this erudite teacher will only condescend to read what follows, he will perhaps become aware of the existence of the Rugby Union and the Football Association.

If—but I pause; for it is quite within the bounds of possibility that some passage or sentence in my little book may not be altogether unimpeachable. Where, then, would all my criticism be?

Let me confess that the text of this Handbook is by no means my own. It is several years since I assisted in a game of Football, Golf, or Shinty—except as a looker-on. But I have endeavoured to get the very best assistance that could be got from real living practical players—young fellows, with any amount of nerve, knowledge, and dash! By their aid I have produced a Handbook, which—whatever may be its faults or shortcomings—is, at any rate, up to the time, and quite open to any emendations or improvements with which I may be favoured for future editions.

CAPTAIN CRAWLEY.

MEGATHERIUM CLUB,
December, 1878.

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FOOTBALL.

CHAPTER I.

INTRODUCTORY.

"As when a sort of lusty shepherds try
Their force at Football; care of victory
Makes them salute so rudely breast to breast
That their encounter seems too rough for jest;
They ply their feet, and still the restless ball,
Tost to and fro, is urgèd by them all."

EDMUND WALLER, 1605—1689.

FOOTBALL is eminently the game for winter, as Cricket is that for summer. Both are popular and admired. If Cricket flourish under cloudless skies, Football is certainly not at its worst in rough weather. The chief complaint of the Cricketer is against the showers that, like Elsa's warm breath upon Lohengrin's silver shield, dim the splendour for a moment and pass away; but the genuine Football player absolutely revels in wet weather. When less adventurous—or shall I say more sensible?—people are comfortably indoors, the Football player is in his glory.

He slips, he slides, he falls, he scrambles, he bumps the ball with his head, or goes down flat on his back in the mud; he gets into such a gloriously dirty state that not even his tailor would know him, much as that long-suffering fitter of garments might have reason to remember his manly form. And besides such minor discomforts as these, there are the more serious mishaps caused by an ugly fall or an accidental kick; things sometimes far too serious to be laughed away, even by that king of men—because superior to all man's cares and sorrows—a healthy schoolboy. And yet, despite all kicks and tumbles, notwithstanding fogs and rain, Football is ever increasing, continually widening the circle of its adherents. Perhaps it is because of these apparent drawbacks that the rough, hearty, English game is so beloved. Its very obstacles become incentives, and its triumphs are elevated in proportion to the difficulties conquered. The raw, cheerless weather demands some such counterpoise as a desperate scrimmage to keep up the spirits and the circulation. But all Football weather is not raw and cheerless. There are bright, bracing days in every English winter when even a Frenchman could appreciate Football, and when the *dilletante*, who thought it a barbarous game if played under the ordinary conditions of pelting rain and bleak wind, could look on with delight, and almost want to join in it. Nor are such bright days very rare when crowds go to see the great matches between England and Scotland, and the keenly-contested competitions for the several challenge cups. Like Cricket, its great contemporary, Football is essentially a levelling game,

and a safe goal-keeper or quick dribbler is welcome whether he be Lord Lovel or Labourer Luke. Unlike Cricket, however, Football is not played in one uniform way. Instead of a compact army of followers like that boasted by the summer game, Football players are divided into two great rival camps, which respectively own allegiance to the Rugby Union and the Football Association. The rivalry is for the most part a friendly one, despite a certain amount of proselytism always going on on both sides. The rules of the Rugby game are so different from those of the Association, or dribbling game, that it is not often a man affects both styles of play. And the greatness of the difference prevents any matches between Rugby players on the one side and Association players on the other. Indeed, for all practical purposes, they are, though both called Football, two separate games, almost as distinct as Chess is from Draughts, Billiards from Bagatelle, or Loo from Napoleon. The properties the two Football games have in common are balls, goals, and manly energy. The differences will be found detailed in the pages which follow; but it may here be briefly stated that the number of players on each side, the material and shape of the ball, the manner of moving the ball, the taking of goals, and, indeed, the whole genius and practice of the games are opposed to each other—as opposite and irreconcilable as the kings on a chessboard.

CHAPTER II.

SOMETHING OF ITS HISTORY.

What legions of fables and whimsical tales
Pass current for history where Football prevails!
Our ancestors thus were most strangely deceived!
What stories and nonsense in faith they believed!—
But we, their wise sons, who these fables reject,
Even truth, nowadays, are too apt to suspect.
From believing too much the right faith we let fall,
So now we believe, i' faith, nothing at all!

Of the *History of Football* little need be said. It is difficult to name a period when it was first introduced into England; if, indeed, it did not originate in this tight little island. We are certain, however, that it was popular in the thirteenth century. A game, or games, of similar character was played by the young men and boys of ancient Greece and Rome. The absolute origin of ball games is lost, and cannot be recovered. The Emperor Augustus is said to have been a great player at the games mentioned by the Roman poets, which more or less resemble Football. Kennett, in his "Roman Antiquities," describes a game played with a ball stuffed with feathers (*pila paganica*), and another game, *Harpastum*, played with a larger kind of ball, the players being divided into two companies, which strove "to get it through one another's goals, which was the conquering cast." The game

known as *Episkyros* is, indeed, stated in Smith's "Roman Antiquities" as "Football, much the same as played by us, by a great number of persons divided into two parties opposed to one another." This game is said to have been a favourite one in Sparta, "where it was played with great emulation." From all which we are led to the conclusion that the *Episkyros* of the Greeks and the *Harpastum* and *Pila Paganica* of the Romans were the forerunners of our famous winter game, Football. Indeed, Pollux, the rhetorician of Athens in the time of Commodus, describes a game which seems nearly identical with our modern Football. "The ball," he says, "was thrown upon a line in the middle space between the players, behind whom, at the two ends, were two other lines, beyond which they carried it—a feat that could not be accomplished without much pushing backward and forward." This might almost do for a description of the game as now played. It was in Scotland or the North of England that Football was first played in something of the modern fashion. In the "History of Derby," Glover refers to a tradition as to its ancient practice on Shrove Tuesday. "The origin," he says, "of this violent game is lost, but there exists a tradition of a cohort of Roman soldiers marching through the town of Derwentio, or Little Chester, and being thrust out by the unarmed populace; and this mode of celebrating the occurrence has been continued to the present day." In proof of this latter assertion here is a cutting from the *Daily Telegraph* of Valentine's Day, 1877:—

"*Nuneaton.*—For many years past it has been the custom on Shrove Tuesday for persons to engage in

football kicking through the streets of the town. Yesterday a large number of boys and others assembled for this purpose, but an intimation was made to them by the police that all offenders would be summoned. This intimation was, however, unheeded by many, and the police took down their names."

Fitzstephen mentions Football as among the games of the people in the time of Henry II., and from that day to this it has remained popular. That Skakespeare was acquainted with the game is evident, for he makes one of the Dromios in the "Comedy of Errors" complain to his mistress of the treatment he received at the hands of his master in the following fashion :—

"Am I so round with you, as you with me,
That like a football you do spurn me thus?
You spurn me hence, and he will spurn me hither;
If I last in this service, you must case me in leather."

Sir F. Morton Eden in his "Statistical Account of Scotland," gives an amusing description of the Shrove-tide festival which had just then been prohibited by authority :—"At the Parish of Scone, County of Perth, Scotland, every year, on Shrove Tuesday, the bachelors and married men drew themselves up at the Cross of Scone, on opposite sides. A ball was then thrown up, and they played from two o'clock until sunset. The game was this : he who at any time got the ball into his hands, ran with it till he was overtaken by a player of the opposite body, and then if he could shake himself loose from those who were holding him, he ran on ; if not, he threw the ball from him, unless it was wrested

from him by one of the opposite party; but no person was allowed to kick it. The object of the married men was to hang it—that is, to put it three times into a small hole in the moor, which was the dool, or limit, of that side; that of the bachelors was to drown it, or dip it three times into a deep place in the river, the limit on the other side. The party who could effect either of these objects won the game; if neither won, the ball was cut into two equal halves at sunset. In the course of the play there was usually some violence between the parties, but it is a proverb in that part of the country that 'all is fair at the ball of Scone.'"

Here we have a game which in some way resembled Football, and in others Golf and Shinty. The rough element seems to have been predominant, and it is not till comparatively modern days that anything like order or rule was observed in its practice.

The literature of the sixteenth, seventeenth, and eighteenth centuries abounds with reference to Football. Barclay, in his "Ship of Fools," describes the amusements of the peasantry:—

> "The sturdie plowman, lustie, strong, and bold
> Overcometh the winter with driving the footeball,
> Forgetting labour, and many a grievous fall."

Sir Thomas More compares the world to a "round rollyng footeball;" Sir Thomas Elyot, in "Governom," laments that football is so prevalent; and Chaucer, in "The Knight's Tale," doubtless alludes to the game:—

> "Ther stomblen steedes strong, and doun can falle,
> He rolleth under foot as doth a balle."

Pepys, in his Diary, has the following :—"Jan 2, 1665.—To my Lord Bromicker's, by appointment, in the Piazza at Covent Garden. The street full of football, it being a great frost."

We have no direct mention of the time when Football came to be numbered among the sports of London apprentices; but a poet of the seventeenth century distinctly refers to it as an old and well-known amusement :—

"Now when their dinner is done, and that they well have fed,
To play they go ; to casting of the stone, to run or shoot,
To toss the light and windy ball aloft with hand or foot."

This mention of the ball leads us to suppose it was hollow and filled with pebbles; probably a bladder without covering : a supposition directly countenanced by the following extract :—

"And now in the winter, when men kill the fat swine,
They get the bladder, and blow it great and thin,
With many beans and peas so put within ;
It rattleth, soundeth, and shineth clean and fair,
While it is thrown and cast up in the air.
Each one contendeth and hath great delight
With foot and with hand the bladder to smite :
If it fall to the ground they lift it up again,
And in this way for labour they count for no pain."

By merely modernising the spelling in the above lines we get a fair enough description of Football as it was played previous to the introduction of laws and rules for the guidance of players.

Sir Walter Scott, in the "Lay of the Last Minstrel," has a passage descriptive of the sports between the rival soldiery in front of Branksome Tower, which

goes to prove that with the people of both countries the game was perfectly well known and commonly practised :—

" Some run the jolly boat about,
With dice and draughts some chase the day ;
And some with many a merry shout
In hot revelry and rout, pursued the Football play."

Towards the middle of the eighteenth century Cricket became a popular sport, and Football began to decline. Its decline was not rapid, but it was certain, and till about thirty years ago it was seldom played in England ; and certainly not in the neighbourhood of London. Within the last thirty years, however, its revival has been remarkable ; so remarkable, indeed, that nothing like it ever before occurred in any other sport. The first strictly modern society for Football play, according to Mr. Charles W. Alcock, Hon. Sec. of the Football Association, was the Forest Football Club, founded about the time of the first Exhibition. At that time the game was played in a huge variety of ways—with either hand or foot, or both together. In 1863 the Football Association came into existence. It was clearly a public need, for it sprung into immediate popularity, and at once became an authority on Football play. It propounded laws, and endeavoured to bring the pastime into something like order and regularity ; and it was so successful, that at this present moment there are Football Clubs all over the country which look up to it as guide, philosopher, and friend.

So much for the past of Football. Let us now endeavour to describe the game as it is played in various localities.

CHAPTER III.

THE GAME.

Thus men may grow wiser every day!

It is the first time that ever I heard breaking of ribs was sport for ladies."—*As You Like It*, Act I. sc. II.

Who overcomes
By force, hath overcome but half his foe.
—*Paradise Lost*, bk. i., l. 648.

As already stated, the two games most popular at the present time are the Rugby Union Game and the Association Game. There are, indeed, some broad distinctions observed in the practice of Football at Eton, Winchester, Rugby, Marlborough, and other of the public schools; but for our purpose it will be sufficient to briefly note the

DIFFERENCE BETWEEN THE "RUGBY UNION" AND "ASSOCIATION" GAMES.

Perhaps the most conclusive evidence of the marked difference between the two games is afforded by the fact that, while the Association game possesses only thirteen rules, the Rugby Union game is governed by no fewer than fifty-nine. A careful perusal of the two sets of laws will reveal to the reader many of these differences. For instance, it will be noticed that the width of the goal in the Association game

is twenty-four feet, and that the tape or bar across is eight feet from the ground ; while in the Rugby game the width is eighteen feet six inches, and the cross-bar ten feet from the ground. A far more striking difference is that, while a goal is obtained at the Association game by the ball passing *under* the tape or bar, it must in the Rugby game be kicked *over* the cross-bar. In the Association game there are—as a general rule—only eleven players on each side; but in the Rugby game fifteen is considered the proper number, though they sometimes play twenty a side. But the greatest and most striking distinction between the two styles of play is that, in the Association game, no one but the goal-keeper is allowed to handle the ball; while under Rugby Union rules any player may take up the ball and run with it, except in a scrummage, when handling is strictly forbidden. No score can be made at the Association game except a goal be kicked, while the last important alteration in the Rugby laws provides that a match shall be decided by a majority of tries, in the event of no goal being obtained. The various other technicalities connected with the Rugby game, and which, it must be confessed, render it somewhat bewildering to uninitiated spectators, are so well described in the Rules themselves, that further remark upon them is hardly necessary. As a goal is secured at the Rugby game by the ball being kicked over the cross-bar, a goal-keeper would be quite useless, while at the Association game a player specially placed to defend the goal is indispensable.

CHAPTER IV.

THE ASSOCIATION GAME.

THE Football Association was founded, as already stated, in the autumn of 1863—the year whence all the popularity of the game as now played, apart from the public schools, may be said to have taken its rise. In that year, says its honorary secretary—"just about the period when Football had begun to establish its present popularity as a winter game—representatives from some of the few leading clubs then formed, foreseeing the proportions which the game was likely to assume, met for the purpose of framing a code of rules for the better regulation of the game, and of forming a representative body which should have for its object the promotion and extension of Football. Such was the origin of the Football Association, and although at the present time it seems far in the future when it shall be possible to persuade all classes of Football players to adopt one universal code of rules, it cannot be doubted that the establishment of an Association such as this, with its simple rules and powerful following, has done much to render possible, and even to expedite, so desirable a result. In such a liberal spirit were the original rules drafted, that touches-down, a free kick from a fair catch, running with the ball, and even tripping and hacking, were included among them. In the meantime, however, and while these rules were under discussion, a committee of the University of Cambridge Football

Club, composed of representatives from Shrewsbury, Eton, Harrow, Rugby, Westminster, and Marlborough, had independently drawn up rules for the attainment of the same object. At a meeting of the joint committees the two codes were discussed, and ultimately a set of rules were drawn up and adopted, which differed from those orginally proposed by the Association, in respect of the omission from them of the provisions relating to running with the ball, hacking, and tripping. The withdrawal of these clauses involved secession of the clubs which had heretofore affected the rules followed at Rugby, who from that date abstained from supporting the Association, and have recently instituted a body, similar in organisation, under the name of the Rugby Union."

The present executive of the Association consists of a president, a secretary and treasurer, and a commitee of seventeen, elected by a majority of the representatives of clubs present at the annual general meeting.

Some forty metropolitan clubs, about seventy-five provincial clubs, and six Scottish clubs accept the Association laws and play the game according to them. Annual matches are played between England and Scotland, alternately in the London and Glasgow districts; and for the encouragement of the game, the committee, in 1871, instituted a Challenge Cup, to be competed for annually by clubs belonging to the Association. The games are played in the usual way, the winners of the first ties playing against each other in the second ties; the winners in the second playing in the third; the winners in the third playing in the fourth, and the remaining two clubs playing a final

game. The winners of the Challenge Cup since the foundation have been :—1872, the Wanderers ; 1873, the Wanderers; 1874, Oxford University; 1875, the Royal Engineers; 1876, the Wanderers; in 1877 the Wanderers; and in 1878 the Wanderers.

As the result of these three successive victories, the Wanderers became possessors of the Cup; but they have generously returned it to the Football Association, to be competed for every year, as before. A rule has since been made which prevents the Cup ever becoming the private property of any club.

For the information of the members of such clubs as have not already joined either one or the other of the Associations, we insert the

BYE-LAWS OF THE FOOTBALL ASSOCIATION.

1. That the Association be called "The Football Association."

2. That all clubs playing Association Rules be eligible for membership.

3. That the subscription for each club be 5s. per annum, payable in advance, with an entrance fee of 5s. payable on admission.

4. That the officers be a president, a treasurer, and a secretary, with a committee comprising the before-mentioned officers and seventeen other members. Five to form a quorum. That it be in the power of the committee to appoint one of their body to act as assistant-secretary, if required.

5. That the officers be elected at the annual meeting by a majority of the representatives of clubs present, the retiring officers to be eligible for re-election.

6. That the general meeting be held in the month of February.

7. That each club be entitled to send two representatives to all meetings of the Association ; the privilege being granted to provincial clubs of sending deputies, no two clubs being represented by the same deputies.

8. That in the event of any alteration being deemed necessary in the rules or the laws established by the Association, notice of the proposed alteration shall be sent in writing to the secretary *on or before the first of February in each year ;* and the terms of the proposed alterations shall be advertised in such sporting newspapers as the committee may direct, at least fourteen days prior to the annual meeting. But no such alterations shall be made in the rules or laws of the Association unless supported by two-thirds of the representatives and deputies present at the general meeting.

9. That each club shall forward to the secretary a statement of its distinguishing colours or costume.

10. That the average circumference of the Association Football be not less than 27 inches, and not more than 28 inches ; and that the ball used in the matches for the Association Challenge Cup be of this regulation size.

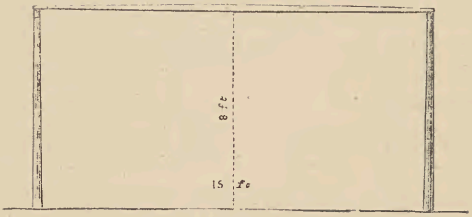
11. That in County Matches the qualifications required be those recognised by the leading County Cricket Clubs.

12. That the rules, as amended at the annual general meeting of the Association in February in each year, do not come into force until the beginning of the Football season next ensuing.

RULES OF FOOTBALL,

AS PLAYED BY MEMBERS OF THE FOOTBALL ASSOCIATION.

1. The limits of the ground shall be: maximum length, 200 yards; minimum length, 100 yards; maximum breadth, 100 yards; minimum breadth, 50 yards. The length and breadth shall be marked off with flags; and the goals shall be upright posts, eight yards apart, with a tape or bar across them, eight feet from the ground.



THE GOAL.

2. The winners of the toss shall have the option of kick-off or choice of goals. The game shall be commenced by a place-kick from the centre of the ground; the other side shall not approach within ten yards of the ball until it is kicked off, nor shall any player on either side pass the centre of the ground in the direction of his opponents' goal until the ball is kicked off.

3. Ends shall only be changed at half-time. After a goal is won, the losing side shall kick off, but after the change of ends at half-time, the ball shall

be kicked off by the opposite side from that which originally did so; and always as provided in Law 2.

4. A goal shall be won when the ball passes between the goal-posts under the tape or bar, not being thrown, knocked on, nor carried. The ball hitting the goal, or boundary-posts, or goal-bar, or tape, and rebounding into play, is considered in play.

5. When the ball is in touch, a player of the opposite side to that which kicked it out shall throw it from the point on the boundary-line where it left the ground in any direction the thrower may choose. The ball must be thrown in at least six yards, and shall be in play when thrown in, but the player throwing it in shall not play it until it has been played by another player.

6. When a player kicks the ball, or it is thrown out of touch, any one of the same side who, at such moment of kicking, or throwing, is nearer to the opponents' goal-line, is out of play, and may not touch the ball himself, nor in any way whatever prevent any other player from doing so, until the ball has been played, unless there are at least three of his opponents nearer their own goal-line; but no player is out of play when the ball is kicked from the goal-line.

7. When the ball is kicked behind the goal-line by one of the opposite side, it shall be kicked off by any one of the players behind whose goal-line it went, within six yards of the nearest goal-post; but if kicked behind by any one of the side whose goal-line it is, a player of the opposite side shall kick it from within

one yard of the nearest corner flag-post. In either case no other player shall be allowed within six yards of the ball until it is kicked off.

8. No player shall carry or knock on the ball; and handling the ball, under any pretence whatever, shall be prohibited, except in the case of the goal-keeper, who shall be allowed to use his hands in defence of his goal, either by knocking on or throwing, but shall not carry the ball. The goal-keeper may be changed during the game, but not more than one player shall act as goal-keeper at the same time, and no second player shall step in and act during any period in which the regular goal-keeper may have vacated his position.

9. Neither tripping nor hacking shall be allowed, and no player shall use his hands to hold or push his adversary, nor charge him from behind. A player with his back towards his opponents' goal, cannot claim the privilege of Rule 9 when charged from behind.

10. No player shall wear any nails, except such as have their heads driven in flush with the leather, iron plates, or gutta-percha, on the soles or heels of his boots.

11. In the event of any infringement of Rules 6, 8, or 9, a free kick shall be forfeited to the opposite side from the spot where the infringement took place.

12. In no case shall a goal be scored from any free kick, nor shall the ball be again played by the kicker until it has been played by another player. The kick-off and corner-flag kick shall be free kicks within the meaning of this rule.

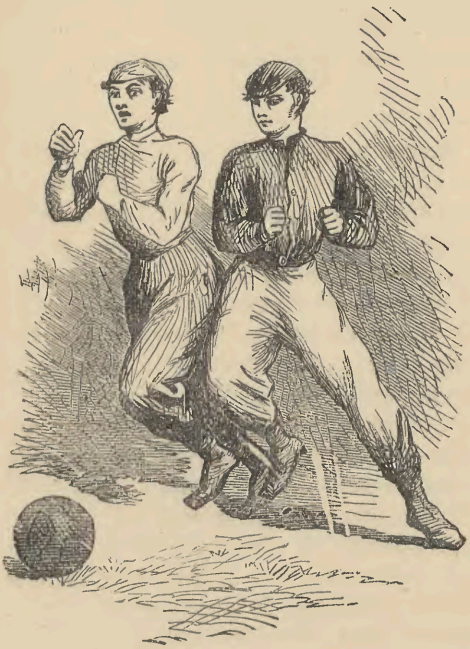
13. That in the event of any supposed infringement of Rules 6, 8, 9, or 10, the ball be in play until

the decision of the umpire, on his being appealed to, shall have been given.

Definition of terms used in the above Laws.

A place kick is a kick at the ball while it is on the ground, in any position in which the kicker may choose to place it.

Hacking is kicking an adversary intentionally.



Tripping is throwing an adversary by the use of the leg.

Knocking on is when a player strikes or propels the ball with his hands or arms.

Holding includes the obstruction of a player by the hand, or any part of the arm extended from the body.

Touch is that part of the field, on either side of the ground, which is beyond the line of flags.

A free kick is a kick at the ball in any way the kicker pleases, when it is lying on the ground, none of the kicker's opponents being allowed within six yards of the ball; but in no case can a player be forced to stand behind his own goal-line.

Handling is understood to be playing the ball with the hand or arm.

To play the Association Game well and thoroughly requires no great exercise of skill, patience, or temper. It is singularly free from difficult technicalities, and its principles may be mastered in a very short time. Still, a knowledge of the Rules of any game of Football is only a small part of the battle. Constant practice is needed before any man or boy, however great his natural aptitude, can become an expert Football player.

In the Association Game nearly all the work is done with the feet, no player, except the goal-keeper, being allowed to handle the ball. This strict rule is the great feature of the game; and, now that this feature is understood, Association Football is getting more and more popular. Instead of a mere rough-and-tumble scrimmage, it is getting to be a regular methodical and excellently-played athletic sport. When the ball goes beyond the limits of play at the sides of the ground, it is thrown in. With regard to this throwing in from touch, a recent and important

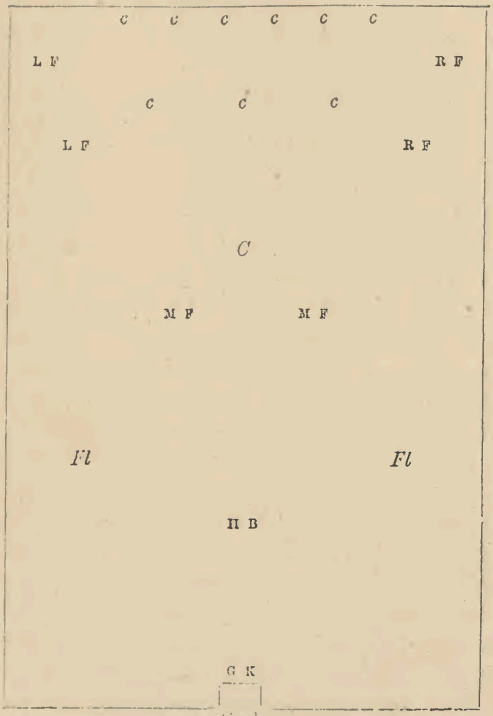
alteration has been made. Formerly the playerw as compelled to throw the ball at a right angle. Now he may throw it at least six yards in any direction he pleases. The rule was adopted to bring all Association players together on the same footing. But though the Sheffield players adopted the alteration, it was rejected by the Scottish Association. The rules as to dimensions of ground are very liberal. The captains having tossed for choice, the winner selects his goal, or he may choose to kick off as at the Rugby game. It is usual if there be anything like a breeze blowing across the ground to take advantage of it for the first half of the play. A change of ends is only made now at the end of half the allotted time of play. Formerly, if a goal happened to be kicked before "half-time," ends were changed every time a goal was obtained. The ball having been kicked off, the game proceeds, and with good elevens it is very exciting. It would be monotonous to describe a game consisting of endless attacks and repulses, but a few points may be insisted on, even though they are to be found in the rules. When the ball is sent over the goal-line by an opponent, it is kicked off by one of the home team; but should a player kick the ball over his own goal-line, the opposite side have a "corner-kick." A player then takes the ball to within a yard of the nearest flag-post and kicks it, of course endeavouring so to place it that the other men on his side shall have the best possible chance of securing a goal. From these "corner-kicks," if judiciously made, goals are frequently obtained. The rule as to handling is open to

abuse, the penalty of a free kick to the opposite side being often granted when the ball has accidentally hit a man's wrist. It is not easy, however, to see how any modification could be introduced. In the bustle and hurry of the game, an umpire cannot always decide whether the handling was intentional or accidental; and so the innocent suffer with the guilty. The rule as to "off-side" is most clearly put in Rule 6, but it is very frequently broken. The penalty, as in the case of handling, is a free kick to the opposite party.

"How often," says Mr. Alcock, himself an excellent player, "has the thorough co-operation of the various members of a side, boasting of no especial players of repute, overcome the disorganised attacks of an enemy richer in individual skill? A game is never lost until it is won, and at any time the fickle goddess, Fortune, may smile on the efforts of the deserving. 'To play-up' until the last moment, and never to relax the energy of your attack, always sacrificing your own personal gratification to the general weal, is, in my opinion, the first and golden rule of Football—a rule which is too often lost sight of in the eager thirst after the applause of the 'gallery,' always showered down on 'flashy' play. Any one who has watched Football games with any degree of care, will have noticed how few players seem to consider and study the welfare of the side to which they belong; how rarely it is that a player, when in possession of the ball, ever thinks of passing it on to one of his own party, even when harrassed by several enemies; how exceptional are the instances of a player 'dribbling' the ball along the side of the ground, kicking it into

Fig. 5.

Enemy's territory.



FIELD SET FOR A SCHOOL MATCH, TWENTY ON A SIDE, AS FORMERLY PLAYED BY PUBLIC SCHOOLS.

C, Captain.
c, Charger.
R F, L F, Right and left forward.
Fl. Flanker.
M F, Mid-field.
H B, Half-back
G K, Goal-keeper.

the centre, and thus transferring his hopes of success to some fellow-struggler, who has, perhaps, been cautiously watching every movement of the ball, in order to take advantage of some weak point in the enemy's armour.

"Second only, perhaps, in importance to the main-spring of Football, as I consider 'playing-up,' is the grand and essential principle of 'backing-up.' By 'backing-up,' of course I shall be understood to mean the following closely on a fellow-player to assist him if required, or to take on the ball in case of his being attacked, or otherwise prevented from continuing his onward course. In a game like that adopted by the Association success is sure to wait in some degree on the side which shows the most unity of action, as the play is in many cases too fast to develop thoroughly the most brilliant points of a team dependent on the success which may attend the effort of any individual member or members. A really first-class player (I am now addressing myself solely to those who play up) will never lose sight of the ball, at the same time keeping his attention employed in spying out any gaps in the enemy's ranks, or any weak points in the defence, which may give him a favourable chance of arriving at the coveted goal.

"To see some players guide and steer a ball through a circle of opposing legs, twisting and turning as occasion requires, is a sight not to be forgotten, and this faculty or aptitude for 'dribbling' or guiding the ball often places a slow runner on an equal footing with one much speedier of foot. "Speed," says Mr. Alcock, "is not an indispensable ingredient in the

formation of a 'good dribbler,' though, undoubtedly, fleetness of foot goes far to promote success; still, young players may be reminded that the race is not always to the swift, and that they are not to be discouraged by the superiority in speed of any companion or opponent. Skill in dribbling necessitates something more than a go-a-head, fearless, headlong onslaught on the enemy's citadel; it requires an eye quick at discovering a weak point, and 'nous' to calculate and decide the chances of a successful passage. One of the greatest eye-sores to a first-class player is the too prevalent habit of 'dribbling' the ball down the side of the ground, or skirting the bounds of the touch-line to the neglect of some more favourable route. Unless when absolutely necessary, as is often the case, a forward player ought always to avoid diverting the game from the centre of the ground, on which the success of the contest obviously depends.

"Charging is a point on which great misapprehension prevails with those who have not yet finished their term of apprenticeship at Football. Injudicious charging is one of the greatest errors in which a player can indulge, as nothing is more calculated to produce a heavy fall, and consequent twist, than this principle of wild, heedless attack. To charge well is a point of advantage which recommends itself to the weakest intellect, and to be an adept at charging requires something more than weight. Prudence demands that charging should be administered, like many other disagreeable potions, in moderation, and that all recklessness in this line should be severely reprehended. Except in cases of absolute necessity, I

would, if possible, always avoid a charge, as I have invariably found that the shaking that ensues often seriously interferes with your progress, and a more important advantage may often be gained by eluding and circumventing the obstacles which face you." In placing your eleven players, one man stands in front of the goal—the goal keeper. In front of him, one on either side, are the two backs; still farther in front, the two half-backs, and beyond them the six forwards—two in the centre and two at each wing. The game is started by a place-kick.

"As a rule," continues our authority, "a good field at Cricket will have the materials for a good goal-keeper. A back-player ought essentially to be a good kick, a fast runner, destitute of every vestige of 'funk,' and quick of action, as on the last-named recommendation frequently hangs the well-being of a goal. When contending against a weak opponent, or with a very strong wind, one of the half-backs may be pushed to the front, but under no circumstances whatever should the goal-keeper be allowed to leave the immediate neighbourhood of his post. The disadvantage of a strong wind will be consideraby lessened by strengthening the numbers placed on the windward side. Association Football, however, is of such a Protean nature that it is difficult to offer a prescription for all the different phrases of the game, which can only be gained by the crucial test of experience. The best teaching is the unwritten law of constant, careful practice."

The young player will acquire in the field itself the knowledge which will enable him to kick forward with

the toe, sideways with the side of the foot, or even backwards by a movement not to be described on paper. So much depends on knack and natural aptitude. Of all things, however, the tyro, if he would avoid an awkward fall, must beware of

A MISS KICK.

CHAPTER V.

THE RUGBY GAME.

A game! a game! oh, such a game!
Never was any like it.

In "Tom Brown's Schooldays," the one book by which Mr. Tom Hughes will be remembered—and to be so remembered is a life-long honour—there is a capital description of Rugby Football. The following spirited passage will delight old Rugbeians :—

"Tom followed East until they came to a gigantic gallows of two poles, eighteen feet high, some fourteen feet apart, with a cross-bar running from one to the other, at the height of ten feet, or thereabouts.

"'This is one of the goals,' said East; 'and you see the other across there, right opposite, under the doctor's wall. Well, the match is for the best of three goals; whichever side kicks two goals, wins; and it won't do, you see, just to kick the ball through these posts, it must go over the cross-bar; any height will do, so long as it's between the posts. You'll have to stay in goal to touch the ball when it rolls behind the posts, because, if the other side touch it, they have to try a goal. Then we fellows in quarters, we play just in front of the goal here, and have to run the ball, and kick it back, before the big fellows on the other side can follow it up. And in front of us all the big fellows play; and that's where the scrummages are, mostly!' Tom naturally inquires how the ball is

A SCRUMMAGE.

kept between the goals, adding, 'I can't see why it mightn't go right down to the chapel.' 'Why, that's out of play,' answered East. 'You see the gravel walk running all along this side of the playing-ground, and the line of elms opposite on the other? Well, they're the *bounds*. As soon as the ball gets past them it's *in touch*, and out of play; and then, whoever first touches it, has to kick it straight out amongst the players-up, who make two lines, with a space between them, every fellow going on his own side. Ain't there just fine scrummages then! And all those trees that you see there, which come into the play, that's a tremendous place, when the ball strays there, for you get thrown against the trees, and that's worse than any kick.'"

Then follows a detail of the game played with the kicking home of the ball, and the winning of the first goal :—

"Old Brooke, the captain, stands with the ball under his arm, motioning the school back. He will not kick it out till they are all in goal, behind the posts: they are all edging forward, inch by inch, to get nearer for the rush at Crab Jones, who stands there in front of Old Brooke, to catch the ball. If they can reach and destroy him before he catches, the danger is over: and with one and the same rush they will carry it right away to the school-house goal. Fond hope! It is kicked out and caught beautifully. Crab strikes his heel into the ground, to mark the spot where the ball was caught, beyond which the school line may not advance: but there they stand, five deep, ready to rush the moment the ball touches the ground. Take plenty of room! don't give the rush a chance

of reaching you! Place it true and steady! Trust Crab Jones—he has made a small hole with his heel for the ball to lie in, by which he is resting on one knee, with his eye on Old Brooke. 'Now!' Crab places the ball at the word, Old Brooke kicks, and it rises slowly and truly as the school rush forward. Then a moment's pause, while both sides look up at the spinning ball. There it flies, straight between the two posts, some feet above the cross-bar, an unquestioned goal; and a shout of real, genuine joy rings out from the goal-keepers under the doctor's wall. A goal in the first hour—such a thing hasn't been done in the School-house Match these five years!"

Another writer—I think in "All the Year Round"—discourses eloquently on the same theme:—

"The grand pastime in the winter months was Football, played morning, noon, and evening. By it the whole house stood or fell. Not played, either, on the effeminate principle of grass, which might do well enough for 'feather-bed boys.' No; our system was a vast, stony, hard, level ground behind the college, which offered a firm, satisfactory basis for a strong and long kick. No mean picking up and running away with the ball tolerated, but a fair stand-up battle. There were always matches going on, but there was a season — towards Shrovetide — when the national festivals of the game set in. These were known popularly as the Grand Matches, and were the glorious days to which all the rude strong-armed, strong-legged, muscular beings of the place looked forward with a positively painful longing. The 'sides' were picked and chosen weeks beforehand.

"The Grand Matches went on for three whole days. They were desperate conflicts. The masters—strong, athletic men—caught the prevailing fury and fought on different sides. On the morning of the encounter every one was arrayed in the worst and most ancient clothes the house could furnish, so as to feel no restraint from the fear of falls, or mud, or wet. By ten o'clock the two armies were drawn up in two lines, while in the centre, at about fifty feet from each line—measured with jealous nicety—was the Football, lying by itself. Bob Davis, the leader of the French, and Jacky Smith, the English captain—swift runners, and men whose giant strength of leg and daring was looked up to with fond admiration—stood buttoned up tight, each with a leg out and breathing hard, waiting for the signal. It was felt that the shock between the two would be tremendous, for there was a feeling of personal rivalry besides. A rusty old cannon, fired with great caution in the garden, was the signal, and the two lines set off at desperate speed, and with wildness met in the middle like knights at a tournament. Bob Davis got the first kick, and I fear there was on that day laid the foundation of an enmity between these two heroes.

"I have seen a warrior levelled flat by a splendid 'shot,' which came low and 'stinging,' and took him on the side of the head with a loud report. Frantic cries greeted this exploit, and the battle raged afresh, his partisans striving to avenge his fall. The most exciting moment was when one party—say the French—finding the day going against them, came with an organised rush and charge, artfully contriving what

was called 'a squash.' This was the Forlorn Hope of the game, and it often succeeded. The struggle was made to begin near the enemy's gates, the ball was craftily held firm between the feet of a strong French giant. His friends gathered about him, packing themselves as close as they could, and thus a sort of 'heart' being formed, everybody came rushing up, and, laying their shoulders and back against the heap, tried desperately to push the whole mass, ball and all, through. But the other side would know their danger; they would rush in also, striving to break it up, and set the ball free. The enormous mass heaved to and fro, and cracked and groaned, now eddying forward, now lurching backward, until at last it was carried through, or else the attack was routed. Sometimes there were desperate disputes; the ball had been on the verge of going through, on the nice indistinct line, and had been driven back. Then came a Babel of frantic cries. Grimed captains, with perspiration running down the faces and percolating the comic stains on the corners of the mouths, and 'bunged-up' eyes, frantically and savagely debated the point. Then Bob Davis and Jacky Smith, each more grotesque for his scars, came rushing up, and interchanged angry words. These warriors all but proposed settling the matter there and then, according to the usage common among gentlemen, had not a master (a grotesque peacemaker himself, with a swelled mouth and battered helmet) promptly interfered and parted them. Then, when the clock struck the last hour, what shouting and proclamation of victory! Not the least unpleasing part was the ceremony that took place at dinner; when, at

second course, to the modest soldiers who had distinguished themselves in battle was publicly distributed an extra pancake in reward of their efforts. Neither medal, nor even pecuniary recompence, could have been half so welcome!"

Let us now, however, go to the—

PRACTICAL METHOD OF PLAY;

always remembering that, though many differences exist between the game as played according to the Association rules and those in vogue in the great public schools, the principles and practice of Football are in the main identical—the defence of the goal, and the kicking the ball through the opposite one.

It has been already stated that the Rugby game is played with fifteen or twenty combatants on either side. Of late, in the great matches, fifteens have taken part, and the result has been a marked improvement in the forward play. At schools it is usual to play with twenties, there being generally numerous candidates for the game. Presuming, however, that fifteen players are engaged on each side, we will proceed to describe the game. The first thing is to carefully mark out the ground, which should measure 120 yards or thereabouts in length from goal to goal, and 60 in breadth. A good space should always be left behind the goal to allow for a run-in. A line is cut in or marked on the turf, level with each goal to the extremities of the playing-ground; and another is made at each side of the ground. This second line is named *the line of touch*, and the ball is out of play on passing over it. Behind the first-named line is *in goal*. We have already

said that the goal-posts are placed 18ft. 6in. apart, and that the cross-bar should be ten feet from the ground. It is usual to put up a flag-post at each juncture of the goal and touch lines, and other flag-posts may conveniently be placed along the line of play, to show distinctly the limits of the ground to both players and lookers-on. It is best for each captain to put his men into something like the following positions :—Ten men are called the "forwards;" these form the scrummages, and have always to keep as close up to the ball as possible. Within a few yards of the forwards are put two men, who are called "half-backs;" still farther back a player who is called "three-quarter back;" and last of all, about twenty yards or more from the "half-backs," come the two "backs." The "half-backs" should be fast runners, and able to dodge well, as they will frequently have a difficult task to get the ball away from among the "forwards." Upon the efficiency of the "backs" the safety of a side will very often depend, as there is nothing between them and the goal-line. They should be not only fast runners, but should also excel at tackling and drop-kicking. The "three-quarter back" should also be selected for his pace and power of drop-kicking. The captain who wins the toss may choose his goal or may elect to kick off. From the centre of the ground the ball is kicked off, having been placed on a small spot made with the foot. No one of the opposite side is allowed to be within ten yards of the ball at the time of the kick off. The ball having been kicked into the air will probably be returned by a drop kick from one of the "backs." Very soon one of the

players will be tackled and brought to the ground with the ball. When the player who held the ball has touched the ground with it, one of the scrummages which form so important a feature of the Rugby game will occur. The forwards close up, and fall in shoulder to shoulder. While in the scrummage the ball must not be touched with the hands. Often, for some minutes, the play will go on without variation, each side striving with all their force to push their opponents back. Probably when the ball does come from the scrummage it will be picked up by a "half-back," who will of course endeavour to get it away towards the opposing side's goal. He may possibly succeed, but if tackled, as is more likely, then will follow another scrummage. In this way, without any advantage being gained by either team, a game between well-matched fifteens frequently goes on for half an hour.

It will not be necessary or desirable to follow an imaginary game from start to finish. A better plan will be to describe briefly the course of action taken at various incidents of a contest. When one side has, in self-defence, to touch down,—that is, touch the ball down on the ground behind their own line—one of the players can take it out a distance of twenty-five yards, and make a drop kick. Should the ball from this kick go into touch, it must be returned to the player and the kick made over again. Should a player succeed in touching the ball down behind his opponent's line, his side will secure a try at goal. From the spot where the ball was touched down one of the players brings it up straight to the goal line. Making a mark here, he goes out with it, at right

angles to the goal line, and selects a convenient spot from which another player essays the place kick. The first player holds the ball just above the ground, putting it down when he receives a sign from the kicker. Immediately the ball is on the ground the opposing side are permitted to attack, and may defend their position in any way, either by interfering with the player who kicked the ball, if there be time, or by intercepting the ball in its passage. If the ball touch any player of either side before passing over the cross-bar, no goal can be secured (see Rule 5). Should the touch down have taken place between the goal-posts, a goal from the place kicked is almost a certainty. Supposing a goal to have been kicked, the side which lost it have to kick off from the centre of the ground, as at the beginning of a match. If, however, the kick at goal should have failed, the players who are on the defensive may, if they can, take the ball out into play at once. In nearly all cases, however, the position of the game compels them to touch down in self-defence. It is optional when a try has been obtained, to make it in the ordinary way by a place kick, or by a *punt out*, for a description of which see Rules 29 and 49. If the ball on coming out of a scrummage is touched down over the *touch line*, it can be thrown in, the forwards waiting for it in parallel lines; or the player can bump it on the ground and run with it or kick it; or he can walk with it a distance of from five to fifteen yards, and put it on the ground. For a distinct understanding of what is called a *maul in goal*, nothing is better than a careful reading of Rules 19 and 20. Again, the rules as to "off side"

(Nos. 22, 24, and 25) speak perfectly well for themselves. Their infringement spoils the game. Drop-kicking—that is, letting the ball fall from the hands and kicking it the moment it rises—is not practised so much as it might be with advantage to the game. Still, since the great matches have been played with fifteens instead of twenties, it has been on the increase. A player having made a fair catch—that is, caught the ball direct from a kick, or a *throw forward*, or a *knock on*, or from a *punt out* or a *punt on* (Rules 29 and 30)—has the option of taking a drop kick, or a punt, or may place the ball for a place kick.

LAWS OF THE RUGBY GAME.

(*Rugby Union.*)

In the following rules the technical terms are explained.

1. A *Drop Kick* or *Drop* is made by letting the ball fall from the hands, and kicking it the *very instant* it rises.

2. A *Place Kick* or *Place* is made by kicking the ball after it has been placed in a nick made in the ground for the purpose of keeping it at rest.

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

4. Each *Goal* shall be composed of two upright posts, exceeding 11ft. in height from the ground, and placed 18ft. 6in. apart, with a cross-bar 10ft. from the ground.

5. A *Goal* can only be obtained by kicking the ball from the field of play direct (*i.e.*, without touching the ground, or the dress or any person of player of either side, over the cross-bar of the opponents' goal, whether it touch such cross-bar or the posts, or not; but if the ball goes directly over either of the goal-posts it is called a *poster*, and is not a goal. A goal may be obtained by any kind of kick except a *punt*.

6. A *try* is gained when a player touches the ball down in his opponents' goal.

7. A match shall be decided by a majority of goals only; but if the number of goals be equal, or if no goal be kicked, by a majority of tries. If no goal be kicked, or try obtained, the match shall be drawn. When a goal is kicked from a try, the goal only is scored.

8. The ball is *dead* when it rests absolutely motionless on the ground.

9. A *Touch Down* is when a player, putting his hand upon the ball on the ground in touch or in goal, stops it so that it remains dead, or fairly so.

10. A *Tackle* is when the holder of the ball is held by one or more players of the opposite side.

11. A *Scrummage* takes place when the holder of the ball, being in the field of play, puts it down on the ground in front of him, and all who have closed round on their respective sides endeavour to push their opponents back, and, by kicking the ball, to drive it in the direction of the opposite goal line.

12. A player may *take up* the ball whenever it is rolling or bounding, except in a scrummage.

13. It is not lawful to take up the ball when dead (except in order to bring it out after it has been touched down in touch or in goal) for any purpose whatever. Whenever the ball shall have been so unlawfully taken up, it shall at once be brought back to where it was so taken up, and there put down.

14. In a scrummage it is not lawful to touch the ball with the hand under any circumstances whatever.

15. It is lawful for any player who has the ball to run with it; and if he does so, it is called a *run*. If a player run with the ball until he get behind his opponents' goal line, and there touch it down, it is called a *run in*.

16. It is lawful to *run in* anywhere across the goal line.

17. The goal line is in goal, and the touch line is in touch.

18. In the event of any player holding or running

with the ball being tackled and the ball fairly held, he must at once cry *down*, and immediately put it down.

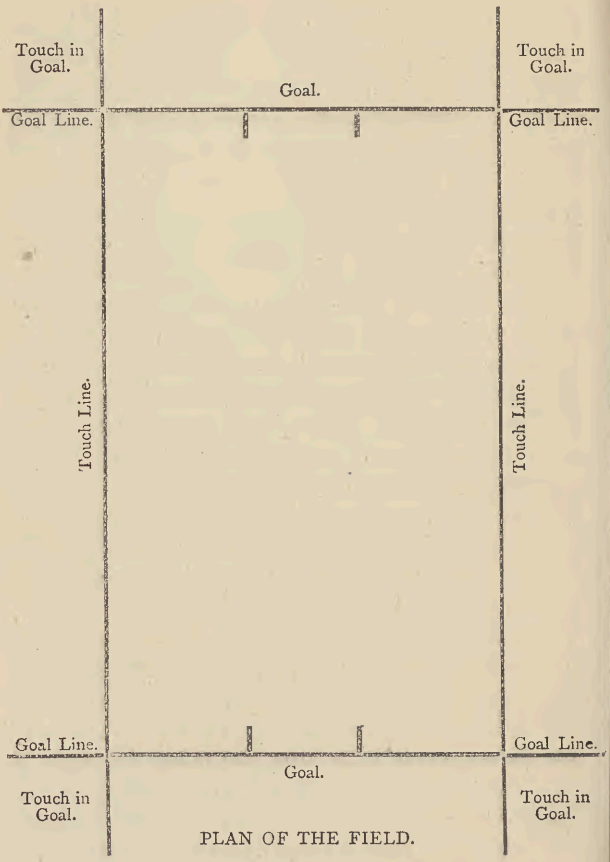
19. *A Maul in Goal* is when the holder of the ball is tackled inside goal line, or being tackled immediately outside, is carried or pushed across it, and he or the opposite side, or both, endeavour to touch the ball down. In all cases the ball, when so touched down, shall belong to the players of the side who first had possession of it before the maul commenced, unless the opposite side have gained entire possession of it.

20. In case of a *maul in goal*, those players only who are touching the ball with their hands when it crosses the goal line may continue in the maul in goal; and when a player has once released his hold of the ball after it is inside the goal line, he may not again join in the maul, and if he attempt to do so he may be dragged out by the opposite side.

But if a player when *running in* is tackled inside the goal line, then only the player who first tackled him, or if two or more tackle him *simultaneously*, they only may join in the maul.

21. *Touch in Goal* (see plan). Immediately the ball, whether in the hands of a player or not, goes into touch in goal, it is at once *dead* and out of the game, and must be brought out, as provided by Rules 41 and 42.

22. Every player is ON SIDE, but is put OFF SIDE if he enter a scrummage from his opponents' side, or being in a scrummage, get in front of the ball, or when the ball has been kicked, touched, or is being run with by any of his own side behind him (*i.e.*, between himself and his own goal-line). No player can be off side in his own goal.



PLAN OF THE FIELD.

The Goal and Touch Lines may be marked in chalk, but at Rugby and in great matches they are cut out of the turf. The respective dimensions of the Field are not exact in this diagram. For limits of Field see rules.

23. Every player when *off side* is out of the game, and shall not touch the ball in any case whatever, either in or out of touch or goal, or in any way interrupt or obstruct any player, until he is again *on side*.

24. A player being *off side* is put *on side* when the ball has been run five yards with, or kicked by, or has touched the dress or person of any player of the opposite side, or when one of his own side has run in front of him either with the ball or having kicked it when behind him.

25. When a player has the ball, none of his opponents who at the time are *off side* may commence or attempt to run, tackle, or otherwise interrupt such player until he has run five yards.

26. *Throwing back.* It is lawful for any player who has the ball to throw it back towards his own goal, or to pass it back to any player of his own side who is at the time behind him, in accordance with the rules of *on side*.

27. *Knocking on, i.e.*, deliberately hitting the ball with the hand, and *Throwing forward, i.e.*, throwing the ball in the direction of the opponents' goal-line, are not lawful. If the ball be either *knocked on* or *thrown forward*, the captain of the opposite side may (unless a fair catch has been made as provided by the next rule), require to have it brought back to the spot where it was so *knocked* or *thrown on*, and there put down.

28. *A Fair Catch* is a catch made direct from a kick or a *throw forward*, or a *knock on* by one of the opposite side, or from a *punt out* or a *punt on* (see Rules 29 and 30), provided the catcher makes a mark with his heel

at the spot where he has made the catch, and no other of his own side touch the ball. (See Rules 43 and 44.)

29. *A punt out* is a *punt* made after a touch-down, by a player from behind his opponents' goal-line, towards his own side, who must stand *outside* the goal-line and endeavour to make a fair catch, or to get the ball and *run in* or *drop* a goal. (See Rules 49 and 51.)

30. *A punt on* is a *punt* made in a manner similar to a *punt out*, and from touch, if necessary, by a player who has made a fair catch from a *punt out*, or another *punt on*.

31. *Touch* (see plan). If the ball go into *touch*, the first player on his side who touches it down must bring it to the spot where it crossed the touch-line; or if a player when running with the ball cross or put any part of either foot across the touch-line, he must return with the ball to the spot where the line was so crossed; and thence return it into the field of play in one of the modes provided by the following rule. In cases where boundaries beyond the touch-lines are used, the ball on going over, or touching either boundary, shall belong to the side opposite to that of the player who kicked the ball over or against such boundary.

32. He must then himself or by one of his own side, either (i.) bound the ball in the field of play, and then run with it, kick it, or throw it back to his own side; or, (ii.) throw it out at right angles to the touch-line; or, (iii.) walk out with it at right angles to the touch-line, any distance not less than *five* or more than *fifteen* yards, and there put it down, first declaring how far he intends to walk out.

33. If two or more players holding the ball are

pushed into *touch*, the ball shall belong *in touch* to the player who first had hold of it in the field of play, and has not released his hold of it.

34. If the ball when thrown out of *touch* be not thrown out at right angles to the touch-line, the captain of either side may claim to have it thrown out again.

35. A catch made when the ball is thrown out of touch is not a *fair catch*.

36. *Kick off* is a place kick from the centre of the field of play, and cannot count as a goal. The opposite side must stand at least *ten yards* in front of the ball until it has been kicked. If the ball pitch in touch it shall be brought back and kicked off again.

37. The ball shall be *kicked off* (i.) at the commencement of the game, (ii.) after a goal has been obtained, (iii.) after change of goals at half-time.

38. Each side shall play from either goal for an equal time.

39. The captains of the respective sides shall toss up before commencement of the match; the winner shall have the option of choice of goals, or the kick-off.

40. Whenever a goal shall have been obtained, the side which has lost the goal shall then kick off. When goals have been changed at half-time, the side which did not kick off at the commencement of the game shall then kick off.

41. *Kick-out* is a drop kick by one of the players of the side which has had to touch the ball down in their own goal, or into whose touch in goal the ball has gone (Rule 21), and is the mode of bringing the ball again into play, and cannot count as a goal.

42. *Kick-out* must be a *drop kick*, and from not more

than twenty-five yards outside the kicker's goal-line. If the ball when kicked out pitch in touch, it must be taken back and kicked out again. The kicker's side must be behind the ball when kicked out.

43. A player who has made and claimed a *fair catch* shall thereupon either take a *drop kick*, or a *punt*, or *place* the ball for a place kick.

44. After a *fair catch* has been made, the opposite side may come up to the catcher's mark, and (except in cases under Rule 50), the catcher's side retiring, the ball shall be kicked from such mark, or from a spot any distance behind it.

45. A player may touch the ball down in his own goal at any time.

46. A side having touched the ball down in their opponents' goal shall *try at goal* either by a *place kick* or a *punt out.*

47. If a *try at goal* be made by a *place kick*, a player of the side which has touched the ball down shall bring it up to the goal-line (subject to Rule 48), in a straight line from and opposite to the spot where the ball was touched down, and there make a mark on the goal-line, and thence walk straight out with it at right angles to the goal-line such distance as he thinks proper, and there place it for another of his side to kick. The kicker's side must be behind the ball when it is kicked, and the opposite side must remain behind their goal-line until the ball has been placed on the ground. (See Rules 54 and 55.)

48. If the ball has been touched down between the goal-posts, it must be brought out in a straight line from either of such posts.

49. If the *try at goal* be made by a *punt out* (see Rule 29), a player of the side which has touched the ball down shall bring it straight up to the goal-line opposite to the spot where it was touched down, and there make a mark on the goal-line, and then *punt out*. The opposite side must keep behind the goal-line until the ball has been kicked. (See Rules 54 and 55.)

50. If a *fair catch* be made from a *punt out* or a *punt on*, the catcher may either proceed as provided by Rules 43 and 44, or himself take a *punt on*, in which case the mark made on making the fair catch shall be regarded (for the purpose of determining as well the position of the player who makes the *punt on* as of the other players of both sides), as the mark made on the goal-line in the case of a *punt out*.

51. A catch made in touch from a *punt out* or a *punt on* is not a fair catch; the ball must then be taken or thrown out of touch, as provided by Rule 32; but if the catch be made in touch in goal, the ball is at once dead, and must be *kicked out*, as provided by Rules 41 and 42.

52. When the ball has been touched down in the opponents' goal, none of the side in whose goal it has been so touched down shall touch it, or in any way displace it, or interfere with the player of the other side who may be taking it up or out.

53. The ball is *dead* whenever a goal has been obtained; but if a *try at goal* be not successful, the kick shall be considered as only an ordinary kick in the course of the game.

54. *Charging*, *i.e.*, rushing forward to kick the ball or tackle a player, is lawful for the opposite side, in

case the player who is bringing the ball out after a try at goal has been obtained (see Rules 47 and 48) shall fail to make a mark on the goal-line, in all cases of a *place kick* after a *fair catch* or upon a *try at goal*, immediately the ball touches or is placed on the ground; and in cases of a *drop kick* or *punt* after a *fair catch*, as soon as the player having the ball commences to run or offers to kick, or the ball has touched the ground; but he may always draw back, and unless he has dropped the ball or actually touched it with his foot, they must again retire to his mark (see Rule 56). The opposite side, in the case of a *punt out* or a *punt on*, and the kicker's side in *all* cases, may not *charge* until the ball has been kicked.

55. If a player having the ball, when about to *punt it out*, go outside the goal-line, or when about to *punt on* advance nearer to his own goal-line than his mark, made on making the fair catch, or if, after the ball has been touched down in the opponents' goal or a fair catch has been made, more than one player of the side which has so touched it down or made the fair catch touch the ball before it is again kicked, the opposite side may *charge* at once.

56. In cases of a *fair catch*, the opposite side may come up to and *charge* from anywhere on or behind a line drawn through the mark made by the player who has made the catch, and parallel to their own goal-line; but in the case of a *fair catch* from a *punt out* or a *punt on*, they may not advance further in the direction of the touch line nearest to such mark than a line drawn through such mark to their goal-line, and parallel to such touch line. In all cases (except a

punt out and a *punt on*) the kicker's side must be behind the ball when it is kicked, but may not *charge* until it has been kicked.

57. No *hacking*, or *hacking over*, or tripping up shall be allowed, under any circumstances.

58. No one wearing projecting nails, iron plates, or gutta-percha on any part of his boots or shoes shall be allowed to play in a match.

59. Unless umpires be appointed, the captains of the respective sides shall be the sole arbiters of all disputes, and their decision shall be final. If the captain of either side challenge the construction placed upon any rules, he shall have the right of appeal to the Rugby Union Committee.

60. Neither half-time nor no side shall be called until the ball is fairly held or goes out out of play; and in the case of a try or fair catch the kick at goal shall be allowed.

Independent of the Laws, there are a few first principles which are of vital importance:—To maintain the game as at the commencement—that is, each side keeping behind the ball as much as possible. To effect this, there must be a good "out of play," or "off-side" rule; rules to prevent shinning, unfair hand-play, and tripping up; rules respecting bounds and goals. That there is a certain amount of danger in the game is not to be denied. We should remember the dictum of King James I.—"From this court I debarre all rough and violent exercises as the foot-ball, meeter for lameing than making able the users thereof."

SOME HINTS ON THE RUGBY GAME.

To become a good player at the Rugby game is a matter of no slight difficulty. In the first place, it takes some time to become thoroughly well acquainted with the Rules, and this knowledge must be supplemented by an abundance of pluck and resolution. The game is not anything like so rough and violent as in the old days of "hacking," but even now it has a strong element of danger, as most people who have seen a close fight between two well-matched hospital fifteens will be inclined to admit.

The golden rule at the Rugby, as well as at the Association game, is to play unselfishly, thinking very much of the welfare of the side and comparatively little of individual distinction. Forwards should always endeavour to be "on the ball." The scrummages often degenerate into mere "shoving matches," the ball being unheeded while the men are pushing one against the other. A forward player's value to his side is greatly increased if he can bring into use one of the chief attributes of the rival game, "dribbling." By this means he can often get the ball well away, and by passing it on to his companions entirely alter the appearance of the game.

Forwards should always be careful, when the ball has left the scrummage, to free themselves promptly, so as to be prepared for any sudden change in the struggle. In a scrummage, always play with the greatest determination, pressing closely on the man in front of you, so that if it comes to a question of mere force, your whole weight and strength may be employed.

One indifferent or languid player out of ten will make a serious difference in the scrummages. Another good rule is, when the ball has been thrown in from touch, to always stand up to one particular opponent, so that no one of the opposition shall have a better chance of getting away with the ball than the others. In the previous chapter on the Rugby game we have stated the positions for "backs," "three-quarter back," and "half-backs." The "backs" generally have less chance of distinguishing themselves than "half-backs," except at the public schools, where the grounds are of greater extent. Nevertheless, they are of even more importance to the side, seeing that there are no players behind them, and that whatever mistakes they make cannot be rectified. They should possess a thorough knowledge of the game, be able to tackle well, run well, and, above all, be powerful and accurate in their drop-kicking with either foot. When in their own half of the ground, the "backs" should always work the ball to the sides, so as to make their opponents' attacks less serious; but in the opposite half of the play they must pursue an entirely different course, for it is manifestly the best plan to direct the ball straight towards your opponents' goal. The "half-backs" need to be the most vigilant and agile players on the side. Stationed one on either side of the scrummage, they must always be ready to get the ball when it comes out from among the forwards. But this is only one part of their duty. They must be good and certain tacklers, for they continually have to bear the brunt of desperate attacks. They should be clever at "dodging," for by this means they may evade

opponents whom they could not beat for speed. They should not stand too near the scrummage, or they will spoil their sight of the game. The "three-quarter back" is selected for much the same qualities as the "backs." He should be an especially good drop-kick and have plenty of pace. We cannot better conclude these few hints on the Rugby game than by quoting the following excellent advice from the pen of Mr. A. G. Guillemard, a high authority.

"Let forwards play thoroughly unselfishly, striving not for individual glory, but for the success of their side; let them think less of their hands and more of their feet, and learn what to do with the ball after getting it through a scrummage, not kicking it hard to one of the backs, but keeping it between their feet and dribbling it on with a well-concerted rush, each backing up the other. Let half-backs think less of running in and more of dropping at goal. Let backs remember their responsibility, never risking the sacrifice of safety for effect. And, finally, let place-kicking be more generally practised instead of being left to chance, and not only will more matches be decided, but there will be considerable improvement in Rugby Football."

CHAPTER VI.

THE SHEFFIELD ASSOCIATION.

In simple practice all the secret lies;
Be quick and careful, courteous, brave, and wise!
Vain show and noise intoxicate the brain—
Begin with boastfulness and end with pain.
Affect not idle kicks for empty praise—
Than which no play the tyro more betrays.
The player's glory, though it shine unknown,
Will sure obtain one meed of praise—his own!
—YOUNG, *Love of Fame*.

AT Sheffield, Football is exceedingly popular, and more than thirty clubs own allegiance to its Association. The rules of the game are similar in most respects to those of the Football Association, but a couple of distinct differences prevented any amalgamation between the two bodies till 1878. Instead of the ball, when it goes into touch, being thrown straight back into play, as under the Football Association rules, the Sheffield rules provided that it might be kicked back in any direction. The "off-side" rule was far less stringent. A player was only "off-side" when, without having followed up the ball, he got between his opponents' goal and goal-keeper. The Sheffield Association is open to all public clubs of two years' standing, at a subscription of 10s. 6d. per annum for each club. Its officers consist of a president, two

vice-presidents, treasurer, secretary, and a committee. All clubs belonging to the Association were bound to play under the following

RULES.

1. The maximum length of the ground shall be 200 yards, and the maximum breadth 100 yards. The length and breadth shall be marked off with flags, and the goals shall be upright posts eight yards apart, with a bar across them, eight feet from the ground.

2. The winners of the toss shall have the choice of goals. The game shall be commenced by a place-kick from the centre of the ground, by the side losing the toss; the other side shall not approach within ten yards of the ball until it is kicked off, nor shall any player on either side pass the centre of the ground in the direction of his opponents' goal until the ball is kicked.

3. Ends shall only be changed at half-time. After a goal is won, the losing side shall kick-off, but after the change of ends at half-time, the ball shall be kicked-off by the opposite side from that which originally did so, and always as provided in Law 2.

4. A goal shall be won when the ball passes between the goal-posts, under the bar, not being thrown, knocked on, or carried.

5. When the ball is in touch, a player of the opposite side to that which kicked it out shall kick it in from where it went out, and no player be allowed within six yards of the ball until kicked. The player who thus kicks the ball shall not kick it again until it has been kicked by another player.

6. Any player between an opponent's goal and goal-keeper (unless he has followed the ball there) is off-side and out of play. The goal-keeper is that player on the defending side who, for the time being, is nearest to his own goal.

7. When the ball is kicked over the bar of the goal, it must be kicked off by the side behind whose goal it went, within six yards from the limit of their goal. The side who thus kick the ball are entitled to a fair kick-off in whatever way they please, the opposite side not being allowed to approach within six yards of the ball. When the ball is kicked behind the goal-line, a player of the opposite side to that which kicked it out shall kick it in from the nearest corner flag. No player to be allowed within six yards of the ball until it is kicked.

8. No player, except the goal-keeper, shall stop the ball with his hand or arm extended from the body. The side breaking this rule forfeits a free kick to the opposite side, and the offending side shall not approach within six yards of the kicker; but nothing in this rule shall extend to drive them to stand behind their goal-line. The goal-keeper may be changed during the game, but not more than one player shall act as goal-keeper at the same time; and no second player shall step in and act during any period in which the regular goal-keeper may have vacated his position.

9. No goal shall be obtained by a free kick.

10. Neither tripping nor hacking shall be allowed, and no player shall use his hands to hold or push his adversary, nor charge him from behind. Any player so offending shall forfeit a free kick to the opposite side.

11. No player shall wear spikes, projecting nails, or iron plates on the soles or heels of his boots. Any player so offending shall be considered out of play so long as the infringement continues, and no other player shall take his place.

12. An umpire shall be appointed by each side, at the commencement of the game, to enforce the preceding rules, whose decision on all points during the game shall be final. And they shall be the sole judges of fair and unfair play, and have power to give a penalty for foul play of any kind. Each umpire to be referee in that half of the field nearest the goal defended by the party nominating him, and to be supplied with a small flag, or other conspicuous article, with which he may draw attention, the ball always being considered in play until he has given his decision.

Since the above was written, the Sheffield Association and the Football Association have come into complete harmony, concessions having been made on either side. The Football Association has accepted a modification as to the throw-in from touch, to which alteration reference has already been made; and the Sheffield players have adopted the Association rule as to off-side. The above description of the game has, however, been retained, that the difference between the old and the new Sheffield styles may be clearly understood.

CHAPTER VII.

PUBLIC SCHOOL PLAY.

Then for a scrimmage, and applauses loud,
The separate forces on each other crowd!
Till, haply, too hard pressed with friendly blows,
One tumbles prone, a football to his foes!
He rises quick, the bully back to pay—
With sudden rush his side has gained the day.

DRYDEN.

TILL within the last few years Football was played in a variety of ways; and even at the present day each of the great public schools has its own special method and set of rules. The *Rugby Game* is sufficiently described in the foregoing pages, though in some few particulars the Rugby school play differs from that of the Rugby Union.

The Eton Games are two in two number—*in the Field* and *at the Wall*. In the first, twenty-two players are engaged, and the ball may neither be thrown, caught, nor carried. The goal consists of two poles seven feet high, and eleven feet apart, between which the ball must be kicked. The game is commenced by what is called a "bully," which term implies the standing of the players on two opposite lines, between which the ball is placed. With heads inclined forward, and shoulders well together, each side supporting the bully, the game commences by one of the "corners"

putting the ball at one of the players. The object then is to break the opposing line, and kick the ball into the open. A "sneak"—that is, a ball taken by a player with fewer than three opponents in front—is not allowed to count. When the ball is kicked beyond the side boundaries, a "bully" is again formed at the spot where the ball stops. A prominent feature of the Field Game at Eton is the "rouge," which is gained by the player who first touches the ball after it has passed the goal-post lines, and been bullied. When a "rouge" is obtained, the ball is placed a yard in front of the centre of the goal-posts; and round it the players collect, and wait the kick given by him who obtained the "rouge." In the struggle that follows, the attackers endeavour to force the ball through the goal; but no player is allowed to kick the ball behind his own goal-line, under penalty of a "rouge." Meanwhile, the other side endeavour to force the ball again into the open. The side obtaining the greatest number of rouges wins; but a goal, of course, is superior to any number of rouges.

The Game at the Wall belongs only to Eton, and is of considerable antiquity. Along the side of the playing-fields, to the distance of more than a hundred yards, runs a wall about ten feet high, which is met at the school end by another wall about twenty yards long. A series of "bullies" are formed thus: Three players on each side "form down"—that is, stoop all together close to the wall—and endeavour either to take the ball through along the wall, or to pass it to the outside players. Two "seconds" are appointed to prevent the three from falling away from the wall,

and these five are together known as the bully. Beyond, on the same line, are three outsides, respectively called third, fourth, and line. Their duty is to run round and charge the opposite outsides if the ball goes through, and so prevent the others kicking it into the open. These and other minor points are peculiar to the "game at the Wall," which to a spectator seems a mere rough-and-nimble sort of struggle. Its roughness is admitted by the fact that the stooping players, technically known as "the Wall," are obliged to wear a sort of sack to prevent injury from contact with the bricks and mortar of the real wall. It is said, however, to be a really good game, capable of showing much *finesse* and judgment on the part of the players; and of its popularity at Eton there can be no doubt. Each House has its own game and players, and the games generally last an hour: from half-past twelve to half-past one; and from half-past three to half-past four. The peculiarities of Eton Football are that the ball is smaller; that the goals are narrower; that the feet only are allowed to be used in propelling the ball; that ends are changed at half-time; and that when the ball goes out a new "bully" is formed, the ball being again placed between the lines of forward players. Two challenge cups are played for periodically, by the Best House Eleven, and by the Best Lower House Eleven. In the latter the younger scholars engage; and it is according to their progress that they are judged capable of taking part in the great matches.

THE HARROW GAME is simple Football, without rouges, hacking, shinning, mauling, bullies, or the

other rough play which belongs to the Rugby School game, described in "Tom Brown's Schooldays." Players are allowed to kick and catch the ball, and the catcher is allowed one fair kick, a peculiarity which distinguishes Harrow Football. The ground is limited to a hundred and fifty yards in length by a hundred in breadth, the limits being marked by flags; and the goals—here called bases—consist of poles twelve feet apart, between which, either over or under the bar, the ball must be kicked to win a goal.

THE WINCHESTER GAME is played in a field about eighty yards in length by twenty-eight in breadth, the limits of which are defined by rows of netting, inside which ropes are stretched. The game is begun by a "bot," which is similar to the Eton "bully," and its peculiarity consists in the fact that a player catching the ball is allowed a *run of three yards and a kick*. His opponents may, however, follow him, and endeavour to wrest the ball from his grasp. If he can keep it he may run on, so long as his opponents follow him; but directly they stop he must stop; when, taking his allowance of three yards, he drops the ball and *kicks at it while falling*. Tripping-up is allowed, but not holding on to the ropes. A goal is saved when the opposing player touches the ball as it passes, and then leaping up, comes down with one foot beyond the goal-lines. The goal consists of the whole width of the ground, and a "bot" takes place every time the ball is kicked over the netting. At Winchester Football is played daily, and at certain times matches are played School against School, Sides of Chapel against Halves of the Alphabet, Six against Six, Col-

legers against Commoners, all of which are regarded with great interest. Three times in the year, however, the whole school play Football matches — namely, against the Oxford Wykehamists, the Cambridge Wykehamists, and the London Wykehamists; that is, present Winchester scholars play those who have gone up from the college to either of the Universities, or who reside in London.

THE SHREWSBURY GAME differs little from that at Winchester. No tripping or hacking is allowed; but a "hoist"— that is, the throwing the ball up when caught and kicking it before it reaches the ground—is a great feature of the game. Except in catching, the players must not touch the ball with their hands. When the ball passes beyond the boundary lines of the ground, a "scrimmage," similar to the Eton "bully," and the Winchester "bot," takes place. The length and breadth of the ground is left to the discretion of the players. The goals consist of posts ten yards apart; and a goal is won when the ball passes between the goal posts without touching them, and without being thrown, knocked on, or carried. Ends are changed after a goal is won; or if a goal is not won, half-time. A game is won by the side which kicks the greatest number of goals within the time allotted.

THE CHELTENHAM GAME, except in some few details, resembles that played at Shrewsbury. A free drop kick at goal is allowed for a catch direct from the foot of the oppposite players. Umpires and referees are appointed to see that the laws are properly observed, and every time a ball touches the ground in their own goal it is reckoned as one rouge. Nine

rouges count for a goal. Hacking is not allowed, except the runner is holding the ball; nor is it fair to run in through touch or through the goal-posts. A ball must be place-kicked, not dropped, and charging is fair in case of a place-kick as soon as the ball has touched the ground. It is fair to run in off any bound of a kick, hit, or throw; the ball must not be touched by the hands in a scrimmage, and no off-side play is legal. A goal is won when the ball goes over the cross-bar; and the side scoring the greatest number of goals or rouges wins the match.

The Marlborough Game differs little from Public-school Football generally. Charging is lawful immediately the ball touches, or is placed, on the ground. It is a goal only when the ball is kicked *over* the cross-bar without touching any of the players on either side. Four goals win a match; four touch-downs count as one goal; but when a goal has been kicked off a touch-down the goal alone counts. It is lawful to hold any player who has the ball. In a "squash," which answers to the scrummage of the Rugby Game, it is not lawful to touch the ball with the hand or arm, but a player may take up a ball whenever it is rolling or bounding. After a goal has been kicked, the side which has lost the goal shall kick off. The kick-off at the beginning of the game must be a place-kick. When a back player catches the ball, either full or on the bound, he is allowed five yards before the opposite side move to charge him. The ball is "out," or "in touch," when it is on, or has crossed, the boundary lines on either side; and "behind" when it has crossed those on a level with the two goals

at either end of the ground. No "game" can be called until the ball is "dead;" that is, "in touch," or "out behind," or when "no game" is called. The Marlborough scholars play what is called the Big game and the Little game; the latter is the ordinary daily amusement; the former the match games, in which captains, umpires, and a referee are appointed.

THE UPPINGHAM GAME is much like the preceding. No player may run with the ball in or through touch; no player can be held unless he himself is holding the ball; no charging is allowed; and no ball is to be struck, thrown by the hand, or lifted from the ground; nor can a ball be kicked when in the air. Stopping is allowed; but kicking, except directly at the ball, is illegal.

Here, then, we have the principal modes in which Football is played. As I have already said, so many are the ways of playing, and so numerous are the minute differences between the rules observed in one district and those followed in another, that the Football Association was formed for the codification and simplifying of the laws of the game. Various meetings of representatives of Football Clubs all over the kingdom were held, and a sort of parliament formed to frame rules and settle disputes. Hence the Football Association and the Rugby Union.

CHAPTER VII.

DRESS; THE IMPLEMENTS, ETC.; CONCLUSION.

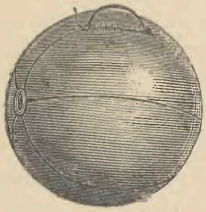
> In kicks and catches gains an equal prize,
> Nor meanly fears to fall, nor creeps to rise;
> Bids happier luck to Harrow be restored,
> And Football more victorious than the sword:
> Say, shall the town-bred champion rashly dare
> To wage with force like this scholastic war?
>
> WARTON'S *Triumph of Isis.*

IN the matter of *dress*, Football is one of the simplest of games. It is almost the universal custom to wear knickerbockers; and while Rugby players adopt tight-fitting jerseys, to render collaring as difficult as possible, Association players are content with ordinary shirts or flannels, light jackets or loose guernseys. Thick laced-up boots are generally used; and, considering what sort of weather we have to put up with during the Football season, they may be considered almost indispensable. They should always be kept greased, to prevent them contracting and getting out of shape in the process of drying.

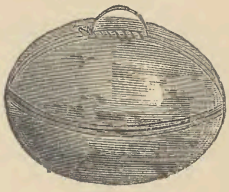
On dry days, those players who depend on their speed for success will perhaps find it best to wear comparatively light shoes. Those used in Cricket, but without spikes, will serve very well for Football, as they are both strong and light. Caps are sometimes dispensed with at Football, though in wet weather

some sort of head-covering is certainly necessary. In public school games and public matches the sides are distinguished by some special colour, scarves, or distinctive costume. A comforter for the neck, when leaving the field, will also be found handy and useful.

As to *properties*, the ball is the most important. Two sorts of ball are used, though both consist of a blown bladder covered with leather. Here are dia-



Association Ball.



Rugby Ball.

grams of the Association Ball and the Rugby Ball, though sometimes the latter is a little more oval in form.

It is hardly necessary to say how the balls are made, as they may be bought ready-made, much better than any amateur work can make them. The india-rubber balls sold at the toy-shops are generally useless.

As to the *size* of the ball, there appears till recently to have been no regulation. It is now settled that the Association ball shall not be less than twenty-seven nor more than twenty-eight inches in circumference. To keep the ball in order, the leather, which has a tendency to shrink, should be well greased when not in use.

Though I have not thought it necessary to say how

a ball should be made, it is well to show how it can be mended when injured. Unbind the thongs, loosen the neck of the bladder, and squeeze out the air. Remove the bladder from its case and then re-inflate it, holding it close to your cheek to discern the fracture. When this is found, put a pin or splinter of wood through it to mark its place. Then push a little round pebble, or shot No. 1, down the neck of the bladder. Hold it with the injured part downwards, so as to get the pebble exactly over the fracture, pinching the bladder, which should be wetted, firmly round it. Withdraw the pin, seize the shot with the fingers, and get some one to loop a piece of silken thread or fine twine round the hole, just above the shot, as shown in the left-hand diagram. Tie it firmly, as in the right-hand figure, and the bladder will again be air-tight. Re-insert the limp bladder in its leather case, re-inflate the bladder, re-tie the strings, and your ball will be effectually repaired. The office of the shot or pebble is to prevent the thread from working off. A ball so repaired will serve for the day; and indeed a ball may be so mended more than once. An *inflating pump*, recently introduced, will be found useful, and save much expenditure of breath; besides possessing the advantage of allowing a player to fill the bladder without assistance from a second.

As to *goals*, a couple of thin washing poles, forked

at the top, like those used by laundresses, with a straight piece to serve as bar on top, will do very well.

Fix the poles at either end of the ground at the distance determined, and your goals will be complete. The marking out of touch-lines, &c., belong especially to the Rugby game. The ground has then to be marked out by chalk lines drawn on the turf, or the turf cut away, passing through the bases of the poles. There are ten goal lines. A hole is cut or marked in the centre, and your ground is complete.

A series of little flags may mark the limits of the ground, but they are not essential; as in public matches, a rope is sufficient to distinguish the ground from the public way; or a mere chalk line suffices for smaller matches. At the Oval and other public grounds a roped enclosure is usual, the ropes being fixed at some little distance from the chalked line; the latter showing the limits of play, and the former keeping the spectators in their places. This, however, is a mere matter of taste and arrangement.

Football is an excellent game, which puts in motion the arms, the legs, and gives suppleness to the whole of the body. There are certain places where this game is played in courts surrounded by high walls, but any open space or playground, or better still, a wide meadow, will do. Robust arms and active feet are an indispensable requisition in the game, while good temper and forbearance are beyond all question most valuable assistants to the players.

Football is played in France with a wooden armlet or muff, and it is equally allowed to strike the ball

with the hand and foot. "In order," says a French writer, "to take part in a really good game at Football, to be witness of an all-exciting spectacle, it would be necessary to transport yourself to the Pyrenees, with the intrepid mountaineers, renowned for their agility and activity. There Football is a solemn game, which reminds one of the Olympic Games of the Greeks, and which draw together thousands of French and Spaniards on a waste space. There the great players meet the heroes of the game. There is a jury formed of players, who, placed on an *estrade d'honneur*, judge and pronounce on the doubtful strokes. The crowd is immense, surrounding the game; the walls and trees, roofs of houses and cars are covered with spectators of all ages, and immense is the excitement."

It is related that one of the most famous heroes of the game of Football, proscribed and forced to quit his beautiful country—Bearn—during the first French Revolution, learned that his most redoubtable adversary was going to engage in a game in a few days. This thought tormented him; he begged to be allowed to go to the contest. He was permitted to do so, and arrived at the place on the appointed day, took chief part in the game, gained the victory, and returned to exile amid the acclamation of his fellows.

GOLF.

CHAPTER I.

INTRODUCTORY.

I saw along the extended plain
Ball after ball successive rise,
And Golf's long journey I began,
And glittering prospects charmed my eyes!
And fame her golden trumpet blew,
And power displayed her varied charms,
And strength engaged my errant view,
And conquest wooed me to her arms.

ANON.

GOLF may be considered the national game of Scotland, as Cricket is of England; and till comparatively late years neither game was much known out of its native country. Railroads have, however, given people a taste for travel; travel has opened their eyes, and the spirit of inquiry once set on foot, there is no telling where it may end. Hence it is that Golf has come southward just as Cricket and Football have found their way to the north. There are several Golf-clubs in England, and it would be no surprise if in the course of time the game came to be nearly as popular on the south as on the north of the Tweed.

Though there may be some doubt as to the derivation of the term Golf, it is generally stated and understood to have come from the German *kolbe*, or the Dutch *kolf*, a club or bat crooked at the end; or from the Icelandic *kôlfe;* or, says Wachter, from *klopp-en*, to strike. In the matter of derivation, however, it is of small consequence whence the capital game obtained its well-known name; for as Golf we accept it now without inquiry, and as Golf it is rapidly making the tour of the world in common with Cricket and Football.

Like the rest of our British sports, Golf has undoubtedly a history, but it is hidden in the unwritten book of time. Probably Golf, or Goff, as it used to be called, and is still called in many parts of Scotland, came down to us from Rome itself. We are told, indeed, that in Rome there was a rustic game with a bat and ball, which in some measure answers to our modern pastime; though when it was introduced into Scotland seems to be unknown. It was, however, commonly played in the time of James the Sixth, the king whom Scotland gave to England, and is said to have been a favourite amusement with his son. It was upon the Leith Links in 1641 that Charles received news of the rebellion in Ireland; whereupon he is said to have thrown down his club, and to have hastened to Holyrood House in great agitation. James the Second, when Duke of York, is also said to have been a fairly good golfer—for a prince!

In England, Golf seems to have taken another orm—the form, indeed, which it has since, to some

extent, retained. In early times it was probably known as Bandy-ball, later as Hockey, of which more in a subsequent section.

A pleasant anecdote is told of Prince Henry, eldest son of James the First. The prince had warned his schoolmaster to stand farther off while he was playing; but the pedagogue, who was deep in conversation with a friend, took no heed of the admonition, so that he was in danger of receiving a blow from his royal pupil's club. "Be careful," exclaimed one of the lords in attendance, "or you will strike Master Newton." Drawing back his hand and smiling, the prince exclaimed, "Had I done so, I should but have paid one of my debts!"

Golf and Football seem to have been prohibited in Scotland by James the Second in 1457, and again in 1491 by James the Fourth. It was, however, a fashionable game in the North at the beginning of the seventeenth century. After that time it seems to have somewhat declined; and about the end of the last century to have suddenly revived.

It was not to royal patronage, however, that Golf owed much. Indeed, I am not sure that any game can become popular in consequence of such patronage. The sport suited the genius of the people, and the nature of the country was eminently favourable to the development of the game. Golf requires for its exercise long stretches of comparatively treeless land. Such common lands exist in the neighbourhood of most of the Scottish towns, and are known as Links; and wherever there are links, there also are golfers.

These Links are often very extensive; that near

St. Andrews, the premier golfing town of Scotland, being several miles long, and containing as many as eighteen holes.

What is Golf, and how is it played?

Simply stated, Golf is a game played with a ball and a weighted club; and the object of the game is to drive the ball into certain holes made in the ground; the player who succeeds in doing so in the fewest number of strokes becoming the winner.

But there is much more than this. Golf may be played by two persons, or by four, in which latter case they are divided into sides. Each player or side is provided with a ball, which they strike alternately, and also with a variety of clubs, known as the long spoon, short spoon, putter, &c.

Given the links, the ground on which the game is to be played, the first proceeding is to cut in it a series of round holes, about four inches across, at distances of from a hundred to three or four hundred yards apart, according to the space at command. The players, provided with the necessary clubs and balls, begin at the first hole, and strike off their balls in the direction of the second hole. He who first succeeds in lodging the ball in the fewest number of strokes in that second hole, wins that point. Should, however, both players or sides succeed in playing the ball into the hole in the same number of strokes, the hole or point is halved. From the second hole they proceed to the third, and from the third to the fourth, and so on till the last hole is attained; the player or side making the greatest number of holes in the fewest number of strokes winning the match.

A match, however, may consist of several rounds; in which case the player or side making the greatest number of rounds, wins. It may, and does sometimes happen, that the players are so equally matched that at the close of the day's play neither has gained any advantage. In such case a tie is the consequence; and the game is played off on another day.

The excitement of a Golf match can hardly be understood by the uninitiated; but by those who are acquainted with all the mysteries of the game its course is watched with the greatest interest, and its result hailed as a triumph.

In this, as in other games, one player may be much better than another; in which case the one gives and the other receives odds. The whole art of the game, however, consists in keeping the course, and avoiding all kinds of loose play. Before describing the mode of play, it will be necessary for the tyro to acquaint himself with the technical terms used in Golf; and, as these are some of them curious and unfamiliar to Southern ears, it will be well to give them a separate place.

CHAPTER II.

TECHNICAL TERMS, IMPLEMENTS, ETC.

No lesson e'er was learned, no maxim taught,
But technicalities to the task were brought;
No art, no game, no science practised yet
Without the aid of implements, I bet!

AMERICAN POET.

BAFF.—A term used to express the striking the ground with the club at the same instant as you strike the ball.

Bone.—A piece of bone inserted in the club-head to prevent the latter from splitting.

Bunker.—A sand-hole in the ground.

Caddie.—The lad who carries the golfer's clubs. The caddie is generally acquainted with the principles of the game, and able to give advice to the player.

Dead Ball.—A ball is said to be dead when it lies so close to a hole that the put is certain, or when, after being propelled by the club, it falls without rolling.

Dormy.—As many holes ahead as there remain holes to play.

Draw.—To drive wildly to the left.

Fore!—A warning cry to people in front of the stroke; probably a contraction of *Before!*

Flat.—A club lies flat when its head is at a very obtuse angle to the shaft.

Gobble.—A straight quick put at the hole.

Grassed.—A term used instead of spooned, to signify the backward slope of a club-face.

Green.—A name for the Putting-ground, or for the Links or field.

Hanging.—A term used to express the rise of the ground behind the ball.

Hazard.—The general term for whin-bunkers, or bad ground.

Heel.—The crook of the head where it joins the shaft of the club.

Leather.—The leather covering to the club at its grasp.

Lie.—The inclination of the club when held, with respect to the player, in its natural position to the ground; or the situation of the ball.

Match.—The players in the game, and the winning or losing of the game; as, a won match, a lost match.

Odds.—Additional strokes or fewer holes, or other advantage given to an inferior player.

Put.—A gentle stroke when the ball lies near or close to the hole. Pronounced to rhyme with *but.*

Rind.—The cloth covering under the leather of the club, to give greater power or security to the player's grasp.

Scon.—The point of junction between the head and shaft of the club.

Shaft.—The stick or handle of the club.

Steal.—An unlikely *Put* holed from a distance, but not from a *Gobble.*

Stimy.—A term used to express the intervention of

your opponent's ball between the hole and your own ball, so as to prevent your gaining a hole by the usual method. *Lifting over a Stimy* is the jerking one ball over the other with the iron, an operation requiring considerable dexterity.

Swipe.—A full shot or drive.

Tee.—The pat of sand on which the ball is elevated for the first stroke from each hole.

Topping.—Hitting the ball above the centre.

Upright.—A term used to express the inclination of the head of the club, when it is not placed at a very obtuse angle to the shaft.

Whins.—Furse, gorse, or weeds.

Whipping.—The pilched twine uniting the head and shaft of the club.

THE IMPLEMENTS of the game are balls and clubs.

The Balls are made of gutta-percha. The manufacture of balls is a distinct trade, and considerable skill is employed in getting them to the right size and weight. Formerly the Golf ball was made of leather stuffed with wool or rags; and in the Roman game *Cambusca*, which many believe to have been the progenitor of Golf, the ball was stuffed with feathers.

The Clubs are several in number—the Playing-club, Long-spoon, Mid-spoon, Short-spoon, Baffing-spoon, Driving-putter, Putter, Sand-iron, Cleek, and Niblick, or Track-iron. The three last-named have iron heads; the others are of wood. On some Links, several of these may be dispensed with; but on greens with many holes they all come into use.

The Play-club is for swiping off the Tee. It is

further used throughout the play if the ball lies fair, and the distance be more than a full drive from the hole the player is approaching.

In the "Golfer's Manual," the other clubs and their uses are thus described:—

The Long-spoon comes into play when the ball lies in a hollow, or a declivity, or on slightly rough *grassy* ground. It derives its name from having its face scooped, so as to allow of its getting under the ball, and, if well struck, driving it forth a longish distance. This club is useful for elevating a ball, and driving it over hazards, such as bunkers and whins.

The Mid-spoon performs a somewhat similar office, but is used for driving shorter distances. It is frequently dispensed with, and indeed many players never use it.

The Short-spoon, a very useful club, is frequently in the Golfer's hands for playing either good-lying or bad-lying balls when within a hundred yards or so from the hole. This is termed playing the "short game," one of the most important points in Golf.

The Baffing-spoon is shorter still, and very much spooned. It is useful when the ball lies about fifty yards from the hole, with a hazard intervening. From being so short and so much spooned, a good deal of force may be applied without fear of driving the ball very far beyond the goal, and, in the hands of a skilful player, great nicety is acquired in elevating and causing the ball to "loft" or fall within a few yards of the hole. This club is used in playing the "quarter-game;" but many prefer the iron or Cleek for obtaining the same result.

The Driving-putter is shorter in the shank than the Play-club, and is usually larger in the head, and stiffer to use. It is of great value when playing against wind, as, from its peculiar construction, it does not elevate the ball so much as the Play-club, and in consequence sends it farther. The Driving-putter sends "skimming" balls, and so "cheats the wind," and is by many thought preferable to the Play-club if the day be windy.

The Putter is a short-shafted stiff club, with a large flattish head and square face. It is used when the ball comes into close proximity to the hole, and is usually considered the best club for "holing out" the ball. It is peculiarly fitted for this purpose from its make, but some players prefer Putting with an iron club.

The Sand-iron comes into play when the ball lies in a "bunker," or sand-pit, frequent on some Links. It is a short, thick-shafted, stiff weapon, with an iron head, hollowed out in the centre, and somewhat sloped backward. On its lower edge it is straight and sharp, which allows of its digging under the ball, and pitching it out of "grief" on to grass. When a ball lies in whins or other hazards of a similar nature, in roads amongst "metal," or over the head in long deer-grass or bents, the iron is the best club for freeing it from such impediments, and is, therefore, generally used.

The Cleek is not so thick in the shaft, and is rather longer than the Sand-iron. It is used chiefly for driving balls out, or lofting them over, certain hazards that happen to lie between the ball and hole near the

Putting-green; commonly, too, it is used for playing quarter-strokes. The iron head of the *Cleek* is straight in the face, and slopes backward.

The Niblick, or track-iron, is of very important service when the ball lies in a cart-rut, horseshoe-print, or any round deep hollow not altogether beyond the player's reach. The head is very small and heavy, about one-half the size of that of the Sand-iron, and is shaped into a hollow about the size of a crown-piece, with the iron sloping slightly backward. This peculiarity of shape enables the player to raise his ball out of difficulties from which no other club could extricate it.

CHAPTER III.

LAWS AND RULES.

Some judge, their knack of judging wrong to keep ;
Some judge because it is too soon to sleep ;
One judges as the weather dictates : right
At morning, noon—the laws are wrong at night !
Thus all will judge, and with one single aim—
To gain themselves, and not the player, fame.
YOUNG, *Satire III.*

THE following are the Rules propounded by the St. Andrews Royal and Ancient Golf Club, which stands in the same relation to Golfing as the M.C.C. does to Cricket—the arbiter and admitted law-maker.

1. *Mode and order of play.*—The game of Golf is played by two persons, or by four (two of a side), playing alternately. It may also be played by three or more persons, each playing their own ball. The game commences by each party playing off a ball from a place called the *Tee*, near the first hole. In a match of four, those who are opposed to each other, and to play off, shall be named at starting, and shall continue so during the match. The person entitled to play off first shall be named by the parties themselves; and although the courtesy of starting is generally granted to old captains of the club, or members, it may be settled by lot or toss of a coin. The hole is won by the party holing at fewest strokes,

and the reckoning of the game is made by the terms *odds* and *like*, *one more*, *two more*, &c. The party gaining the hole is to lead, unless his adversary has won the match, in which case the adversary leads off, and is entitled to claim his privilege, and to recall his adversary's stroke, should he play out of order. One round of the Links, or eighteen holes, is reckoned a match, unless otherwise stipulated.

2. *Place of Teeing.*—The ball must be Teed not nearer the hole (either in front or side of the hole) than four club-lengths, and not further from it than six; and after the balls are struck off, the ball furthest from the hole to which the parties are playing must be played first. When two parties meet on the putting-green, the party first there may claim the privilege of holing out; and any party coming up must wait till the other party has played out the hole, and on no account to play their balls up, lest they should annoy the parties who are putting. No player may play his Teed ball till the party in front have played their second stroke.

3. *Changing the Balls.*—The balls struck off from the Tee must not be changed, touched, or moved before the hole is played out (except in striking, and the cases provided for by Rules 9, 19, and 20); and if the parties are at a loss to know the one ball from the other, neither shall be lifted till both parties agree.

4. *Lifting of Break-Clubs,* &c.—All loose impediments within twelve inches of the ball may be removed on or off the course when the ball lies on grass. (See Rules 6 and 13.) When a ball lies in a bunker,

or sand, there shall be no impression made, nor sand or other obstacle removed by the club before or in playing. When a ball lies on clothes, or within a club-length of a washing-tub, the clothes may be drawn from under the ball, and the tub may be removed.

5. *Entitled to see the Ball.*—When a ball is completely covered with fog, bent, whins, &c., so much thereof shall be set aside as that the player shall merely have a view of his ball before he plays, whether in a line with the hole or otherwise. A ball stuck fast in wet ground or sand may be taken out and replaced loosely in the hole it has made.

6. *Clearing the Putting-green.*—All loose impediments of whatever kind may be lifted on the Putting-green, or table-land on which the hole is placed, which is considered not to exceed twenty yards from the hole. Nothing can be lifted either on the course or Putting-green, if it is to move the ball out of its position.

7. *Rabbit Scrapes, Holes, Burrows, &c.*—If a ball lies in a rabbit-scrape, the player shall not be at liberty to take it out, but must play it (see Rule 14) as from any common hazard; if, however, it lies in a rabbit burrow, or any of the holes, or short holes made for Golfing, he may lift it, drop it behind the hazard, and play with an iron without losing a stroke. In all cases where a ball is to be dropped, the party doing so shall front the hole to which he is playing, standing close on the hazard, and drop the ball behind him from his head.

8. *Lifting Balls.*—When, on any part of the

course or off it, or in a bunker, the balls lie within six inches of each other, the ball nearest the hole must be lifted till the other is played, and then be placed as nearly as possible in its original position—the six inches to be measured from the surface of the balls. In a three-ball match, the ball in any degree interposing between the player and the hole on the Putting-green must be played out.

9. *Ball in Water*, or *in the Burn*, and *Place of Teeing*.—If the ball is in water, the player may take it out, change the ball if he pleases, Tee it, and play from behind the hazard, losing a stroke. If the ball lies in any position in the burn across the first hole, the player may take it out, change it, Tee it on the same side on which it was struck, and lose a stroke; or he may play it where it lies, if he chooses, without a penalty. In taking out and re-Teeing, the ball shall be placed immediately behind the spot at which it entered the burn or hazard, and within a club-length of the hazard. However, should a ball be driven into the river Eden at the high hole, or the sea at the first hole, the ball must be placed a club-length in front of either sea or river, losing a stroke.

10. *Rubs of the Green*.—Whatever happens to a ball by accident, such as striking any person, or touched with the foot by a third party, or by the fore-caddie, must be reckoned a rub of the green, and submitted to. If, however, the player's ball strikes his adversary, or his adversary's caddie or clubs, the adversary loses the hole; or if it strikes himself or his partner, or their caddies or clubs, or if he strikes the ball a second time while in playing, the player

loses the hole. If the player touch the ball with his foot, or any part of his body, or with anything except his club, or with his club moves the ball in preparing to strike, he loses a stroke; and if one party strikes his adversary's ball with his club, foot, or otherwise, that party loses the hole. But if he plays it inadvertently, thinking it his own, and the adversary also plays the wrong ball, it is then too late to claim the penalty, and the hole must be played out with the balls thus changed. If, however, the mistake occurs from wrong information given by one party to the other, the penalty cannot be claimed; and the mistake, if discovered before the other party has played, must be rectified by replacing the ball as nearly as possible where it lay. If the player's ball be played away by mistake, or lifted by a third party, then the player must drop a ball as near the spot as possible, without any penalty. Whatever happens to a ball on a medal day—such as a player striking his caddie, or himself, or his clubs, or moving the ball with his foot or club, or his caddie doing so, or striking it twice before it stops motion—the player in such cases shall lose one stroke only as the penalty.

11. *Lost Balls.*—If a ball is lost, the player (or his partner, if a double match) returns to the spot where the ball was struck, Tees another ball, and loses both the distance and a stroke. If a ball is lost, either in whins, bents, long grass, or anywhere except on the course, where a ball might be stolen or driven away (see Rule 10), the player (or his partner, if a double match) returns to the spot where the ball was struck, Tees another ball, and loses the distance and a stroke.

If the original ball is found before the party has struck the other ball, the first shall continue the one to be played.

12. *Club-breaking.*—If, in striking, the club should break, it is nevertheless to be accounted a stroke, if the part of the club remaining in the player's hand either strike the ground or pass the ball.

13. *Holing out the Ball.*—In holing, no mark shall be placed or line drawn to direct the ball to the hole; the ball must be played fairly and honestly for the hole, and not on your adversary's ball, not being in the way to the hole; nor, although lying in the way to the hole, is the player entitled to play with any strength upon it that might injure his position, or greater than is necessary to send your own ball the distance of the hole. Either party may smooth sand lying around the hole; but this must be done lightly and without pressure, or beating down with the feet, club, or otherwise.

14. *Unplayable Balls.*—In *match*-playing, every ball must be played, wherever it lies, or the hole be given up. In *medal*-playing, a ball may, under a penalty of two strokes, be lifted out of a difficulty of any description, and Teed behind the hazard. These two rules not to apply when the ball is more than half covered with water; in that case, Rule 9 applies.

15. *Medal Days.*—New holes shall always be made on the day the medals are played for; and no competitor shall play at these holes before he starts for the prize, under the penalty of being disqualified for playing for the medal. On medal days, a party starting off from the Tee must allow the party in front to

cross the burn before they strike off. All balls must be holed out on medal days, and no stimies allowed.

16. *Asking Advice.*—A player must not ask advice about the game, by word, look, or gesture, from any one except his own caddie, his partner's caddie, or his partner.

17. *Disputes.*—Any dispute respecting the play shall be determined by the captain, or senior member present; or if none of the members are present, it shall be settled by a committee appointed by the parties interested, or by the captain and his annual council for the time, at their first meeting.

18. *Players Passing.*—Any party having lost a ball, and incurring delay by seeking it, shall be passed by any party coming up; and on all occasions a two-ball match, whether by two or four players, may pass a a three-ball match.

19. *Balls Splitting.*—If a ball shall split into two or more pieces, a fresh ball shall be put down in playing for a medal.

20. *Ball on Railway.*—Should a ball lie betwixt the rails, the player shall have the option of playing it, or lifting and dropping it behind him (see Rule 7), losing a stroke. (This Rule applies to Links or fields crossed or intersected by roads or railways.)

21. *Breach of Rules.*—Where no penalty for the infringement of a rule is specially mentioned, the loss of the hole shall be understood to be the penalty.

22. *Repairing the Links.*—The person appointed to take charge of keeping the Links shall make new holes every Monday morning, and in such places as to preserve the Putting-green in proper order.

CHAPTER IV.

PRACTICAL HINTS.

The captain midmost, and the rivals stride,
In equal rank, and close on either side.
Most strength the moving principle requires,
Active its task, it prompts, impels, inspires ;
Let subtle schoolmen teach these friends to fight,
More studious to divide than to unite.—POPE.

THE first point in the education of the tyro at Golfing is how to handle the club. This can hardly be taught on paper; but a general idea of the mode of grasping the club may be gained from the subjoined figure.

CLUB.

It will be seen that the wrists must be free, and the club grasped, not too tightly, with both hands. Fix your eyes on the ball, and then lift the club slowly over the right shoulder, and bring it down sharply on to the ball; describing about three-fourths of a circle in the action. The young Golfer is advised now to employ his whole strength in delivering the swipe, or he is likely to founder the ball, or drive it only a comparatively short distance. The more easily the stroke is made, the more effective it is likely to be. The mere swing of the club will drive it a long distance, just as the apparent tap of the ball with the cue in the hands of an experienced billiard player sends the ball right up and down the billiard table. The next point is—

How to Stand to the Ball.—The feet should be moderately wide apart—say from twelve to eighteen

PUTTING.

inches—the left nearly opposite the ball. In the ordinary Playing-club two-and-a-half feet is a good distance between foot and ball. When standing too far off, the ball is apt to be rolled, drawn, or hooked, that is, struck with the point or toe of the club, which causes it to fly off to the left instead of flying forward. Having grasped your club in the proper manner, and straddled the ball, you swing your club, and more than likely miss the aim. But, says a practical player, you must not be disheartened at such a mishap. It comes to every beginner. Try again and take time. There, you have struck the ball from his *Tee*, and it flies onwards for, say, fifty yards. Nearly every beginner "misses the globe" the first shot, and tops his ball the second, so you are no exception to the rule. A boy carries your clubs, and you follow the ball; it lies in a small indentation of the turf, or a "cup," so you must take your Long-spoon to drive it out. Now, by one of those occurrences peculiar to tyros at Golf, you have not only driven your ball out, but have struck it to a considerable distance with the precision almost of a don, and you are naturally proud of the exploit. But these precocious shots do more harm than good; hence they require to be looked upon with caution, as in nine cases out of ten they lead on the novice by insidious steps to press for still greater achievements, and to a subsequently mutilated and discouraging style of play. Play your next stroke as if nothing particular had happened, and you may drive a tolerably good shot, but press to repeat the long swipe, and you probably bungle it altogether. You have driven your ball into that sand-pit, or

"bunker," and your caddie hands you the Sand-iron. Now, you are not expected to drive it out of the sand on to the clear turf at first, in one stroke; you slope back the face of your iron, and dig well in behind the wall. You have come down on the top of the ball, and buried it instead! Try again, and again, till you accomplish it, nor be discomfited by repeated failures, for they are all steps on the ladder, each of which must be mounted ere you reach the summit—of Golf.

Your ball is out at last, after twelve or thirteen ineffectual strokes, and lies on the sward, or "Putting-green," within a dozen yards from the hole. The boy puts the "Putter" into your hand, and before applying it to the ball, it will be well for you to examine the intervening space to the hole. You observe that it slants a little; in that case a "borrow" is required up the slant, and that borrow you must make. Perhaps the ground is quite level; and in that case it lies purely

with your ideas of "strength," whether you overshoot or undershoot the mark. The probability is that you put too much power to the "put," and lie as far on the *other* side. Try again, for it is only by careful judgment that nicety in putting is arrived at. There, you have taken a dozen strokes to hole your ball, which a good player would have done in five; but avoid pressing, be up in your putting, never take your eye off the ball when about to swipe, and keep cool, and in a very few months you will be able to hole it in five too, with an occasional "steal" in four.

The "Golfer's Manual," already quoted, contains some thoroughly practical hints; we cannot, therefore, do better than quote from an acknowledged authority.

In the matter of open swiping on the long green, the tyro, says the writer, often finds some difficulty in keeping the ball on the course. Stand as he will, play ever so coolly, one stroke shoots to the left, another to the right, in the most unaccountable fashion. He may safely conclude there is something rotten in the state of his play. Nothing happens more frequently, even to an experienced hand, than this wild driving, technically called, according to the direction of the stroke, "drawing" and "hitting off the heel." The first is the more serious evil, and consists in sending the ball in a curving orbit away to the left of the striker. A ball may be drawn by one or more of three causes—first, by not standing squarely to the ball; secondly, by twisting the head of the club inwards in making the stroke; or thirdly, by drawing the arms in towards the body in making the downward sweep, instead of allowing them to swing outwards in

a natural manner after the club. The novice will easily discover to which of these three causes he is to attribute the tendency to draw his ball.

Hitting off the very heel of the club, which is the opposite fault, results generally from the player standing too far from his ball, thus causing him to indulge in a far wider swing than is actually needed, and is therefore easily amended. *Hanging* balls are very common through the long course, especially where the soil is earthy. These are caused by a little rise of the ground close behind the wall, from whatever cause — a mole-heap, tuft of fog, or inequality of surface. As a rule, hanging balls should be jerked, since it is nearly impossible, even with spoons, to hit cleanly, and at the same time insure elevation.

The other points of the long game are sufficiently obvious, excepting, perhaps, a choice of tools when the ball is in trying ground; and even then the various names of the clubs are guide enough to show when they should be used. When he nears the Putting-green, however, the real difficulties of the Golfer commence, and the game gets complicated in its details. The chief terror of the young player is the quarter-stroke—most difficult but most beautiful of all others. The Baffing-spoon is, as our reader will remember, the club specially fitted for this stroke; another, however, is used, and defended in the use, by many players in effecting this stroke. This club is the light iron; and it has certainly many points to recommend it. The Baffing-spoon, from its make, and the manner in which it is wielded, is an excessively puzzling club to use properly; and for some time it is impossible to calcu-

late with anything like certainty where and how far the ball is going. The iron, on the other hand, not striking the earth at all, and swung short off the wrist without stooping, may be depended on as affording great accuracy in the calculation of distance, if the striker does happen to hit the ball cleanly. Here is the trouble; should the iron catch ever so slightly in the turf—a contingency very likely to happen when a quick wrist-turn is required—the ball is sent hopping into the very hazard intended to be cleared.

Nevertheless, this light iron, although dangerous at the distance of a quarter-stroke, is most useful for negotiating a bunker or other hazard, when the ball is in close proximity to the putting-ground. This stroke is done by taking a short grasp of the iron, laying the head well back, and hitting the ball clean with an upward turn of the wrist. Some players do not lay the iron head back, but allow it to do its own work; this is a pretty mode of handling it, but not so easy, we think, as that above recommended. Little hillocks and other impediments in putting may be overcome in the same manner with very little practice. But the most delicate use of the same iron is in playing a *stimy*. This particular stroke occurs on the Putting-green, when a player finds his antagonist's ball is so exactly in the line of his put, whether that line, from inequalities of the ground, be curving or straight, as to preclude possibility of playing at the hole in an ordinary manner. As will be seen from the Golfing law in that behalf, the ball stimying may be lifted if within six inches of that of the player, until the stroke is done; the idea being, reasonably enough, that when

the balls lie so close, it would necessitate sleight of hand, and not legitimate Golfing skill, to avoid collision.

In Long-putting, the player should make it a point always to be up; even should he overshoot the mark, his ball has a chance of holing, which it could not have were it played short. Some few Golfers put almost exclusively with a metal club, an iron or cleek, to wit; and on a Links where the short game is over very rough greens, a knowledge of this use of the iron or cleek is very desirable. As a rule, nevertheless, let not the player forsake the honest wooden tool; its heavy head and stiff shaft forbid the fear of a miss, and yet do not preclude the delicate touch, which is the chief feature in the handling of an iron. In short putting, the player must consult principally the policy of the match on hand; if he have the advantage of a stroke or two over his opponent, it were madness to rush his ball at the hole, as a miss would at once destroy the hard-earned superiority of the long game; rather, on the contrary, let him put softly and cautiously, that his ball may lie *dead* for the next stroke. On the other hand, when the Golfer is a couple of strokes or more behind, his only chance lies in a bold put—a rapid gobble over level ground—or a scientific curve through a cup or rut when such occasion offers. Should his antagonist's ball lie a little to one side of the line of his put, it becomes what is technically called a "guide," and the Golfer should take advantage of it by playing his own ball close past it. This insures a straight run to the hole; and should he touch the guide, there is no harm

done, as the *kiss* will set his ball on the right course again.

On some Links there is a portion of ground of unequal surface, but smoothly turfed, devoted to short holes. These are designed exclusively for the practice of putting, and are situate from each other at limited distances, varying from ten to twenty feet; hence their name. The novice will find them useful in acquiring a knowledge of his Putter, but on no other account. They are wholly unlike the Putting-greens on the regular course, and are generally held by some trick of the ground—some run or particular inclination—which, once ascertained, precludes the possibility of any merit in the play. We would therefore advise the young Golfer to be cautious in playing too much at the short holes, as it might render his putting on the course timid and erring.

CHAPTER V.

CLUBS.—GOLF AS AN EXERCISE.

'Tis not that rural sports alone invite,
But all the grateful country breathes delight;
Here blooming health exerts her gentle reign
And strings the sinews of the industrious swain.
GAY'S *Rural Sports.*

IN England, Golf Clubs are not numerous. The best near London is that which holds its meetings on Blackheath. The game is also played occasionally in the suburban cricket fields. Manchester, Liverpool, Bradford, Leeds, Hull, Selby, and the northern towns, have their Golf Clubs; and there are also Clubs in Devonshire and Ireland. Indeed, generally, wherever there is a camp, the game finds enthusiastic votaries.

Scotland, however, is the chosen home of Golf. Good Clubs are to be found in and near the following towns and cities:—Aberdeen; St. Andrews, Fife; Bruntsfield, Burgess, Warrender, and Merchiston, Edinburgh; Cupar, Fife; Crail, Fife; Innerleven or Dubbieside, Fife; Leven, Fife; Monifieth, Forfar; Montrose, Forfar; Musselburgh, Mid-Lothian; North Berwick, and Gullane, East Lothian; Perth; Prestwick, Ayrshire; and Lanark. Every day, however, Golf may be said to be gaining ground. In whatever country Scotsmen are found—and in what

country are they not found?—there we find their national game; and there its practice brings health, enjoyment, and pleasant excitement.

As an athletic exercise, Golf takes a high place. In one of his pleasant essays, Leigh Hunt gossips about the value of exercise. "It gladdens and graces life," he says. "The Cricketer and the Golfer are glorifiers of muscular exercise, and we respect them accordingly. But it is not in the power of every one to become a Cricketer or a Golfer; and respect attends a man in proportion as he does what he is able to do. Come, then, be as respectable in the matter of Golf as you can; have a whole mile of respectability, if possible, or two miles, or four. Let our homage wait upon him in the fields, thinking all the good of him that we can. By healthful exercise he is doing good to himself, to his children, and to his kindred. Healthy and graceful exercise makes healthy and graceful children, makes cheerful tempers, and graceful and loving friends. Never do we behold a Cricketer or a Golfer, or a horseman or a field-shooter, for the matter of that, without feeling for him a sort of respect and gratitude, for he, in his way, is doing good work in the world; and if he be honest, good-humoured, and a gentleman, we take him to be a sensible, merry, and hearty fellow. We should like to see a time when every man played Cricket, Football, or Golf, and had sound sleep after it, and health, work, and leisure. It would," he continues, "be a pretty world if we all had something to do, just to make leisure the pleasanter; and green merry England were sprinkled all over, of afternoons,

with gallant fellows in white sleeves, who threshed the air of their Cricket grounds and Golfing links into a crop of health and spirits; after which they should read, laugh, love, and be honourable and happy beings, bringing God's work to perfection, and suiting the glorious world in which they live."

In much the same way, though not in quite so poetical a vein, the late David Chambers, youngest brother of the famous William and Robert, exalts his national game. "I have often," he writes, in a letter now lying before me, "walked eight miles in a Golfing match on a frosty spring morning, and have come back to my work all the better for the exercise. I believe in your English Cricket as a first-rate game; but for a health-giving, spirit-stirring, and muscle-training sport, give me Golf!"

What more need be said, in recommending the national game of Scotland to the attention and patronage of Englishmen?

SHINTY.

In vain malignant storms and winter fogs
Load the dull air and hover round our coasts;
The Shinter, ever gay, robust, and bold,
Defies the noxious vapour, and confides
In this delightful exercise to raise
His drooping head, and cheer his heart with joy.

SOMERVILLE.

"AN inferior kind of Golf, generally played at by young people, and in London called Hockey." This is all the description I find in Jamieson. But I go further afield; and for lack of printed information, apply to a young Scotsman who has just come to London from St. Andrews.

He courteously supplies me with the following, which, I take it, may be considered trustworthy and authentic:—

I am not able to tell you whence came the name by which this game is known. Shinty or Shinney, so called, probably from the blows on the shin the players are likely to get, may be briefly described as a Scottish game, similar to English Hockey. It is played in sides by any number of men or boys, armed

with crooked or curved sticks and a ball; the object being to drive the ball into the goal belonging to one or the other side.

Shinty is mostly played in the Highlands and Islands of Scotland, though lately clubs have been formed for its practice in the neighbourhood of large towns. I understand that, not only in Edinburgh and Glasgow, but also in Manchester, Liverpool, and Newcastle, Shinty is becoming popular as a winter game.

The bat, or club, is not unlike that used in Golf. It is from three to four feet long, with a curved head spliced to a straight handle. The straight part of the club is usually of ash or birch, and the head of some harder wood, and sometimes of horn. The ball, about the size of a cricket ball, is made of cork tightly bound with worsted, thread, or twine. Formerly a wooden ball or bung without lashing was used in Shinty; and occasionally a ball of gutta-percha or solid india-rubber is adopted.

Now for the modern method of play. Two poles, about six yards apart, and fixed in the ground, at either end of the field, which may be of any size determined by the players. A field of about three hundred yards in length by a hundred in breadth is best for the game, though of course it may be played in a place of smaller dimensions.

The number of players is indefinite. I have seen it played by four, and even by two, and I have also seen fifty or more on each side.

The *hails*, or goals, set up and the sides determined on, the ball is thrown into the middle of the field, and

the players then strive and struggle to hit it towards their home, and the side which first succeeds in hitting it fairly through the posts wins the round or match, according to whether the game is made to consist of one goal or more.

At each hail there are placed two players, whose business it is to strike back the ball whenever it comes within reach; but they are not allowed to join the players. Each side has its captain, goal-keepers, and umpires, whose several duties are to command the order of play, to defend the hails, and to see that the game is fairly carried on.

The ball must be struck, pushed, or otherwise propelled by the club alone; and to win the goal it must be struck quite through the posts. Except in the case of a catch, the ball must not be touched by the hands; and even when it is lifted above the heads of the players it is considered the high game rather to strike it down, along, or back with the club than to attempt a catch.

In placing the field, the captains should be careful to put good runners and safe strikers near the hails, in order to hit back the ball whenever it comes within striking distance; and all the players should keep on the alert to prevent the ball from passing into their opponents' lines. A chalk line should be drawn straight across the field, and when the game consists of two or more heats, the players should change sides, as in Football.

With regard to dress, the ordinary guernsey, knickerbockers, and buttoned boots are most handy. Spiked shoes should never be worn in Shinty, as from the

nature of the game frequent scrimmages are inevitable, and accidents are not infrequent.

Rules for Shinty, other than those I have given, are not necessary, as the game is purely a struggle for mastery, the victory in most cases remaining with the most active and sharp-witted players. As in other field games, a good or lucky stroke sometimes reverses its entire order. I have seen the ball driven gradually up to the hail, when a clever goal-keeper would, with a single well-delivered hit, send it right back over the heads of the players and into the vacant space beyond the hail. In such a case the struggle for its possession must necessarily be in favour of the in-side, as they are able to pursue their advantage without turning round, and can often drive their opponents right back to the opposite goal before they get a chance of a fair free stroke at the ball. Thus it will sometimes happen that an hour will pass without a goal being gained. The usual plan is to limit the play for each goal to an hour; and if within that time a goal has not been won, a player may touch down the ball by striking it to the ground and holding it there with his foot. The umpire is then appealed to, and if he allows the touch down, sides are changed, and the ball is again thrown into the middle, to be again contested, with probably a similar result.

Those who have witnessed a well-played Football match will easily understand that a Shinty spell is an exciting and interesting spectacle.

HOCKEY.

THE GAME.

A game for men and boys, alike inspiring,
Cheering dull days and making spirits gay;
A game for all—the studious and inquiring—
That may be constant played from May to May.

IT is hardly necessary to inquire into the origin of Hockey. Like Football, Golf, and Shinty, it probably comes down to us from the Romans. But whether this be so or not, it is a good game for any season of the year, and may be played equally well in a grassy field, a barren moor, or a frozen lake. Perhaps it may be best played in a large meadow with opposite hedges as goals. As in Shinty, the object of the game is to drive a ball or bung through a goal; the side which first succeeds in so doing winning the heat or match.

Hockey is played by any number of persons divided into sides, with a captain, or leader, for each side. Two goals are set up, as in Football, or a line may be simply chalked across the ground. The sides are

arranged in two lines standing opposite each other, a few yards apart. When all are ready the captain throws up the ball, so that it shall fall between the sides, and calls *Play!* Then, with their Hockey sticks, the players on either side strike at the ball, sending it backward and forward, till one or the other succeed in driving it fairly through the goal. Should the striker miss the ball, one of his opponents is certain to take it and strike it in an opposite direction. On the winning of each goal sides are changed, as in Football; and a game may consist of one, two, or more goals or heats.

It is not necessary to strike at the ball with great violence, for in this, as in other sports, violence frequently defeats its own purpose. A good player watches his opportunity, while a bad one rushes about and does more harm than good. The following are the admitted

RULES.

1. The ball must be struck with the stick, and not kicked with the foot or touched by the hand.

2. The ball must be struck fairly through the goal before the side can claim the game.

3. The goals must be marked by lines at either end; and in the centre a line must be drawn across to determine the side which has possession of the ball.

4. If the ball bound against the person of a player, he must allow it to fall to the ground before he strikes at it.

5. Any player striking another with stick or hand, kicking, or otherwise unfairly playing the ball, is out of the game.

6. A captain on each side is to be chosen to regulate the game; and it is the duty of any player, when directed by the captain, to fetch the ball when struck to a distance.

From the above it will be seen that Hockey is admirable in its simplicity. But there is something more to say about

THE IMPLEMENTS.

A good player at Hockey requires a good Hockey stick—one not too heavy, but still with sufficient weight at the curved end to allow of a good smart blow delivered with the full swing of the arm. Each of these has its advantages. A knotty-headed stick has the property of driving, a twisted head of pushing and dribbling, a heavy head of lifting and driving. In some of our examples the head is of horn spliced on to the handle; the centre one being strongly bound with iron wire. A player has usually two or three sticks, longer or shorter, thicker or heavier, according to the position he has to take in the field. In guarding the goals a good strong heavy-headed stick is needed; for the close scrimmage a lighter one will suffice; while for active play a short ash stick which will bend easily is often considered all that is necessary.

For ordinary Hockey play, however, a common walking-stick, not too heavy, with a hooked or knobbed end, will do admirably. A good ash stick, with a well-curved head, we have found very successful, though an old umbrella-stick, not too rigid, is not to be despised. Do not have your stick too long or too

short, or you will fail in hitting the ball fairly and fully. A stick reaching from the ground to about the middle of the thigh will be found the best length. As a rule avoid all sticks that are loaded with lead or bound with wire. They are too heavy, and not sufficiently supple, besides being rather dangerous in a *melée*. The hardest hitting is not generally the most successful; a judicious tap, as I have already said, is much more likely to keep the ball in hand on your own side till some player has an opportunity of sending it flying over the goal. Wait till the ball is near you, and do not rush about from place to place without object, or you will be sure to lose the game for your side. But above all, keep to the rules, and *keep your temper*.

As to balls, an ordinary cask bung, well bound with whipcord, is perhaps the best. It will last a considerable time, as it may be re-bound when the string wears out. Some players prefer india-rubber balls, but they are hardly so good as quilted bungs. But if you like a ball of india-rubber, get one of the stout bottles of rubber sold at the stationers', and cut off its neck. This you will find better and stronger than a hollow ball. It will not roll too far, and when struck fairly in the centre will rise well and travel steadily. If it get into a ditch, it will not be injured by the water, and no hedge prickle or flint-stone can make an impression on its sturdy sides.

So much for Hockey—a capital game, whether played by men or boys; less scientific than Golf, quite as exciting as Football, less boisterous than Shinty, and, when well played, both exciting to join in and amusing to witness.

POLO;

OR, HOCKEY ON HORSEBACK.

THIS game, for several years popular with the military in India, was introduced into England in 1873, and played at Hurlingham, Brighton, and elsewhere with great success. It is deservedly, and almost exclusively, a wealthy man's game, for to play it properly involves the necessity of possessing two or three strong cobs or stout ponies.

RULES OF POLO,

As issued by the International Gun and Polo Club.

1. THE height of the ponies must not exceed fourteen hands; and no ponies showing vice will be allowed in the game.

2. The arena in which the play takes place to be as nearly 300 yards long as possible, and the goals at either end ten yards apart. The width of the playground to be from 150 to 200 yards across the centre; the arena to be marked out with small poles and various coloured flags set ten yards apart.

3. The game to be played by not less than three players on each side, and not more than six a side.

4. Each side to take up its position behind the chalk line within the goal post. The ball to be placed in the centre of the playground, and immediately after the trumpeter has saluted the players at each end of the arena a white flag will be dropped, indicating that the game has commenced.

5. None but proper sticks and balls, approved by the umpires, allowed.

6. In the event of a stick being dropped, the player must dismount to pick it up, but he cannot strike the ball when dismounted.

7. Each side shall nominate an umpire, unless it be mutually agreed to play with one instead of two; but his or their decisions shall be final.

8. Should a player break his stick, or have it broken accidentally by an adversary, he must ride to the appointed place close to the arena, where the sticks are kept, and take one.

9. No player is allowed to hit an opponent's pony. It is permitted to crook an adversary's stick, but on no account is the player allowed to put his stick over the body of another player's pony.

10. Any player may interpose his pony before his antagonist, so as to prevent the latter reaching the ball, whether in full career or otherwise, despite the immediate neighbourhood of the ball.

11. No player, having gone through the bully and lost possession of the ball, and finding himself between the bully and his adversary's goal, is permitted to hit the ball until he has at least one player, ex-

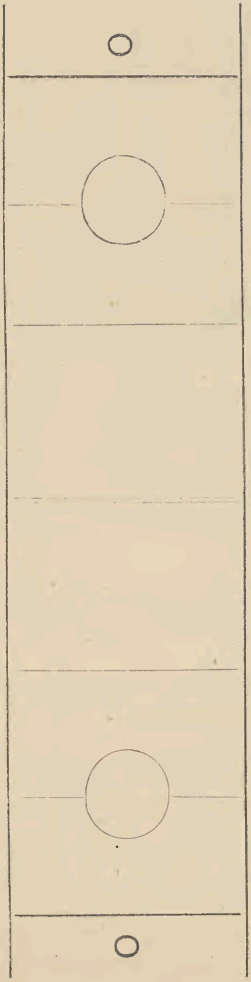
clusive of the goal-keeper, between him and the hostile goal.

12. When the ball is hit beyond the goal, without going between the posts, the side defending the goal is entitled to hit off.

13. When the ball is hit out of bounds it must be thrown into the playground by an impartial person.

14. No person allowed within the arena (players and umpires excepted) under any circumstances whatever.

15. Dogs strictly prohibited.



ROUGH PLAN OF CURLING RINK.

CURLING.

CHAPTER I.

THE GAME.

THIS is an old and popular game in Scotland. It is played on the ice by all sorts of people, from laird to labourer. In some respects Curling resembles Bowls, except that instead of being played on a green with roundish wooden balls, it is played on the ice with flattish round stones, weighing from thirty to fifty pounds each. In the upper surface of each Curling stone is fixed a metal handle, and by this handle the player seizes the stone and hurls or slides it towards a mark, or *Tee;* and whoever succeeds in getting nearest the mark wins, the game being made to consist of a certain number of points.

An open space of ice thirty or forty yards in length, by eight or ten in width, is swept clear of snow and marked out as in the opposite diagram.

There are two of these Tees, each circle being called a *brough*. As in Bowls, each player has to throw two, three, or more times, playing from end to end till a certain result is arrived at.

The score is usually thirty-one points, each player

hurling from the starting-point to the opposite *Tee*, and taking alternate throws. If, as often happens on dull ice, the stone does not reach beyond the line called the Hog-score, it is put aside, and the throw counts for nothing.

Though a simple game enough—all popular games are simple — Curling is sufficiently exciting; and matches of parish against parish, town against town, and even county against county, are common all over Scotland. So well liked, indeed, is Curling, that one of Scotland's most esteemed painters, George Harvey, R.S.A., has not thought it beneath his dignity to record its peculiarities in a painting.

In the picture the players carry brooms. This they are allowed to do, to keep the ice clear of snow, and render easy the passage of the stone.

So popular in Scotland is the game of Curling, that an Annual is published containing the particulars of the games played by above five hundred clubs, existing among Scotsmen in their own country, in Canada, the United States, and, in fact, in all parts of the world where frost and ice accompany the winter season. From this Annual we borrow the following Rules.

CHAPTER II.

RULES.

1. The length of the rink played shall be *forty-two* yards. The Tees shall be put down thirty-eight yards apart. In a continued straight line with the Tees, and four yards behind from each, a circle, eighteen inches in diameter, shall be drawn on the left-hand side of said line (looking in the direction to be played, and its edge just touching it. Within this circle, whether standing on the ice, or on any rest, support, or abutment whatsoever permitted by the rules, each player, when playing his stone, shall place his right foot, and his left foot on the left-hand side of the central line. (The circle to be on the opposite side of the line if the player be left-handed). When a hack, or hatch, in the ice is used, it must be *behind* the circle above described, and not of greater length than fourteen inches measuring from the central line. A circle of *seven* feet radius, to be described from each Tee as a centre, and no stone to count which is wholly without this circle. The Hog-score to be distant from each Tee one-sixth part of the length of the whole Rink played. Every stone to be a Hog which does not clear a square placed upon this score; but no stone to be considered a Hog which has struck another stone lying over the Hog-score. A line shall be drawn on the ice at right angles to the rink, half-way betwixt the Tees, which shall be called "The Middle Line." In no case shall the rink played be less than *thirty-two* yards.

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

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

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

4. All Curling stones shall be of a circular shape. No stone shall be of greater weight than 50lb. imperial, nor less than 30lb., nor of greater circumference than 36 inches, nor of less height than one-eigth part of its greatest circumference. No stone, or side of a stone, shall be changed after a game has begun, nor during its continuance, unless it happen to be broken, and then the largest fragment to count without any necessity for playing with it more. If the played stone rolls and stops on its side or top, it shall not be counted, but put off the ice. Should the handle quit the stone in the delivery, the player must keep hold

of it, otherwise he shall not be entitled to replay his shot.

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

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

7. The sweeping department shall be under the exclusive direction and control of the skips. The player's party shall be allowed to sweep when the stone has passed the middle line, and till it reaches the Tee; the adverse party when it has passed the Tee. The sweeping to be always to a side, or across the rink; and no *sweepings* to be moved forwards, and left in front of a running stone, so as to stop or obstruct its course. In the interval betwixt each end any of the players may sweep the rink, but during the playing of an end there shall be no sweeping till the running stone has reached the middle line or Tee, as herein provided.

8. If in sweeping or otherwise, a running stone be marred by any of the party to which it belongs, it

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

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

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

circle or line in dispute, when the square so placed must not touch the stone.

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

12. If, from any change of weather after a game has been begun, or from any other reasonable cause whatsoever, one party shall desire to shorten the rink, or to change to another one, and, *if the two skips cannot agree upon it*, the umpire for the occasion shall be called, and he shall, *after seeing one end played*, determine whether the rink shall be shortened, and how much, or whether it shall be changed, and his determination shall be final and binding on all parties. Should there be no umpire appointed for the occasion, or should he be otherwise engaged, the two skips may call in any Curler unconnected with the disputing parties, whose services can most readily be got, and, subject to the same conditions, his powers shall be equally extensive as the umpire aforesaid. The um-

pire of a match shall have power, in the event of the ice being in his opinion dangerous for the match being completed, to stop the match, in which case the contest must be commenced *de novo* on some future occasion, according to the rules of the Royal Club.

13. Should any questions arise, the determination of which is not provided for by the words and spirit of the rules now established, it may be referred to the three nearest members of the representative committee, unconnected with the disputing parties, who shall form a court of reference, and whose decision shall be binding on all concerned till the annual general meeting of the representative committee, to which either party may appeal the case, in terms of Chap. IV., Sec. 5.

Curling, like other national games and sports, has a vocabulary of its own, which for the benefit of Southrons I append.

CHAPTER III.

TECHNICAL TERMS IN CURLING.

Bonspiel—Another name for a match, *usually* played by two parishes, but not necessarily so.

Rink—The piece of ice used in any one game; a good-sized lake may contain many rinks.

Hog—A score made across the ice one-sixth part of the rink from the tee.

Tee—The point at each end of the rink to be played for.

Brough—Several concentric circles, varying from one to fourteen feet in diameter, drawn round each tee.

Howe ice—When it is desirable that a stone should be driven straight up the centre, the judge or skip requests the player to keep "howe ice."

Inwick—The term applied to an angle or cannon taken *inwards* towards the tee, by the player's stone off another.

Outwick—A hit made by the player's stone against that side of another stone furthest from the tee.

Guard—A stone is said to guard when it lies in a line between the player and the tee, with another stone belonging to the same side *within* it; a guard may also lie on any other part of the ice beyond the hog-score, on a similar principle.

Soled—When a stone is neatly and levelly delivered from the hand along the ice, it is said to be "well soled."

Crampets, or *Tramps*—An apparatus shod with steel spikes, to be worn on the feet, to prevent slipping.

Skip, or *Skipper*—The title given to the director of the play on either side.

The Royal Caledonian Curling Club, which stands in a similar position towards the game as the M. C. C. does to Cricket, issue from time to time various rules and regulations for Curlers, and also offers medals and honorary distinctions. These rules show what a deep hold the game has upon the people, but as they add nothing to our knowledge of the practice, it is not necessary to insert them. Sufficient of what I have here compiled will induce Englishmen to add this capital sport to their list of outdoor winter games.

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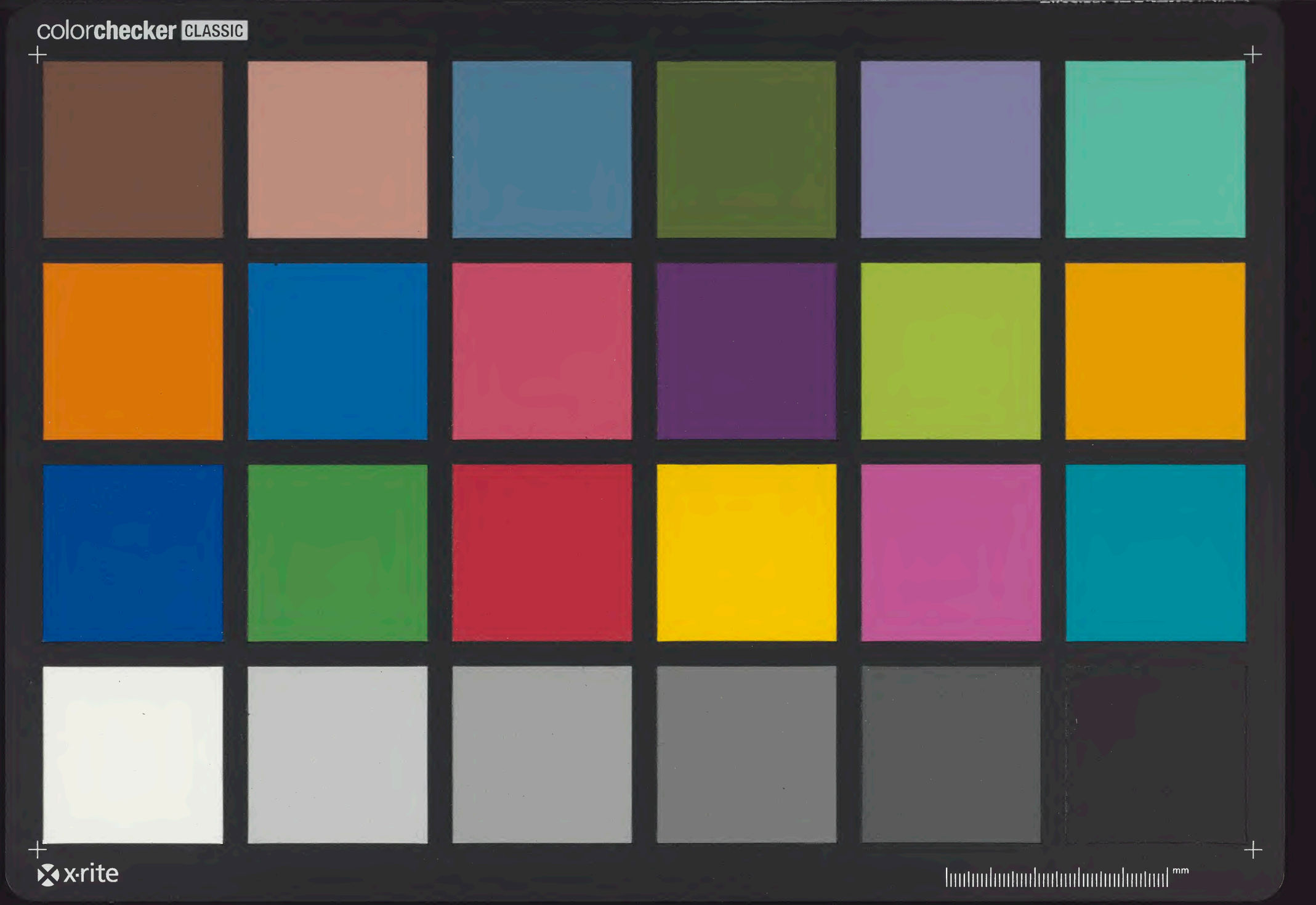
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