

PRICE ONE SHILLING NET

THE RULES OF SPORT

WITH A PREFACE BY
THEODORE ANDREA COOK
MEMBER OF THE
BRITISH OLYMPIC COUNCIL



BEING THE INTERNATIONAL CODE OF RULES
FOR ALL COMPETITIONS IN
THE OLYMPIC GAMES

LONDON
ARCHIBALD CONSTABLE & CO. LTD.
10 ORANGE STREET

1908

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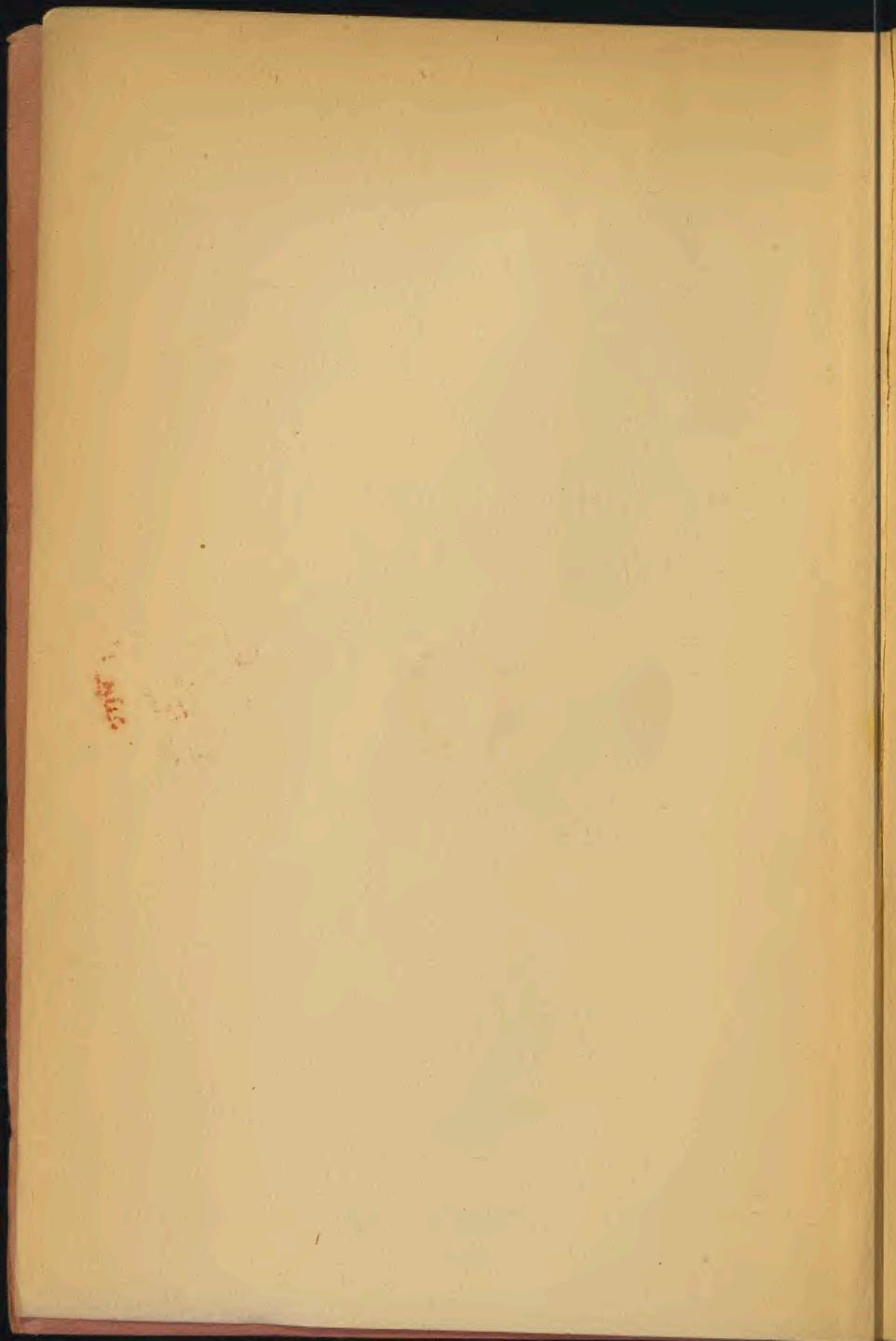
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THE RULES OF SPORT





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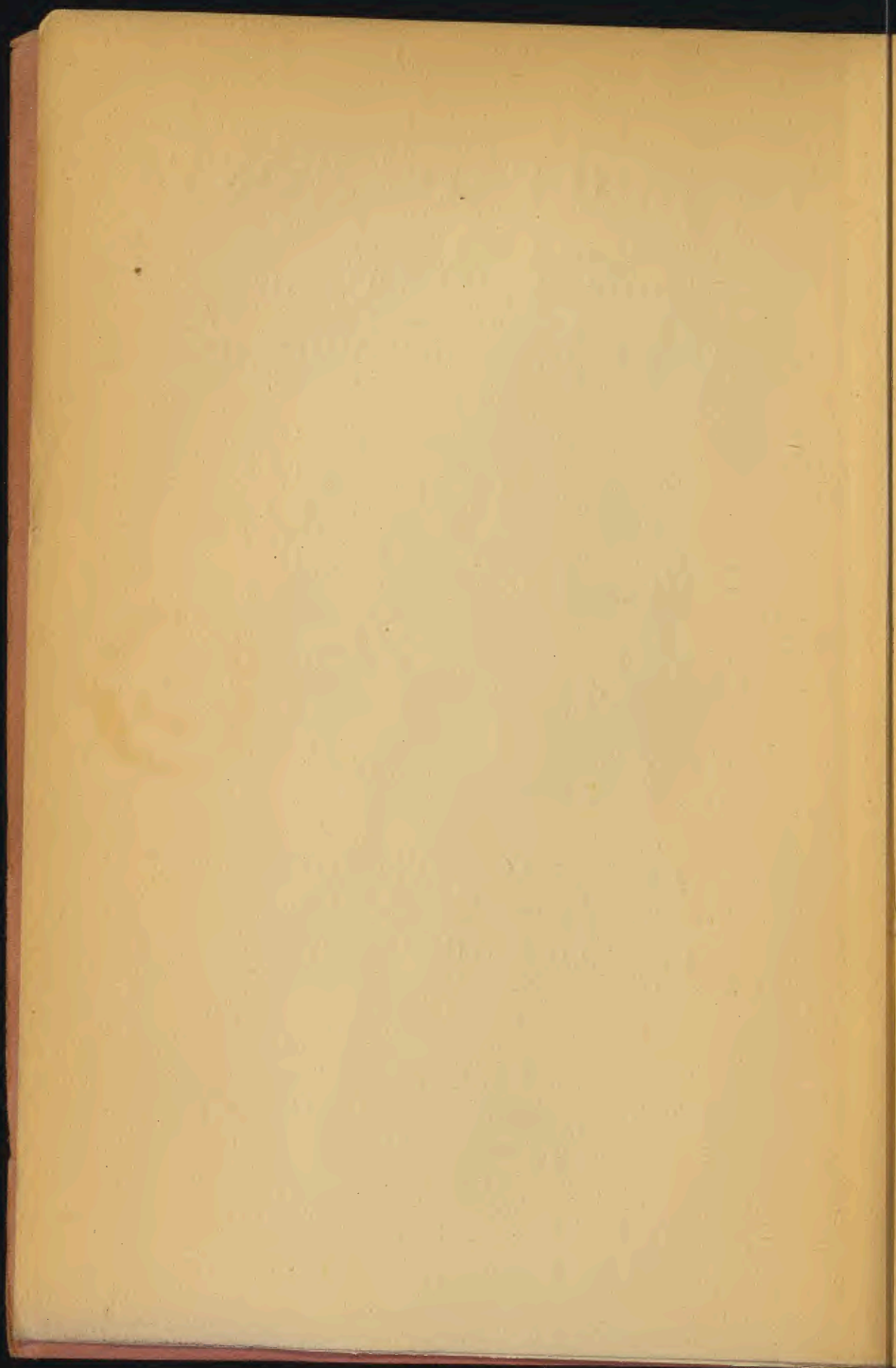
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PREFACE

VERY few words of introduction are needed to a Code of Rules which will at once recommend themselves to every lover of sport all over the world. Two things, however, are especially noticeable with regard to this publication.

It is the first book which contains the rules for twenty different sports which have been agreed to by twenty different nations.

It is the first code ever made for the purposes of extended international competition by a council composed of the Presidents or Secretaries or specially appointed members of every Association at the head of a first-rate sport in the United Kingdom.

Its origin was, of course, the organisation of the Olympic Games of 1908 in London by the British Olympic Council of which I have had the honour to be a member since 1905, and it was begun immediately after the Conference of the International Olympic Committee at The Hague in 1907, at which I was courteously permitted to be present. At that Committee not merely the legislation, but, where necessary, the entire judging of the Olympic Games of 1908 was placed in the hands of the British Olympic Council who, of course, consulted the wishes of their foreign friends and colleagues as regards the details of the programme and the rules here printed.

Though both the programme and the rules were specially drawn up for the games of 1908, and bear (in their omissions as well as their enactments) the mark of that special origin, their value is, of course, a far more deep and lasting one. No international athletic meeting in the future can afford to disregard so authoritative and complete a code, whether that meeting is confined to a single form of sport or to a series of various competitions. Not only, therefore, will this code form the ultimate

PREFACE

court of appeal in future Olympic Meetings but it will furnish a basis for mutual understanding on all occasions when athletes of different nations meet in any form of sport, and I should add that all the 2000 and more athletes who came to London from various parts of the world in 1908 have had this code given them either in the English official version or in the French and German translations.

The Englishman will at once observe that Cricket does not appear. The American will look in vain for Baseball. The Spaniard will not find Pelota. In each case the reason is the same. Each of these games is still so distinctively national that a fair competition between three or four different nations is a practical impossibility; and the inclusion of such a game in an Olympic Programme would be doubly hard upon the majority of competing nations, for their ignorance of the game would prevent their having the least chance of even competing against the nation which was sufficiently acquainted with the rules to score a victory.

But the number of games thus restricted in their area of competition is very small, and grows smaller every year. The expansion of Golf and Lawn Tennis on the Continent is even more remarkable than the recent popularity of fencing in this country. International sport has enlarged the boundaries of many games and immeasurably broadened the basis of acquaintanceship and experience among all the athletes of the world. To this most desirable end such a code as the one now published has been an invaluable and indispensable preliminary. It is printed directly from the various handbooks to each sport issued by the British Olympic Council, to which I desire to express my sincere gratitude. I believe the code's utility will long outlast the Olympiad of 1908 and furnish a convenient volume for reference in every place where one or other of its various forms of sport are cherished.

THEODORE ANDREA COOK.

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THE OLYMPIC GAMES OF LONDON, 1908

IV. INTERNATIONAL OLYMPIAD

COUNCIL OF THE BRITISH OLYMPIC ASSOCIATION

Chairman : Rt. Hon. LORD DESBOROUGH of Taplow, C.V.O.
President of the Épée Club ; Acting President, Lawn
Tennis Association ; Ex-President, Oxford University
Boat Club ; Ex-President, Oxford University Athletic
Club ; Member of the International Olympic Committee.

Rt. Hon. LORD MONTAGU of Beaulieu, Automobile Club.

Maj.-Gen. Rt. Hon. LORD CHEYLESMORE, C.V.O., Chairman of
Council, National Rifle Association.

Sir LEES KNOWLES, Bart., Ex-President, Cambridge University
Athletic Club.

Col. Sir C. E. HOWARD VINCENT, K.C.M.G., C.B., A.D.C. to the
King, M.P., Member of International Olympic Committee
(*since deceased*).

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J. BLAIR, Esq., Scottish Cyclists' Union.

T. W. J. BRITTEN, Esq., Hon. Treas., National Cyclists' Union.

MICHAEL J. BULGER, Esq., M.D., Irish Amateur Athletic Associa-
tion.

GUY M. CAMPBELL, Esq., F.R.G.S.

THEODORE A. COOK, Esq., F.S.A., Amateur Fencing Association.

Lt.-Col. C. R. CROSSE, Sec., National Rifle Association.

J. H. DOUGLAS Amateur Boxing Association.

D. S. DUNCAN, Esq., Hon. Sec., Scottish Amateur Athletic
Association.

W. HAYES FISHER, Esq., President, National Skating Association.

P. L. FISHER, Esq., Hon. Sec., Amateur Athletic Association.

THE RULES OF SPORT

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F. B. O. HAWES, Esq., Hon. Sec., Lacrosse Union.
W. HENRY, Esq., Hon. Sec., Royal Life Saving Society.
G. ROWLAND HILL, Esq., Past President, Rugby Football Union.
Capt. A. HUTTON, F.S.A., President, Amateur Fencing Association.
W. J. LEIGHTON, Esq., M.B., Vice-President, Irish Amateur Swimming Association.
E. LAWRENCE LEVY, Esq., Hon. Sec., Amateur Gymnastic Association.
G. R. MEWBURN, Esq., Hon. Sec., Lawn Tennis Association.
Col. G. M. ONSLOW, National Physical Recreation Society.
E. J. O'REILLY, Esq., Irish Cyclists' Association.
W. RYDER RICHARDSON, Esq., Hon. Sec., Amateur Golf Championship Committee.
G. S. ROBERTSON, Esq., British Representative Juror in Olympic Games of Athens, 1906.
C. NEWTON ROBINSON, Esq., Yacht Racing Association.
B. HECKSTALL SMITH, Esq., Sec., Yacht Racing Association.
A. E. STODDART, Esq., Sec., Queen's Club.
E. H. STONE, Esq., Sec., The Clay Bird Shooting Association.
A. H. SUTHERLAND, Esq., Chairman, Amateur Wrestling Association.
E. SYERS, Esq., Hon. Sec., Figure Skating Club.
H. M. TENNENT, Esq., Hon. Sec., Hockey Association.
F. J. WALL, Esq., Sec., Football Association.
Col. H. WALROND, Hon. Sec., Royal Toxophilite Society.
Rev. R. S. DE COURCY LAFFAN, *Hon. Sec.*, Member of International Olympic Committee.
Capt. F. WHITWORTH-JONES, *Assistant Secretary.*

GENERAL REGULATIONS

1. In accordance with the request of the International Olympic Committee, it has been decided to hold the International Olympic Games of 1908 in England.

2. The British Olympic Council, which is responsible for the Games, has delegated the actual management of the different sports to the Associations governing them in England, who may appoint officials from other countries to assist in the several competitions.

3. The Olympic Games are exclusively confined to amateurs.

4. The definition of an Amateur qualified to compete in any sport will be found in the detailed Regulations under the heading of that sport.

5. The entries from each country will be limited in number. The limit number will vary for different events, and will be specified in the Programme.

6. A "country" is any "territory having separate representation on the International Olympic Committee," or, where no such representation exists, "any territory under one and the same sovereign jurisdiction."

7. The amateur status (see Section 4) of every competitor must be guaranteed by the Association which, in his own country, governs the sport in which he desires to enter as a competitor, or, where no such Governing Association or Governing Club exists, by a special Com-

THE RULES OF SPORT

mittee of experts appointed by the Olympic Committee of that country.

8. All entries will be made through the Governing Associations [or, where Governing Associations do not exist, by Amateur Clubs], through the Olympic Committee of each country, who will be responsible to the British Olympic Association for the competence of such Amateur Clubs to guarantee that the competitors entered by them are amateurs within the conditions laid down in the British Olympic Association's Regulations for the several sports, as set forth in the Programme of the Olympiad.

9. There will be no entrance fee for any event.

10. The Stadium events will be held in two sections. The main portion of the games will take place in July 1908, but there will be a section for Winter Games in October of that year.

11. It is proposed to close the entries at least one month before the date fixed for the event for which the entry is made.

12. The British Olympic Council reserve to themselves the right to refuse the entry of any competitor without being bound to give reasons for their decision.

13. Objections to the qualifications of a competitor must be made in writing to the Secretary of the British Olympic Council at the earliest moment practicable. No such objection shall be entertained after the lapse of one calendar month from the distribution of the prizes. Every objection shall be accompanied by a deposit of one pound (£1), and if upon investigation the objection shall appear to have been made upon no reasonable ground the deposit shall be forfeited. The British Olympic Council shall decide on every objection after

4

GENERAL REGULATIONS

having heard the representative or representatives on the Honorary Committee (see Section 14) of the person making the objection.

14. An Honorary Committee will be formed, consisting of three representatives from each competing country, to be nominated by the Olympic Committee in that country. Special seats will be reserved for them, as for the members of the International Olympic Committee, at all contests and all festivities connected with the Olympiad, and they will be distinguished by a separate badge. [N.B.—In the case of competitors not represented on the Honorary Committee, the British Olympic Council will appoint three members to act on behalf of such competitors.]

All protests to be made to the Officials managing any form of contest must be made through a member or members of the Honorary Committee representing the country to which the competitor belongs who desires to make the said protest for transmission to the said Officials.

Any such protest must be made to the proper Official within half an hour of the termination of the contest to which it relates.

[N.B.—Sections 13 and 14 do not apply to sports like Rowing and Yachting which have special regulations for objections and protests.]

15. The prizes will consist exclusively of Olympic medals (Gold, Silver, or Bronze) and certificates. In cases where Challenge Cups or Trophies have been presented, they will remain in the possession of the winners until the opening of the Games of 1912. All those who take part in the Olympic Games will be presented with commemorative medals.

THE RULES OF SPORT

16. The British Olympic Council will make no contribution to the expenses of any competitor, Foreign or British.

17. The British Olympic Council shall be invested with full power to make in case of absolute necessity such changes as may be desirable in these Regulations.

18. The members of the International Olympic Committee are specially recognised as such at these Games, apart from any other functions which they may fill.

19. Natural born or fully naturalised subjects or citizens of a "country" (as defined in Section 6 of the General Regulations) or of the sovereign state of which a "country" forms part, are alone eligible to represent that country as competitors in the Olympic Games.

20. Where two or more countries (as defined in Section 6 of the General Regulations) form part of the same sovereign state, a natural-born or fully naturalised subject or citizen of that sovereign state may represent, as a competitor in the Olympic Games, either the country in which he was born or that in which he habitually resides.

21. In cases of teams, a number of reserves not in excess of seven may be entered, except where otherwise provided in the Special Regulations of any sport.

PROGRAMME OF GAMES

Prizes.—Every Olympic Prize Medal carries with it an Olympic Diploma. In addition to the Club or Association to which the winner or winning team in any event belongs, an Olympic Diploma is presented.

N.B.—Special Merit Certificates for specially meritorious performances may be awarded in every competition.

(IN ALL CASES THE FIGURES IN
BRACKETS ARE APPROXIMATE.)

ATHLETICS.

In the Stadium, commencing July 13, 1908.
Entries close June 12, 1908.

Maximum
No. of Com-
petitors from
each Country.

Prizes in each event :

1st Prize. Gold Olympic Medal.
2nd „ Silver „ „
3rd „ Bronze „ „

100 metres Flat (109·3 yards)	12
200 metres Flat (218·6 yards)	12
400 metres Flat (437·2 yards)	12
800 metres Flat (874·4 yards)	12
1500 metres Flat (1639·5 yards)	12
110 metres Hurdle (120·2 yards)	12

THE RULES OF SPORT

ATHLETICS—*continued.*

	Maximum No. of Com- petitors from each Country
400 metres Hurdle (437·2 yards)	12
3200 metres Steeplechase (3497·6 yards)	12
5 miles Run (8·047 kilometres)	12
10 miles Walk (16 kilometres)	12
Marathon Race, about 25 miles (about 40 kilo- metres), on July 24, 1908	12
Standing Broad Jump	12
Standing High Jump	12
Running Broad Jump	12
Running High Jump	12
Hop, Step, and Jump	12
Pole Jump	12
Throwing the Hammer	12
Putting the Weight	12
Tug of War. Teams of eight	4 teams
3 Mile Team Race (4·8 kilometres) 5 to run, 3 to count.	1 team
3500 Metres Walk (3825 yards)	12
Discus. I. Free style	12
II. As at Athens, 1906	12
Javelin. I. Free style	12
II. With the Javelin held in the middle.	12
Relay Race 1600 metres (1749·8 yards)	1 team
Teams of four with four reserves. Two at 200 metres (218·6 yards), one at 400 metres (437·2 yards), one at 800 metres (874·4 yards).	

PROGRAMME OF GAMES

ARCHERY.

Maximum
No. of Com-
petitors from
each Country.

In the Stadium, on July 17, 18, and 20, 1908.
Entries close July 2, 1908.

Prizes in each event :

1st Prize.	Gold Olympic Medal.
2nd „	Silver „ „
3rd „	Bronze „ „

Gentlemen. —The York Round. 72 arrows at 100 yards (94·4 metres), 48 arrows at 80 yards (73 metres), 24 arrows at 60 yards (54·8 metres)	30
Ladies. —The National Round. 48 arrows at 60 yards (54·8 metres), 24 arrows at 50 yards (45·7 metres)	30
Gentlemen. —40 arrows at 50 metres (54·6 yards), shot singly Continental fashion	30

CYCLING.

In the Stadium, commencing July 13, 1908.
Entries close June 12, 1908.

Prizes in each event :

1st Prize.	Gold Olympic Medal.
2nd „	Silver „ „
3rd „	Bronze „ „

Bicycle.

One lap, 660 yards (603·491 metres)	12
1000 metres (1093·6 yards)	12
5000 metres (2·88 miles)	12
20 kilometres (12·427 miles)	12
100 kilometres (62·135 miles)	12

Pursuit Race.

Three laps (1·807 kilometres). Teams of four to start. First three to count in each heat 1 team

Tandem Bicycle.

2000 metres (1·24 miles)	6 pairs
------------------------------------	---------

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FENCING.

Maximum
No. of Com-
petitors from
each Country.

At the Fencing Ground, adjoining the Stadium,
commencing July 16, 1908.
Entries close June 15, 1908.

Prizes, events 1 and 2 :—

1st Prize.	Gold Olympic Medal.
2nd "	Silver " "
3rd "	} Bronze " "
4th "	
5th "	
6th "	
7th "	
8th "	

A Challenge Cup has been presented by English Fencers to the winning Épée Team.

1. Épée.

- | | |
|--|--------|
| (a) Individual | 12 |
| (b) International Teams of eight | 1 team |
- out of whom four fencers are chosen for each series.

2. Sabre.

- | | |
|--|--------|
| (a) Individual | 12 |
| (b) International Teams of eight | 1 team |
- out of whom four fencers are chosen for each series.

3. Foils.

A display, with commemorative medals for all engaged, by picked amateurs, two representing each nation.

FOOTBALL (ASSOCIATION).

In the Stadium, about October 19, 1908.

Entries close September 1, 1908.

4 teams

Prizes :—Gold Olympic Medals to the winning team.

A Challenge Cup has been presented by the Football Association.

PROGRAMME OF GAMES

FOOTBALL (RUGBY),

In the Stadium, about October 19, 1908.

Entries close September 1, 1908.

Prizes :—Gold Olympic Medals to the winning team. 4 teams

Maximum
No. of Com-
petitors from
each Country 4

GOLF.

At Sandwich and Deal on June 1, 2, and 3, 1908.

Entries close May 23, 1908.

Prizes in each event :

1st Prize. Gold Olympic Medal.

2nd " Silver " "

3rd " Bronze " "

Individual Medal Competition.

20

Score Play.

Team Competition.

4 teams

6 to play, 4 to count

GYMNASTICS.

In the Stadium, on July 14, 15, and 16, 1908.

Entries close June 12, 1908.

Prizes :—Individual competition (Heptathlon).

1st Prize. Gold Olympic Medal.

2nd " Silver " "

3rd " Bronze " "

Team Competition.

1st Prize. 1 Gold Olympic Medal
to the team.

Silver Olympic Medal to
each member of team.

2nd " 1 Silver Olympic Medal
to the team.

Bronze Olympic Medal
to each member of
team.

THE RULES OF SPORT

GYMNASTICS—*continued.*

Maximum
No. of Com-
petitors from
each Country

1. Individual Competitions 20
 Voluntary Exercises.
 1. Horizontal Bar, swinging movements.
 2. Horizontal Bar, slow movements.
 3. Parallel Bars, slow and swinging move-
 ments.
 4. Rings, steady.
 5. Rings, flying.
 6. Pommel Horse, quick movements.
 7. Rope Climbing.
 Every competitor must take part in every item.
2. Team Competitions 1 team
 Voluntary Mass Exercises. The exercises
 may be those known as free gymnastics
 or exercises with hand apparatus, or any
 combination of both or either.
 Teams of not less than 16 nor more than 40.
 Time limit 30 minutes.
3. Displays, Non-competitive.
 With commemorative medals. Open to
 women.

HOCKEY.

In the Stadium, about October 19, 1908.

Entries close September 1, 1908.

3 teams

Prizes :—Gold Olympic Medals to the winning
team.

LACROSSE.

In the Stadium, about October 19, 1908.

Entries close September 1, 1908.

Prizes :—Gold Olympic Medals to the winning
team.

American Tournament System 1 team

PROGRAMME OF GAMES

LAWN TENNIS.

I. Grass Courts.

Maximum
No. of Com-
petitors from
each Country

At the Grounds of the All England Club,
Wimbledon.

Commencing July 6, 1908.
Entries close June 6, 1908.

Prizes in each event :—

1st Prize. Gold Olympic Medal.
2nd „ Silver „ „
3rd „ Bronze „ „

Men's Singles	12
Men's Doubles	6 pairs
Ladies' Singles.	12

II. Covered Courts.

At Queen's Club, West Kensington.

Commencing May 6, 1908.
Entries close April 28, 1908.

Prizes in each event :—

1st Prize. Gold Olympic Medal
2nd „ Silver „ „
3rd „ Bronze „ „

Men's Singles	12
Men's Doubles	6 pairs
Ladies' Singles	12

THE RULES OF SPORT

MOTOR BOATS.

Maximum
No. of Com-
petitors from
each Country.

In Southampton Water, starting from and finishing at the "Enchantress," the Flagship of the Motor Yacht Club, on July 11.

Entries close June 27.

Prizes in each event :—

1st Prize.	Gold Olympic Medal.
2nd "	Silver " "
3rd "	Bronze " "

About 40 miles (64·3 kilometres): round mark-boats (as in the International Cup Race).

Races will be held for the following classes :—

- | | |
|--|---|
| (a) For Motor Boats of any length or horsepower. | 3 |
| (b) For Motor Boats not exceeding 60 feet in length, and with a total piston area not exceeding that represented by four cylinders each of 155 mm. bore. | 3 |
| (c) For Motor Boats exceeding 6½ metres but not exceeding 8 metres in length, not less than 800 kilos. in weight in running order, but without fuel or crew on board, and with a total piston area not exceeding that represented by four cylinders each of 106 mm. bore. Boats in this class must comply with the rules of the International Sporting Club of Monaco in regard to cruisers. | 3 |

POLO.

At Hurlingham under Hurlingham Club Rules.

Commencing June 15, 1908.

Final Match June 20, 1908.

Entries close June 1, 1908.

Prizes.—Gold Olympic Medals to winning team. 5 teams

PROGRAMME OF GAMES

RACQUETS.

At Queen's Club, West Kensington.
Commencing April 27, 1908.
Entries close April 20, 1908.

Maximum
No. of Com-
petitors from
each Country.

Prizes in each event :—

1st Prize. Gold Olympic Medal.
2nd „ Silver „ „
3rd „ Bronze „ „

Singles 12
Doubles 6 pairs

ROWING.

At Henley on July 28, 1908, and following days.
Entries close :

- (a) In the case of Belgium, Canada, Germany,
Holland, and the United Kingdom, not
later than June 30, 1908.
(b) In the case of other countries not later than
June 1, 1908.

Prizes.—Gold Olympic Medals to the winners in
each event.

Eights (in best boats) 2
Fours „ 2
Pairs „ 2
Sculls „ 2

THE RULES OF SPORT

SHOOTING.

Maximum
No. of Com-
petitors from
each Country.

- I. At Bisley, on July 9, 10 and 11, 1908.
Entries close June 1, 1908.

Prizes in each event :—

1st Prize.	Gold Olympic Medal.
2nd „	Silver „ „
3rd „	Bronze „ „

1. Rifle-Shooting.

- (a) **Team Competition.** Teams of six . . . 1 team

National Military arm of any country.

Distances, 200, 500, 600, 800, 900, and
1000 yards (182·876, 457·19, 548·628,
731·504, 822·942, and 914·38 metres).

Targets. 1st, 2nd, and 3rd class targets.

Two sighters and fifteen shots for each com-
petitor at each range.

- (b) **Individual Competition** . . . 12

Any rifle, any sight, including telescopic.

Distance 1000 yards (914·38 metres).

Target. 1st class target.

Two sighters and twenty shots.

- Team Competition.** Teams of six . . . 1 team

Any rifle. Foresight open, any kind of
backsight.

Distance, 300 metres.

Target. White target, 1 metre in diameter,
divided into 10 zones, with black centre,
0·60 metre in diameter.

Each competitor fires 120 shots (40 standing,
40 kneeling, and 40 lying down), with 10
sighting shots in each position.

- (d) **Individual Competition** . . . 12

Any rifle. Foresight open, any kind of
backsight.

Distance, 300 metres.

Target as in (c).

Number of shots as in (c).

PROGRAMME OF GAMES

SHOOTING—*continued.*

Maximum
No. of Com-
petitors from
each Country.

2. Miniature Rifle-Shooting.

(e) Team Competition. Teams of four 1 team

Any breech-loading rifle shooting miniature ammunition, any sights except magnifying or telescopic.

Distances, 50 and 100 yards (45·719 and 91·438 metres).

Targets :

50 yards (45·719 metres). 12 inches square.

Bull's eye $1\frac{1}{2}$ inches in diameter.

100 yards (91·438 metres). 24 inches square.

Bull's eye 3 inches in diameter.

(One inch equals 2·54 centimetres).

Four sighters and twenty shots at each distance.

(f) Individual Competition 12

Any breech-loading rifle shooting miniature ammunition, any sights except magnifying or telescopic.

Distances, 50 and 100 yards (45·719 and 91·438 metres).

Targets :

50 yards (45·719 metres). 12 inches square.

Bull's eye $1\frac{1}{2}$ inches in diameter.

100 yards (91·438 metres). 24 inches square.

Bull's eye 3 inches in diameter.

(One inch equals 2·54 centimetres)

Four sighters and forty shots at each distance.

(g) Individual Competition. Disappearing target 12

Any breech-loading rifle shooting miniature ammunition, any sights except magnifying or telescopic.

Distance, 25 yards (22·86 metres).

THE RULES OF SPORT

SHOOTING—*continued.*

Maximum
No. of Com-
petitors from
each Country.

Target, three quarters length figure 4 inches high and $1\frac{1}{2}$ inches wide at the widest part.

(One inch equals 2.54 centimetres.)

Two sighters and fifteen shots.

(h) Individual Competitions. Moving target 12

Any breech-loading rifle shooting miniature ammunition, any sights except magnifying or telescopic.

Distance, 25 yards (22.86 metres).

Target, three quarters length figure 4 inches high and $1\frac{1}{2}$ inches wide at the widest part.

(One inch equals 2.54 centimetres.)

Two sighters and fifteen shots.

3. Revolver and Pistol Shooting.

(i) Team Competition. Teams of four 1 team

Any revolver or pistol with open sights.

Distance, 50 yards (45.719 metres).

Target, white $19\frac{3}{4}$ inches in diameter, divided into 10 zones, with central black $7\frac{3}{4}$ inches in diameter.

(One inch equals 2.54 centimetres.)

Two sighters and sixty shots.

Position standing; right or left hand with arm extended.

(j) Individual Competition 12

Any revolver or pistol with open sights.

Distance, 50 yards (45.719 metres).

Target as in (h).

Two sighters and sixty shots.

Position standing; right or left hand with arm extended

PROGRAMME OF GAMES

SHOOTING—*continued.*

Maximum
No. of Com-
petitors from
each Country.

4. Running Deer Shooting.

(k) Team Competition. Teams of four . 1 team

Any single, double, or repeating rifle with open sights.

Distance, 110 yards (100·582 metres).

Target. Running Deer. Bull's eye 6 inches diameter.

(One inch equals 2·54 centimetres.)

Two sighters and ten shots, one at each run.

Position, any.

(l) Individual Competition. Single Shot . 12

Any single, double, or repeating rifle with open sights.

Distance, 110 yards (100·582 metres).

Target as in (j).

Two sighters and ten shots, one at each run.

Position, any.

(m) Individual Competition. Double Shot. 12

Two sighters and twenty shots, two at each run.

Other conditions as (l).

CLAY BIRD SHOOTING.

II. At the Grounds of the Uxendon Shooting School Club, on July 8, 9, 10, and 11, 1908.

Entries close June 1, 1908.

Prizes in each event :

1st Prize. Gold Olympic Medal.

2nd „ Silver „ „

3rd „ Bronze „ „

1. Individual Competition. . . . 12

2. Teams of six 2 teams

THE RULES OF SPORT

SKATING.

Maximum
No. of Com-
petitors from
each County.

At Princes Skating Rink, commencing October 19,
1908.

Entries close September 21, 1908.

Prizes in each event :

1st Prize. Gold Olympic Medal.
2nd " Silver " "
3rd " Bronze " "

Gentlemen's Figure Skating	3
Ladies' Figure Skating	3
Pair Skating (Lady and Gentleman)	3 pairs
Gentlemen's Special Figure Skating	3

SWIMMING.

In the Stadium, commencing July 13, 1908.

Entries close June 12, 1908.

Prizes in each event :

1st Prize. Gold Olympic Medal.
2nd " Silver " "
3rd " Bronze " "

100 metres (109·3 yards)	12
400 metres (437·2 yards)	12
1500 metres (1637·5 yards)	12
High Diving. From 5 and 10 metre boards, firm take off	12
Fancy Diving. From 1 and 3 metre spring boards	12
200 metres Team Race (218·6 yards)	1 team
Teams of four.	
200 metres Breast Stroke (218·6 yards)	12
100 metres Back Stroke (109·3 yards)	12
Water Polo. Teams of seven	1 team

PROGRAMME OF GAMES

TENNIS (Jeu de Paume).

At the Queen's Club, West Kensington.

Commencing May 18, 1908.

Entries close May 11, 1908.

1st Prize. Gold Olympic Medal.

2nd " Silver " "

3rd " Bronze " "

Singles 12

Maximum
No. of Com-
petitors from
each Country.

WRESTLING.

In the Stadium, commencing July 13, 1908.

Entries close June 12, 1908.

Prizes in each event :

1st Prize. Gold Olympic Medal.

2nd " Silver " "

3rd " Bronze " "

I. Style : Catch-as-catch-can.

Bouts limited to 15 minutes. 5 weights :

(a) BANTAM to 119 lbs. (54 kilos.) . . . 12

(b) FEATHER " 133 " (60.3 kilos.) . . . 12

(c) LIGHT " 147 " (66.6 kilos.) . . . 12

(d) MIDDLE " 161 " (73 kilos.) . . . 12

(e) HEAVY, OVER 161 " 12

II. Style : Græco-Roman.

Bouts limited to 20 minutes. 4 weights :

(a) LIGHT to 147 lbs. (66.6 kilos.) 12

(b) MIDDLE " 161 " (73 kilos.) 12

(c) LIGHT HEAVYWEIGHT (93 kilos.) 12

(d) HEAVYWEIGHT. Any weight over 93 kilos. 12

THE RULES OF SPORT

YACHT RACING.

At Ryde on July 27, 28, and 29, 1908.
Entries close June 28, 1908.

Maximum
No. of Com-
petitors from
each Country.

Prizes for all classes :

- 1st Prize. Gold Olympic Medal for helmsman, with Silver Olympic Medals for crew.
- 2nd Prize. Silver Olympic Medal for helmsman, with Bronze Olympic Medals for crew.
- Gilt Commemorative Medals for owners of winning yachts.

Additional Prizes for 12 and 15 metre classes :

- 1st Prize. Gold Olympic Medal for mate or leading hand.
- 2nd Prize. Silver Olympic Medal for mate or leading hand.

1. The Races will be sailed under the Yacht Racing Association's Rules, as in force in 1908, and incorporating the International Rules.

2. Measurement of yachts will be in accordance with the International Rule.

3. There will be no Time Allowance.

4. The Classes for which matches will be arranged are those of :

6 metres	2 yachts
7 metres	2 "
8 metres	2 "
12 metres	2 "
15 metres	2 "

5. All Races will be started from and finish at Ryde Pier, Isle of Wight.

RULES OF SPORT.

ARCHERY.

PROGRAMME.

	Maximum No. of Com- petitors from each Country.
GENTLEMEN.—THE YORK ROUND.—72 arrows at 100 yards (91·4 metres), 48 arrows at 80 yards (73 metres), 24 arrows at 60 yards (54·8 metres)	30
LADIES.—THE NATIONAL ROUND.—48 arrows at 60 yards (54·8 metres), 24 arrows at 50 yards (45·7 metres)	30
GENTLEMEN.—40 arrows at 50 metres (54·6 yards), shot singly Continental fashion	30

RULES AND CONDITIONS OF COMPETITION.

1. The Judges and necessary officials will be appointed by the Royal Toxophilite Society.

2. The Ladies will shoot each day the National Round, viz. : four dozen arrows at 60 yards ; two dozen arrows at 50 yards. The Gentlemen, the National York Round, viz. : six dozen arrows at 100 yards ; four dozen arrows at 80 yards ; and two dozen arrows at 60 yards. Three arrows to be shot at each end.

3. The targets will be placed farther apart than the specified distances, but at the proper distances marks will be fixed, from which alone the Archers are to shoot.

4. The targets will measure four feet in diameter, and the centre of the gold shall be four feet from the ground.

5. The Captains will be placed No. 3 at each target—to take charge of the targets and to score, assisted by No. 4.

6. Every Archer's arrows must be clearly and distinctly marked with his or her name or initials, so that the owner may have no difficulty in claiming them or the Captain in distinguishing them. Archers must not draw their arrows from the target till the Captain has called on them to declare their hits, and has scored them. If an arrow be drawn by its owner before it is scored, it shall not be allowed to count or to be measured as a gold.

7. If from any cause an Archer is not prepared to shoot before all have shot, such Archer shall lose the benefit of that end.

THE RULES OF SPORT

8. Gentlemen will not be allowed to smoke at the Ladies' targets, and it is particularly requested that no person will divert the attention of the Archers shooting by talking: and, while the Archers are in the act of shooting, no one (except the Archers) will be allowed to stand in front of the *white line* behind the targets.

9. No persons, except competitors whilst shooting, will be allowed in front of the targets.

10. The value of the rings on the target shall be:—

Gold	9
Red	7
Blue	5
Black	3
White	1

If an arrow touch two colours it shall be scored as in that of the higher value. Should any dispute arise as to whether an arrow touch the higher colour, the matter shall be decided by the Captain of the Target, subject to an appeal to the Judge.

11. In the case of ties, if two or more have an equal score, the prize shall be adjudged to the one who has the greatest number of hits. If hits and score be equal, the prize shall be adjudged to the competitor who has the highest score at the longest range. If there still be a tie the prize shall be adjudged to the competitor who has the greatest number of hits at the longest range.

12. If, owing to the state of the weather, the full number of arrows are not shot on the first day, the deficient number shall, if possible, be shot on the second day. No prizes will be awarded unless one complete round is shot.

13. No shooting will be allowed except when competing for the prizes.

14. No Archer shall move forward before all have shot their arrows, and the signal is given to advance.

15. If any doubt or dispute shall arise on any point connected with the shooting, the matter shall be referred to the Judges, whose decision shall be final.

RULES FOR SHOOTING IN THE CONTINENTAL FASHION

I.—CONDITIONS FOR COMPETITION WITH ENGLISH TARGETS.

1. Shooting shall take place at 50 metres. Each competitor must in turn shoot one arrow at each end.

2. The targets (of straw) will be placed in two parallel lines 54 metres apart. The shooting marks will be fixed 4 metres in front of each target.

3. On each line the distance between targets will be 3 metres, from edge to edge.

ARCHERY

4. The centre of the gold of each target will be 1 metre 40 from the ground (about).

5. Each target will be 1 metre 40 in diameter, and will be divided into concentric circles of different colours with value as follows :

Gold	9
Red	7
Blue	5
Black	3
White	1

6. If an arrow touch two colours it shall be scored as in that of the higher value.

II.—SHOOTING REGULATIONS.

1. The competitors will be divided into squads of not more than 8. One pair of targets will be allotted to each squad, and the order of shooting in each squad will be settled by lot.

2. All the squads must complete shooting at each end at the same time.

3. Each squad will have an authorised marker, and will be under the control of a Captain, who in each case will shoot as No. 3.

4. No Archer may draw his arrow from the target until authorised by the Captain, who must not allow this to be done until he has seen that the hits have been properly scored.

5. Squads must move from target to target in an orderly way on a signal given by the official in charge, who must satisfy himself that every squad has finished shooting before giving the signal. To ensure this the Captain of each squad should advance to the shooting mark and raise his bow above his head as soon as the last member of his squad has finished shooting.

The following points must be particularly observed :—

(i) No one is allowed on the shooting ground, except the competitors, markers, and properly authorised officials.

(ii) While the Archers are shooting, no one (except the Archer) is allowed to stand in advance of the line of targets.

(iii) It is particularly requested that no person will divert the attention of the Archers shooting, by any noise or talking.

(iv) The rules usually observed by Companies of Archers must be scrupulously adhered to, and the authorised officials are required to see that this is strictly done.

III.—REMARKS ON THE DISTRIBUTION OF PRIZES AT ARCHERY COMPETITIONS.

In the case of a tie between two or more competitors the advantage lies with the Archer who has the largest number of hits.

In the case of a tie in both points and hits, the advantage lies with the Archer having most golds.

TRACK ATHLETICS.

PROGRAMME, RULES AND CONDITIONS OF COMPETITION

Each country competing shall be allowed to enter not more than 12 competitors for events 1-19 inclusive, and 22, 23, and 24.

No. 20. 3 teams of eight each.

Nos. 21 and 25. 1 team each.

The competition shall be held under the Laws and Rules of the Amateur Athletic Association of England, who shall appoint all the Officials and be responsible for the conduct of each competition.

A Starter shall be appointed, also two or more Judges and Referee, for each race and competition.

Judges and Referees so appointed shall have sole control over the competitors after the start, with power to disqualify, and their decision shall be final.

Every competition shall be confined to Amateurs.

The following is the Amateur definition of the Amateur Athletic Association :

“An Amateur is one who has never competed for a money prize, or monetary consideration, or for any declared wager or staked bet ; who has never engaged in, assisted in, or taught any athletic exercise as a means of pecuniary gain ; and who has never taken part in any competition with any one who is not an Amateur.”

ENTRIES OF FOREIGN ATHLETES.

All entries will be made through the Governing Associations, or, where Governing Association do not exist, by Amateur Clubs, through the Olympic Committee of each country, who will be responsible to the British Olympic Association for the competence of such Amateur Clubs to guarantee that the competitors entered by them are amateurs within the conditions laid down in the British Olympic Association's Regulations for the several sports, as set forth in the Programme of the Olympiad.

GENERAL RULES.

Every competitor shall wear a sleeved jersey and loose drawers to the knees, and any competitor shall be excluded unless properly attired. A copy of this Rule shall be placed in a conspicuous place in the competitors' dressing-room.

Any competitor wilfully jostling or running across or obstructing another competitor so as to impede his progress shall forfeit

TRACK ATHLETICS

his right to be in the competition, and shall not be awarded any position or prize that he would otherwise have been entitled to.

Every competitor shall be supplied with and wear on back and front during competition a distinctive number corresponding to his number in the programme.

STATIONS.

In level races the competitors shall ballot for their respective stations at the start, and each competitor shall take the station assigned to him by the ballot.

No attendant shall accompany any competitor on the mark or in the race, nor shall any competitor be allowed, without the permission of the Referee or Judges, to receive assistance or refreshment from any one during the progress of a race, but this rule does not apply to the Marathon Race (40 kilometres).

STARTING.

All races shall be started by the report of a pistol, and a start shall only be made to the actual report.

All questions as to the starting of a race shall be in the absolute discretion of the Starter, whose decision shall be final.

The Starter shall place the competitors on their respective marks in their respective stations, and shall for this purpose have the assistance of such marksmen as may be necessary.

No competitor shall touch the ground in front of his mark with any part of his body.

PROTESTS.

Objections and Protests shall be made in accordance with sections 13 and 14 of the General Regulations, which are as follows:—

“13. Objections to the qualifications of a competitor must be made in writing to the Secretary of the British Olympic Council at the earliest moment practicable. No such objection shall be entertained after the lapse of one calendar month from the distribution of the prizes. Every objection shall be accompanied by a deposit of one pound (£1), and if upon investigation the objection shall appear to have been made upon no reasonable ground the deposit shall be forfeited. The British Olympic Council shall decide on every objection after having heard the representative or representatives on the Honorary Committee (*see* Article 14) of the person making the objection.

“14. An Honorary Committee will be formed, consisting of three representatives from each competing country, to be nominated by the Olympic Committee in that country. Special seats will be reserved for them, as for the members of the International Olympic Committee, at all contests and all festivities connected

THE RULES OF SPORT

with the Olympiad, and they will be distinguished by a separate badge. [N.B.—In the case of competitors not represented on the Honorary Committee, the British Olympic Council will appoint three members to act on behalf of such competitors.]

“All protests to be made to the Officials managing any form of contest must be made through a member or members of the Honorary Committee representing the country to which the competitor belongs who desires to make the said protest for transmission to the said Officials.

“Any such protest must be made to the proper Official within half an hour of the termination of the contest to which it relates.”

THE RUNNING HIGH JUMP.

The Judges shall decide the height of the bar at starting, and at each successive elevation. Each competitor shall be allowed three jumps at each height. At each height each competitor shall take one trial in order as on programme; those failing shall have a second trial in similar order, after which those having failed twice shall make their third trial. Crossing the scratch without displacing the bar shall not count as one jump. All measurements shall be made from the ground to the centre of the bar. Neither diving nor somersaulting shall be permitted.

THE STANDING HIGH JUMP.

The feet of the competitor may be placed in any position, but shall leave the ground only once in making an attempt to jump. When the feet are lifted from the ground twice, or two springs are made in making the attempt, it shall count as a trial jump without result. A competitor may rock forward and backward, lifting heels and toes alternately from the ground, but may not lift either foot clear from the ground or slide it along the ground in any direction.

With this exception the rules are similar to the Running High Jump.

THE RUNNING BROAD JUMP.

Each competitor shall be allowed three jumps, and the best three competitors of the first trial shall be allowed three more tries each for the final. The farthest jump of *all* shall win. If any competitor fall back or step back, after jumping, or crosses the taking-off line with either foot, or so swerves aside that he pass beyond the taking-off line, such jump shall not be measured, but it shall be counted against the competitor as one jump. All jumps shall be measured to the taking-off line from the edge of the heel-mark nearest that line, along a line perpendicular to that line.

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THE STANDING BROAD JUMP.

The feet of the competitor may be placed in any position, but shall leave the ground only once in making an attempt to jump. When the feet are lifted from the ground twice, or two springs are made in making the attempt, it shall count as a trial jump without result. A competitor may rock forward and back, lifting heels and toes alternately from the ground, but may not lift either foot clear of the ground, or slide it along the ground in any direction.

In other respects the rule governing the Running Broad Jump shall also govern the Standing Broad Jump.

THE POLE JUMP.

Each competitor shall be allowed three jumps at each height. Crossing the scratch without displacing the bar shall not count as one jump. All measurements shall be made from the ground to the centre of the bar. Three attempts, even if the cross-bar be not displaced, shall count as one jump.

The judges shall decide the height of the bar at starting and at each successive elevation.

RUNNING HOP, STEP AND JUMP.

The competitor shall first land upon the same foot with which he shall have taken off. The reverse foot shall be used for the second landing, and both feet shall be used for the third landing.

In all other respects the rules governing the Running Broad Jump shall also govern the Running Hop, Step and Jump.

THROWING THE HAMMER.

The head and handle may be of any size, shape and material, provided that the length of the complete implement shall not be more than *four feet* (1.219 metres) and its weight not less than *sixteen pounds* (7.258 kilos). The competitor may assume any position he chooses, and use either one or both hands. All throws shall be made from a circle *seven feet* (2.134 metres) in diameter. Each competitor shall be allowed three throws, and the best three competitors of the first trial shall be allowed three more throws each. The farthest throw of *all* shall win. All distances shall be measured from the circumference of the circle to the first pitch of the hammer along a line drawn from that pitch to the centre of the circle. Foul throws and letting go of the hammer in an attempt shall count as trial throws.

PUTTING THE WEIGHT.

The weight shall be put from the shoulder with one hand only, and without follow from a *seven feet* (2.134 metres) circle. The

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weight shall be of iron and spherical, and shall weigh *sixteen pounds* (7.258 kilos). All puts shall be measured from the circumference of the circle to the first pitch of the weight along a line drawn from that pitch to the centre of the circle. Each competitor shall be allowed three puts, and the best three competitors of the first trial shall be allowed three more puts each. The farthest put of *all* shall win.

In Throwing the Hammer and Putting the Weight crossing the scratch shall count as a try.

HURDLE RACE.

400 METRES.

The hurdles shall stand .914 metre (3 feet) from the ground, with straight top bars, and each competitor shall keep his own flight of hurdles throughout.

There shall be 10 flights of hurdles.

The first hurdle shall be placed 45 metres from the scratch mark, and the remaining hurdles shall be 35 metres apart, and the distance from the last hurdle to the winning post shall be 40 metres.

STEEPLECHASING.

For Steeplechases the hurdles shall not be higher than three feet (.914 metre). Every competitor shall go over or through the water; and any one who jumps to one side or the other of the water jump shall be disqualified.

WALKING RACE.

In Walking Races, cautions and disqualifications shall be left to the decision of the Judges of Walking, who may appoint assistants if necessary. A disqualified competitor shall at once leave the track.

TUG OF WAR.

(a) The teams shall consist of equal numbers of competitors. The rope shall be of sufficient length to allow for a "pull" of twelve feet, and for twelve feet slack at each end, together with four feet for each competitor; it shall not be less than four inches in circumference, and shall be without knots or other holdings for the hands. A centre tape shall be affixed to the centre of the rope, and six feet on each side of the centre tape two side tapes shall be affixed to the rope. A centre line shall be marked on the ground, and six feet on either side of the centre line two side lines parallel thereto. At the start the rope shall be taut, and the centre tape shall be over the centre line and the competitors shall be outside the side lines. During no part of the pull shall the rope be tied.

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(b) The start shall be by word of mouth. During no part of the pull shall the foot of any competitor go beyond the centre line. A pull shall be won when one team shall have pulled the side tape of the opposing side over their own side line or a competitor of the opposing side goes over the centre line. No competitor shall wear prepared boots or shoes or boots or shoes with any projecting nails, tips, sprigs, points, hollows or projections of any kind. No competitor shall make any hole in the ground with his feet or in any other way before the start. No competitor shall wilfully touch the ground with any part of his person but his feet. If the competition is for teams limited in weight each competitor shall be weighed before the start. All heats shall be won by two pulls out of three.

DISCUS.

The Discus shall be 2 kilogrammes (4·4 lb.) in weight and 22 centimetres (8·7 inches) in diameter. It shall be made of wood with a smooth iron rim, and shall be capped on each face with a smooth metal plate.

Every competitor must throw with a discus provided by the Committee.

I.—FREE STYLE.

(a) The discus is thrown from a circle 2·50 metres (2·733 yards) in diameter.

(b) From the centre of this circle a straight line shall be drawn in the direction in which the competitors are to throw. At an angle of forty-five degrees on either side of this line shall be drawn side lines. To constitute a valid throw the discus must first strike the ground in the space between these side lines.

(c) The method of throwing is at the absolute discretion of each competitor.

(d) The thrower must remain entirely within the circle until the discus first strikes the ground, otherwise the throw is invalid.

(e) To measure the distance thrown, a straight line is taken from the point at which the discus first strikes the ground to the centre of the circle. The distance thrown is the portion of this line which lies outside the circle.

II.—THROWING THE DISCUS "AS AT ATHENS."

(a) The discus is thrown from a rectangular pedestal 80 centimetres ($31\frac{1}{2}$ inches) long and 70 centimetres ($27\frac{1}{2}$ inches) broad, sloping forward from a height of 15 centimetres (6 inches) at the back to a height of 5 centimetres (2 inches) at the front.

(b) The method of throwing is as follows:—

The thrower places himself on the pedestal with the feet apart, and holding the discus in either hand. He then grasps it with both hands and raises them without letting go the discus with either, extending the rest of his body at the same time in the same direction. After that he turns the trunk to the right and bends

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sharply, so as to bring the left hand, which has now left hold of the discus, to the right knee, and the right hand, still holding the discus, as far back as possible. At this moment the right foot should be forward and both legs bent; the right foot rests full on the sole, and the left on the toes only. Then by a sharp and simultaneous extension of the whole body the thrower throws the discus forward.

(c) The thrower may leave the pedestal at the moment of throwing.

(d) The measurement of the throw shall be from the point at which the discus first strikes the ground to the centre of the front side of the pedestal.

THROWING THE JAVELIN.

(a) The Javelin shall be 2·6 metres long (8·1 feet) and 800 grammes in weight (1·6 lb.). It shall be of wood with a sharp iron point, and shall have about the centre of gravity a grip formed by a binding of whipcord without knots; it shall not be provided with a thong, and the shaft shall not be notched.

Every competitor must throw with a javelin provided by the Committee.

(b) The throwing shall take place from behind a scratch line. The thrower may place his foot or feet upon the line, but if either foot passes the line entirely before the javelin first strikes the ground the throw is invalid.

(c) No throw shall be counted in which the point of the javelin does not strike the ground before any part of the shaft.

(d) It is open to the competitors to throw with either hand and with or without a run.

(e) The throw is measured from the point at which the point of the javelin first strikes the ground perpendicularly to the scratch line, or the scratch line produced.

In the *Free Style* the manner of holding the javelin is left to the absolute discretion of each competitor.

In the *Style in which the javelin is held in the middle*, the javelin must be held by the grip, and no other method of holding is admissible.

MARATHON RACE.

1. The Marathon race of 40 kilometres will be run on a course marked out on public roads by the Amateur Athletic Association and will finish on the running track in the Stadium, where the last $\frac{1}{4}$ mile will be run (1 lap).

2. Each competitor must send with his entry a medical certificate of fitness to take part in the race, and must further undergo a medical examination previous to the start by the medical officer or officers appointed by the British Olympic Council.

3. A competitor must at once retire from the race if ordered

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to do so by a member of the medical staff appointed by the British Olympic Council to patrol the course.

4. No competitor either at the start or during the progress of the race may take or receive any drug. The breach of this rule will operate as an absolute disqualification.

5. The station of each competitor at the start will be determined by lot, and in the event of competitors being too numerous to be started on a single line, they will be started on one or more lines.

6. Each competitor shall be allowed two attendants, who shall wear on the arm the same distinctive number as the competitor.

7. The attendants shall during the progress of the race remain behind the competitor they are attending or be sufficiently in front to prevent them giving pacing assistance. Non-observance of this rule will disqualify the competitor.

8. Attendants will not be permitted at the start of the contest, but must proceed to an appointed place about 5 miles (8 kilometres) from the start and join their competitors as they pass. Upon arrival at the Stadium the attendants must leave the competitors and enter at a different gate. No attendant will be allowed on the track.

9. Any competitor whose attendant or attendants obstruct another competitor will be disqualified.

10. Each competitor must provide his own attendants and required refreshments.

BOXING.

COMMENCING ABOUT OCTOBER 19, 1908.

ENTRIES CLOSE SEPTEMBER 15, 1908.

PRIZES IN EACH EVENT.

1st Prize.	Gold Olympic Medal.
2nd "	Silver " "
3rd "	Bronze " "

Maximum
No. of Com-
petitors from
each Country.

FIVE WEIGHTS.

(a) Bantam, not exceeding 8 st. 4 lbs. (52·617 kilos).	12
(b) Feather " " 9 st. (57·15 kilos).	12
(c) Light " " 10 st. (63·5 kilos).	12
(d) Middle " " 11 st. 4 lbs. (71·668 kilos).	12
(e) Heavy, any weight.	12

The gloves to be of a standard weight of 8 oz. each.

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DEFINITION OF AN AMATEUR.

An Amateur is one who has never competed for a money prize, staked bet, or declared wager; who has not competed with or against a Professional for any prize (except with the express sanction of the Amateur Boxing Association), and who has never taught, pursued, or assisted in the practice of athletic exercises as a means of obtaining a livelihood or pecuniary gain.

RULES OF THE AMATEUR BOXING ASSOCIATION.

1. In all Olympic competitions the ring shall be roped, and not less than twelve feet or more than twenty feet square.
2. Competitors to box in light boots or shoes (without spikes) or in socks, knickerbockers, breeches or trousers, and jerseys. The gloves to be of a standard weight of 8 oz. each.
3. Weights to be, for Olympic Competitions :—

Bantam, not exceeding	8 st. 4 lb.
Feather	9 st.
Light	10 st.
Middle	11 st. 4 lb.
Heavy, any weight.	

Competitors to weigh on the day of competition in boxing costume, without gloves.

4. In all Olympic competitions the number of rounds to be contested shall be three. The duration of the first two rounds shall be three minutes each, and of the third four minutes, with an interval of one minute between each round. A timekeeper (who shall be stationed beside the referee) shall be appointed.

5. A competitor who draws a bye shall be bound to spar for the specified time with any opponent approved of by the judges and referee.

6. Each competitor shall be attended by one second only, and no advice or coaching shall be given to a competitor by his second, or by any other person, during the progress of the bout.

7. In all Olympic competitions bouts shall be decided by two judges and a referee, who shall be stationed apart from each other. The judges shall award at the end of each of the first two rounds five marks, and at the end of the third round seven marks to the better man, and a lesser number to the other man according to his merits. When the men are equal the maximum number must be given to each. At the end of each bout the judges' scoring papers shall be collected by an official appointed for that purpose, and in cases where the judges agree, such official shall announce their decision, but should the judges disagree, the official shall so inform the referee.

CLAY BIRD SHOOTING

8. The referee shall give his vote when the judges disagree, or he can order further rounds limited to two minutes each. Two of the three opinions must agree before a winner can be declared, otherwise an extra round is compulsory. The decision of the judges or referee, as the case may be, shall be final and without appeal.

9. Marks shall be awarded for "attack," as follows:—Direct clean hits with the knuckle part of the glove of either hand, on any part of the front or sides of the head, or body above the belt and for "defence": guarding, slipping, ducking, counter hitting, or getting away. Where competitors are otherwise equal, the majority of marks shall be given to the one who does most of the leading off, or who displays the better style.

10. The referee shall have power to disqualify a competitor for any of the following acts:—For hitting below the belt, for hitting with the open glove, the inside or "butt" of the hand or with the wrist or elbow; for striking a competitor when he is down; for holding, butting, shouldering, intentionally falling without receiving a blow, wrestling or roughing, or for any other act he may deem foul.

11. In the event of a competitor being down, his opponent shall retire out of distance, and shall not recommence boxing until told to do so by the referee. A man is to be considered down even when he is on one or both feet, if at the same time any other part of his body is touching the ground. The referee shall be empowered to stop a round if in his opinion a man is out-classed or unfit to continue, and that man shall be deemed to have lost the bout.

12. In all competitions any competitor failing to resume sparring when time is called shall lose the bout.

13. The breaking of any of these rules by a competitor or his second shall render such competitor liable to disqualification.

14. The judges and referee shall decide (1) the interpretation of any of these rules; (2) any question not provided for in these rules.

CLAY BIRD SHOOTING.

PROGRAMME.

ORDER OF SHOOTING.

FIRST STAGE.

1. INDIVIDUAL COMPETITION. (First Stage.)—Each competitor shoots at thirty birds, in two rounds of fifteen.

2. TEAM COMPETITION. (First Stage.)—Teams shoot at thirty birds per man, in three rounds of ten.

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SECOND STAGE.

Fifty per cent. of the original competitors retire.

3. INDIVIDUAL COMPETITION. (Second Stage.)—Each competitor shoots at twenty birds, in two rounds of ten.

4. TEAM COMPETITION. (Second Stage.)—Each team shoots at twenty birds per man, in two rounds of ten. Thereafter five birds per man are fired at from unknown traps.

THIRD AND FINAL STAGE.

Half the competitors in the Second Stage qualify for the Third Stage.

5. INDIVIDUAL COMPETITION. (Third Stage.)—Each competitor shoots at twenty birds in two rounds of ten birds. Thereafter ten birds per man are fired at from unknown traps.

6. TEAM COMPETITION. (Third Stage.)—Each team shoots at forty birds per man, in two rounds of twenty birds. Thereafter ten birds per man are fired at from unknown traps.

PROGRAMME, RULES AND CONDITIONS OF COMPETITION.

AMATEUR DEFINITION.

Any person who shoots or has shot in public as a means of livelihood, or who engages or has engaged in the teaching of shooting as a means of livelihood, or who has shot in any competition open only to professional shooters, shall be deemed a professional shooter.

ELIGIBILITY CONDITIONS.

Individual competitors will be required to sign the declaration appended to entry forms vouching for their own amateur status. Captains of teams will be required in like manner to vouch for the amateur status of all the members of the teams they enter. The governing bodies of clay bird shooting will in all countries where such bodies exist satisfy themselves as to the amateur status of competitors entering under their auspices. On any question concerning amateur status, the decision of the British Olympic Council will be final.

CLAY BIRD SHOOTING

GENERAL REGULATIONS.

I. ELIGIBILITY OF COMPETITORS.

- (a) All competitors must be amateurs.
- (b) Individual shooters of any nationality are eligible to compete, but the maximum number to represent any country is limited to twelve.
- (c) Individual members of teams shall be *bona fide* subjects of the country in the name of which they compete.
- (d) Two teams of six shooting members each may be entered to represent a country. Each team may have three reserves, of whom the captain may be one. Captains of teams are not necessarily required to shoot. Reserves cannot under any circumstances whatever be substituted for shooting members after the commencement of the competitions.
- (e) No individual may shoot in more than one team.

2. Entries will be made in accordance with the General Regulations of the IV. Olympiad 1908.

3. ARRANGEMENT OF TRAPS.—Three traps shall be arranged behind each mark, and there shall be five marks in all. The three traps behind each mark shall throw in different directions, and the shooters shall be kept in ignorance of the particular bird they are to have from any one mark.

4. GUN.—No gun of larger calibre than 12 gauge shall be used.

5. CARTRIDGES.—Any length of case, and any powder may be used, but the charge of shot must not exceed one and one-eighth ounces by weight (soft or chilled) and no shot larger than No. 6 may be used.

6. DISQUALIFYING FOR EXCESS OF SHOT.—The British Olympic Council reserve the right to, and will occasionally, select two cartridges from a competitor when on the line in order to test the same for proper loading, viz., not exceeding one and one-eighth ounces of shot of a size not larger than No. 6. Any competitor disqualified by reason of using an excess of shot will not be permitted to shoot again during the meeting.

7. DISQUALIFYING FOR LATENESS.—Any shooter being absent when his team is called upon to shoot shall be disqualified from the competition.

8. GUNS OPEN AT THE BREECH.—All guns must be open at the breech until the referee, having satisfied himself that the shooters are in their places, calls "line ready."

9. UNAUTHORISED DISCHARGE OF GUNS.—A shooter who, from any cause whatever, shall discharge his gun otherwise than in accordance with the regulations shall be excluded from taking part in any further competition.

10. Competitors must make themselves acquainted with the General Regulations, and also with the Special Conditions applicable to any particular competition, as any infringement of the regulations or conditions renders the competitor liable to disqualification.

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TEAM COMPETITION.

CONDITIONS.—TO BE SHOT IN THREE STAGES.

FIRST STAGE.—To be shot at thirty birds, each shooter at known traps and unknown angles on the continuous fire system, in three rounds of ten birds each shooter.

The order in which the teams shall shoot will be determined by lot.

Two teams, or if necessary three teams, will shoot together, each unit completing a round of ten shots alternately. The First Stage will thus constitute a series of matches. Ties to be shot off at ten birds each shooter.

SECOND STAGE.—The teams, in the nearest proportion of half the original number, making the highest scores in the First Stage will shoot in the Second Stage.

To be shot at twenty birds, each shooter at known traps and unknown angles, on the continuous fire system, in two rounds of ten birds each, and five birds at unknown traps and unknown angles on the single fire principle. Competitors stand at No. 2 mark for five birds from Nos. 1, 2 and 3 traps, or at No. 4 mark for five birds from Nos. 3, 4 and 5 traps.

The teams will shoot in pairs, as determined by the original draw. Ties to be shot off at ten birds each shooter on the continuous fire system.

THIRD AND FINAL STAGE.—The teams, to the number of half those competing in the Second Stage, with the highest aggregate scores in the First and Second Stages will compete in the Final Stage.

To be shot at forty birds, each shooter at known traps and unknown angles on the team system, in two rounds of twenty birds each, and ten birds at unknown traps and angles on the single fire principle, the shooter standing at No. 3 mark. Ties to be shot off at ten birds each shooter on the single fire principle.

The winner of the match of the Third Stage will be the team making the highest score.

To each member of the team making the highest aggregate score in the three stages, and winning the Team Competition, a gold medal will be presented.

INDIVIDUAL COMPETITION.

TO BE SHOT IN THREE STAGES.

FIRST STAGE.—To be shot at thirty birds each shooter at known traps and unknown angles on the continuous fire system, in two rounds of fifteen birds each shooter. Ties to be shot off at ten birds each shooter if necessary.

SECOND STAGE.—The competitors, in the nearest proportion of half the original number, making the highest scores in the First Stage will shoot in the Second Stage.

CLAY BIRD SHOOTING

To be shot at twenty birds each shooter at known traps and unknown angles on the continuous fire system, in two rounds of ten birds each shooter. Ties to be shot off at ten birds each shooter if necessary.

THIRD AND FINAL STAGE.—The competitors, to the number of half those competing in the Second Stage, with the highest aggregate in the First and Second Stage will shoot in the Final Stage.

To be shot at twenty birds each shooter at known traps and unknown angles on the continuous fire system in two rounds of ten birds each, and ten birds at unknown traps and angles. Competitors stand at No. 2 mark for five birds from Nos. 1, 2, and 3 traps, and at No. 4 mark for five birds from Nos. 3, 4, and 5 traps. Ties to be shot off at ten birds each shooter at known traps and unknown angles on the continuous fire principle.

A gold medal will be awarded to the competitor making the highest aggregate score in the three stages and winning the Individual Competition.

GENERAL SHOOTING RULES.

1. ARRANGEMENT OF FIRING MARKS.—There shall be five firing marks, five yards apart, and shooters shall stand at not less than eighteen yards from the traps. The marks shall be numbered 1, 2, 3, 4, and 5, No. 1 being on the extreme left and No. 5 on the extreme right.

2. DOUBLE DISCHARGE OF A GUN.—If a shooter, in firing at a bird, shall let off both barrels practically at once and kill his bird, that bird shall be scored a "no-bird," and if he misses the bird shall be scored a miss.

3. REFEREE.—A referee shall be appointed to judge all matches, and his decision shall be final.

4. REFEREE'S DUTIES.—The Referee shall see that the traps are properly set, and he shall also see that all due precautions are taken for the safety of the trappers, shooters and others.

5. "NO-BIRDS" FROM FAULT OF THROWING.—A shooter may refuse a "no-bird" if thrown broken from the trap, or if it be not fairly thrown; but a shooter who takes a bird or part of a bird shall be bound by the result.

6. "NO-BIRDS" IF EXTRA ONES ACCIDENTALLY THROWN.—In cases where a bird or birds are accidentally released so as to be flying in the air at the same time as the bird or birds at which the shooter is required to fire, the shooter may elect to treat it as a "no-bird."

7. "NO-BIRDS" FROM FAULT OF GUN, &C.—If the shooter's gun, being properly loaded and cocked, fails to fire from any cause whatever, excepting through the fault of the shooter, the bird shall be counted a "no-bird." If the gun misses fire with the first barrel and the shooter fires the second and "breaks," the shot shall be scored a "kill"; but if he fires the second and

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misses it shall be scored a "miss"; and if he does not fire the second it shall be a "no-bird." If the gun misses fire with the second barrel the shooter shall be allowed another bird, using a cartridge primed and loaded with powder, but without a charge of shot, in the first barrel and a loaded cartridge in the second barrel: and he shall pull the trigger of the first barrel after the trap has been released. In the event of a shooter using a gun in which it is necessary to fire a fully loaded cartridge to operate mechanism for firing the second cartridge (as in the case of a single barrel automatic gun), should the gun either jam when extracting the first cartridge or miss-fire with the second cartridge the shooter shall be allowed two more cartridges, and shall fire the first in the air, wide of the bird, after the trap has been released, and the second at the bird. In the event of the bird being killed with the first cartridge a miss shall be scored.

8. "KILLS."—A bird to be scored a "kill" must have a piece visibly broken from it whilst in the air. The referee shall be the sole judge as to whether the bird is broken, and any person impugning his decision shall be disqualified from the current competition. No bird shall under any circumstances be retrieved for examination.

SPECIAL RULES FOR CONTINUOUS FIRE.

9. POSITION OF SHOOTERS.—There shall be six shooters for the five marks. Five shooters shall occupy the five marks, and No. 6 shooter shall stand behind No. 1, waiting his turn. No. 1 shooter shall fire first from No. 1 mark, No. 2 shooter from No. 2 mark, and so on in rotation down the line. At, or during the completion of the round, No. 1 shall take the place of No. 2, and No. 6 shall occupy No. 1 mark, No. 2 shall occupy No. 3 mark, and so on, No. 5 becoming the shooter in waiting behind No. 1 mark. No man shall leave his mark till the round is completed.

10. "No. 1" "PULL."—When the shooters are at the mark, the puller shall call No. 1, and the first shooter shall then call "pull," and the other shooters on the line shall call "pull" in the order of their turn to fire on the number of their trap being called by the puller.

11. FIRING OUT OF TURN.—If a shooter fires out of turn he shall be scored a miss, and the shooter due to fire shall shoot again, the bird being a no-bird notwithstanding Rule 5.

12. UNKNOWN ANGLES.—When the traps are set to throw at unknown angles and there are two or more traps behind each screen, the puller should be informed by some suitable means which trap behind each screen he is to pull, so that the shooter shall be kept in ignorance of the angle at which his bird will be thrown.

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SPECIAL RULES FOR SINGLE FIRE COMPETITIONS AT UNKNOWN TRAPS.

13. POSITION OF SHOOTER.—The shooter shall stand at the centre mark and fire at his birds before leaving the line.

14. "READY," "PULL."—When the shooter is at the mark, and prepared to fire, the puller shall call "ready," and the shooter shall then call "pull."

15. TWO SHOOTERS ON THE LINE.—Instead of one shooter at the centre mark, two shooters may stand on the line at one time, one at No. 2 mark, for the groups of traps one, two and three; and the other at No. 4 mark, for the groups three, four and five.

16. ORDER OF RELEASING TRAPS.—All the traps shall be filled before the shooter commences to shoot. The indicator, in addition to showing the group of traps, shows which of the traps in each position to release. The indicator shall be readjusted for each competitor, and shall be capable of producing a sufficient number of combinations to render it impossible for the competitor to know beforehand which traps will be released. In the event of a no-bird being thrown, the trap throwing it shall be at once refilled, and the indicator readjusted.

17. REGULATIONS GENERALLY.—In regard to matters of detail, not specifically referred to in the foregoing paragraphs, the shooting will be conducted under the shooting rules of the Clay Bird Shooting Association.

CYCLING

PROGRAMME.

BICYCLE.	Maximum No. of Com- petitors from each Country.
One lap (660 yards—603·491 metres)	12
1000 metres (1093·6 yards)	12
5000 metres (2·88 miles)	12
20 kilometres (12·427 miles)	12
100 kilometres (62·135 miles)	12
Pursuit Race	1 team
3 laps (1·807 kilometres). Teams of four to start. First three to count in each heat.	
TANDEM BICYCLE.	
2000 metres (1·24 miles)	6 pairs

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RULES AND CONDITION OF COMPETITIONS.

To be held in London commencing on July 13, 1908.

PROGRAMME—CYCLING.

To be run under the Rules, Regulations, and Management of the National Cyclists' Union of England and Wales.

The track measures 660 yards (3/8th mile) and is 30 to 35 feet wide.

(The measurement is taken 12 inches from the inside edge.)

EVENTS.

SINGLE BICYCLE.

1. One lap (660 yards—603'491 metres).
2. 1000 metres (1093'6 yards).
3. 5000 metres (2'88 miles).
4. 20 kilometres (12'427 miles).
5. 100 kilometres (62'135 miles).

PURSUIT TEAM RACE.

6. Three laps (1'807 kilometres).

TANDEM BICYCLE.

7. 2000 metres (1'24 miles).

The races are exclusively confined to amateurs holding licences of the National Cyclists' Union or of any Federation affiliated to the Union Cycliste Internationale; or, where no such governing body exists, by special permit from the Olympic Committee of the country. In countries where no Federation exists, the N.C.U. definition of an amateur will apply:—

“An amateur is one who has never engaged in, nor assisted in, nor taught any athletic exercise for money or other remuneration, nor knowingly competed with or against a professional for a prize of any description or in public.”

All entries are free and must be made in proper form through the Governing Associations, or, where no governing associations exist, by Amateur Clubs through the Olympic Committee of the country, to the British Olympic Council, 108 Victoria Street, London, S.W. Entries received direct from intending competitors will not be recognised. Entries must reach the Hon. Sec. on or before June 12, 1908. Entries from each country will be limited in events Nos. 1-5 to 12 riders, in No. 6 to one team of four, and No. 7 to six pairs of two riders. The British Olympic Council reserve to themselves the right to refuse the Entry of any Competitor without being bound to give reasons for their decision.

Objections to the qualifications of a competitor must be made in writing to the Honorary Secretary of the British Olympic Council at the earliest moment practicable. No such objection

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shall be entertained after the lapse of one calendar month from the distribution of the prizes. Every objection shall be accompanied by a deposit of one pound (£1), and if upon investigation the objection shall appear to have been made upon no reasonable ground the deposit shall be forfeited. The British Olympic Council shall decide on every objection after having heard the representative or representatives on the Honorary Committee of the person making the objection.

An Honorary Committee will be formed, consisting of three representatives from each competing country, to be nominated by the Olympic Committee in that country. Special seats will be reserved for them, as for the members of the International Olympic Committee, at all contests and all festivities connected with the Olympiad, and they will be distinguished by a separate badge. (N.B.—In the case of competitors not represented on the Honorary Committee, the British Olympic Council will appoint three members to act on behalf of such competitors.)

All protests to be made to the officials managing any form of contest must be made in writing through a member or members of the Honorary Committee representing the country to which the competitor belongs who desires to make the said protest for transmission to the said officials.

Any such protest must be made to the proper official within half an hour of the termination of the contest to which it relates.

The British Olympic Council will make no contribution to the expenses of any competitor, Foreign or British.

The British Olympic Council shall be invested with full power to make, in case of absolute necessity, such changes as may be desirable in these Regulations.

No alterations shall be made in the programme on the day of the race except under pressure of extreme and unforeseen circumstances.

Time limits will be fixed for events No. 1 to 5 and also for No. 7. Time standards will be fixed by the Judge and Timekeeper on the dates of the races for each event. Any competitor beating standard time will be awarded a Special Merit Diploma. Similar diplomas will also be awarded to the three competitors leading for the greatest number of laps in the 20 and 100 Kilometres races.

The Pursuit Team race will be limited to teams of four from each country. The race will be run in heats, second and third rounds if necessary, and the final. The teams will be started in each heat at opposite sides of the track, and at the time of the third man in each team at the end of the mile shall be taken and shall constitute the time for the team. The team making the fastest time shall be deemed the winner of the heat, and shall be qualified to start in the next round, and the teams making the fastest time in the second or third rounds shall compete in the final.

When the number of competitors is not a power of two, there shall be Byes in the first round; the number of Byes shall be

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equal to the difference between the number of competitors and the next highest power of two, and the number of pairs that shall meet in the first round shall be equal to the difference between the number of competitors and the next lower power of two.

All entries must be made on the official form.

PROGRAMME REGULATIONS.

OFFICIALS.

The Officials shall consist of Judge, Assistant Judge, Umpires, Starter, Timekeeper or Timekeepers, Clerks of the Course, Lap-scorers, and the Members of the Race Committee (including the Secretary of the Meeting).

It shall be the duty of the Race Committee to appoint officials, to conduct generally the business of the Meeting, and to adjudicate on any points not provided for, to see that the various officials are at their respective posts before the first race is started, and to provide for any contingency that may arise.

The Judge, Assistant Judge, Umpires, Starter, and Timekeepers shall not be permitted to compete in any race with which they are officially connected.

The Judge and Starter shall have the power to disqualify competitors without any protest being lodged by any competitor.

JUDGES.

It shall be the duty of the Judge, or Assistant Judge, to declare the placed men in every heat, and where there are more riders than prizes to officially place one rider more than there are prizes ; to instruct the Umpires ; to give judgment on protests received by them ; to act as they may think fit in cases of misconduct by attendants ; and to disqualify any competitors who have become liable to disqualification. Their decisions shall in all cases be final. The jurisdiction of a Judge extends to all questions arising with regard to the conduct of a race on the track, such as placings fouls, protests, &c., but does not include the power to give a decision whether a competitor is properly entered or eligible for a race, or is an amateur, or professional, or any such-like question, which should be decided by the British Olympic Council, under section 13 of the General Regulations, in consultation with the N.C.U. The fact of a competitor, ineligible to start, being declared the winner by the Judge gives him no claim to the race should it be subsequently shown that he should not have been allowed to ride, and, under such circumstances, the prize must be returned.

In starting scratch races the Judge shall give his instructions to the competitors and attendants, and shall see that the men are placed in position, after having caused them to draw lots, and every competitor shall go to the mark so drawn ; and any refusing to do so shall be liable to be disqualified by the Judge.

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UMPIRES.

It shall be the duty of the Umpires to watch the riding and to report to the Judge any competitor or competitors whose riding they consider unfair ; and it shall also be the duty of the Umpires to watch the starting and to report to the Starter any competitor or competitors whose starting they consider unfair.

STARTER.

It shall be the duty of the Starter, when it has been reported to him by a Clerk of the Course that all the competitors are ready, to see that the Timekeeper is warned, and before starting the men to say "Mount" ; in a few seconds after to say "Are you ready ?" and if no reply to the contrary be given, to effect the start by report of pistol.

In case of a false start, the competitors shall be called back by the Starter and re-started. Any competitor refusing to obey the Starter shall be at once disqualified by him.

COMPETITORS.

Every competitor shall receive in the dressing room a ticket bearing a number corresponding with his number on the programme, which ticket must be worn by him in a conspicuous place on his back during the race.

Competitors may dismount during the race at their pleasure and may run with their machines, but they must keep to the extreme *outside* of the track whenever dismounted.

A Competitor overtaking another must always pass on the outside, unless the rider who is passed be dismounted, or has retired from the contest, or is riding wide, and must be a clear machine's length ahead before taking ground in front of his opponent. Riders must allow room for their opponents to pass on the outside, and any competitor infringing this rule, or being otherwise guilty of foul or unfair riding, shall be liable to disqualification.

If a cycle becomes disabled in the course of a race, the rider shall be allowed to use another, provided the substituted machine be not disapproved of by the Judge.

ENCLOSURE.

None but the officials of the meeting and the competitors and attendants actually engaged in any contest shall be allowed within the enclosure, except by special permission of the Secretary of the meeting.

Competitors and their attendants shall be allowed within the enclosure only during the time between the heat proceeding and that in which they are engaged.

No machines may be left in the enclosure.

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ATTENDANTS.

Each competitor shall be allowed to have his own attendant to accompany him to the start, and the attendant shall remain near the point at which he started his man until the conclusion of the heat, when he shall leave the enclosure.

OF HEATS.

Any competitor giving his name as a starter in any heat must compete in that heat, unless he has the sanction of the Judge to do otherwise.

Any competitor qualifying in a heat must ride in the final or semi-final heat, unless he has the sanction of the Judge to do otherwise.

When a qualified rider of any heat or tie does not compete in the final the Judge shall have power to allow the next in that heat to compete in his stead.

No one shall be permitted to compete in any trial heat other than that in which his name is printed on the programme, and no made-up, late, or supplementary heats or trials shall be permitted under any circumstances.

STARTING.

A bell shall be rung at the dressing-room before each heat, and after sufficient time has been allowed for competitors to get to their allotted marks a start shall be effected.

No competitor shall be allowed to start unless he wear half sleeves and complete clothing from the shoulders to the knees, and the Judge has power to order off the track any competitor who is not decently attired.

Attendants, when pushing off competitors, must keep both feet behind the mark from which the competitor actually starts. Should the attendants cross such mark with either foot while starting such competitor, the competitor shall be liable to disqualification.

Any competitor starting before the signal may be put back at the discretion of the Starter, not exceeding ten yards for the race in question; and on a repetition of the offence shall be disqualified. It shall be the duty of each competitor to see that he starts from his proper mark, and in default he may be disqualified for the race in question.

As far as possible the times on the programme shall be adhered to, but no heat may be started before the stated time, except with the consent of all the competitors in such heat.

In all races where more than one competitor starts, lots will be drawn by the competitors to decide who shall take precedence, counting from the inside of the track. The numbers of non-starters will be placed on the board in the preliminary heats.

FENCING

PROTESTS.

Any objection respecting foul riding, starting off a wrong mark, or other such offence committed during the race shall be made to the Judge as soon as possible after the heat, and before the distribution of prizes.

In the event of a protest or objection being lodged against a successful competitor, his prize shall be withheld until the Judge shall have decided whether he is, or is not, entitled to the same. In the latter case, the first prize shall be given to the second man, the second prize to the third man, and so on.

No form of toe clip or strap shall be permitted to be used which does not allow the feet to be easily withdrawn without unfastening.

FENCING.

PROGRAMME.

	Maximum No. of Competitors from each Country.
1. Épée. A. Individual	12
B. International Teams of 8	1 team
Out of whom four fencers are chosen for each series.	
2. Sabre. A. Individual	12
B. International Teams of 8	1 team
Out of whom four fencers are chosen for each series.	
3. Foils. A display (with commemorative medals for all engaged) by picked amateurs, two representing each nation.	

- I. Prizes.
- II. Organisation.
- III. General Rules. (Épée and Sabre.)
- IV. Special Rules. (Épée.)
- V. Special Rules. (Épée Teams.)
- VI. Special Rules. (Sabre.)
- VII. Special Rules. (Sabre Teams.)

Passed by the Amateur Fencing Association at their meetings of October 22, 1907, and January 20, 1908.

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I. PRIZES.

ÉPÉE.

- INDIVIDUAL.—1st. Gold Medal (and Certificate),
2nd. Silver Medal.
3, 4, 5, 6, 7, 8. Bronze Medals.
- TEAMS.—1st. Eight Gold Medals (and Certificates).
2nd. Eight Silver Medals.
- TEAMS.—The Winners will hold the International Challenge Vase presented by English Fencers to the winning Épée team in these Games in 1908, 1912, 1916, &c. &c.

SABRE.

- INDIVIDUAL.—1st. Gold Medal (and Certificate).
2nd. Silver Medal.
3, 4, 5, 6, 7, 8. Bronze Medals.
- TEAMS.—As in Épée (without Cup).

II. ORGANISATION.

The Committee of the Amateur Fencing Association of Great Britain and Ireland has been charged by the British Olympic Council with the details of the Fencing Tournament at the Olympic Games of 1908 in London. In the following Regulations the words "the Committee" signify those members of the A.F.A. Committee present at the Games for this purpose, who may be distinguished by a special badge.

Only those fencers will be admitted to take part in the Tournament whose names have been accepted beforehand by the British Olympic Council through the official entries made according to the rules for these Games. (*See also* Rules 2, 44, and 45.)

The Rules for the Épée and Sabre competitions drawn up by the Committee, accepted before the Games by the representatives of each competing Nation, and printed in the official programme of the Games, are accepted by each competitor who enters for the Tournament, and will not be altered, except in case of grave necessity, of which the Committee alone will be the judge.

All entries close on June 15, 1908.

III. GENERAL RULES (Épée and Sabre).

The following definition of an amateur shall obtain:—

1. An amateur is one who has never competed for a money prize or monetary consideration or for any declared wager or staked bet, who has never engaged in, assisted in, or taught any form of fencing as a means of pecuniary gain.

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Provided as follows :—

(a) Schoolmasters or school-teachers giving instruction in any form of fencing to their school pupils as part of their school duties, and receiving no extra remuneration therefor, shall *not* thereby forfeit their amateur status.

(b) This article shall *not* apply to commissioned officers (past or present) of the Army, Navy, or Auxiliary Forces of any station in respect of any work done by them in their capacity as officers.

(c) Fencers who have competed for money prizes awarded in competitions limited to the Naval and Military Forces of their country do *not* thereby forfeit their amateur status.

(d) A fencing club or association may cause the actual travelling fare of any member of such club or association competing at a fencing competition, to and from such competition, or any part of such fare, to be paid out of the funds at the disposal of such club or association, *without* thereby causing such member to forfeit his amateur status ; but, *save as aforesaid*, a competitor who receives expenses shall forfeit his amateur status.

2. The English Committee pays no expenses to any competitors in this Tournament. Entries must be made before June 15, 1908, and are only accepted by the British Olympic Council in accordance with their regulations. The number of entries accepted rests entirely with the British Olympic Council. Entries are not accepted from individual competitors. Twelve entries only may be sent in by each country for each individual Competition, eight from each country for each Team Competition, and two representative foil players.

Any fencer who, at, or within one year after, these Games, is proved to the satisfaction of the British Olympic Council to have infringed Rule 1 (as above) must be disqualified, and any prize taken by him must be returned to the Council, and may be awarded to another competitor. The disqualification, under these circumstances, of any member of a team, disqualifies the whole team.

3. No professional shall take any part in the juries or competitions or organisation of this Tournament.

4. Each competitor, by the fact of his entry, has agreed to accept without question the decisions of the Jury in the competitions in which he is engaged, as well as the Rules governing them. (*See* Rule 21.)

5. Every fencer must do his best to win the best place possible to him in each competition. Any agreement between fencers made with the object of altering what would otherwise have been the result of a pool will lead to their disqualification for the whole Tournament.

6. The Jury has the power to alter the order of the assaults (*see* Rules 28, 29, 30) if they should think it necessary to secure the observance of Rule 5, above.

7. If a fencer withdraws, or is disqualified, or is unable from any cause to continue the contest in the course of any pool, the

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result of all his previous contests shall be deleted from the score-sheet as if they had never existed. But if, before a competitor becomes unable to continue, or withdraws from grave reasons satisfactory to the President of the Jury, he has already won the pool (even if all the subsequent assaults were counted as defeats) then his previous assaults remain as scored, in order to qualify him for a first prize.

8. Breaches of these Regulations, and any other acts of disloyalty to the spirit of amateur fencing, will be brought before the notice of the Committee, who have the power to disqualify the offending competitor.

9. Any objections or claims must be handed *in writing* to a member of Committee, if required. The Committee's decisions are final and without appeal. No such objection or claim shall be sent in after 7 P.M. on July 24, 1908. (*See also* Rule 44.)

10. All competitors must satisfy the Committee and the President of their Jury that they wear clothing which is either white or distinctly light in colour, and which thoroughly protects all vulnerable parts of the body.

11. A fencer may keep the ground he gains on his adversary. Each fencer shall have 15 metres space behind him in which to retire if necessary. If a fencer reaches the line marked 3 metres from the limit of the space allowed behind him, he is warned by the President of the Jury with the word "Limit!" If both his feet pass the limit after this, a hit is scored against him. The position of each fencer on the ground is decided at the beginning of each bout by lot, or toss of the coin.

12. No fencer may change his weapon from one hand to the other during a bout, except in cases where a serious accident to his sword-arm has been acknowledged by the Jury to necessitate such change.

13. No competitor shall guard himself, or obstruct his adversary, with the arm which he is not using for his weapon.

14. A *corps à corps* is produced when the fencers are in actual bodily contact.

15. A bout can only be stopped by the President of the Jury calling "Halt!" This he may do (a) on perceiving any irregularity in the conduct of either or both of the fencers; (b) after the fencers are in actual bodily contact, subject to the provision that a hit delivered immediately after such contact and before the word "Halt!" may be good, inasmuch as the *corps à corps* is not, in itself, illegal; (c) when either of the fencers is disarmed or loses the free use of his weapon owing to its being caught in any part of his adversary's clothing, or in his guard, or between his arm and body, or under his foot, &c., subject to the provision that a hit which was the immediate cause of a fencer being thus disarmed or losing the free use of his weapon may be good; (d) when either fencer is in any way wounded, or unable or unwilling to continue (*see* Rule 7); (e) when time is up. (*See* Rules 42 and

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16. The President of the Jury can stop any bout in which he considers that the proper character of an épée or sabre contest is endangered, though the *corps à corps* is not *per se* forbidden. But the President may disqualify any fencer who persists in improper conduct after due warning.

17. Each team (in the Épée and Sabre Team Competitions) shall have a Captain, who shall be responsible for his team to the Committee and to the Jury of each pool in which it competes.

18. Each competitor in the teams of four shall wear his national colours on the arm which he is not using for his weapon.

19. The National Olympic Committee of each competing Nation will have nominated persons whom they consider competent to serve on Juries for the Épée and Sabre Competitions before June 15, 1908. With these nominations before them, the Committee in London charged with the Olympic Fencing Tournament will select three jurors (including a President) for every pool found necessary in the individual competitions, who will be responsible for the proper conduct of that pool. If the competitors desire five jurors instead of three (and the total of the Jury must always be either three or five, including the President) then the three already nominated shall select two others, who must be approved by the Committee.

20. Whether the total of the Jury be three or five, there shall be a President chosen from among them, who shall be responsible for the proper conduct, according to these Regulations, of each pool or team fight which he is authorised by the Committee to control. All jurors serving in this Tournament will receive a commemorative Medal and a special Badge.

21. Any member of a Jury must warn the President, by making a sign only without speaking, that a hit has been scored. But the President alone may stop (or start) a bout, and the President alone may announce to the scorer that a fencer has been hit, or that both fencers have been hit in one bout; and if the word "Halt" is called by any member of the Jury other than the President, a hit given at the same moment as or immediately after the word "Halt" may be held good. No fencer need stop fighting until he is told to do so by the President's order to halt. Neither the fencers engaged, nor any other unauthorised person present, may speak to any member of the Jury concerning the result of a fight in progress, unless the President shall of his own free will have specifically requested a fencer to give information. The President's decisions are in all circumstances to be final (in accordance with Rule 4), even though they have not been guided by the majority of voices in the Jury as a whole.

22. If the light should be too bad for fencing, or if any other grave reason should occur to stop any bout or series of bouts in progress, the bout or the series shall be stopped by the President of the Jury on receiving the consent of the majority of the competitors in that pool or team fight, and shall be adjourned to a time and place which must be fixed as soon as possible by the

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Committee and communicated without delay to the competitors concerned. The Jury and the President should, if possible, remain the same.

23. The same regulations for the composition and duty of the Jury and their President shall be enforced both in individual pools and in the various team fights, with the exception that, whether the total of the Jury be three or five, no juror shall be of the same nationality as either of the competing teams, except with the consent of the Captains of the two teams engaged. (*See Rule 48.*)

24. A fencer who is late in answering his name when the score-sheet of each pool is being made up will be scratched, unless good and sufficient reason is given to the Committee for his temporary absence. He cannot be replaced, and the other competitors will reap the benefit of his absence. In team fights the Captain is responsible for the completion of his team from the eight names officially entered. (*See Rule 44.*)

25. In the individual championships at épée or sabre no pool (preliminary or otherwise) shall contain more than eight fencers; and out of it no more than four fencers shall pass into the next round. The number of fencers to qualify in each pool for the next round shall be determined by the Committee.

26. Fencers in semi-final or final pools of the individual championships shall be those only who have done best in the previous pools.

27. The Committee issue special scoring-sheets for each pool, and these alone will be recognised in awarding prizes. Each pool should have a scorer (who may also keep the time, if necessary) approved by the President, but not a member of the Jury. The scorer will sign the score-sheet and be responsible for it to the President, who will sign it also (with the rest of the Jury) and duly hand it to a member of the Committee as soon as the pool is finished.

28. In the individual championships for épée and sabre each fencer is given a number, and the order of the bouts will be as follows:—

In a Pool of five (5).

- | | | | |
|------------|--------------|------------|------------|
| (1) 1 v. 4 | (2) 2 v. 3 | (3) 4 v. 5 | (4) 1 v. 2 |
| (5) 3 v. 5 | (6) 2 v. 4 | (7) 1 v. 5 | (8) 3 v. 4 |
| (9) 2 v. 5 | (10) 1½ v. 3 | | |

In a Pool of six (6).

- | | | | |
|-------------|-------------|-------------|-------------|
| (1) 1 v. 4 | (2) 2 v. 5 | (3) 3 v. 6 | (4) 1 v. 5 |
| (5) 2 v. 6 | (6) 3 v. 4 | (7) 1 v. 6 | (8) 2 v. 3 |
| (9) 4 v. 5 | (10) 1 v. 2 | (11) 3 v. 5 | (12) 4 v. 6 |
| (13) 1 v. 3 | (14) 2 v. 4 | (15) 5 v. 6 | |

In a Pool of seven (7).

- | | | | |
|------------|------------|------------|------------|
| (1) 1 v. 4 | (2) 2 v. 5 | (3) 3 v. 6 | (4) 1 v. 7 |
| (5) 5 v. 4 | (6) 2 v. 3 | (7) 6 v. 7 | (8) 1 v. 5 |

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- | | | | |
|-------------|-------------|-------------|-------------|
| (9) 3 v. 4 | (10) 2 v. 6 | (11) 5 v. 7 | (12) 1 v. 3 |
| (13) 4 v. 6 | (14) 2 v. 7 | (15) 3 v. 5 | (16) 1 v. 6 |
| (17) 2 v. 4 | (18) 3 v. 7 | (19) 5 v. 6 | (20) 1 v. 2 |
| (21) 4 v. 7 | | | |

In a Pool of eight (8).

- | | | | |
|-------------|-------------|-------------|-------------|
| (1) 1 v. 5 | (2) 2 v. 6 | (3) 3 v. 7 | (4) 4 v. 8 |
| (5) 1 v. 6 | (6) 2 v. 7 | (7) 3 v. 8 | (8) 4 v. 5 |
| (9) 1 v. 7 | (10) 2 v. 8 | (11) 3 v. 5 | (12) 4 v. 6 |
| (13) 1 v. 8 | (14) 2 v. 5 | (15) 3 v. 6 | (16) 4 v. 7 |
| (17) 1 v. 2 | (18) 3 v. 4 | (19) 5 v. 6 | (20) 7 v. 8 |
| (21) 1 v. 3 | (22) 2 v. 4 | (23) 5 v. 7 | (24) 6 v. 8 |
| (25) 1 v. 4 | (26) 2 v. 3 | (27) 5 v. 8 | (28) 6 v. 7 |

29. The scoring-sheet of an individual pool at épée or sabre will be made up as follows:—

X = lost, O = won, † = coup double.

	1	2	3	4	5	6	7	8	Totals of Fights Lost.
Name 1		O	X	O	O	†	O	X	3
" 2	X		X	†	O	†	X	†	5
" 3	O	O		O	†	X	O	O	2
" 4	X	†	X		O	O	X	O	4
" 5	X	X	†	X		O	O	†	5
" 6	†	†	O	X	X		O	O	4
" 7	X	O	X	O	X	X		X	5
" 8	O	†	X	X	†	X	O		5

In the above pool, if a *preliminary*, Nos. 2, 5, 7, 8 would be eliminated, and Nos. 1, 3, 4, 6 would pass into the next round. (See Rule 25.)

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If a *final*, No. 3 is the winner, No. 1 is second, Nos. 4 and 6 would fight for third place, if they desired.

It will be noticed that when No. 3 fought against No. 4, No. 3 was the winner, and O was therefore placed in the column beneath 4 on No. 3's line, while X was also placed in the column beneath 3 on No. 4's line. In the same way Nos. 1 and 6 fought a coup double, so † is placed in No. 1's line beneath 6, and another † is placed in No. 6's line beneath 1.

All ties for the last qualifying place in preliminary pools for individual championships at épée must be fought off in one hit, and with the sabre in one hit above the imaginary line (*see* 60) unless one or more fencers (among those who have tied) withdraw for reasons considered good and sufficient by the President of the Jury, when the others may, if necessary, be reckoned as having qualified. Ties for other places may be fought off in the same way, if the fencers wish it, in final pools.

30. In the International team-fights at épée and sabre

Team A (or C) is numbered 1, 2, 3, 4.

Team B (or D) is numbered 5, 6, 7, 8.

The order of the bouts in each fight is as follows :—

(1) 1 v. 5	(2) 2 v. 6	(3) 3 v. 7	(4) 4 v. 8
(5) 1 v. 6	(6) 2 v. 7	(7) 3 v. 8	(8) 4 v. 5
(9) 1 v. 7	(10) 2 v. 8	(11) 3 v. 5	(12) 4 v. 6
(13) 1 v. 8	(14) 2 v. 5	(15) 3 v. 6	(16) 4 v. 7

The scoring-sheets of team pools will be made up as follows :—

For Team A :—

X = lost, O = won, † = coup double.

Team A	5	6	7	8	Totals of Fights Lost.
Name 1	X	X	O	O	2
„ 2	O	X	†	O	2
„ 3	†	X	O	O	2
„ 4	O	X	O	O	1

Team A's total = 7 defeats.

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For Team B :—

Team B	1	2	3	4	Totals of Fights Lost.
Name 5	O	X	‡	X	3
„ 6	O	O	O	O	0
„ 7	X	‡	X	X	4
„ 8	X	X	X	X	4

Team B's total = 11 defeats.

The winner of this team-fight is therefore Team A.

It will be noticed, as before, that Team A No. 2 lost his fight against Team B No. 6, so that No. 2 receives the mark X in the column beneath 6 on his line in Team A's score-sheet, and No. 6 receives the mark O in the column beneath 2 on his line in Team B's score-sheet.

There were only two coups doubles: in the fight between Team A No. 2 and Team B No. 7, and in the fight between Team B No. 5 and Team A No. 3.

IV. SPECIAL RULES (Épée).

31. Every épée shall have the *pointe d'arrêt* (or *bouton marqueur*) approved by the Committee.

32. At least fifteen minutes before a pool begins every fencer shall submit his weapon to the officials appointed for that purpose, who shall, if necessary, see that the *pointe d'arrêt* is properly affixed by the *prévôt* appointed for that purpose, and who may refuse any weapon of which they disapprove. Only the *pointe d'arrêt* (or *bouton marqueur*) which is in accordance with these Rules may be employed.

33. The *pointe d'arrêt* (or *bouton marqueur*) is used as a help to the Jury and the President, who alone has the power to say whether a hit is valid or not. Any fencer deliberately soiling the point of his weapon (e.g., by rubbing it on the ground) runs the risk of disqualification by the President of the Jury.

34. Any suitable gloves or shoes may be worn, but no projections of any kind are allowed on the soles of the boots, and the gloves may not have guards of polished leather or metal.

35. Masks, throat-pieces, gloves, trousers, and thigh-pieces

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must be strong enough to protect the wearer against wounds from a *pointe d'arret*, and a fencer may be refused admission by the Committee if he has no throat-piece, or if his costume appears in any way dangerous or undesirable.

36. Fencers in individual pools need not wear their distinctive national colours.

37. (a) *Epées* may be mounted in the French or the Italian manner; if the blade is not fixed in the centre of the shell, it must not be more than 35 millimetres off the centre.

No part of the weapon or its attachment must extend outside or beyond the shell or guard.

(b) The hilt should be sufficiently rough to give the fencer's hand a firm hold upon it and to avoid his being disarmed too easily.

(c) If the hilt is mounted in the French manner, its total length, including the pommel, must be less than 220 millimetres, and, without the pommel, must be less than 180 millimetres. The hilt is meant to balance the sword, not to increase the effective length of the weapon; and, in consequence, the Committee forbid the use of any arrangement which would permit the hand being placed further off the shell or guard than is usual, and would thereby increase the effective length of the weapon; for instance, the end of the pommel furthest from the point must not be bent, and it must not contain any device which would permit a fencer to hold it firmly in his hand and thereby lengthen his weapon.

(d) If the hilt is mounted in the Italian manner its total length, including the pommel, must be less than 220 millimetres.

Mounting a sword in the Italian (or any similar) manner is not meant to increase the effective length of the weapon by placing the hand further off the shell or guard than is usual; in any case the extremity of the thumb, when fully extended, must not be more than 20 millimetres from the inside of the shell or guard.

(e) The screw at the end of the pommel, in the case of swords (whether French or Italian) which have blades screwed into the hilt, need not be included in the measurement of 220 millimetres given above (section c) for the total length of the hilt; but the external diameter of this screw must be less than 17 millimetres, and when once it is screwed home into the pommel it must not extend more than 12 millimetres beyond the end of the pommel.

(f) The shell or guard must be circular, with a smooth, continuous, convex surface, without flanges, projecting rims, holes, or any outstanding roughness. The chord of the arc representing the curve of the shell or guard must be between 30 and 50 millimetres. The diameter of the circle described by the shell or guard must be between 128 and 132 millimetres.

(g) The length of the blade must be as nearly as possible 880 millimetres. The blade must be triangular. Four-sided blades for an *épée* are not allowed. Colichemardes are not allowed. The blade must be sufficiently straight and rigid,

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strong and of good steel in order to avoid accidents as far as possible, and if there be any curve the chord of its arc must be less than 30 millimetres.

The rectangular portion of the blade where it terminates in the metal button must present, in section, sides of at least 2 millimetres each.

(h) The total weight of the épée must be between 470 and 770 grammes.

(k) An arrangement for attaching the sword to the hand is allowable, and therefore martingales or handstraps are allowable, always provided that no part of them shows outside the circular shell or guard, and that no part of them forms a loop in which the point of an adversary's sword may be entangled. Further, the martingale is only allowed on condition that it is not long enough to enable the pommel alone of the sword to be held firmly in the palm of the hand, because, in that case, the assistance the martingale thereby affords would increase the effective length of the weapon (section c) more than is usual. The martingale or handstrap must be so arranged that the part enveloping the hand or wrist of the fencer and the part enveloping the hilt of his weapon would (when detached) be portions of one continuous piece of material.

(l) All weapons must be of an orthodox known model, and all abnormally made weapons may be refused by the Committee.

(m) No fencer may use any weapons which have not rigorously complied with these conditions in every particular. Only three millimetres grace is allowed in the various measurements (or three grammes in the weights) as laid down above.

38. Assaults are to be settled in one hit. The fencer who receives the fewest hits in any pool is the winner of that pool. Ties are to be fought off in one hit.

39. Fencers are to be put on guard by the President in such a fashion that, when their arms are extended, the points of the swords are about 30 centimetres apart. The President alone can give the word "Go!" or call a halt. (See Rules 15, 43, 57.)

40. All hits that would, if the sword had a sharp point, cause a punctured wound, are valid, wherever they take effect. (See Rule 15.)

41. If two fencers are touched at the same moment, both hits shall be scored ("coup double," *i.e.*, a hit is scored against each fencer). But if both fencers are hit and there was any appreciable interval of time between the two hits, or if the hits were delivered in such different lines that there was an appreciable difference in the distance the two points must have traversed, or in the positions of the body respectively reached, then the President and Jury must take account of these considerations by deciding that only one of the fencers shall have a hit scored against him.

42. If no score is made after ten minutes' fight, there will be a halt called for two minutes, and if in the subsequent five minutes

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no hit is scored, a hit shall be placed against the names of both fencers. The scorer (who keeps the time) must inform the President when a bout should be stopped or restarted under these circumstances. (See Rules 15, 57, 69.)

V. SPECIAL RULES (Épée Teams).

43. Each competing country shall be represented by one team of eight men only.

44. The Captain (who shall be one of the team of eight) shall be responsible to the Committee for the proper conduct of his team in every respect, and shall alone be the mouthpiece of any representations they may desire to make to the Committee. Out of the eight names sent in beforehand, only four fencers shall be chosen to represent each country in each team-fight. (See Rule 2.)

45. Except in case of accidents incurred in the course of a fight and recognised as serious by the President and Jury (when the Captain shall have the right to substitute another of the eight entered), the composition of the teams shall remain the same throughout one heat in the Tournament. But their composition can be modified at the beginning of each heat; thus, Team A will keep the same fencers throughout its fight with Team B (except in case of accident as aforesaid), but Team A may change its fencers, and substitute others (from the eight entered as aforesaid) in its fights against C, D, or E; and *vice versa*.

46. Each fencer in an international team must wear his national colours on the unemployed arm.

47. Each bout is decided by a single hit, according to the rules for the individual épée championships. (See Rules 31-42.)

48. Juries will be composed and will act in accordance with the regulations laid down in Rules 19, 20, 21, 22, with the exception that whether the total of the Jury (including the President) be three or five, no juror shall be of the same nationality as either of the teams competing in the bouts they judge, except with the consent of the Captains of the two teams engaged. (See Rule 23.)

49. The Committee will arrange the system according to which the various teams shall meet each other as soon as the entries have all been received, and will notify the Olympic Committee of each country beforehand as to these arrangements. After June 15, 1908, no other team may enter, and any team which does not appear to fence at the time appointed will be scratched.

50. In a fight between two teams, the winning team shall be that which has the least number of hits registered against it. As soon as one team has had nine hits scored against it, the Captain may admit defeat by withdrawal, if he pleases, but he has the right to complete the round if he desires to do so. (See Rule 30.)

51. In a fight between two teams, when the number of hits received by each is equal, they shall resume their team-fight immediately, from the beginning, as if it had never taken place,

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with the same members of each team (except as provided for cases of serious accident in Rule 45); and the team-fight shall continue until one team has established over the other a superiority in points satisfactory to the Jury and President, who shall remain the same, as far as possible, however often it may be necessary to begin the team-fight over again.

VI. SPECIAL RULES (Sabre).

52. Hits with the sabre can be scored (a) with the point, (b) with the edge, which extends along the whole of one side of the blade and for 20 centimetres from the point along the other side.

53. (a) The total weight of the sabre must be between 470 and 780 grammes. The effective length of the blade must be as near as possible 880 millimetres. The blade should be either straight, or, if slightly curved, the chord of its arc must not be longer than 40 millimetres. The colichemarde formation is not allowed. The blade should be neither too stiff nor exaggeratedly weak.

(b) The maximum length of the hilt (omitting the screw in those weapons which have the blade screwed into the hilt) must be 220 millimetres. The shell or guard must have no opening in which the point of an adversary's sword can be entangled; it must be large enough to protect the hand and wrist. The maximum dimensions of the shell or guard must be: at the back, towards the edge of the blade, 150 millimetres; and towards the flat of the blade (perpendicular to the edge) 140 millimetres.

(c) Only three millimetres' grace is allowed in the various measurements (or three grammes in the weights) as laid down above.

(d) All weapons must be of an orthodox known model, and all abnormally made weapons may be refused by the Committee.

(e) No fencer may use any weapons which have not rigorously complied with these conditions in every particular.

54. Fencers with the sabre must wear clothes that are either white or of a very light colour; a strong and thickly padded helmet with a throat-piece, to protect both head and neck; the elbow and wrist of the sword-arm should be carefully guarded, and the gloves thickly padded.

55. Pools for the individual championship must be fought according to the rules for the same pools in the épée, with the exception of the *method of scoring hits*.

56. In each bout the loser will be the fencer who has first been hit *three times* above the imaginary horizontal line drawn at the hip-joints. No hit anywhere else will score. A stroke that hits any other part of the body below this line will stop the bout.

57. If after five minutes' fight neither fencer has been hit three times, according to Rule 56 (above), then a halt will be called for two minutes; and if neither has been hit three times when the subsequent three minutes have elapsed, then the bout shall score against both fencers. (See Rules 15 and 69.)

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58. Thrusts with the point only count, as in the case of the épée, when they are cleanly delivered in such a way that the point if sharp, would have penetrated; but it must be noted that an apparent thrust may pass the adversary's body and become in reality a cut, if the true edge is pressed against his body.

59. Cuts only count when they reach an adversary with the true edge in such a way that the edge, if sharp, would have cut the body. No hits at any part of the adversary's arms, hands, body, or head shall count if they only reach it after breaking through a properly formed parry, or if the cut has substantially been delivered on the adversary's sword, though in addition reaching the body. (*See Rules 67 and 68.*)

60. The winner of a bout shall be the fencer who has won the greatest number of victories involving three hits each. When two or more fencers tie in the number of bouts they have won, they shall fight off the tie for one hit above the imaginary line.

61. A fencer who does not parry, or does not follow out the phrase, and thereby produces what in épée-play would be called a "coup double," has a hit scored against him.

62. When both fencers make an initial movement of aggression at the same time and produce what is called in épée-play a "coup double," no hit is scored against either of them. If, in a case of this kind, one of the simultaneous hits is made on a forbidden portion of the body (*see Rule 56*), no hit is scored against either, unless the Jury should be firmly persuaded that this hit was deliberately aimed at the forbidden portion.

63. The stop-hit is a counter-attack made upon the opponent's preparation to attack, or upon a feint. If a player, who attempts to make a stop-hit, hits his adversary and is himself untouched, or if he hits his opponent an appreciable interval of time before he is himself touched, the hit is in his favour. If he is hit simultaneously the hit is in favour of his opponent.

64. The time-hit is a counter-attack made with opposition upon the opponent's attack in such a way that it parries the attack on which it is made. Hence it follows (in accordance with Rule 11) that a hit made by a time attack is only valid if the player who attempts it is absolutely untouched, and in case of simultaneous hits the hit is in favour of the fencer who delivers the original attack.

65. REMISE AND REDOUBLEMENT D'ATTAQUE.—The remise is a renewal of the attack made in the same line as the original attack. The redoublement d'attaque is a renewal of the attack made with a change of line.

(a) The remise or redoublement, made on an opponent who riposte immediately after a parry, must be made with sufficient opposition to parry the riposte in such a way that the fencer who attempts it is absolutely untouched. In the event of mutual hits the riposte only is valid.

(b) If after a parry there is a distinct pause followed by a riposte (riposte à temps perdu) and a remise or a redoublement d'attaque delivered simultaneously, the resulting hits are both

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invalid. If the remise or redoublement is made before the riposte à temps perdu, the remise or redoublement only is valid ; if after the riposte, the riposte only is valid.

(c) If the riposte is composed of several feints, the remise or redoublement, to be valid, must be delivered before the final.

66. SIMULTANEOUS HITS.—In the event of simultaneous hits either the attacker or the defender or both may be at fault.

(a) The attacker is at fault and the hit is against him :

(1) If after attempting an attack on the blade which is deceived he continues his attack.

(2) If he tries to parry a stop-hit and does not succeed, but nevertheless continues his attack.

(3) If in the execution of a feint he meets his opponent's blade, and notwithstanding his opponent's riposte continues the attack.

(4) If he makes a remise or redoublement d'attaque on the immediate riposte of his opponent.

(5) If he makes a simple attack and runs on the point of his opponent who has his arm fully extended.

(b) The defender is at fault and the hit is against him :

(1) If he makes a stop-hit on a simple attack.

(2) If he fails to riposte immediately after his parry, and his opponent seizes the opportunity to make a remise or a redoublement d'attaque before the riposte.

(3) If he makes a time-hit, but does not use sufficient opposition to cover himself completely.

(c) Both are at fault and no hit is scored :

If one player makes several feints and the other, after trying to parry the first feints, makes a stop-hit. The resulting hits, if simultaneous, are invalid.

67. A hit must not be scored against a fencer if it only reaches any part of him after breaking through the guard of a properly formed parry. (See Rule 59.)

68. Fencers with the sabre must not deliver either cuts or thrusts too heavily.

69. In keeping the score-sheets (see Rules 28, 29, 30) of sabre-pools (whether individual fights or team-fights) the mark O shall not be placed against a fencer's name (involving the placing of the mark X against his adversary's name) until he has won the three hits as described above (see Rule 56). It will also be noted that the mark †, signifying a "coup double" in épée-play, should not appear on the score-sheet of any sabre competition, except in the case provided for in Rule 57 (above), when each fencer has exceeded the time-limit fixed for the bout. (See Rule 15.)

VII. SPECIAL RULES (Sabre Teams).

70. The bouts in sabre-team fights will be regulated by exactly the same rules for hits as those enforced in the individual sabre championships. (See Rules 52-69.)

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71. The arrangements for each sabre-team competition will be exactly the same as those for the international épée-team fights as provided for in Rules 19 to 24, 43 to 49, and 51. (*See also* Rule 30.)

VIII. OBSERVATIONS ON THE FENCING CODE.

November 1907.

The following is sent with the Fencing Rules, not as a part of those Rules, but as a note for the information of intending competitors.

1. The enclosed Code has been approved by the Committee of the Amateur Fencing Association of the United Kingdom for use at the Olympic Games of 1908 in London, under the control of the British Olympic Council.

2. The Code has been drawn up after careful consultation with the best fencing authorities in various parts of Europe.

3. The Code will not be changed (except under circumstances of especial gravity, of which this Committee alone will be the judge) after April 15, 1908.

4. Before April 1, 1908, the Committee will decide exactly what form of *pointe d'arrêt* (or *bouton marqueur*) will be used in the Tournament of July 1908, and will forward on April 15 a specimen to the Olympic Committee of each nation competing, together with *special recommendations* as to clothing, &c., not mentioned in the Code.

5. Intending Competitors from all nations are reminded that their entries can only be forwarded to the British Olympic Council before June 15, 1908, and by the Olympic Council of each competing nation.

6. The Games will begin on July 13, and the fencing will probably take place soon after that date; but every Olympic Council will be formally notified by the Committee of the Amateur Fencing Association (through the Secretary of the British Olympic Council) before July 1, 1908, of the exact date of all the fencing competitions, the exact order of the various pools and team fights, and the times at which each competitor must present himself.

7. The names of the gentlemen selected as jurors by each National Olympic Council must also reach the British Olympic Council *before June 15*, for jurors whose names have not been received by that date may not be accepted for the competitions of July.

8. The Rules with regard to measurements and mountings, &c., of swords or sabres will be strictly observed, and should be carefully read by all competitors who may desire to practise beforehand with the weapons allowed by the Committee. It must be taken for granted that all competitors have provided themselves with weapons in accordance with these Rules, for no swords or sabres can be provided by the Committee in those cases where

FENCING

the competitors' own weapons do not conform exactly to these Rules.

9. Competitors must bring their *épée*, without a *pointe d'arrêt* (or *bouton marqueur*), in order that the same *pointe d'arrêt* (or *bouton marqueur*) may be affixed to the weapons of all competitors by the *Prévôt* appointed for that purpose by the Committee.

10. It will be taken for granted that every competitor has read the Code of Rules governing the Competitions, together with these "Observations," and the subsequent "Special Recommendations," and ignorance of the published conditions will not be held to excuse any contravention of the Regulations of the Tournament.

For the British Olympic Council.

(Signed) ALFRED HUTTON, THEODORE A. COOK.

IX. SPECIAL RECOMMENDATIONS FOR FENCERS.

1. It is urgently requested that in accordance with Rule 19, the names of competent jurors, who have promised to be present at the Games, shall be sent in to the Committee, through the Secretary of the British Olympic Council, before June 15, in order that arrangements may be as far as possible completed before the Games begin. Jurors will receive a special badge and Commemorative Medal.

2. (a) If a jurymen has not seen an incident on which his opinion is requested, he shall have no vote on the question as to whether a hit has resulted from that incident. A jurymen voting will only give his opinion as to what he saw occur, and must not change his opinion, or vote, after any discussion which may be initiated by the President.

(b) Objections must be lodged by the captain of a team after the completion of a match, and not during its progress, to the Comité d'Honneur of his own country, and only a member of his Comité d'Honneur can bring it before the Games Committee of the A.F.A. for final adjudication. (See Rules 9 and 17.)

(c) Instructions to jurymen:

The President shall satisfy himself before each bout that each weapon used by a competitor bears the official stamps of the Committee.

The jurors selected by the Committee under Rule 19 will be notified by the Committee of the day and hour they are required to attend on the ground, and of the pool or match for which they are selected. All information as to the attendance of jurors will be obtainable at the Committee's office on the ground.

The President of a jury is not under any circumstances to allow a competitor to argue a point with the jury.

All ties under Rule 29 must be fought off immediately.

3. The *pointe d'arrêt* (a point unique) is selected for use in the competitions, and a sample is herewith enclosed.

4. Competitors are again warned that unsuitable clothing may

THE RULES OF SPORT

prove as certain a bar to their admission as unorthodox weapons. (See Rules 10, 34, 35.) Adequate Throat-pieces will be insisted on.

5. (a) All weapons to be used by competitors must be submitted to the Committee for approval, who will place their official stamps on the weapons found to comply with the Rules.

Competitors are recommended to present spare blades for approval to prevent possible delay.

Competitors must submit their weapons requiring to be approved at least one hour before the commencement of a pool or match.

(b) Competitors are particularly warned to attend ready to fence on the ground at least a quarter of an hour before the time fixed for the commencement of a pool or match, as any competitor arriving late will be disqualified unless under special circumstances. (See Rule 24.)

(c) The Committee will notify competitors through their Comité d'Honneur of the time of the competition in which they are to take part, but competitors are requested to satisfy themselves on this point by inquiry at Committee's office on the ground, as the failure to receive a notice cannot be considered by the Committee as an excuse for non-attendance.

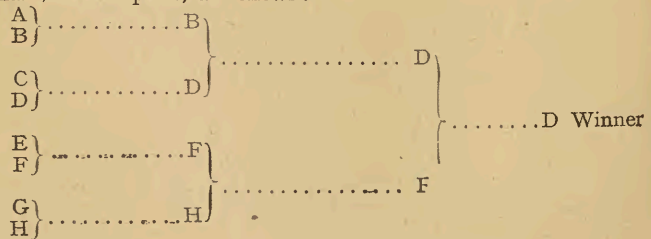
6. No entries can be received under any circumstances after June 15, 1908.

7. The fencing will begin on or about Saturday, July 18, with the Preliminary *Épée* Pools. The prizes will be given away on Saturday, July 25.

8. In the case of *épée* and *sabre* teams the captain counts as one of the eight men officially entered. Although only four fencers can take part in each round of the team-competitions, substitutes can only be provided (when a change is necessary or advisable) from the eight names previously entered, and in accordance with Rules 24, 44, 45, no exception to this will be admitted.

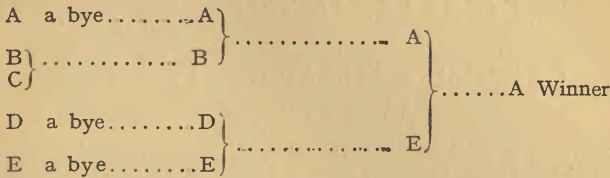
If the captain fences, he ceases to be captain and appoints one of his team who is not fighting in that match as his substitute for that match.

9. If the number of the competing teams is 4, 8, or 16, they shall meet in pairs, as follows :



FENCING

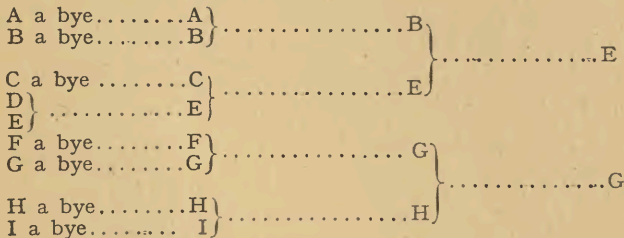
If there are five competing teams, there will be one bye at the top and two byes at the bottom of the list, as follows :



If there are six teams there will be one bye at the top and one bye at the bottom.

If there are seven teams there will be one bye at the bottom.

If there are nine teams there will be three byes at the top and four byes at the bottom, as follows :



With ten teams, three byes at the top and three at the bottom.

With eleven teams, two byes at the top and three at the bottom.

With twelve teams, two byes at the top and two at the bottom.

In Rule 9 the date omitted is July 23, 1908.

10. On or before July 1, 1908, every Olympic Committee will be formally notified by the Games Committee of the A.F.A. (through the Secretary of the British Olympic Council) of the exact date of the Fencing competitions, and as far as possible of the order of the various pools and team fights, so that each competitor may obtain an approximate idea of the times at which he should present himself.

11. Ignorance of the conditions published in the Code, the "Observations," or these "Special Recommendations," will not be held as any excuse for contravention of the Regulations.

THE RULES OF SPORT

FOOTBALL (ASSOCIATION).

GENERAL REGULATIONS FOR THE COMPETITION.

1. The Competition shall be under the control and management of the Council of the Football Association (England), whose decision on all matters relating to the Competition shall be final and without appeal. They shall appoint the Referees and Linesmen in all matches.

2. The Competition shall be played according to the Laws of the Game (as may be applicable), as promulgated by the Football Association (England), and accepted by the Fédération Internationale de Football Association.

3. Each country competing shall be entitled to enter four teams (11 players a team). [England, Scotland, Ireland, and Wales is deemed to be one country—Great Britain.]

4. The Competition shall be confined to Amateurs.

5. All entries shall be made by the governing Associations (or where governing Associations do not exist by Amateur Clubs) through the Olympic Committee in each country, who will be responsible to the British Olympic Council for the competence of such Associations or Clubs to guarantee that the competitors so entered are amateurs in accordance with the following definition:

Players are either Amateurs or Professionals. Any player registered with the Football Association as a Professional, or receiving remuneration or consideration of any sort above his necessary hotel and travelling expenses actually paid, shall be considered to be a Professional. Training expenses not paid by the players themselves will be considered as remuneration beyond necessary travelling and hotel expenses. [Wages paid by an Amateur Club to a Trainer are training expenses within the meaning of this definition.]

6. Entries shall be in writing, on the authorised forms, and must be received by the British Olympic Council, 108 Victoria Street, Westminster, London, on or before September 1, 1908.

7. The number of names which may be comprised in each entry from which the team and reserves shall be finally selected shall not exceed thirty-three, and the final nominations of each team and its reserves must be received by the British Olympic Council in London not later than October 4, 1908.

8. The National Association of the country whose team is declared the winners shall receive the Challenge Trophy presented by the Football Association (England), and shall hold the same in trust for, and shall be responsible for its return to, the British

FOOTBALL (ASSOCIATION)

Olympic Council on or before the _____ in good order and condition. The winners shall also receive gold Olympic Medals, and the "runners-up" silver Olympic Medals.

9. The Competition shall commence on or about October 1908, at the Stadium of the British Olympic Association, London.

RULES OF THE COMPETITION.

1. The Competition shall be conducted in the following manner: The competing teams shall be drawn in couples. These couples shall compete, and the winners shall be drawn and shall compete in the same manner, and this shall be continued until the end of the Competition.

2. Each team shall compete in its National (Association Football) colours. Where the colours of two competing teams are the same one of the teams shall play in such colours as may be decided by the Council.

3. Players of each representative team may be changed during the series of matches.

4. The duration of each match shall be one hour and a half, and the Referee shall allow for time wasted or lost through accident or other cause.

5. Should a match result in a draw, an extra half-hour must be played. Should a match result in a draw after it has been played for two hours it must be replayed as the Council may determine.

6. The dimensions of the field of play shall be—length, 115 yards, breadth, 75 yards.

THE LAWS OF THE GAME.

1. The game should be played by eleven players on each side. The field of play shall be as shown in the plan at the end of these Laws, subject to the following provisions: The dimensions of the field of play shall be—maximum length, 130 yards; minimum length, 100 yards; maximum breadth, 100 yards; minimum breadth, 50 yards. The field of play shall be marked by boundary lines. The lines at each end are the goal-lines and the lines at the sides are the touch-lines. The touch-lines shall be drawn at right angles with the goal-lines. A flag with a staff not less than 5 feet high shall be placed at each corner. A half-way line shall be marked out across the field of play. The centre of the field of play shall be indicated by a suitable mark, and a circle with a 10 yards' radius shall be made round it. The goals shall be upright posts fixed on the goal-lines, equidistant from the corner flag-staffs, 8 yards apart, with a bar across them 8 feet from the ground. The maximum width of the goal posts and the maximum depth of the cross-bar shall be 5 inches. Lines shall be marked 6 yards from each goal-post at right angles to the goal-lines for a distance of 6 yards, and these shall be connected with

THE RULES OF SPORT

each other by a line parallel to the goal-lines ; the space within these lines shall be the goal area. Lines shall be marked 18 yards from each goal-post at right angles to the goal-lines for a distance of 18 yards, and these shall be connected with each other by a line parallel to the goal-lines ; the space within these lines shall be the penalty area. A suitable mark shall be made opposite the centre of each goal, 12 yards from the goal line ; this shall be the penalty kick mark. The circumference of the ball shall not be less than 27 inches nor more than 28 inches. The outer casing of the ball must be of leather, and no material shall be used in the construction of the ball which would constitute a danger to the players. In International matches the dimensions of the field of play shall be—maximum length, 120 yards ; minimum length, 110 yards ; maximum breadth, 80 yards ; minimum breadth, 70 yards ; and at the commencement of the game the weight of the ball shall be from 13 to 15 ounces.

2. The duration of the game shall be 90 minutes, unless otherwise mutually agreed upon. 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 field of play in the direction of the opponent's goal-line ; the opponents shall not approach within 10 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. The interval at half-time shall not exceed five minutes, except by consent of the Referee. After a goal is scored the losing side shall kick off, and 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. Except as otherwise provided by these Laws, a goal shall be scored when the ball has passed between the goal-posts under the bar, not being thrown, knocked on, nor carried by any player of the attacking side. If from any cause during the progress of the game the bar is displaced, the Referee shall have power to award a goal if in his opinion the ball would have passed under the bar if it had not been displaced. The ball is in play if it rebounds from a goal-post, cross-bar, or a corner flag-staff into the field of play. The ball is in play if it touches the Referee or a Linesman when in the field of play. The ball is out of play when it has crossed the goal-line or touch-line, either on the ground or in the air.

5. When the ball is in touch, a player of the opposite side to that which played it out shall throw it in from the point on the touch-line where it left the field of play. The player throwing the ball must stand on the touch-line facing the field of play, and shall throw the ball in over his head with both hands in any direction, and it shall be in play when thrown in. A goal shall not be scored from a throw-in, and the thrower shall not again play until the ball has been played by another player. This Law

FOOTBALL (ASSOCIATION)

is complied with if the player has any part of both feet on the line when he throws the ball in.

6. When a player plays the ball, or throws it in from touch, any player of the same side who at such moment of playing or throwing-in is nearer to his opponents' goal-line is out of play, and may not touch the ball himself, nor in any way whatever interfere with an opponent, or with the play, until the ball has been again played, unless there are at such moment of playing or throwing-in at least three of his opponents nearer their own goal-line. A player is not out of play when the ball is kicked off from goal, when a corner kick is taken when the ball has been last played by an opponent, or when he himself is within his own half of the field of play at the moment the ball is played or thrown in from touch by any player of the same side.

7. When the ball is played behind the goal-line by a player of the opposite side, it shall be kicked off by any one of the players behind whose goal-line it went, within that half of the goal area nearest the point where the ball left the field of play; but, if played 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 flag-staff. In either case an opponent shall not be allowed within six yards of the ball until it is kicked off.

8. The goal-keeper may, within his own half of the field of play, use his hands, but shall not carry the ball. The goal-keeper shall not be charged except when he is holding the ball, or obstructing an opponent, or when he has passed outside the goal area. The goal-keeper may be changed during the game, but notice of such change must first be given to the Referee.

9. Neither tripping, kicking, nor jumping at a player shall be allowed. A player (the goal-keeper excepted) shall not intentionally handle the ball. A player shall not use his hands to hold or push an opponent. Charging is permissible, but it must not be violent or dangerous. A player shall not be charged from behind unless he is intentionally obstructing an opponent.

10. When a free kick has been awarded, the kicker's opponents shall not approach within 6 yards of the ball unless they are standing on their own goal-line. The ball at least must be rolled over before it shall be considered played—*i.e.*, it must make a complete circuit or travel the distance of its circumference. The kicker shall not play the ball a second time until it has been played by another player. The kick-off (except as provided by Law 2), corner-kick, and goal-kicks shall be free kicks within the meaning of this Law.

11. A goal may be scored from a free kick which is awarded because of any infringement of Law 9, but not from any other free kick.

12. A player shall not wear any nails, except such as have their heads driven in flush with the leather, or metal plates or projections, or guttapercha on his boots, or on his shin guards. If bars or studs on the soles or heels of the boots are used, they shall not

THE RULES OF SPORT

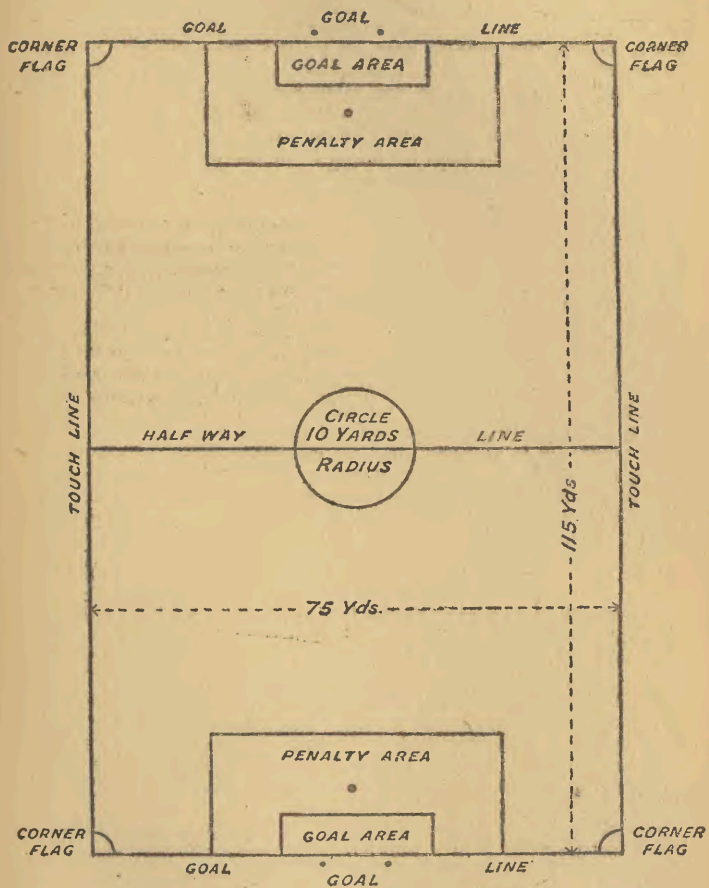
project more than half an inch, and shall have all their fastenings driven in flush with the leather. Bars shall be transverse and flat, not less than half an inch in width, and shall extend from side to side of the boot. Studs shall be round in plan, not less than half an inch in diameter, and in no case conical or pointed. Any player discovered infringing this Law shall be prohibited from taking further part in the match. The Referee shall, if required, examine the players' boots before the commencement of a match.

13. A Referee shall be appointed, whose duties shall be to enforce the laws and decide all disputed points; and his decision on points of fact connected with the play shall be final. He shall also keep a record of the game, and act as timekeeper. In the event of any ungentlemanly behaviour on the part of any of the players, the offender or offenders shall be cautioned, and if *any further offence is committed*, or in case of violent conduct without any previous caution, the Referee shall have power to order the offending player or players off the field of play, and shall transmit the name or names of such player or players to his or their National Association, who shall deal with the matter. The Referee shall have power to allow for time wasted, to suspend the game when he thinks fit, and to terminate the game whenever, by reason of darkness, interference by spectators, or other cause, he may deem necessary; but in all cases in which a game is so terminated he shall report the same to the Association under whose jurisdiction the game was played, who shall have full power to deal with the matter. The Referee shall have power to award a free kick in any case in which he thinks the conduct of a player dangerous, or likely to prove dangerous, but not sufficiently so as to justify him in putting in force the greater powers vested in him. The power of the Referee extends to offences committed when the play has been temporarily suspended, and when the ball is out of play.

14. Two Linesmen shall be appointed, whose duty (subject to the decision of the Referee) shall be to decide when the ball is out of play, and which side is entitled to the corner-kick, goal-kick, or throw-in; and to assist the Referee in carrying out the game in accordance with the Laws. In the event of any undue interference or improper conduct by a Linesman, the Referee shall have power to order him off the field of play and appoint a substitute, and report the circumstances to the National Association having jurisdiction over him, who shall deal with the matter.

15. In the event of a supposed infringement of the Laws, the ball shall be in play until a decision has been given.

16. In the event of any temporary suspension of play from any cause, the ball not having gone into touch or behind the goal-line, the Referee shall throw the ball down where it was when play was suspended, and it shall be in play when it has touched the ground. If the ball goes into touch or behind the goal-line before it is played by a player, the Referee shall again throw it down. The



THE RULES OF SPORT

players on either side shall not play the ball until it has touched the ground.

17. In the event of any infringement of Laws 5, 6, 8, 10, or 16, or of a player being sent off the field under Law 13, a free kick shall be awarded to the opposite side, from the place where the infringement occurred. In the event of any intentional infringement of Law 9 outside the penalty area, or by the attacking side within the penalty area, a free kick shall be awarded to the opposite side from the place where the infringement occurred. In the event of any intentional infringement of Law 9 by the defending side within the penalty area the Referee shall award the opponents a penalty kick which shall be taken from the penalty kick mark under the following conditions: All players, with the exception of the player taking the penalty kick, and the opponents' goal-keeper shall be outside the penalty area. The opponents' goal-keeper shall not advance beyond his goal-line. The ball must be kicked forward. The ball shall be in play when the kick is taken, and a goal may be scored from a penalty kick; but the ball shall not be again played by the kicker until it has been played by another player. If necessary, time of play shall be extended to admit of the penalty kick being taken. A free kick shall also be awarded to the opposite side if the ball is not kicked forward, or is played a second time by the player who takes the penalty kick until it has been played by another player. The Referee may refrain from putting the provisions of this Law into effect in cases where he is satisfied that by enforcing them he would be giving an advantage to the offending side. If when a penalty kick is taken the ball passes between the goal-posts, under the bar, the goal shall not be nullified by reason of any infringement by the defending side.

DEFINITION OF TERMS.

A Place Kick is a kick at the ball while it is on the ground in the centre of the field of play.

A Free Kick is a kick at the ball in any direction the player pleases, when it is lying on the ground.

A Place Kick, a Free Kick, or a Penalty Kick must not be taken until the Referee has given a signal for the same.

Carrying by the goal-keeper is taking more than two steps while holding the ball, or bouncing it on the hand.

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

Handling and Tripping.—Handling is intentionally playing the ball with the hand or arm, and Tripping is intentionally throwing, or attempting to throw, an opponent by the use of the legs, or by stooping in front of or behind him.

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 ground on either side of the field of play.

GOLF

GOLF.

PROGRAMME.

Maximum
No. of Com-
petitors from
each Country.

- | | |
|---|----------|
| I. Individual Medal Competition | 20 |
| II. Team Competition. 6 to play, 4 to count | 4 teams. |

GENERAL REGULATIONS FOR THE COMPETITION.

(a) The Competition shall be open to all Amateur Golfers members of any Golf Club.

(b) An AMATEUR Golfer shall be a Golfer who has never made for sale golf clubs, balls, or any other article connected with the game; who has never carried clubs for hire after attaining the age of fifteen years, and who has not carried clubs for hire at any time within six years of the date on which the Competition begins; who has never received any consideration for playing in a match, or for giving lessons in the game, and who, for a period of five years prior to September 1, 1886, has never received a money prize in any open competition.

(c) Entries shall be made in accordance with Section 8 of the General Regulations of the Olympic Games of London 1908, "through the Olympic Committee of each country."

(d) The dates of play and the date on which the entries close shall be duly advertised by the British Olympic Council.

(e) The Competition shall be played in accordance with the rules of the Royal and Ancient Golf Club of St. Andrews, and the bye-laws of the Clubs on whose greens the Competition is held.

(f) Every Competitor shall play two rounds of each of the following greens:

1. Royal St. George's Golf Club, Sandwich.
2. Prince's Golf Club, Sandwich.
3. Cinqueports Golf Club, Deal.

(g) In the event of a tie the competitors shall play off at a date to be fixed by the British Olympic Council.

(h) The winners shall receive gold Olympic medals, the second the silver Olympic medals, and the third the bronze Olympic medals.

(i) All disputes shall be settled by the Committees of the Clubs on whose greens the Competitions are held, whose decisions shall be final.

THE RULES OF SPORT

RULES OF GOLF.

*Authorised by the Royal and Ancient Golf Club of St. Andrews
September 23, 1902, and amended September 27, 1904*

I. DEFINITIONS :—

(a) The game of Golf is played by two sides, each playing its own ball. A side consists either of one or of two players. If one player play against another the match is called a "single." If two play against two it is called a "foursome." One player may play against two playing one ball between them, when the match is called a "threesome." Matches constituted as above shall have precedence of and be entitled to pass any other kind of match.

(b) The game consists in each side playing a ball from a teeing-ground into a hole by successive strokes, and the hole is won by the side which holes its ball in fewer strokes than the opposite side, except as otherwise provided for in the Rules. If the sides hole out in the same number of strokes, the hole is halved.

(c) The "teeing-ground" is the starting-point for a hole and shall be indicated by two marks placed in a line as nearly as possible at right angles to the course. The hole shall be $4\frac{1}{4}$ inches in diameter, and at least 4 inches deep.

(d) The "putting-green" is all ground with twenty yards of the hole, except hazards.

(e) A "hazard" is any bunker, water (except casual water), sand, path, road, railway, whin, bush, rushes, rabbit scrape, fence or ditch. Sand blown on to the grass, or sprinkled on the course for its preservation, bare patches, sheep tracks, snow and ice are not hazards. Permanent grass within a hazard is not part of the hazard.

(f) "Through the green" is any part of the course except hazards and the putting-green which is being played to.

(g) "Out of bounds" is any place outside the defined or recognised boundaries of the course.

(h) "Casual water" is any temporary accumulation of water (whether caused by rainfall or otherwise) which is not one of the ordinary and recognised hazards of the course.

(i) A ball is "in play" as soon as the player has made a stroke at the teeing-ground in each hole, and remains in play until holed out, except when lifted in accordance with the Rules.

(j) A ball has "moved" only if it leave its original position in the least degree, and stop in another; but if it merely oscillate, without finally leaving its original position, it has not "moved."

(k) A ball is "lost" if it be not found within five minutes after the search for it is begun.

(l) A "match" consists of one round of the links, unless it be otherwise agreed. A match is won by the side which is leading by a number of holes greater than the number of holes remaining

GOLF

to be played. If each side win the same number of holes, the match is halved.

(m) A "stroke" is any movement of the ball caused by the player, except as provided for in Rule 3, or any downward movement of the club made with the intention of striking the ball.

(n) A "penalty stroke" is a stroke added to the score of a side under certain rules, and does not affect the rotation of play.

(o) The "honour" is the privilege of playing first from a teeing-ground.

(p) A player has "addressed the ball" when he has taken up his position and grounded his club, or if in a hazard, when he has taken up his position preparatory to striking the ball.

(q) The reckoning of the strokes is kept by the terms—"the odd," "two more," "three more," &c., and "one off three," "one off two," "the like." The reckoning of holes is kept by the terms—so many "holes up," or "all even," and so many "to play."

2. A match begins by each side playing a ball from the first teeing-ground. The player who shall play first on each side shall be named by his own side. The option of taking the honour at the first teeing-ground shall be decided, if necessary, by lot. A ball played from in front of, or outside of, or more than two club lengths behind the marks indicating the teeing-ground, or played by a player when his opponent should have had the honour may be at once recalled by the opposite side, and may be re-teed without penalty. The side which wins a hole shall have the honour at the next teeing-ground. If a hole has been halved, the side which had the honour at the previous teeing-ground shall retain the honour. On beginning a new match the winner of the long match in the previous round shall have the honour, or if the previous match was halved, the side which last won a hole shall have the honour.

3. If the ball fall or be knocked off the tee in addressing it, no penalty shall be incurred, and it may be replaced, and if struck when moving no penalty shall be incurred.

4. In a threesome or foursome the partners shall strike off alternately from the teeing-grounds, and shall strike alternately during the play of the hole. If a player play when his partner should have done so, his side shall lose the hole.

5. When the balls are in play, the ball further from the hole which the players are approaching shall be played first, except as otherwise provided for in the Rules. If a player play when his opponent should have done so, the opponent may at once recall the stroke. A ball so recalled shall be dropped, in the manner prescribed in Rule 15, as near as possible to the place where it lay, without penalty.

6. The ball must be fairly struck at, not pushed, scraped, nor spooned, under penalty of the loss of the hole.

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

THE RULES OF SPORT

8. Unless with the opponent's consent, a ball in play shall not be moved, nor touched, before the hole is played out, under penalty of one stroke, except as otherwise provided for in the Rules. But the player may touch his ball with his club in the act of addressing it, provided he does not move it, without penalty. If the player's ball move the opponent's ball through the green, the opponent, if he choose, may drop a ball (without penalty) as near as possible to the place where it lay, but this must be done before another stroke is played.

9. In playing through the green any loose impediment (not being in or touching a hazard) which is within a club length of the ball may be removed. If the player's ball move after any such loose impediment has been touched by the player, his partner or either of their caddies, the penalty shall be one stroke. If any loose impediment (not being on the putting-green) which is more than a club length from the ball be removed, the penalty shall be the loss of the hole.

10. Any vessel, wheelbarrow, tool, roller, grass-cutter, box, or similar obstruction may be removed. If a ball be moved in so doing, it may be replaced without penalty. A ball lying on or touching such obstruction, or on clothes, nets, or ground under repair, or covered up or opened for the purpose of the upkeep of the Links, may be lifted and dropped without penalty as near as possible to the place where it lay, but not nearer the hole. A ball lifted in a hazard, under such circumstances, shall be dropped in the hazard. A ball lying in a golf hole or flag hole, or in a hole made by the green-keeper, may be lifted and dropped without penalty as near as possible to the place where it lay, but not nearer the hole.

11. Before striking at a ball in play, the player shall not move, bend, nor break anything fixed or growing near the ball, except in the act of placing his feet on the ground for the purpose of addressing the ball, in soling his club to address the ball, and in his upward or downward swing, under penalty of the loss of the hole, except as otherwise provided for in the Rules.

12. When a ball lies in or touches a hazard, nothing shall be done to improve it lie; the club shall not touch the ground, nor shall anything be touched or moved before the player strikes at the ball, subject to the following exceptions: (1) The player may place his feet firmly on the ground for the purpose of addressing the ball; (2) in addressing the ball, or in the upward or downward swing, any grass, bent, whin, or other growing substance, or the side of a bunker, wall paling, or other immovable obstacle may be touched; (3) steps or planks placed in a hazard by the Green Committee for access to or egress from such hazard may be removed, and if a ball be moved in so doing, it may be replaced without penalty; (4) any loose impediments may be removed from the putting-green; (5) the player shall be entitled to find his ball as provided by Rule 31. The penalty for a breach of this Rule shall be the loss of the hole.

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13. A player or caddie shall not press down nor remove any irregularities of surface near a ball in play. Dung, worm-casts, or mole-hills may be removed (but not pressed down) without penalty. The penalty for a breach of this Rule shall be the loss of the hole.

14. (a) If a ball lie, or be lost in water, or in casual water in a hazard, a ball may be dropped in or as far behind the hazard as the player may please, under penalty of one stroke; but if it be impossible from want of space in which to play, or from any other cause, to drop the ball behind the hazard, the player may drop a ball at the side of the hazard as near as possible to where the ball lay, but not nearer to the hole, under penalty of one stroke.

(b) If a ball lie, or be lost, in casual water through the green, or if casual water through the green interfere with the player's stance, the player may drop a ball without penalty within two club lengths from the margin, directly behind the place where the ball lay, or from the margin nearest to the place where the ball lay, but not nearer to the hole. If the ball, when dropped, roll into the water, or rest so that the water interferes with the player's stance, it may be re-dropped without penalty as near to the margin as the nature of the ground permits, but not nearer to the hole.

(c) In dropping a ball behind the spot from which the ball was lifted, the player shall keep that spot, or in the case of water, the spot at which the ball entered, in line between himself and the hole. Whenever it is impossible to drop a ball, as prescribed in sections (a) and (b), it shall be dropped as near as possible to the place where it lay, but not nearer to the hole. The penalty for a breach of this rule shall be the loss of the hole.

(d) In casual water on a putting-green a ball may be placed by hand behind the water without penalty.

15. A ball shall be dropped in the following manner: The player himself shall drop it; he shall face the hole, stand erect, and drop the ball behind him from his head; if the ball when dropped touches the player, he shall incur no penalty, and if it roll into a hazard it may be redropped without penalty. The penalty for the breach of this rule shall be the loss of the hole.

16. When the balls lie within 6 inches of each other on a putting-green, or within a club length of each other through the green or in a hazard (the distance to be measured from their nearest points), the ball nearer the hole may, at the option of either the player or the opponent, be lifted until the other is played, and shall then be replaced as near as possible to the place where it lay. If the ball further from the hole be moved in so doing, or in measuring the distance, it shall be replaced without penalty. If the lie of the lifted ball be altered by the player in playing, the ball may be placed in a lie as nearly as possible similar to that from which it was lifted, but not nearer the hole.

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17. Any loose impediments may be removed from the putting-green, irrespective of the position of the player's ball. The opponent's ball may not be moved except as provided for by the immediately preceding Rule. If the player's ball move after any loose impediment lying within 6 inches of it has been touched by the player, his partner, or either of their caddies, the penalty shall be one stroke.

18. When the ball is on the putting-green the player or his caddie may remove (but not press down) sand, earth, dung, worm casts, mole-hills, snow, or ice lying around the hole or in the line of his putt. This shall be done by brushing lightly with the hand only across the putt and not along it. Dung may be removed by a club, but the club must not be laid with more than its own weight upon the ground. The line of the putt must not be touched, except with the club immediately in front of the ball, in the act of addressing it, or as above authorised. The penalty for a breach of this Rule is the loss of the hole.

19. When the ball is on the putting-green, no mark shall be placed, nor line drawn as a guide. The line of the putt may be pointed out by the player's caddie, his partner, or his partner's caddie, but the person doing so must not touch the ground. The player's caddie, his partner, or his partner's caddie, may stand at the hole, but no player or caddie shall endeavour, by moving or otherwise, to influence the action of the wind upon the ball. The penalty for the breach of this Rule is the loss of the hole.

20. When on the putting-green, a player shall not play until the opponent's ball is at rest, under penalty of one stroke.

21. Either side is entitled to have the flag-stick removed when approaching the hole, but if a player's ball strike the flag-stick which has been so removed by himself, or his partner, or either of their caddies, his side shall lose the hole. If the ball rest against the flag-stick when in the hole, the player shall be entitled to remove the stick, and if the ball fall in it shall be deemed as having been holed out at the last stroke. If the player's ball knock in the opponent's ball, the latter shall be deemed as having been holed out at the last stroke. If the player's ball move the opponent's ball, the opponent, if he choose, may replace it, but this must be done before another stroke is played. If the player's ball stop on the spot formerly occupied by the opponent's ball and the opponent declare his intention to replace, the player shall first play another stroke, after which the opponent shall replace and play his ball. If the opponent's ball lie on the edge of the hole, the player, after holing out, may knock it away, claiming the hole if holing at the like, and the half if holing at the odd, provided that the player's ball does not strike the opponent's ball and set it in motion. If, after the player's ball is in the hole, the player neglect to knock away the opponent's ball, and it fall in also, the opponent shall be deemed to have holed out at his last stroke.

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22. If a ball *in motion* be stopped or deflected by any agency outside the match, or by the forecaddie, the ball must be played from where it lies, and the occurrence submitted to as a "rub of the green." If a ball lodge in anything moving, a ball shall be dropped as near as possible to the place where the object was when the ball lodged in it without penalty. If a ball *at rest* be displaced by any agency outside the match, excepting wind, the player shall drop a ball as near as possible to the place where it lay, without penalty. On the putting-green the ball shall be replaced by hand, without penalty.

23. If the player's ball strike, or be moved by, an opponent, or an opponent's caddie or clubs, the opponent shall lose the hole.

24. When a player has holed out and his opponent has been left with a putt for the half, nothing that the player can do shall deprive him of the half which he has already gained.

25. If the player's ball strike or be stopped by himself or his partner, or either of their caddies or clubs, his side shall lose the hole.

26. If the player, when not intending to make a stroke, or his partner, or either of their caddies, move his or their ball, or by touching anything cause it to move when it is in play, the penalty shall be one stroke. If a ball in play move, after the player has grounded his club in the act of addressing it, or when in a hazard, if he has taken up his stand to play it, he shall be deemed to have caused it to move, and the movement shall be counted as his stroke.

27. Except from the tee a player shall not play while his ball is moving under penalty of the loss of the hole. If the ball only begin to move while the player is making his upward or downward swing he shall incur no penalty for playing while it is moving, but is not exempted from the penalty stroke which he may have incurred under Rules 9, 17, or 26, and in a foursome a stroke lost under Rule 26 shall not, in these circumstances, be counted as the stroke of the player, so as to render him liable for having played when his partner should have done so.

28. If the player when making a stroke strike the ball twice the penalty shall be one stroke, and he shall incur no further penalty by reason of his having played while his ball was moving.

29. If a player play the opponent's ball his side shall lose the hole, unless (1) the opponent then play the player's ball, whereby the penalty is cancelled, and the hole must be played out with the balls thus exchanged, or (2) the mistake occur through wrong information given by the opponent or his caddie, in which case there shall be no penalty, but the mistake, if discovered before the opponent has played, must be rectified by placing a ball as near as possible to the place where the opponent's ball lay.

If a player play a stroke with the ball of a party not engaged in the match, and the mistake be discovered and intimated to

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his opponent before his opponent has played his next stroke, there shall be no penalty, but if the mistake be not discovered and so intimated until after the opponent has played his next stroke, the player's side shall lose the hole.

30. If a ball be lost, except as otherwise provided for in the Rules, the player's side shall lose the hole; but if both balls be lost, the whole shall be considered halved.

31. If a ball lie in bog, bent, whins, long grass, or the like, only so much thereof shall be touched as will enable the player to find his ball, but if the ball lie in sand, the sand shall not be touched. The penalty for a breach of this Rule shall be the loss of the hole.

32. If a ball be played out of bounds, a ball shall be dropped at the spot from which the stroke was played, under penalty of loss of the distance. A ball played out of bounds need not be found. If it be doubtful whether a ball has been played out of bounds another may be dropped and played, but if it be discovered that the first ball is not out of bounds, it shall continue in play without penalty. A player may stand out of bounds to play a ball lying within bounds.

33. A player shall not ask for advice from any one except his own caddie, his partner, or his partner's caddie, nor shall he willingly be otherwise advised in any way whatever, under penalty of the loss of the hole.

34. If a ball split into separate pieces, another ball may be put down where the largest portion lies, or if two pieces are apparently of equal size it may be put where either piece lies, at the option of the player. If a ball crack or become unfit for play, the player may change it on intimating to his opponent his intention to do so. Mud adhering to a ball shall not be considered as making it unfit for play.

35. Where no penalty for the breach of a rule is stated, the penalty shall be the loss of a hole.

36. If a dispute arise on any point, the players have right of determining the party or parties to whom it shall be referred, but should they not agree, either side may refer it to the Rules of Golf Committee, whose decision shall be final. If the point in dispute be not covered by the Rules of Golf, the arbiters must decide it by equity. (*See page 73, §i.*)

37. An umpire or referee, when appointed, shall take cognisance of any breach of rule that he may observe, whether he be appealed to on the point or not.

SPECIAL RULES FOR STROKE COMPETITIONS.

1. In Stroke Competitions the competitor who holes the stipulated course in fewest strokes shall be the winner.

2. If the lowest scores be made by two or more competitors, the tie or ties shall be decided by another round to be played

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on the same day. But if the Green Committee determine that to be inexpedient or impossible, they shall then appoint the following day or some subsequent day whereon the tie or ties shall be decided. (See page 73, §g.)

3. New holes shall be made for Stroke Competitions, and thereafter before starting no competitor shall play any of the putting-greens, nor shall he intentionally play at any of the holes nor on to any of the putting-greens, under penalty of disqualification.

4. The scores for each hole shall be kept by a special marker, or by the competitor's noting each other's scores. The scores marked ought to be called out after each hole, and on completion of the round the cards shall be signed by the marker, under penalty of disqualification, and handed in. Competitors must satisfy themselves before the cards are handed in that their scores for each hole are correctly marked, as no alteration can be made on any card after it has been returned. If it be found that a score returned is below that actually played, the competitor shall be disqualified. For the addition of the scores marked the Secretary or his deputy shall be responsible.

5. If a competitor play from outside the limits of the teeing-ground, the penalty shall be disqualification.

6. If a ball be lost (except as otherwise provided for in the Rules of Golf), the competitor shall return as near as possible to the spot from which the last ball was struck, tee a ball and lose a penalty stroke. The lost ball shall continue in play, if it be found before the player has struck another ball. The penalty for a breach of this rule shall be disqualification.

7. If a competitor's ball strike himself, his clubs or caddie, the penalty shall be one stroke.

8. If a competitor's ball strike another competitor, or his clubs or caddie, it is a "rub of the green," and the ball shall be played from where it lies. If a competitor's ball which is at rest be moved by another competitor or his caddie, or his club, or his ball, or by any outside agency excepting wind, it shall be replaced as near as possible to the place where it lay without penalty.

9. A competitor shall hole out with his own ball at every hole, under penalty of disqualification. But if it be discovered before he has struck off from the next teeing-ground, or, if the mistake occur at the last hole, before he has handed in his card, that he has not holed out with his own ball, he shall be at liberty to return and hole out with his own ball without penalty.

10. A ball may be lifted from any place under penalty of two strokes. A ball so lifted shall be teed if possible behind the place where it lay. If it be impossible to tee the ball behind the place where it lay, it shall be teed as near as possible thereto, but not nearer the hole. The penalty for a breach of this Rule shall be disqualification.

11. All balls shall be holed out under penalty of disqualification.

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When a competitor's ball is within 20 yards of the hole, the competitor shall not play until the flag has been removed, under penalty of one stroke. When both balls are on the putting-green, if the player's ball strike the opponent's ball, the player shall lose a stroke. The ball nearer the hole shall, on request of the player, be either lifted or holed out at the option of the owner under penalty of his disqualification. Through the green a competitor may have any other competitor's ball lifted if he find that it interferes with his stroke.

12. A competitor, unless specially authorised by the Green Committee, shall not play with a professional, and he may not willingly receive advice from any one but his caddie, in any way whatever, under penalty of disqualification.

A forecaddie may be employed.

13. Competitors shall not discontinue play, nor delay to start on account of bad weather, nor for any other reason whatever, except such as is satisfactory to the Committee of the Club in charge of the Competition. The penalty for a breach of this Rule is disqualification.

14. Where in the "Rules of Golf" the penalty for the breach of any rule is the loss of the hole, in Stroke Competitions the penalty shall be the loss of two strokes, except where otherwise provided for in these Special Rules.

15. Any dispute regarding the play shall be determined by the Rules of Golf Committee.

16. The Rules of Golf, so far as they are not at variance with these Special Rules, shall apply to Stroke Competitions.

GYMNASTICS.

PROGRAMME.

Maximum
No. of Competitors from
each Country.

- A. Individual Competitions 20
- Voluntary Exercises.
1. Horizontal Bar, swinging movements.
 2. Horizontal Bar, slow movements.
 3. Parallel Bar, slow and swinging movements
 4. Rings, steady.
 5. Rings, flying.
 6. Pommel Horse, placed sideways, quick movements.
 7. Rope climbing.
- Every competitor must take part in every item.
- B. Team Competitions 1 team
- Voluntary Mass Exercises. The exercises may be those known as free gymnastics or exercises with hand apparatus, or any combination of both or either.

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Teams of not less than 16 nor more than 40.

Time limit 30 minutes.

C. Displays (Non-competitive). Open to women.

RULES AND CONDITIONS OF COMPETITION

DIVISION OF COMPETITIONS

The Gymnastic Competitions shall be divided into two sections, viz. :

(i) Competitions for Individuals.

(ii) Competitions for Teams,

and are open to Amateurs

GYMNASTIC AMATEUR DEFINITION.

An Amateur is any person who has never competed for a money prize, or remuneration from any source whatever, who has never competed with professionals, and never engaged in, assisted in, or taught any athletic exercise as a means of pecuniary gain.

The strict repayment of out-of-pocket expenses by a responsible Association or Club, does not disqualify a competitor as an Amateur.

NOMINATION OF JUDGES.—The International Gymnastic Board shall be invited to nominate, in consultation with other Gymnastic Organisations, Judges who shall be amateurs

SECTION I.

COMPETITIONS FOR INDIVIDUALS

NUMBER OF COMPETITORS.—No country may send more than twenty competitors to represent it.

ITEMS OF COMPETITION.—The Individual Competitions shall comprise :

1. Exercises on the Horizontal Bar, swinging movements.
2. Exercises on the Horizontal Bar, slow movements.
3. Exercises on the Parallel Bars, slow and swinging movements; competitors must introduce a reasonable proportion of both.
4. Exercises on the Steady Rings
5. Exercises on the Flying Rings.
6. Exercises on the Pommel Horse. (Quick movements.)
7. Rope Climbing.

This shall be an "All round" Competition of which the highest aggregate scorer over the seven Individual Items shall be the winner. Every competitor must take part in every item.

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APPARATUS TO BE USED.

HORIZONTAL BAR.—Movable horizontal bars of "steel" and of "steel covered with leather."

PARALLEL BARS.—Movable parallel bars, the dimensions of which can be regulated at will.

RINGS.—Circular rings with swivels for turning. Rings to be adjusted to 6 feet from the ground.

POMBBLED HORSE.—Placed sideways.

CLIMBING ROPE.—Rope $4\frac{1}{2}$ -inches in circumference, marked off every 18 inches, commencing at a height of 6 feet from the ground. Top mark 24 feet from the ground (or metric equivalents).

Generally speaking the apparatus used shall be of the standard size and measurements used at the International Continental Gymnastic Contests.

SHIFTING APPARATUS.—The judges shall have power if they consider it fair to cause any apparatus to be shifted or altered so as to suit any competitor.

INFORMATION AND INSTRUCTIONS FOR JUDGES AND COMPETITORS.

JUDGES.—An official list of the judges and the pieces of apparatus they are to judge will appear in the Official programme.

The number of judges shall be three for each apparatus.

As far as possible the same three judges shall act for the same piece of apparatus throughout the entire competition, but in the event of the unavoidable absence of any judge from any unforeseen cause, the Gymnastic Sub-Committee shall appoint one of the reserve judges to act.

CONDITIONS OF COMPETITION.—In each of the first six items of competition each competitor shall execute one "voluntary" combination exercise, the time occupied by each exercise not to exceed 2 minutes. In the seventh item, viz., Rope Climbing, the Rope shall be climbed hand over hand, starting from the sitting position (*i.e.*, from a position as if sitting, the arms at full stretch ready for the climb), with legs together and clear of the rope. No kicking, or swinging the legs from the hips, allowed.

SYSTEM OF SCORING.—For the Rope Climbing $\frac{1}{2}$ mark shall be allowed for every 18 inches climbed in accordance with the foregoing rule. There shall be no maximum time. For the other apparatus the maximum number of marks shall be 24 for each voluntary. Each judge shall have this number of marks at his disposal, and the number of marks to be allotted for any exercise shall be the aggregate of the marks allotted by the 3 judges.

Marks shall be awarded for :

- (a) Difficulty and quality of the combination of movements shown.
- (b) Style and sequence.
- (c) Variety of movements.

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INSTRUCTIONS TO COMPETITORS.—On a competitor's name being called out he shall assume the position of attention, opposite to and about 6 to 10 feet away from the apparatus. He shall then smartly approach the apparatus, halt at a convenient distance from it, and commence his combination without further word of command.

At the conclusion of the exercise the competitor shall, in alighting, bend the knees outward, holding the head and trunk erect, and shall assume the position of attention by straightening the legs and lowering the heels (which should be brought together), pause, then walk smartly to his seat.

Judging shall commence when the competitor begins to approach the apparatus for the purpose of doing the exercise, and will cease on his resuming the position of attention at its conclusion.

STYLE.—Attention is called to the following points of style:—

- (a) Correct carriage in approaching the apparatus.
- (b) Decision of movement in commencing the exercise.
- (c) Even speed in the execution of the exercise.
- (d) Precision of grasp or in change of grasp.
- (e) Avoidance of any touch of the apparatus except that of the needful grasp or seat.
- (f) Straightness of extended limbs or feet, with legs close except when otherwise necessary.
- (g) Easy and graceful carriage of the head.
- (h) Precision in alighting from the apparatus.

ORDER OF ROTATION OF COMPETITORS.—The order of rotation of competitors shall be determined by ballot before the commencement of the competition and the order so determined upon shall be adhered to throughout the competition.

SECOND ATTEMPTS.—No competitor shall have the option of a second attempt at any exercise unless the judges consider that he has been interfered with in his first attempt, or that his first attempt has otherwise been rendered abortive through no fault on his part.

RESUMPTION AFTER A FALL.—A competitor who has the misfortune to fall off the apparatus during the performance of his combination may resume his position on the apparatus and continue his combination from the point at which he fell off, the fall being considered a break in sequence, and marked as such.

If the competitor decides to resume his position on the apparatus and to complete his combination, he must do so immediately, and no extra time shall be allowed for the time off the apparatus.

SQUADDING OF COMPETITORS.—The competitors shall be divided into squads of not less than 10, nor more than 12, and shall be each under the charge of a Steward, who shall conduct his squad from apparatus to apparatus in the order directed by the Gymnastic Sub-Committee.

If the number of competitors exceed 84, then for each squad

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in excess of that 84 additional apparatus and judges shall be provided.

It being understood that additional apparatus means a complete set of additional apparatus, and that when two or more sets of apparatus are in use the Competitors shall be so squadded as to assign, so far as possible, an equal number of competitors to each apparatus.

HINTS TO COMPETITORS AND JUDGES.—The judges will pay particular attention to the following points :

(a) Successful performance of the exercise attempted. Competitors are warned against attempting exercises that are not well within their powers. A competitor who fails in some of the movements he attempts will score less than he would have done if he had omitted these movements altogether, and merely attempted the movements he actually accomplished.

(b) The difficulty of the movements shown and the manner in which the combinations are composed. It is desirable that the exercise as a whole should be elegant. Great attention should therefore be paid to the sequence of the movements, and it should be remembered that the employment of easy or inelegant movements as connecting links is undesirable.

(c) The variety of movements in a combination. Endurance shown in the repetition of the same or similar movements will not be regarded as meritorious. Competitors should also avoid the performance of any inordinate number of movements easy in themselves. Variety of this kind is not desirable, and will not gain marks

SECTION II.

COMPETITIONS FOR TEAMS.

MASS EXERCISES, OR MOVEMENTS IN UNISON.

NATURE OF THE COMPETITION.—The exercises may be those known as "Free Gymnastics" or exercises with Hand Apparatus such as Dumb Bells, Indian Clubs, Wands (Iron or Wood), &c.

Any exercises or combination of exercises, whether those known as "Free Gymnastics," or those with any kind of hand apparatus are admissible, but exercises which require fixed apparatus are not admissible.

Each competing Team must supply its own hand apparatus for this Competition.

NUMBER OF TEAMS, AND STRENGTH OF TEAMS.—No country shall be represented by more than one team.

Each team shall consist of not less than 16 nor more than 40 men.

CONDITIONS.—The exercises in this competition are left to the choice of the competing teams.

The members of a team must all wear the same costume provided with the distinctive badge of the team.

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The time allowed for each team to take up position, execute its exercises and march off, shall be thirty minutes.

The Instructor shall bring his team into the arena and give them the necessary instructions preliminary to the commencement of the exercises. At the conclusion of the exercises he shall re-form his team and march it off the arena.

The Instructor here mentioned may be either an amateur or professional.

So far as possible the judges shall form their judgment from a consideration of the following subjects :

(1) The physique, carriage and movements of the team in general—the quality of the latter to be judged especially in marching and running.

(2) The manner of performing the exercises in regard to the strength and beauty of their execution, and the homogeneity of the team work. All the members of the team must perform every exercise.

(3) The physiological value of the programme of exercises in regard to the character, combination, arrangement and relative quantities of the exercises : and the completeness and suitability of such a programme as a normal gymnastic practice.

The maximum number of marks to be allotted by any one judge to any team shall be 160, allocated as follows :

Appearance and march of the competitors	. 40
Precision of movement, style, &c.	. 60
Physiological and rational combination of the exercises executed	. 60
	—
	160

Each team will be judged by three judges and their marks shall be added together. The team securing the highest aggregate in this manner shall be adjudged the winners.

The judges, who shall be the same throughout the games, will remain on duty throughout the whole competition and can only retire in case of illness or other urgent cause, in which case a substitute will be appointed by authority of the Gymnastic Sub-Committee from the list of judges in reserve.

DISPLAYS (Non-competitive).

By selected teams, either men or women.

Time limit, 45 minutes.

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HOCKEY.

GENERAL REGULATIONS.

1. Each country competing shall be allowed to enter one team the definition of a "country" being that laid down by the British Olympic Association, viz. : "A country is any territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction."

2. The competition shall be confined to amateurs.

3. The special code of Laws of Hockey printed below shall be those governing this Competition.

4. The Competition shall be held under the control and management of the Hockey Association, whose decisions on all matters relating thereto, except such as may be hereinafter specified, shall be final and without appeal. They shall appoint the Umpires in all matches.

5. All entries shall be made by the Governing Associations (or where Governing Associations do not exist by Amateur Clubs), through the Olympic Committee in each country, who will be responsible to the British Olympic Council for the competence of such Associations or Clubs to guarantee that the competitors so entered are amateurs.

6. Entries shall be in writing on the authorised forms, and must reach the British Olympic Council, 108 Victoria Street, Westminster, London, S.W., on or before September 1, 1908.

7. The number of names which may be comprised in each entry, from which the team and reserves shall be finally selected, shall not exceed thirty-six, and the final nominations of each team and its reserves must be received by the British Olympic Council in London not later than October 4, 1908.

RULES OF THE COMPETITION.

1. The competition shall be conducted on the knock-out principle, and a draw shall take place between the various teams that enter.

2. In any match should the two sides, within the specified time for the duration of the match, have failed to score or have scored an equal number of goals, they shall forthwith play for such extra time as the umpires may direct, changing ends after play has been continued for half the extra time. No interval may be claimed between such change of ends. In the event of the scores being then even, the umpires may consult with the captains, and shall at their own discretion either order the play to be forthwith continued for a further extra period, or direct

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that the match shall be replayed on such a date and time as shall be decided by the Hockey Association Council.

3. All matches shall be commenced precisely at the times to be published, unless altered by the Managing Committee; but in the event of the ground or weather being considered unfit for play by the umpires, either before the commencement of or during a match, he shall be empowered to stop the play, and in such event the Managing Committee shall decide whether the match shall be replayed or only continued for the unexpired portion on such a date and time as they shall decide.

RULES OF THE GAME OF HOCKEY.

RULES.

1. TEAMS.—A game of hockey shall be played by two teams of eleven players. The correct constitution of a team is five forwards, three half-backs, two backs, and a goalkeeper, but this formation shall not be compulsory. The duration of the game shall be 70 minutes (unless otherwise agreed by the respective captains), half-time being called after 35 minutes' play, when the teams shall change ends.

2. CAPTAINS.—The Captains shall (1) toss for choice of ends; (2) act as umpires, if there be no umpires, or delegate the duties of umpires to one member of their respective teams; (3) agree whether the umpires give decisions on appeal; and (4) indicate the goalkeepers for their respective teams before starting play, and after any change of goalkeeper.

3. GROUND.—The ground shall be rectangular, 100 yds. long, and not more than 60 yds. or less than 55 yds. wide. The ground shall be marked with white lines in accordance with plan on page 117; the longer boundary lines to be called the side lines, and the shorter boundary lines to be called the goal lines. A flag-post shall be placed for the whole game at each corner, and any other flag-posts must be a yard outside the ground. All flag-posts shall be at least 4 ft. high.

(4) GOALS, POSTS, &c.—A goal shall be in the centre of each goal line, and shall consist of two posts 4 yds. apart (inside measurement), joined together by a horizontal cross-bar 7 ft. from the ground. The goal posts shall not extend upward beyond the cross-bar, nor the cross-bar sideways beyond the goal posts. The posts shall be 2 in. square and the cross-bars shall have rectangular edges. Nets shall be attached to the posts, cross-bars, and to the ground behind the goals.

5. STRIKING CIRCLE.—In front of each goal shall be drawn a white line 4 yds. long, parallel to, and 15 yds. from, the goal line. This line shall be continued each way to meet the goal line by quarter-circles having the goal-posts as centres. The space enclosed by these lines and the goal-lines, including the lines themselves, shall be called the striking circles.

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6. BALL.—The ball should be a leather cricket ball painted white or made of white leather.

7. STICKS.—A stick shall have a flat face on its left-hand side only, and shall have no metal fittings or weights or sharp edges or dangerous splinters. Each stick must be of such size that it can be passed through a 2-in. ring. An indiarubber ring, 4 in. in external diameter, when on the stick, may be used, but, all fittings included, the total weight must not exceed 28 oz.

PENALTY.—Umpires shall prohibit play with a stick which does not comply with this rule.

8. BOOTS, &c.—No player shall wear any dangerous material, such as spikes or nails, &c.

9. BULLY-OFF.—The game shall be [started by one player of each team together bullying the ball in the centre of the ground (and after each goal and half-time). To bully the ball each player shall strike the ground on his own side of the ball and his opponent's stick over the ball three times alternately; after which one of these two players must strike the ball before it is in general play. In all cases of bullying, the two players who are bullying shall stand squarely facing the side lines. Every other player shall be nearer to his own goal line than the ball is (except in the case of the penalty bully).

PENALTY (WITHOUT APPEAL).—For any breach of this rule the "bully" shall be taken again.

10. GOAL.—A goal is scored when the whole ball has passed entirely over the goal line under the bar, the ball, whilst within the striking circle, having been hit by or glanced off the stick of an attacker. Should the goal posts or bar become displaced, and the ball pass at a point which, in the opinion of the umpire, is between where the posts or below where the bar should have been he shall give a goal.

11. OFF-SIDE.—When a player hits the ball, any other player of the same team who is nearer his opponent's goal line than the striker is at the moment *when the ball is hit* is off-side, unless there be at least three of his opponents nearer to their own goal line than he is. He may not touch the ball, nor approach, nor remain within 5 yds. of it, nor in any way interfere with any other player until the ball has been touched or hit by one of his opponents. No player, however, shall be off-side in his own half of the ground, nor if the ball was last touched or hit by one of his opponents (subject to the 5 yds. rule), or by one of his own team, who at the time of hitting, is nearer his opponent's goal line than himself.

PENALTY (WITH APPEAL).—*Inside or outside the circles.*

For any breach the penalty shall be a free hit by one of the opposing team on the spot where the breach occurred.

12. GENERAL DETAILS.—The ball may be caught (but must be immediately released to fall perpendicularly to the ground) or stopped, but may not be picked up, carried, kicked, thrown, or knocked on or back, except with the stick. No player shall

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gain an advantage by the use of any part of his person or apparel except such as may accrue from stopping the ball; the foot, if used for that purpose, shall be taken away immediately. There shall be no play with the rounded back of the stick, no charging, kicking, shoving, shinning, tripping, personal handling, or hooking. Hooking sticks is allowed only when the stick hooked is within striking distance of the ball. There shall be no striking at sticks. A player may not obstruct by running in between his opponent and the ball, nor cross his opponent's left, unless he touches the ball before his opponent's person or stick, nor may he in any way interpose himself as an obstruction.

The goal-keeper is allowed to kick the ball only in his own striking circle, but in the event of his taking part in a penalty bully this privilege shall not be allowed him. Habitual left-handed play (as in left-handed batting in cricket) is prohibited. A ball touching an umpire or post is in play, unless it goes off the ground.

PENALTY (WITH APPEAL).—(1) *Outside the circles.*—For any breach the penalty shall be a free hit for one of the opposing team on the spot where the breach occurred.

(2) *Inside the circles.*—(a) For any breach by the attacking team the penalty shall be a free hit for the defending team. (b) For any breach by the defending team the penalty shall be a "bully" or a "penalty bully" on the spot where the breach occurred. A penalty bully should only be given for a wilful breach of a rule or when a goal would most probably have been scored but for the occurrence of the breach of the rule.

(3) *Inside or outside the circles.*—In the event of two players being simultaneously at fault in obstructing each other, the umpire shall give a bully at the spot where the breach of rule occurred.

13. "STICKS" AND UNDERCUTTING.—When a player strikes at the ball, no part of his stick must in any event rise above his shoulders at either the beginning or end of the stroke. No player shall intentionally undercut the ball, nor in any way interfere with the game unless his stick is in his hand.

PENALTY (WITHOUT APPEAL).—(1) *Outside the circles.*—For any breach the penalty shall be a free hit for one of the opposing team on the spot where the breach occurred.

(2) *Inside the circles.*—(a) For any breach by the attacking team the penalty shall be a free hit for the defending team. (b) For any breach by the defending team the penalty shall be a bully or a penalty bully (except in the case of "sticks" when a "bully" only shall be allowed). A "penalty" bully should only be given for a wilful breach of a rule, or when a goal would most probably have been scored but for the occurrence of the breach of the rule.

14. **FREE HIT.**—On the occasion of a free hit, no other player than the striker shall be within 5 yds. of the spot where such hit is made, and the striker must not touch the ball again until it

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has been touched or hit by another player. He must fairly hit the ball, "scopping up" not being allowed. If the striker hit at but miss the ball, the stroke shall be taken again by him provided that he has not given "sticks."

PENALTY (WITHOUT APPEAL).—If any player, other than a striker, be within 5 yds. of the ball at the time of a free hit, the umpire shall order the hit to be taken again.

If the striker, after taking such hit, touches the ball again before it has been touched or hit by another player

(1) *Inside the circles.*—The umpire shall give a "bully" on the spot where the breach occurred.

(2) *Outside the circles.*—The umpire shall give a free hit to one of the opposite team to the offender.

If the ball is "scopped up"

(1) *Outside the circles.*—The umpire shall give a free hit to one of the opposite side to the offender.

(2) *Inside the circles.*—The umpire shall give a "bully" on the spot where the breach of the rule occurred.

15. **PENALTY BULLY.**—A penalty bully shall be played by the offender, and by any player selected by the other team on the spot where the breach occurred. At the time of the penalty bully both the defenders and the attackers shall be outside the striking circle in the field of play, and the ball shall not be in play for either team until driven outside the striking circle.

PENALTY (WITHOUT APPEAL).—(a) Breach of any rule by defending team (except Rule 9).—The attacking team shall be awarded a penalty goal, which shall be of the same value as an ordinary goal.

(b) Breach of any rule by attacking team (except Rule 9).—The defending team shall be allowed a free hit.

16. **ROLL-IN.**—When a ball passes wholly over the side line, it shall be rolled in along the ground (and not bounced) into play by hand from the point where it crossed the side line in any direction by one of the team opposite to that of the player who last touched it. Players may cross the 5 yds. line immediately the ball leaves the hand of the roller-in, but no player shall stand (himself or his stick) within the 5 yds. line. The ball may be rolled in at once, but should the umpire consider that a player is standing within the 5 yds. line to gain time, he shall not stop the game. The roller-in must have both feet and stick behind the side-line, and may only play the ball again after another player.

PENALTY (WITHOUT APPEAL).—(a) Breach of the rule by the player who throws in.—The roll-in shall be taken by a player of the other team.

(b) Breach of the rule by any other player.—The roll-in shall be taken again except as specially provided for in this rule.

17. **CORNER.**—(a) If the ball is hit behind the goal line by a player of the attacking team, or glance off the stick or person of or be unintentionally, in the umpire's opinion, hit behind the

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goal line by one of the defending team who is farther away from his own goal line than the 25 yds. line, it shall be brought out 25 yds. in a direction at right angles to the goal line from the point where it crossed the line and there "bullied."

(b) But if the ball glances off, or is, in the umpire's opinion, unintentionally sent behind the goal line by any player of the defending team behind the 25 yds. line, a player of the attacking team shall have a free hit from a point on the side or goal line within 3 yds. of the nearest corner flag, and at the moment of such hit all the defending team (their sticks and feet) must be behind their own goal line, and all the attacking team must be in the field of play behind the striking circle.

(c) If, however, the ball is intentionally, in the umpire's opinion, sent behind the goal line by one of the defending team, the attacking team shall take their corner hit from the point on the goal line where the ball crossed, and all players must be behind the goal line and striking circle respectively.

Provided that, in (b) and (c) no player shall stand within 5 yds. of the striker when a corner hit is taken, and that no corner hit shall be taken at a less distance than 5 yds. from the nearest goal post, and that no goal can be scored from a corner hit by the attacking team unless the ball has been stopped motionless on the ground by one of the attacking team, or has touched the person or stick of one of the defending team before the last stroke of the attacking team. A player hitting a corner hit or free hit cannot participate in the game again until the ball has been played by another player. On hitting a corner hit, if the hitter miss the ball, he shall take the hit again, provided he does not contravene Rule 13.

18. UMPIRES.—Each umpire shall take half the ground for the whole game without changing ends. He shall also take one side line and give decisions *re* the roll-in (but not the corner hit) in both halves of the ground. If an umpire is doubtful he shall decide in favour of the team appealed against. The umpire shall allow (the elements permitting) the full or agreed time, neither more nor less, deducting all wastage and keep a record of the game. Until a decision is given the ball is in play. If there be only one umpire, there should be two linesmen to give decisions as to the ball passing over the side lines, and as to where and by which team the ball shall be rolled in.

Umpires and linesmen are debarred from coaching or claiming during a game.

The umpire shall refrain from putting the provisions of any rule into effect in cases where he is satisfied that by enforcing it he would be giving an advantage to the offending team.

19.—ROUGH PLAY AND MISCONDUCT.—For rough play or misconduct the umpire shall have a discretionary power to warn the offending player, or to suspend him from further participation in the game.

20. ACCIDENTS.—When a player is temporarily incapacitated, the umpire shall suspend the game immediately. When the

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game is resumed the ball shall be bullied off on the spot where, in the opinion of the umpire, the ball was when the player was hurt.

NOTE.—*Official rings for the measurement of sticks.*—Rings officially stamped can be obtained *only* from the Hon. Sec. of the Hockey Association.

LACROSSE.

GENERAL REGULATIONS.

1. Each country competing shall be allowed to enter one team, the definition of a "country" being that laid down by the British Olympic Association, viz.: "A country is any territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction."

2. The Competition shall be confined to amateurs.

3. The special code of Laws of Lacrosse printed below shall be those governing this Competition.

4. The Competition shall be held under the control and management of the English Lacrosse Union, whose decisions on all matters relating thereto, except such as may be hereinafter specified, shall be final and without appeal. They shall appoint the Referees and Timekeepers in all matches.

5. All entries shall be made by the Governing Associations or where Governing Associations do not exist by Amateur Clubs], through the Olympic Committee in each country, who will be responsible to the British Olympic Council for the competence of such Associations or Clubs to guarantee that the competitors so entered are amateurs in accordance with the following definition:

"An Amateur is one who has never competed for a money prize or monetary consideration, or for any declared wager, or staked bet; who has never engaged in, assisted in, or taught any athletic exercise as a means of pecuniary gain."

6. Entries shall be in writing on the authorised forms, and must reach the British Olympic Council, 108 Victoria Street, Westminster, London, S.W., on or before September 1, 1908.

7. The number of names which may be comprised in each entry, from which the team and reserves shall be finally selected, shall not exceed thirty-six, and the final nominations of each team and its reserves must be received by the British Olympic Council in London not later than October 4, 1908.

8. Every player shall wear a sleeved jersey or shirt and loose drawers to the knee, and any player shall be excluded unless properly attired.

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RULES OF THE COMPETITION.

1. Each team shall play one match with each other team, and the team which wins the most matches shall be the winner of the Competition.

2. In the event of two or more teams winning an equal number of matches, they shall play again on the ordinary tournament (knock out) system, and the winner of this shall be the winner of the Competition.

3. In any match, should the two sides, within the specified time for the duration of the match, have failed to score or have scored an equal number of games, they shall forthwith play for such extra time as the Referee may direct, changing ends after play has been continued for half the extra time. No interval may be claimed between such change of ends. In the event of the scores being then even, the Referee may consult with the Captains, and shall at his own discretion either order the play to be forthwith continued for a further extra period, or direct that the match shall be replayed on such a date and time as shall be decided by the managing committee.

4. Each team may have six reserve players, any of whom may, prior to the commencement of a match, be substituted for members of the team in that match, except in the case of a replayed match under Rules 3 and 5, when there shall be no change in the constitution of the team re-playing.

5. All matches shall be commenced precisely at the times to be published, unless altered by the managing committee, but in the event of the ground or weather being considered unfit for play by the Referee, either before the commencement of or during a match, he shall be empowered to stop the play, and in such event the managing committee shall decide whether the match shall be replayed or only continued for the unexpired portion on such a date and time as they shall decide

LAWS OF LACROSSE.

SPECIAL CODE FOR OLYMPIC GAMES.

I. THE CROSSE.—The crosse may be of any length. In its widest part it shall not exceed 1 ft. A string must be brought through a hole at the side of the tip of the turn to prevent the point of the stick catching an opponent's crosse. A leading string resting on the top of the stick may be used. No string may be fastened so as to form a pocket. The length strings shall be woven to within 2 in. of their termination, so that the ball cannot catch in the meshes. No metal of any kind shall be allowed upon the crosse; splices must be made either with string or gut.

II. THE BALL.—The ball shall be of indiarubber sponge, not

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less than $7\frac{3}{4}$, nor more than 8 n. in circumference. It shall weigh not less than $4\frac{1}{2}$, nor more than 5 ounces.

III. THE GOALS.—Sec. 1. Each goal shall consist of two square poles 6 ft. apart and 6 ft. high out of the ground, joined above by a rigid top cross-bar. Netting of not more than $1\frac{1}{2}$ in. mesh shall be attached to the posts and cross-bar, and to a point on the ground 6 ft. behind the centre of the goal, and shall be firmly pegged to the ground. The goals shall be placed not less than 120, nor more than 125 yds. apart. The posts may be supported by back stays within the netting.

Sec. 2. The Goal crease shall be a marked line enclosing an oblong space 18 ft. by 12 ft., laid out 6 ft. in front, behind, and to either side of the goal posts.

IV. THE BOUNDARIES.—The Boundaries of the field of play shall be indicated by flags or marked lines. Should the ball go out of bounds, the Referee shall (unless the Captains shall have previous to the match agreed with him otherwise) call "Stand," and the ball shall then be "faced" by the two nearest players, not less than 4 yds. within the bounds at the point where the ball went out.

Stand.—The ball is dead when the Referee calls "Stand," and no player shall move, unless otherwise directed by the Referee, until the Referee calls "Play."

N.B.—The blowing of a whistle may be substituted for the above calls, or such calls as may be hereinafter mentioned.

Face.—The ball shall be placed upon the ground between the backs of crosses of two opponents, and the defending player's cross shall be between the ball and the goal he is defending. They shall not move till "Play" has been called by the Referee, but must then immediately draw their crosses apart (towards them), before removing them from the ground. The Referee shall not allow players to be within 5 yds. of those "facing," and no face shall take place within 10 yds. of the centre of goal, when it is caused by the action of an attacking party.

N.B.—The object of "facing" is to start the play so that neither side has an advantage over the other.

V. THE TEAMS.—Sec. 1. Number.—Twelve players shall constitute a full team.

Sec. 2. Should an accident or injury occur to any player which, in the opinion of the Referee, incapacitates him from playing, the opposing side must withdraw one of their players as long as the player remains so incapacitated. If the "accident" or "injury" is due to a foul, and the Referee suspend the offending player, a player other than the suspended one shall be withdrawn.

VI. THE CAPTAINS.—Sec. 1. A Captain shall be appointed from each team previous to the commencement of a match.

Sec. 2. They alone shall be the representatives of their respective teams in all disputes.

Sec. 3. They shall "toss" for choice of goals previous to the commencement of the match.

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Sec. 4. Nothing in this Law shall prevent any player notifying the Referee of any infringement of these Laws.

VII. THE REFEREE.—Sec. 1. The authority of the Referee shall commence from the time of the appointment and shall continue until the end of the match, and his duties shall be to enforce these Laws and Regulations. His decisions shall be final and without appeal.

Sec. 2. Before the match, he shall see that the Umpires and Timekeepers have been properly appointed, and that the goals balls, &c., are in accordance with the Laws.

Sec. 3. He shall draw up the players in lines immediately before the match begins, and see that the regulations respecting the crosses and spiked shoes, &c., are adhered to.

Sec. 4. If he observe any infringement of the rules, or when a "foul" claimed by any player has been allowed, or in any case of injury or accident (Law V., Sec. 2), the Referee is empowered to immediately call "Stand." If the ball enter goal after "Stand" has been called by the Referee, it shall not count; or if a foul be claimed by one side and their opponents score a goal immediately afterwards, the Referee shall first give a decision on the foul, which, if allowed, shall nullify the goal. If the foul, however, be claimed by the scoring party, whether the claim be allowed or not, a goal scored before the Referee has called "Stand" shall count.

Sec. 5. The infliction of penalties shall be at his discretion without appeal, and any side rejecting his decision or refusing to continue the match, shall be declared the losers.

Sec. 6. He shall arbitrate in all disputes between the Captains.

VIII. THE UMPIRES.—Sec. 1. There must be only one umpire at each goal. They shall stand behind the posts and shall not change ends during a match. No person shall be allowed to speak to them, or in any way to distract their attention.

Sec. 2. In the event of a goal being claimed the Umpire at the goal shall at once decide whether or not the ball has fairly passed through the goal space, his decision being simply "Game" or "No game" without comment of any kind. His decision shall be final.

Sec. 3. If the Umpire observe any infringement of Law XI. Sec. 13, he shall notify the Referee in such manner as the latter shall direct. The decision of each Umpire at his own goal shall be final in this matter.

IX. THE TIMEKEEPERS.—Sec. 1. There shall be two Timekeepers, whose duty shall be to keep an accurate account of the time of each period, deducting the times of all stoppages in the actual play. They shall immediately report to the Referee any variance in their times, and the matter shall be at once decided by him. He shall be guided by them as to the duration of the match.

Sec. 2. There shall be another Timekeeper, who shall keep the time of penalised players, and shall direct them when to enter the game.

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X. THE GAME.—Sec. 1. The playing time shall be four periods of twenty minutes each. The time of actual play only shall be counted.

Sec. 2. Ends shall be changed after each period, and between the second and third periods either side may claim not more than ten minutes' interval.

Sec. 3. Each game shall be started by the centres facing at the centre mark, and when both sides are ready the Referee shall call "Play."

Sec. 4. The side scoring the greater number of goals shall be the winners. A goal shall be scored by the ball passing between the goal posts and under the cross-bar from in front, and not being propelled by the foot or leg of an attacking player.

Sec. 5. Should the ball be put through either goal-space by one of the players defending it, by whatsoever means, it shall be counted a goal to the opposite side. Should it be put through by any one not actually a player, it shall not count.

Sec. 6. In the event of a goal-post being knocked down during a match, and the ball put through what would be the goal if the posts were standing, it shall count a goal for the attacking side.

Sec. 7. When goal has been claimed and allowed, the ball shall be again faced at the centre mark.

Sec. 8. The goal-keeper, while defending goal within the goal crease, although not allowed to catch or throw with his hand, may put the ball away with his hand, or block it in any manner with his crosse or body.

Sec. 9. Any player is at liberty to propel the ball with his foot or leg.

Sec. 10. A match is ended by the Referee calling "Time."

Sec. 11. When the ball lodges in a place inaccessible to the crease, or about the clothing of a player, or becomes ensnared in the goal netting, the Referee shall call "Stand," and the player must at once remove it with the hand and "face" with his nearest opponent.

Sec. 12. Should the ball catch in the netting the crosse must be struck on the ground and the ball dislodged immediately, otherwise the Referee shall call "Stand," and the ball shall be "faced" where the player caught it.

Sec. 13. Players may exchange their crosses during a match.

XI. FOULS.—A player shall not—

1. Deliberately charge or shoulder an opponent. This does not prevent the use of the "body check," nor pushing the opponent with the shoulder in ground scuffles.

Charging or Shouldering implies motion and unnecessary force, and is forbidden.

N.B.—The object of the game should be to play the ball and not the man.

Body Check is the placing of the body in the way of an approaching opponent so that the latter is simply impeded.

2. Hold or trip an opponent, or push with the hand or crosse.

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Holding shall mean clutching with the hand or arm, or detaining an opponent between the two arms and the crosse, or placing the crosse against him so as to impede his movements.

Tripping is the use of the legs, feet, or crosse to throw an opponent.

3. Wrestle with the legs entwined so as to throw an opponent.

4. Use the "square" or "crosse" check, which consists of one player "charging into" another with both hands on the crosse, so as to make the stick meet the body of his opponent.

5. Deliberately or recklessly strike another, or threaten to do so under any circumstance.

Striking means the giving a blow with the crosse or otherwise.

6. Grasp an opponent's crosse with the hands, hold it with his arms or between his legs or under his feet, or kick it.

7. Interfere in any way with another player who is in pursuit of an opponent.

8. Deliberately kneel, lie down, or drop in front of an opponent when both are in pursuit of the ball, or wilfully fall and cover the ball with his body.

9. Wilfully touch the ball with his hands, save as in Law X., Secs. 8 and 11.

10. Throw his crosse under any circumstances.

11. Move from his position when "Stand" has been called.

12. If he drop his crosse, touch the ball, or impede an opponent in any way until he recovers it.

13. When attacking, go within the goal crease, nor shall he check the goal-keeper while the latter is within the bounds of the goal crease. Any goal made while an attacking player is within the goal crease, or is interfering with the goal-keeper while the latter is within the crease, shall be deemed to be a foul, and shall not be counted.

14. Wear spiked shoes (indiarubber spikes excepted), nor shall the soles be of a material other than indiarubber.

15. Check an opponent's crosse, or attempt to knock the same out of his hands in any way, unless both players are contending for the ball.

16. Persistently throw the ball out of bounds, or in any way try to delay the play of the game.

17. The goal-keeper, while within the crease, shall not hold the ball on his crosse longer than is necessary to step out of the crease.

18. Claiming a foul on trivial grounds when, in the opinion of the Referee, no foul was intended, cannot be tolerated. The Referee shall first caution the player so offending, and, if persisted in, the offence shall be deemed to be a foul.

XII. PENALTIES.—The penalty for a foul shall be at the discretion of the Referee, either

1. A "free position"; or

Free position.—The players shall "stand," except the goal-keeper, who may resume his place, and the player to whom the Referee awards the "free position"; and no player may be

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nearer than 5 yds. to the last-mentioned. If any one be within the prescribed distance, he must retire to the satisfaction of the Referee. The player awarded the "free position" shall then take the ball on his crosse in front of him, and at the word "Play" from the Referee the game shall proceed. The "free position" shall never be within 10 yds. of goal, and the Referee may, under extreme circumstances, order any player or players, including the goal-keeper, from between such "free position" and goal. The 10 yds. shall be measured in a straight line from the centre of the goal through the place where the foul occurred.

2. Suspension of the player for the remainder of the match, or for such lesser period as the Referee shall forthwith decide; or

3. A "face" at any point he may direct not nearer than 2 yds. from the goal crease, in the event of a breach of Law XI. Sec. 17.

I. LAWN TENNIS.

PROGRAMME.

	Maximum No. of Com- petitors from each Country,]
Men's Singles	12
Men's Doubles	6 pairs
Ladies' Singles	12

II. COVERED LAWN TENNIS.

PROGRAMME.

Men's Singles	12
Men's Doubles	6 pairs
Ladies' Singles	12

LAWN TENNIS AND COVERED LAWN TENNIS.

LAWS OF THE GAME.

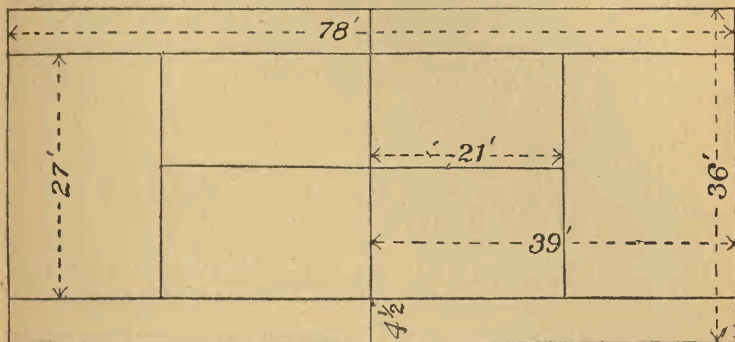
THE SINGLE-HANDED GAME.

1. For the single-handed game, the Court is 27 ft. (8.23 metres) in width, and 78 ft. (23.80 metres) in length. It is divided across the middle by a net, the ends of which are attached to the tops of two posts, which stand 3 ft. (.91 metre) outside the Court on each side. The height of the net is 3 ft. 6 in. (1.06 metres) at the posts, and 3 ft. (.91 metre) at the centre. At each end of the Court, parallel with the net, and at a distance of 39 ft. (11.90 metres) from it, are drawn the *Base-lines*, the extremities of which are connected by the *Side-lines*. Half-way between the side-lines, and parallel with them, is drawn the *Half-court-line*, dividing the

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space on each side of the net into two equal parts, called the *Right and Left Courts*. On each side of the net, at a distance of 21 ft. (6.40 metres) from it, and parallel with it, are drawn the *Service-lines*. The marking of the part of the *Half-court-line* between the *Service-lines* and the *Base-lines* may be omitted, with the exception of a small portion at the centre of each *Base-line*, as indicated in the plans appended to these Laws.



2. The balls shall not be less than $2\frac{1}{2}$ in. (6.37 c.), nor more than $2\frac{1}{4}$ in. (6.51 c.) in diameter; and not less than $1\frac{1}{8}$ oz. (53 grammes), nor more than 2 oz. (57 grammes) in weight.

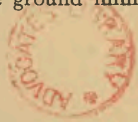
3. The decisions of the Umpires shall be final; but where a Referee is appointed an appeal shall lie to him from the decision of an Umpire on a question of law, and in all such cases the decision of the Referee shall be final.

4. The choice of sides and the right to be Server or Striker-out during the first games shall be decided by toss; provided that, if the winner of the toss choose the right to be Server or Striker-out, the other player shall have the choice of sides, and *vice versa*; and provided that the winner of the toss may, if he prefer it, require the other player to make the first choice.

5. The players shall stand on opposite sides of the net; the player who first delivers the ball shall be called the *Server*, the other the *Striker-out*.

6. At the end of the first game the Striker-out shall become Server, and the Server shall become Striker-out; and so on alternately in the subsequent games of the set.

7. The Server shall serve with both feet behind (*i.e.*, further from the net than) the base-line and within the limits of the imaginary continuation of the centre-service and the side-lines. It is not a fault if one only of the Server's feet do not touch the ground at the moment at which the service is delivered. He shall place both feet on the ground immediately before serving, and



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shall not take a running nor a walking start. He shall deliver the service from the right and left Courts alternately, beginning from the right in each of his service games.

8. The ball served must drop within the service-line, half-court-line, and side-line of the Court which is diagonally opposite to that from which it was served, or upon any such line.

9. It is a *fault* if the service be delivered from the wrong Court, or if the Server do not stand as directed in Law 7, or if the ball served drop in the net or beyond the service-line, or if it drop out of Court or in the wrong Court. If the Server, in attempting to serve, miss the ball altogether, it does not count a fault; but if the ball be touched, no matter how slightly, by the racket, a service is thereby delivered, and the laws governing the service at once apply.

10. A fault may not be taken.

11. After a fault, the Server shall serve again from the same Court from which he served that fault, unless it was a fault because served from the wrong Court.

12. A fault may not be claimed after the next service has been delivered.

13. The service may not be *volleyed*, *i. e.*, taken before it touches the ground, even though the ball be clearly outside the Service Court.

14. The Server shall not serve until the Striker-out is ready. If the latter attempt to return the service, but fail, he loses the stroke. If, however, the Striker-out signify that he is not ready after the service has been delivered, but before the ball touch the ground, he may not claim a fault because the ball ultimately drops outside the Service Court.

15. A ball is *in-play* from the moment at which it is delivered in service (unless a fault) until it has been volleyed by the Striker-out in his first stroke, or has dropped in the net or out of Court, or has touched either of the players or anything that he wears or carries except his racket in the act of striking, or has been struck by either of the players with his racket more than once consecutively, or has been volleyed before it has passed over the net, or has failed to pass over the net before its first bound (except as provided in Law 17), or has touched the ground twice consecutively on either side of the net, though the second time may be out of Court.

16. It is a *let* if the ball served touch the net, provided the service be otherwise good; or if a service or fault be delivered when the Striker-out is not ready. In case a player is obstructed by any accident not within his control, the ball shall be considered a let; but where a permanent fixture of the Court is the cause of the accident, the point shall be counted. The benches and chairs placed around the Court, and their occupants, and the umpire and linesmen, shall be considered permanent fixtures. If, however, a ball in play strike a permanent fixture of the Court (other than the net or post) before it touches the ground,

LAWN TENNIS

the point is lost ; if after it has touched the ground the point shall be counted. In case of a let, the service or stroke counts for nothing, and the server shall serve again. A let does not annul a previous fault.

17. It is a good return

(a) If a ball touch the net or post, provided that it passes over either and drops into the Court ;

(b) If a ball, served or returned, drop into the proper Court and screw or be blown back over the net, and the player whose turn it is to strike reach over the net and play the ball, provided that neither he nor any part of his clothes or racket touch the net, and that the stroke be otherwise good ;

(c) If a ball be returned outside the post, either above or below the level of the top of the net, even though it touch the post, provided that it drop into the proper Court ;

(d) If a player's racket pass over the net after he has returned the ball, provided the ball pass over the net before being played and be properly returned ;

(e) If a player succeed in returning a ball, served or in play, which strikes a ball lying in the Court.

18. The Server wins a stroke if the Striker-out volley the service, or fail to return the service or the ball in-play (except in the case of a let), or return the service or ball in play so that it drop outside any of the lines which bound his opponent's Court, or otherwise lose a stroke, as provided by Law 20.

19. The Striker-out wins a stroke if the Server serve two consecutive faults, or fail to return the ball in-play (except in the case of a let), or return the ball in-play so that it drop outside any of the lines which bound his opponent's Court, or otherwise lose a stroke, as provided by Law 20.

20. Either player loses a stroke if the ball in-play touch him or anything that he wears or carries, except his racket in the act of striking, or if he volley the ball (unless he thereby makes a good return) no matter whether he is standing within the precincts of the Court or outside them ; or if he touch or strike the ball in-play with his racket more than once consecutively ; or if he or his racket (in his hand or otherwise) touch the net or any of its supports while the ball is in-play ; or if he volley the ball before it has passed the net.

21. On either player winning his first stroke, the score is called 15 for that player ; on either player winning his second stroke, the score is called 30 for that player ; on either player winning his third stroke, the score is called 40 for that player ; and the fourth stroke won by either player is scored game for that player ; except as below :

If both players have won three strokes, the score is called deuce ; and the next stroke won by either player is scored advantage for that player. If the same player win the next stroke, he wins the game ; if he lose the next stroke, the score is again called deuce ; and so on until either player win the two

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strokes immediately following the score at deuce, when the game is scored for that player.

22. The player who first wins six games wins a set; except as below:

If both players win five games, the score is called games-all; and the next game won by either player is scored advantage-game for that player. If the same player win the next game he wins the set; if he lose the next game, the score is again called games-all; and so on until either player win the two games immediately following the score of games-all, when he wins the set.

NOTE.—Players may agree not to play advantage-sets, but to decide the set by one game after arriving at the score of games-all.

23. The players shall change sides at the end of the first, third and every subsequent alternate game of each set, and at the end, of each set, unless the number of games in such set be even. It shall, however, be open to the players by mutual consent and notification to the umpire before the opening of the second game of the match to change sides instead at the end of every set, until the odd and concluding set, in which they shall change sides at the end of the first, third, and every subsequent alternate game of such set.

24. When a series of sets is played, the player who was Server in the last game of one set shall be Striker-out in the first game of the next.

THE FOUR-HANDED GAME.

25. The above laws shall apply to the four-handed games, except as below.

26. For the four-handed game, the Court is 36 ft. (10.97 m.) in width. Within the side-lines, at a distance of $4\frac{1}{2}$ ft. (1.37 m.) from them, and parallel with them, are drawn the service-side-lines. In other respects the Court is similar to that which is described in Law 1.

27. In the four-handed game, the pair who have the right to serve in the first game may decide which partner shall do so, and the opposing pair may decide similarly for the second game. The partner of the player who served in the first game shall serve in the third; and the partner of the player who served in the second game shall serve in the fourth, and so on in the same order in all the subsequent games of a set.

28. The players shall take the service alternately throughout each game; no player shall receive or return a service delivered to his partner; and the order of service and of striking out, once arranged, shall not be altered, nor shall the Striker-out change Courts to receive the service before the end of the set.

29. The ball served must drop within the service-line, half-court-line, and service-side-line of the Court, which is diagonally opposite to that from which it was served, or upon any such line.

MOTOR BOAT RACING

30. It is a *fault* if the ball do not drop as provided in Law 32, or if it touch the Server's partner, or anything that he wears or carries. If, however, the ball in Service strike either the striker-out or his partner the server wins the stroke.

31. If a player serve out of his turn, the Umpire, as soon as the mistake is discovered by himself or by one of the players, shall direct the player to serve who ought to have served ; but all strokes scored, and any fault served before such discovery, shall be reckoned. If a game shall have been completed before such discovery, then the service in the next alternate game shall be delivered by the partner of the player who served out of his turn ; and so on in regular rotation.

MOTOR BOAT RACING.

Under the direction of the Motor Yacht Club.

RULES AND CONDITIONS OF COMPETITIONS.

1. The races will be held under the racing rules of the Marine Motor Association and in accordance with the following regulations.

2. There will be no time allowances.

3. The helmsman and every member of the crew must be an amateur member of a recognised yacht or motor boat club or of a recognised Automobile Club, and must be strictly qualified as an amateur.

An " Amateur " is one who has never been employed as a paid hand in the handling of a motor boat or other vessel, or in the running or construction of an internal combustion engine. The helmsman and every member of the crew must be further qualified under Nos. 7 and 8 of the General Regulations of the Olympic Games (1908), and his entry shall also be subject to No. 12 of those regulations.

4. Not more than three boats shall represent one country in each class.

5. All competing boats and their crews shall be selected and duly authenticated by the recognised club of their country. If there be any dispute as to what is the recognised club of a country, the decision of the British Olympic Council shall be final. All entries shall be made in accordance with No. 8 of the General Regulations and on forms which will be supplied on application by the Motor Yacht Club.

6. Only boats propelled by means of internal combustion engines shall be eligible to compete.

7. The helmsman and every member of the crew shall conform to the regulations as to the nationality of competitors in the Olympic Games as laid down by the B.O.C. (General Regulations 19, 20).

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8. The races will be held on July 11, and all entries will close on June 28.

9. All races shall start from and finish at the *Enchantress*, the flag-ship of the Motor Yacht Club lying in Southampton Water.

10. The length of the course shall be not less than thirty-five or more than forty nautical miles, and the length of each round shall be not less than five nautical miles.

11. Races will be held for the following classes

(a) For motor boats of any length and power.

(b) For motor boats not exceeding 60 ft. in length and with a total piston area not exceeding that represented by four cylinders each of 155 mm. bore.

(c) For motor boats exceeding $6\frac{1}{2}$ metres, but not exceeding 8 metres in length; not less than 800 kilos in weight in running order, but without fuel or crew on board, and with a total piston area not exceeding that represented by four cylinders each of 106 mm. bore. Boats in this class must comply with the rules of the International Sporting Club of Monaco in regard to cruisers.

[Boats entered in classes (b) and (c) shall be eligible to enter also in class (a)].

12. All boats in classes (b) and (c) must be presented at the *Enchantress* for weighing and measurement at a time to be appointed within two days of the race. All boats in classes (b) and (c) are liable to be re-weighed and re-measured, and their cylinder dimensions verified after the race.

13. All protests must be accompanied by a fee of £1

14. As regards Great Britain the selection of representatives shall rest with the Motor Yacht Club. If in any class the qualified competitors desiring to represent Great Britain exceed three in number, the Motor Yacht Club may institute eliminating trials or races.

15. All British entries shall be made to the Secretary of the Motor Yacht Club, *Enchantress*, Netley Abbey, Hants, and through them to the B.O.C.

POLO.

RULES AND REGULATIONS.

The matches for the Olympic Polo Cup will be held under the Hurlingham Club Rules and Regulations which are as follows, with the exception that Rule 1 as to Measurement and Registration of Polo Ponies will be waived for the convenience of Foreign Polo Teams.

2. No pony showing vice or not under proper control shall be allowed in the game.—(Penalty 9.)

3. The goals to be not less than 250 yards apart, and each goal to be 8 yards wide.

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A full-sized ground should not exceed 300 yards in length by 200 yards in width, if unboarded ; and 300 yards in length and 160 yards in width if boarded.

4. The size of the balls shall not exceed $3\frac{1}{2}$ inches in diameter, and the weight of the ball shall not exceed $5\frac{1}{2}$ ounces.

5. Each side shall nominate an Umpire, and their decisions shall be final. In addition to the Umpires a Referee shall be appointed, whose decision in the event of the Umpires disagreeing shall be final.

6. The Umpire shall carry a whistle, which he shall use as required. If the Umpire blow his whistle the ball is dead, but if the other Umpire disagrees the Referee shall be called in, who, after consulting both Umpires and taking any necessary evidence, shall decide on the course to be pursued.

Any infringement of the Rules constitutes a foul. In case of an infringement of Rules 20, 21, 22, 24, 25, 27, 28, 29, and 30, the Umpire shall stop the game : and in the case of infringement of Rule 26 the Umpire shall stop the game on an appeal by any one of the side which has been fouled.

7. An official Timekeeper and Scorer shall be employed in all games and matches.

8. The number of players contending is limited to four a side in all games and matches.

9. The game commences by both sides taking up their position in the middle of the ground, and the Umpire throwing the ball into the centre of the ground between the opposing ranks of players.

10. The duration of play in a match shall be one hour, divided into six periods of ten minutes each, with an interval of three minutes after each period except the third (half-time), when the interval shall be five minutes.

The five first periods of play shall terminate as soon as the ball goes out of play after the expiration of the prescribed time, any excess of time in any of these periods, due to the ball remaining in play, being deducted from the succeeding period.

The last period shall terminate, although the ball is still in play, at the first stroke of the final bell, wherever the ball may be.

In case of a tie the last period shall be prolonged till the ball goes out of play, and if still a tie, after an interval of five minutes, the ball shall be started from where it went out of play and the game continued in periods of ten minutes, with the usual intervals until one side obtain a goal, which shall determine the match.

11. The bell shall be rung to signify to the players that the ten minutes has expired, and it shall be rung again when the ball next goes out of play, to indicate the time for changing ponies.

12. With the exception of the intervals allowed in Rule 10, play shall be continuous, any change of ponies, except according to the above provision, shall be at the risk of the player.

13. If the ball be hit behind the back line by one of the opposite side, it shall be hit off without delay from where it crossed the

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line, but at least 12 feet from the goal post, after giving the opposing side reasonable time to get to the 30-yards line. None of the attacking side shall be within 30 yards of the back line when the ball is hit off.—(*Penalty 5.*)

N.B.—There must be no unnecessary delay.—(*Penalty 6.*)

14. If the ball be hit behind the back line by one of the defending side, penalty 4 shall be exacted, provided the ball does not glance off another player or another pony.—(*Penalty 4.*)

15. When the ball is hit out, it must be thrown into the ground by the Umpire from the exact spot where it went out, in a direction parallel to the two goal lines, and between the opposing ranks of players, no player to stand within 5 yards of the side line. There must be no delay whatsoever on any consideration for absent players.

16. The ball must go over and clear of the boundary line to be out.

17. A goal is gained when a ball passes between the goal posts and over the goal line. If a ball is hit above the top of the goal posts, but in the opinion of the Umpire, between those posts produced, it shall be deemed a goal.

18. The side that makes most goals wins the game.

19. Ends shall be changed after every goal, or if no goal have been obtained, after the 3rd period.

20. A player may ride out an antagonist, or interpose his pony before his antagonist, so as to prevent the latter reaching the ball, but he may not cross another player in possession of the ball, except at such a distance that the said player shall not be compelled to check his pony to avoid a collision.—(*Penalty 1.*)

If two players are riding from different directions to hit the ball and a collision appears probable, then the player in possession of the ball (that is, who last hit the ball, or if neither have hit the ball, the player who is coming from the direction from which the ball was last hit) must be given way to.—(*Penalty 1.*)

(i) Any player who follows the exact line of the ball from the direction from which it has been last hit, is in possession of the ball rather than any player coming from any other direction.

The last striker is in possession provided that no other player can, without causing the striker to check his pony to avoid a collision, get on the line of the ball in front of him. Under these circumstances the last striker may not ride into the adversary from behind, but must if necessary take the ball on the near side of his own pony.

No player shall be deemed to be in possession of the ball by reason of his being the last striker if he shall have deviated from pursuing the exact course of the ball.

(ii) Any player who rides to meet the ball on the exact line of its course is in possession rather than any other player riding at an angle from any direction.

(iii) Any player riding from the direction from which the ball

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has last been hit, at an angle to its course, has possession rather than any player riding at an angle in the opposite direction.

(iv) If two players are riding from the same direction, that player is in possession whose course is at the smallest angle to the line of the ball.

(v) If two players are riding from opposite directions to hit the ball, one of these being a left-handed player, the latter must give way.

N.B.—The line of the ball is the line of its course, or that line produced at the moment any question arises.

21. No player shall ride dangerously.—(*Penalty 1.*)

22. No player shall use his stick dangerously.—(*Penalty 1.*)

23. In the case of a player being disabled by a foul, penalty 8 may be exacted by the side that has been fouled, and penalty 1 shall be exacted in any case.—(*Penalties 1 and 8.*)

24. No player shall seize with the hand, strike, or push with the head, hand, arm, or elbow, but a player may push with his arm above the elbow, provided the elbow be kept close to his side.—(*Penalty 1 or 2 or 3.*)

N.B.—Penalty 1 shall only be exacted if the Umpire considers the play dangerous.

25. No player shall crook an adversary's stick, unless he is on the same side of an adversary's pony as the ball, or in a direct line behind, and his stick is neither over nor under the body nor across the legs of an adversary's pony. The stick may not be crooked unless an adversary is in the act of striking at the ball.—(*Penalty 2 or 3.*)

26. No player who is offside shall hit the ball, or shall in any way prevent the opposite side from reaching or hitting the ball.—(*Penalty 2 or 3.*)

A player is off-side when at the time of the ball being hit he has no one of the opposite side nearer the adversaries' goal-line, or that line produced, or behind that line, and he is neither in possession of the ball nor behind one of his own side who is in possession of the ball. The goal line means the 8 yard line between the goal posts. A player, if off-side, remains off-side, until the ball is hit or hit at again.

27. A player may not carry the ball. In the event of the ball lodging upon or against a player or pony, it must be immediately dropped on the ground.—(*Penalty 2 or 3.*)

28. No player shall intentionally strike his pony with the head of his polo stick.—(*Penalty 2 or 3.*)

29. Should a player's stick be broken, he must borrow one from one of his own side, or ride to the place where sticks are kept and take one. In the event of a stick being dropped he must either pick it up himself, borrow one from one of his own side, or ride to the place where sticks are kept and take one. On no account may a stick be brought on to the ground.—(*Penalty 2 or 3.*)

30. No dismounted player is allowed to hit the ball or interfere in the game.—(*Penalty 2 or 3.*)

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31. If the ball be damaged, the Umpire shall, at his discretion, stop the game, and throw in a new ball as near as possible to where the ball is when the whistle sounds towards the nearest side of the ground, in a direction parallel to the two goal lines and between the opposing ranks of players.

N.B.—It is desirable that the game shall be stopped and the ball changed when the damaged ball is in such a position that neither side is favoured thereby.

32. If a player leaves the game in order to change a pony, or to get a fresh stick, or for any other purpose, the penalty for off-side cannot be exacted against the opposing side until the return of the player into the game.

N.B.—The definition of the word "game" is "under the umpire's eye."

33. No person allowed within the arena—Players, Umpires, Referee, and Manager excepted.

34. If a pony falls, or if a player or a pony be injured, the Umpire shall stop the game.

If a player falls off his pony, the Umpire shall not stop the game unless he is of opinion that the player is injured.

What constitutes a fall shall be left to the decision of the Umpire.

N.B.—On play being resumed, the ball shall be thrown in where it was when the game was stopped, and in the manner provided for in Rule 31.

35. No blinkers, or spurs with rowels are allowed; no pony blind of an eye is allowed to play.

36. In the case of a penalty being incurred towards the end of a match, and there not being time to exact the penalty before the final bell rings, "one minute extra shall be allowed" from the time the ball is hit or hit at in carrying out the penalty.

57. See Rule 40.

38. The decision and injunctions of the Umpire must not be disregarded or questioned.—(*Penalty 7.*)

39. Should any incident or question not provided for in these Rules arise, such incident or question shall be decided by the Umpire or Umpires. If the Umpires disagree, a Referee shall be called in whose decision shall be final.

40. There is no restriction, except nationality, as regards the composition of teams; fresh players may be introduced for any match if desired. Clubs, however, entering as Clubs can only play members of that Club.

PENALTIES.

Penalty 1.—A free "hit at" the ball from a spot 50 yards from the goal line of the side fouling, opposite the centre of goal, or if preferred from where the foul occurred; all the side fouling to be behind their back line until the ball is hit or hit at, but not between the goal posts, nor when the ball is brought into play may any of the side ride out from between the goal posts. None

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of the side fouled to be nearer the goal line produced than the ball is at the moment it is hit or hit at.

Penalty 2.—A free "hit at" the ball from where it was when the foul took place, none of the side fouling to be within 20 yards of the ball. The side fouled being free to place themselves where they choose.

Penalty 3.—The side fouling take the ball back and hit it off from behind their own goal line between the posts, none of the side fouled to be within 30 yards of the goal line produced, the side fouling being free to place themselves where they choose.

Penalty 4.—A free "hit at" the ball, from a spot opposite where the ball was hit behind and 60 yards distant from the "goal line produced," none of the side fouling to be within 20 yards of the ball. The side fouled being free to place themselves where they choose.

Penalty 5.—In the case of failure to correctly carry out :

(a) Penalties 1, 2 and 4, *by the side fouling*—a second free hit at the ball if a goal has not been scored.

(b) Penalty 1, *by the side fouled*—a hit out from behind by the other side from the centre of goal, the defending side being free to place themselves where they please.

(c) Penalty 3, *by the side fouled*—a second hit out from behind.

(d) Rule 13, *by the attacking side*—a second hit out from behind.

(e) When penalties 1, 2, 3 and 4 are not properly carried out or Rule 13 is infringed by both sides simultaneously, the ball shall be hit or hit at, as the case may be, from the same spot as before.

Penalty 6.—In the event of unnecessary delay in hitting out the ball, the Umpire shall call on the offending side to hit out at once ; if the Umpire's request is not complied with he shall bowl in the ball underhand, at the spot where the ball crossed the back line at right angles to the goal line or "goal line produced" as hard as possible. In this case the penalty for an off-side shall not be claimed against the attacking side should no one of the defending side be between them and the goal line produced, or behind that line.

Penalty 7.—The offender warned off the ground for remainder of match, no substitute allowed to take his place.

Penalty 8.—Designation of any of the players on the side fouling, who shall retire from the game. The game shall be continued with three players a side, and if the side fouling refuse to continue the game, it shall thereby lose the match.

Penalty 9.—The pony ordered off the ground.

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ROWING.

RULES AND REGULATIONS FOR THE INTERNATIONAL REGATTA.

GENERAL RULES.

1. The Regatta shall be held under the control and management of the Committee of the Amateur Rowing Association of England, whose decisions on all matters relating thereto except such as may be hereinafter specified shall be final and without appeal.

2. The Rules governing the Regatta and the Laws governing the Boat Racing shall be those set out below.

3. The following definition of a Country, being that laid down by the British Olympic Council, shall be adopted :

A "Country" is any "territory having separate representation on the International Olympic Committee," or, where no such representation exists, "any territory under one and the same sovereign jurisdiction."

4. The following definition of an Amateur, being that laid down by the Amateur Rowing Association, shall govern the Amateur status of each individual entering for the Regatta :

No person shall be considered an Amateur Oarsman, Sculler or Coxswain :

(a) Who has ever rowed or steered in any race for a stake, money, or entrance fee.

(b) Who has ever knowingly rowed or steered with or against a professional for any prize.

(c) Who has ever taught, pursued, or assisted in the practice of athletic exercises of any kind for profit.

(d) Who has ever been employed in or about boats, or in manual labour for money or wages.

(e) Who is or has been by trade or employment for wages a mechanic, artisan, or labourer, or engaged in any menial duty.

(f) Who is disqualified as an Amateur in any other branch of sport.

5. The Regatta shall be held at Henley-on-Thames on July 28, 1908, and following days, over a course about one and a half miles in length which will be staked out for the purpose.

6. The events for Competition at the Regatta shall be four : namely, for Eight-oars ; for Four-oars ; for Pair-oars ; for Sculls.

7. The number of Entries for each event to be forwarded to the British Olympic Council from each Country shall not exceed Two.

ROWING

8. All entries shall be made by individual Rowing Clubs in a "Country" or by two or more Rowing Clubs in a "Country" combining for the purpose of forming a Crew from their own Members.

9. The Winners or Winner of the events will each receive the British Olympic Council's Gold Medal for the Olympic Games of 1908.

10. No competitor shall make any pecuniary gain or profit from the funds provided for expenses, which must be disbursed by a person appointed by the Club or combined Clubs, and accounted for by him to the Club or combined Clubs.

11. Any infringement of any of the Rules, Laws or Regulations governing the Regatta shall afford ground for disqualification of a crew even though the entry has been already accepted.

RULES FOR THE REGATTA.

1. In the following Rules the Regatta Committee shall mean the Committee of the Amateur Rowing Association, and the Secretary of the Regatta shall mean the Hon. Secretary of the Amateur Rowing Association.

2. No one shall enter twice for the same race.

3. No person may be substituted for another who has already rowed or steered in a heat.

4. The Secretary of the Regatta, after receiving the final nominations of the crews and substitutes, shall furnish a copy of the same to the Crews or Scullers competing.

5. Objections to the qualifications of a Competitor must be made in writing to the Secretary of the Regatta at the earliest moment practicable. No protest shall be entertained unless lodged before the prizes are distributed.

6. Heats and Stations shall be drawn by lot by the Committee. It shall be open to all Competitors to be present at such draw.

7. Every Competitor must wear complete clothing from the base of the neck to within 4 inches of the top of the knee-cap, including a jersey with sleeves reaching to within 4 inches of the elbow.

8. In the event of there being but one boat entered for any event, or if more than one enter and all withdraw but one, the Crew of the remaining boat must row over the course to be entitled to be declared winner of the event.

9. If there shall be more than two competing Crews or Scullers they shall row a trial heat or heats; but no more than two Boats shall contend in any heat for any event.

10. Every Eight-oared Boat shall carry a Coxswain; no Coxswain shall steer for more than one Crew. The minimum weight for Coxswains shall be 7 stone 7 lb. (48.09 kilos). Deficiencies must be made up by dead weight carried on the Coxswain's thwart.

The dead weight shall be provided by the Regatta Committee

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and shall be placed in the boat and removed from it by a person appointed for that purpose.

Each Coxswain shall attend to be weighed, in Rowing Costume, at the time and place appointed by the Regatta Committee; and his weight then registered by the Secretary of the Regatta shall be considered his racing weight during the Regatta. Any Coxswain omitting to register his weight shall be disqualified.

11. All Boats shall be measured, and started with their bows level.

12. Every boat at starting shall carry a Flag showing the Colour of the Club or combined Clubs at the bow. Boats not conforming to this Rule shall be liable to be disqualified by the Umpire.

13. In the event of a Dead Heat taking place, any Competitor refusing to row again, as may be directed by the Regatta Committee, shall be adjudged to have lost.

14. The Regatta Committee shall appoint one or more Umpires and one or more Judges.

LAWS OF BOAT RACING.

1. The boat races shall be started in the following manner: The Starter, on being satisfied that the Competitors are ready, shall give the signal to start.

2. A boat not at its post at the time specified shall be liable to be disqualified by the Umpire.

3. The Umpire may act as Starter, or not, as he thinks fit; when he does not so act, the Starter shall be subject to the control of the Umpire.

4. If the Starter considers the start false, he shall at once recall the boats to their stations, and any boat refusing to start again, or persistently starting before the signal, shall be liable to be disqualified by the Umpire.

5. A boat's proper course is such a course as will enable it to reach the winning post in the shortest possible time, provided that it allows ample water for the other competing boat to steer its proper course on the side on which such competing boat started, when such competing boat is in a position to enforce its right to such water. Any boat failing to keep its proper course does so at its peril in the event of a foul occurring.

6. The Umpire shall be the sole judge of a boat's proper course during a race, and shall decide all questions as to a foul.

7. The Umpire may caution any Competitor when he considers that there is a probability of a foul occurring, and may warn a Competitor of any obstruction in his course, but the Umpire shall not under any other circumstances direct the course of a Competitor.

8. It shall be considered a foul when, after a race has been started, any Competitor, by his oar, scull, boat, or person, comes

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into contact with the oar, scull, boat, or person of another Competitor.

9. In the event of a foul occurring, a Competitor may claim that the other Competitor be disqualified. Such claim must be made by the Competitor himself, before getting out of his boat, to the Umpire or to the Judge. The Judge, upon such claim being made to him, shall take immediate steps to communicate the same to the Umpire.

10. If the Competitor making the claim was in his proper course and the Competitor against whom the claim is made was out of his proper course, the latter shall be disqualified, unless the foul was so slight as not to influence the race, in which case the Competitor against whom the claim is made shall be disqualified only if he has seriously encroached upon the proper course of the Competitor making the claim. In cases under this Law the Umpire may reserve his decision, but must give it within a reasonable time after the finish of the race.

11. The Umpire in either of the following cases may of his own initiative, and without a claim being made, disqualify a Competitor who is involved in a foul when out of his proper course, provided he does so immediately upon the foul occurring :

(a) If such Competitor has in the opinion of the Umpire wilfully encroached upon the proper course of the other Competitor.

(b) If the foul be of such a nature as clearly to influence the race.

12. In the case of a foul the Umpire shall have power :

(a) To place the boats in the order in which they come in.

(b) To order the boats to row again on the same or another day.

(c) To re-start the boats according to his discretion.

13. Every boat shall abide by its accidents, but if during a race a boat shall be interfered with by any outside boat or person, the Umpire shall have power, if he thinks fit, to re-start the boats according to his discretion, or to order them to row again on the same or another day.

14. No boat shall be allowed to accompany or follow any race for the purpose of directing the course of any of the Competitors. Any Competitor receiving any extraneous assistance may be disqualified at the discretion of the Umpire.

15. The whole course must be completed by a Competitor before he can be held to have won a trial or final heat unless he is prevented from doing so by damage occasioned by a foul. Boats shall be held to have completed the course when their bows reach the winning post.

16. The Judge shall decide as to the order in which the boats reach the winning post, and such decision shall be final and without appeal.

17. The jurisdiction of the Umpire extends over a race and all matters connected with it, from the time the race is specified to start until its termination, and his decision in all cases shall be final and without appeal.

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18. Any Competitor refusing to abide by the decision of the Umpire, or to follow his directions, shall be liable to be disqualified.

REGULATIONS FOR CREWS FROM OUTSIDE THE UNITED KINGDOM OF GREAT BRITAIN AND IRELAND.

1. Entries shall be made by the Club or Clubs intending to compete, and shall in the first instance be sent :

(a) In the case of Canada to the Canadian Association of Amateur Oarsmen.

(b) In the case of Belgium to the Fédération Belge des Sociétés d'Aviron.

(c) In the case of Germany to the Deutscher Ruderverband.

(d) In the case of Holland to the Verbonden Nederlandsche Roei-vereeningingen.

(e) In the case of any other country to a Committee of representative Amateur Oarsmen of that Country appointed by the Olympic Council of that Country.

2. The number of names which may be comprised in each entry, and from which the Crew will have to be finally selected shall not exceed the following :

For Eight-oars	27
For Four-oars	12
For Pair-oars	6
For Scullers	3

3. Should the Association or Committee of any Country receive more than two entries for any one event such Association or Committee shall select the entries to be forwarded to the Olympic Council of the Country.

4. The Association or Committee receiving the entries shall investigate and be responsible for the Amateur Status of each Competitor so entered, and shall forward such entries as they approve and select, together with the declaration required by paragraph 6, to the Olympic Council of the Country, who shall, on satisfying themselves that the entries are in accordance with the requirements of the English Amateur Rowing Association, vouch for the same, and forward the entries to the British Olympic Council in London. Before accepting such entries the British Olympic Council will submit them to the Committee of the English Amateur Rowing Association for their approval and without such approval no entries will be accepted.

5. Entries must be received by the British Olympic Council in London (108 Victoria Street, Westminster, S.W.).

(a) In the case of Canada, Belgium, Germany and Holland, not later than June 30, 1908.

(b) In the case of other Countries not later than June 1, 1908.

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The final nominations of the Crews selected from the names already entered, must be received by the British Olympic Council in London not later than July 15, 1908; and, in such final nominations, five substitutes shall be allowed for an Eight-oar, of whom one shall be a coxswain; two for a Four-oar.

6. Entries must be accompanied by a Declaration in writing by the Secretary or a responsible Official of the Rowing Association or Committee of the Country, vouched for by the Secretary or a responsible Official of the Olympic Council of the Country, as to each person so entering to the effect that he:

(a) Has never rowed or steered in any race for a stake, money, or entrance fee.

(b) Has never knowingly rowed or steered with or against a professional for a prize.

(c) Has never taught, pursued, or assisted in the practice of Athletic exercises of any kind for profit.

(d) Has never been employed in or about boats or in manual labour for money or wages.

(e) Is not and never has been by trade or employment for wages a mechanic, artisan, or labourer, or engaged in any menial duty.

(f) Is not disqualified as an Amateur in any other branch of sport.

EXPENSES.

7. All expenses of the Crews or Scullers shall be paid by the Crews or Scullers themselves or by the Club or Combined Clubs making the original entry, but it shall be open to *bona fide* members of such Clubs to contribute to the Club Funds for the above purpose. It shall also be permissible for Clubs entering Competitors for the Regatta to receive from the Governments of their respective Countries grants of money in aid of the expenses of the Crews or Scullers representing them, but such grants shall only be applicable for the Actual Journey Expenses of the men and boats and for no other purpose.

REGULATIONS FOR CREWS FROM THE UNITED KINGDOM OF GREAT BRITAIN AND IRELAND.

ENTRIES.

1. Entries shall be made by the Club or Clubs intending to compete and in the first instance be sent to the Amateur Rowing Association.

2. The number of names which may be comprised in each entry and from which the Crew will have to be finally selected shall not exceed the following:

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For Eight-oars	27
For Four-oars	12
For Pair-oars	6
For Scullers	3

3. Should the Amateur Rowing Association receive more than two entries for any one event they shall select the entries to be forwarded to the British Olympic Council.

4. The Amateur Rowing Association on receiving the entries shall investigate and be responsible for the Amateur status of each Competitor so entered, and shall forward such entries as they approve and select, together with, in case of entries from Clubs not affiliated to the A.R.A., the declaration required by paragraph 6 of the Regulations for Crews from outside the United Kingdom of Great Britain and Ireland, to the British Olympic Council in London.

5. Entries must be received by the Amateur Rowing Association not later than June 30, 1908. The final nominations of the Crews selected from the names already entered must be received by the British Olympic Council in London not later than July 15, 1908, and in such final nominations Five Substitutes shall be allowed for an Eight-oar of whom one shall be a coxswain; two for a Four-oar.

EXPENSES.

6. All expenses of the Crews or Scullers shall be paid by the Crews or Scullers themselves or by the Club or Clubs making the entry, but it shall be open to *bona-fide* members of such Clubs to contribute to the Club Funds for the above purpose.

SHOOTING.

PROGRAMME.

Maximum
No. of Com-
petitors from
each Country.

I. RIFLE SHOOTING.

(a) Team Competition, "The International"	1 team
b) Individual Competition at 1000 yards (914.38 metres)	12
(c) Team Competition at 300 metres	1 team
(d) Individual Competition at 300 metres	12

II. MINIATURE RIFLE SHOOTING.

(e) Team Competition	1 team
(f) Individual Competition, stationary target	12
(g) Individual Competition, disappearing target	12
(h) Individual Competition, moving target	12

SHOOTING

III. REVOLVER AND PISTOL SHOOTING.

- | | |
|--------------------------------------|--------|
| (i) Team Competition | 1 team |
| (j) Individual Competition | 12 |

IV. RUNNING DEER SHOOTING.

- | | |
|---|--------|
| (k) Team Competition | 1 team |
| (l) Individual Competition, single shot | 12 |
| (m) Individual Competition, double shot | 12 |

RULES AND CONDITIONS OF COMPETITION.

GENERAL CONDITIONS.

Competitions will be held at Bisley under the management of the National Rifle Association of Great Britain and Ireland.

All Conditions not otherwise provided for to be decided by the National Rifle Association Regulations, 1908.

I. RIFLE SHOOTING.

(a) "THE INTERNATIONAL."

Open to one team from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

Rule 1.—TEAMS.—Each team to consist of six men. Members of the teams participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

Rule 2.—RIFLES.—The National Military Arm of any Country. Rifles of private manufacture may be used, but they must be of a strictly regulation Military pattern; in the case of the rifles of Countries having an official view mark, the rifle used must bear such mark.

Rule 3.—SIGHTS.—Regulation sights as issued with the rifle, not being telescopic or magnifying. The only colours allowed on the sights are black or white, or black and white, but not mixed so as to produce grey. Orthoptics may be worn if desired.

Rule 4.—AMMUNITION.—Any ammunition may be used, but it must not be of a dangerous character. In all cases of accident arising from defective ammunition the user only shall be held responsible. The Captain of each team to sign a certificate testifying to the safety of the ammunition used by his team.

Rule 5.—DISTANCES.—200, 500, 600, 800, 900, and 1000 yards (182·876, 457·19, 348·628, 731·504, 822·942, and 914·38 metres).

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Rule 6.—TARGETS.

Divisions.	Dimensions of Targets.			Scoring.
	1st Class 800 to 1000 yards.	2nd Class 500 and 600 yards.	3rd Class 200 yards.	
Bull's-eye	36 in. diam.	20 in. diam.	6 in. diam.	5 marks
* Inner .	54 " " "	32 " " "	15 " " "	4 " "
Magpie .	72 " square	48 " " "	24 " " "	3 " "
Outer .	Remainder of target 10 ft. × 6 ft.	Remainder of target 6 ft. diam.	Remainder of target 4 ft. diam.	2 " "

* The inner of the 3rd class target is, up to 12 in. diam., coloured black, and beyond that white. The inner is divided from the bull's-eye by a faint white line not visible to the firer.

(One inch equals 2.54 centimetres; one foot equals 30.48 centimetres.)

All targets are coloured white with black bull's-eyes, unless otherwise stated.

Rule 7.—POSITION.—Any, without artificial rest.

Rule 8.—NO. OF SHOTS.—Two sighters and fifteen shots to be fired at each range by each competitor.

Coaching allowed by Captain, Adjutant, or any member of the team.

Ricochets will count as direct hits.

Rule 9.—Two targets will be allotted to each team.

TIME LIMIT—

200	}	yards.—1 hour and 30 minutes at each distance.
500		
600		
800	}	yards.—1 hour and 45 minutes at each distance.
900		
1000		

The time limit is exclusive of successful challenges.

No allowance will be made for a defective cartridge, except in the case of a miss-fire.

Rule 10.—CHALLENGING.—The marking may be challenged before any other shot has been fired at the same target.

Rule 11.—The competition to occupy two days; the 200, 500, and 600 yards being decided on the first day, and the 800, 900, and 1000 yards on the second day.

Rule 12.—The highest aggregate of the scores at all the distances shall determine the winning team.

† In the event of a tie in the final totals each member to fire one sighter and seven shots at longest distance. If still a tie, each member of the team to fire one shot more, and so on.

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Rule 13.—The National Rifle Association to appoint Umpires to supervise the shooting of the teams, and the Umpire's decision on every question shall be final.

Rule 14.—The Umpires shall have the power to suspend the shooting on any day should the atmospheric conditions render that course necessary, and to fix another day and hour for the resumption of the competition.

Rule 15.—The order of members shooting in each team to be settled by the Captain.

Rule 16.—Triggers to be tested with a four (4) pound (1·814 kilog.) trigger-tester immediately before firing at each distance.

Rule 17.—No two competitors detailed to fire at the same time may shoot with the same rifle; nor may a competitor change his rifle or any part thereof during his firing at any single distance of the competition, unless his first rifle shall become unserviceable through an accident, which must be verified by an Umpire.

Rule 18.—No rifle may be cleaned or wiped out between the shots fired with it at any single distance of the competition.

Rule 19.—The question of sighting shots or practice targets to be decided by the Captains of the teams the day previous to the match.

(b) INDIVIDUAL COMPETITION AT 1000 YARDS.

Limited to twelve individual entries from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

Competitors participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

1. RIFLE.—Any.
2. SIGHTS.—Any, including telescopic.
3. AMMUNITION.—Any, but it must not be of a dangerous character. In all cases of accident arising from defective ammunition the user only shall be held responsible.
4. PULL OF TRIGGER.—Four (4) pounds.
5. DISTANCE.—1000 yards (914·38 metres).
6. TARGET.—1st Class, as follows

Bull's-eye	.	.	36 inches diameter; scoring 5 points.
Inner	.	.	54 " " " " 4 "
Magpie	.	.	72 " square; " 3 "
Outer	.	.	Remainder of target, 10 feet × 6 feet " 2 "

(One inch equal 2·54 centimetres; one foot equals 30·48 centimetres.)

7. NUMBER OF SHOTS.—Five sighters and twenty shots. The sighting shots are optional.

8. TIES.—Ties to be fired off on the spot.

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c) TEAM COMPETITION AT 300 METRES.

Open to one team from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

1. TEAMS.—Each team to consist of six men. Members of the teams participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

RIFLES.—Any.

SIGHTS.—Fore-sight, open ; any kind of backsight.

4. AMMUNITION.—Any ammunition may be used, but it must not be of a dangerous character. In all cases of accident arising from defective ammunition, the user only shall be held responsible. The Captain of each team to sign a certificate testifying to the safety of the ammunition used by his team.

5. DISTANCE.—300 metres.

6. TARGET.—The target to be white, 1 metre in diameter with a black centre 60 diameter ; the entire target to be divided into ten zones, counting from one to ten points.

The number of targets allotted shall be at the least three per Nation, which shall be divided among the Nations by lot on the morning of the competition before shooting commences.

On the afternoon of the day before the competition at least one target per Nation shall be allotted for practice in the three positions.

The targets shall be stationary and shall be lowered and raised again after each series of ten shots. The hits shall be marked by a disc, and the points indicated, under the absolute control of the National Rifle Association.

7. NO. OF SHOTS.—Each competitor shall fire 120 shots (40 standing, 40 kneeling, and 40 lying down) in accordance with the positions laid down in rule 11.

Each series of ten shots must be completed without interruption. Ten sighting shots are allowed for each of the three positions.

8. The winning team will be that which has the highest aggregate number of points.

Ties will be decided :

(1) By the greatest number of hits on the targets.

(2) By the greatest number of centres.

(3) By the greatest number of 10's, 9's, 8's, &c

9. All hits, including ricochets, to count.

10. The counting of the hits shall take place immediately after the shooting is finished, under the direction of the Committee of the National Rifle Association.

11. POSITIONS.—*Standing*.—On both feet without any other support. *Kneeling*.—A cushion is allowed underneath the leg, but the knee and foot must touch the ground. *Lying*.—The competitor can place himself either in the direct line of fire or

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across, on the ground or on a mat or waterproof sheet, but the body must be supported on the elbows, and the fore-arms must not rest on the ground or mattress.

(d) INDIVIDUAL COMPETITION AT 300 METRES.

Limited to 12 individual entries from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

Competitors participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

1. RIFLES.—Any.

2. SIGHTS.—Fore-sight, open ; any kind of back-sight.

3. AMMUNITION.—Any, but it must not be of a dangerous character. In all cases of accident arising from defective ammunition, the user only shall be held responsible.

4. DISTANCE.—300 metres.

5. TARGET.—The target to be white, 1 metre in diameter, with a black centre 0.60 in diameter, the entire target to be divided into ten zones, counting from one to ten points. On the afternoon of the day before the competition targets will be available for practice in the three positions. The targets shall be stationary and shall be lowered and raised again after each series of ten shots. The hits shall be marked by a disc, and the points indicated under the absolute control of the National Rifle Association.

6. NUMBER OF SHOTS.—Each competitor shall fire 120 shots (40 standing, 40 kneeling, and 40 lying down) in accordance with the positions laid down in rule 10.

Each series of ten shots must be completed without interruption. Ten sighting shots are allowed for each of the three positions.

7. The winner will be the one who has the highest aggregate number of points.

Ties will be decided :

(1) By the greatest number of hits on the target.

(2) By the greatest number of centres.

(3) By the greatest number of 10's, 9', 8's, &c.

8. All hits, including ricochets, to count.

9. The counting of the hits shall take place immediately after the shooting is finished, under the direction of the Committee of the National Rifle Association.

10. POSITIONS.—*Standing*.—On both feet without any other support. *Kneeling*.—A cushion is allowed underneath the leg, but the knee and foot must touch the ground. *Lying*.—The competitor can place himself either in the direct line of fire or across, on the ground or on a mat or waterproof sheet, but the body must be supported on the elbows, and the fore-arms must not rest on the ground or mattress.

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II. MINIATURE RIFLE SHOOTING.

(e) TEAM COMPETITION AT 50 AND 100 YARDS.

Open to one team from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

Rule 1.—TEAMS.—Each team to consist of four men. Members of the teams participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

Rule 2.—DISTANCES.—50 and 100 yards (45·719 and 91·438 metres).

Rule 3.—TARGETS (Stationary).—

50 yards (45·719 metres).

Bull's-eye . . .	1 $\frac{1}{2}$	inches diameter ; scoring 5 points.
Inner . . .	3 $\frac{3}{4}$	" " " 4 "
Magpie . . .	6	" " " 3 "
Outer . . .	Remainder of target	
	12 inches diameter	" " 2 "

(The inner is up to 3 inches in diameter coloured black, and beyond that white. The inner is divided from the bull's-eye by a faint white line.)

100 yards (91·438 metres).

Bull's-eye . . .	3	inches diameter ; scoring 5 points.
Inner . . .	7 $\frac{1}{2}$	" " " 4 "
Magpie . . .	12	" " " 3 "
Outer . . .	Remainder of target	
	24 inches diameter	" " 2 "

(The inner is up to 6 inches in diameter coloured black, and beyond that white. The inner is divided from the bull's-eye by a faint white line.)

(One inch equals 2·54 centimetres.)

Rule 4.—RIFLE.—Any breech-loading rifle, shooting miniature ammunition of the class defined for the competition, except that the sights may be of any description other than magnifying or telescopic, and that they may be in any position.

Rule 5.—AMMUNITION.—The weight of the bullet must not exceed 140 grains (9072 kilog.), and the observed velocity must not exceed 1450 feet (442 metres) per second over 20 yards (18·288 metres) (energy equivalent 653 ft. lb.). A hard metal base is prohibited.

Rule 6.—NO. OF SHOTS.—20 at 50 yards } with four sighters
20 at 100 yards } at each distance.

Rule 7.—The centre of the shot-hole and not its edge will determine the value of the shot.

(f) INDIVIDUAL COMPETITION AT 50 AND 100 YARDS.

Limited to twelve individual entries from each territory having separate representation on the International Olympic Committee,

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or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

Competitors participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

1. RIFLE.—Any breech-loading rifle, shooting miniature ammunition of the class defined for the competition, except that the sights may be of any description other than magnifying or telescopic, and that they may be in any position.

2. AMMUNITION.—The weight of the bullet must not exceed 140 grains (9072 kilog.), and the observed velocity must not exceed 1450 feet (442 metres) per second over 20 yards (18·288 metres) (energy equivalent 653 ft. lb.). A hard metal base is prohibited.

3. DISTANCES.—50 and 100 yards.

4. TARGETS (Stationary).—

50 yards.

Bull's-eye . . .	1½ inches diameter ;	scoring 5 points.	
Inner . . .	30 " " " "	4 " "	
Maggie . . .	6 " " " "	3 " "	
Outer . . .	Remainder of target		
	12 inches diameter	2 " "	

(The inner is up to 3 inches in diameter coloured black, and beyond that white. The inner is divided from the bull's-eye by a faint white line.)

100 yards.

Bull's-eye . . .	3 inches diameter ;	scoring 5 points.	
Inner . . .	7½ " " " "	4 " "	
Maggie . . .	12 " " " "	3 " "	
Outer . . .	Remainder of target		
	24 inches diameter	2 " "	

(The inner is up to 6 inches diameter coloured black, and beyond that white. The inner is divided from the bull's-eye by a faint white line.)

(One inch equals 2·54 centimetres.)

5. No. OF SHOTS.—Forty at each distance, in series of ten, with four sighters at each distance.

6. The centre of the shot-hole and not its edge will determine the value of the shot.

(g) INDIVIDUAL COMPETITION AT 25 YARDS.

Limited to twelve individual entries from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

Competitors participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

1. RIFLE.—Any breech-loading rifle, shooting miniature ammunition of the class defined for the competition, except that

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the sights may be of any description other than magnifying or telescopic and that they may be in any position

2. AMMUNITION.—'22 or '297 / '230 calibre only.
3. DISTANCE.—25 yards (22·86 metres).
4. TARGET (Disappearing).—Three-quarter length figure ; 4 inches high and $1\frac{1}{2}$ inches at widest part.
The target will appear fifteen times, each time for 3 seconds with intervals, each of 5 seconds between the appearances.
5. NO. OF SHOTS.—2 sighters and 15 shots.
6. SCORING.—The upper two-thirds of figure will count 3 points. The lower one-third of figure will count 1 point.
7. The edge of the shot-hole will determine the value of the shot.

(h) INDIVIDUAL COMPETITION AT 25 YARDS.

Limited to twelve individual entries from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

Competitors participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

1. RIFLE.—Any breech-loading rifle shooting miniature ammunition of the class defined for the competition, except that the sights may be of any description other than magnifying or telescopic and that they may be in any position.
2. AMMUNITION.—'22 or '297 / '230 calibre only.
3. DISTANCE.—25 yards.
4. TARGET (Moving).—Three-quarter length figure ; 4 inches high ; $1\frac{1}{2}$ inches at widest part.
Length of run, 10 feet ; time, 4 seconds.
5. NO. OF SHOTS.—Two sighters and 15 shots.
6. SCORING.—The upper two-thirds of figure will count 3 points. The lower one-third of figure will count 1 point.
7. The edge of the shot-hole will determine the value of the shot.

III. REVOLVER AND PISTOL SHOOTING.

(i) TEAM COMPETITION.

Open to one team from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

1. TEAMS.—Each team to consist of four men. Members of the teams participating must conform as to nationality with Articles 19 and 20 of the General Regulations.
2. WEAPON.—Any Revolver or Pistol with open sights.
3. AMMUNITION.—Any with metal cartridge case.
4. DISTANCE.—50 yards.

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5. NO. OF SHOTS.—Two sighters and 60 shots in 10 series of 6 shots each ; a fresh target will be provided for each series.

6. TARGET.—White, $19\frac{3}{4}$ inches diameter ; central black $7\frac{3}{4}$ inches. The white target is divided into ten zones counting from 1 to 10.

7. POSITION.—Standing ; right or left hand with arm extended.

8. On the afternoon of the day preceding the March targets will be at the disposal of each country for practice.

9. Two targets per Country to be drawn by lot the evening of the previous day.

10. The centre of the shot-hole and not its edge will determine the value of the shot.

(j) INDIVIDUAL COMPETITION.

Limited to twelve individual entries from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

Competitors participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

1. WEAPON.—Any revolver or pistol with open sights.

2. AMMUNITION.—Any with metal cartridge case.

3. DISTANCE.—50 yards.

4. NO. OF SHOTS.—Two sighters and 60 shots in 10 series of 6 shots each. A fresh target will be provided for each series.

5. TARGET.—White, $19\frac{3}{4}$ inches diameter ; central black $7\frac{3}{4}$ inches. The white target is divided into ten zones, counting from 1 to 10.

6. POSITION.—Standing ; right or left hand, with arm extended.

7. On the afternoon of the day preceding the competition targets will be at the disposal of competitors for practice.

8. The centre of the shot-hole and not its edge will determine the value of the shot.

IV. RUNNING DEER SHOOTING.

(k) TEAM COMPETITION.

Open to one team from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

1. TEAMS.—Each team to consist of four men. Members of the team participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

2. RIFLE.—Any single, double, or repeating rifle (whether of Government pattern or not) complying with the following conditions :

Calibre.—Any.

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Pull of Trigger.—Minimum, 3 pounds.

Sights.—Open sights.

No lateral adjustment of fore- or back-sight will be permitted. The centres of both sights must be fixed over the centre of the barrel. If a platinum or other line is used on the back-sight, only one such line is permitted. Spirit levels are allowed.

3. **AMMUNITION.**—Any.

4. **DISTANCE.**—110 yards equals 99 metres.

5. **TARGET.**—Running Deer.

Bull's-eye . . .	6 inches diameter ;	scoring 4 points.	
Inner . . .	12 " "	" "	3 "
Maggie . . .	18 " "	" "	2 "
Outer . . .	Rest of target, except haunch		" 1 point.

Length of run, 75 feet ; time, about 4 seconds. The colour of the target is "Khaki."

6. **NUMBER OF SHOTS.**—Two sighting shots and 10 shots, one at each run.

7. **POSITION.**—Any.

8. The runs of the target will commence after signal from the firing point, which will be given when the competitor is ready to commence. This signal will be given by the Umpire, who shall first caution the competitor that he is about to do so.

9. The first run of the target, whether for sighting shots or competition, will be towards the Clock Tower. The intervals between the subsequent runs will only be of such duration as may be required in the butt to signal the result of the shot and to patch and turn the target.

10. The rifle must not be raised to the shoulder before the target appears from behind the screen.

11. Posts are placed near each end of the run, and no part of the target is to be outside either post when a shot is fired.

(1) INDIVIDUAL COMPETITION—SINGLE SHOT.

Limited to twelve individual entries from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

Competitors participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

1. **RIFLE.**—Any single, double, or repeating rifle (whether of Government pattern or not) complying with the following conditions :

Calibre.—Any.

Pull of Trigger.—Minimum, 3 pounds.

Sights.—Open sights.

No lateral adjustment of fore- or back-sight will be permitted. The centres of both sights must be fixed over the centre of the barrel. If a platinum or other line is used on the back-sight, only one such line is permitted.

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Spirit levels are allowed.

2. AMMUNITION.—Any.

3. DISTANCE.—110 yards equals 99 metres.

4. TARGET.—Running Deer.

Bull's-eye	6 inches diameter ;	scoring 4 points.
Inner	12 " " " "	3 " "
Magpie	18 " " " "	2 " "
Outer	Rest of target, except haunch	" 1 point.

Length of run, 75 feet ; time, about 4 seconds. The colour of the target is " Khaki."

5. NO. OF SHOTS.—Two sighting shots and 10 shots, one at each run.

6. POSITION.—Any.

7. The runs of the target will commence after signal from the firing point, which will be given when the competitor is ready to commence. This signal will be given by the Umpire, who shall first caution the competitor that he is about to do so.

8. The first run of the target, whether for sighting shots or competition, will be towards the Clock Tower. The intervals between the subsequent runs will only be of such duration as may be required in the butt to signal the result of the shot and to patch and turn the target.

9. The rifle must not be raised to the shoulder before the target appears from behind the screen.

10. Posts are placed near each end of the run, and no part of the target is to be outside either post when a shot is fired.

(m) INDIVIDUAL COMPETITION—DOUBLE SHOT.

Limited to twelve individual entries from each territory having separate representation on the International Olympic Committee, or, where no such representation exists, any territory under one and the same sovereign jurisdiction.

Competitors participating must conform as to nationality with Articles 19 and 20 of the General Regulations.

1. RIFLE.—Any single, double, or repeating rifle (whether of Government pattern or not) complying with the following conditions :

Calibre.—Any.

Pull of Trigger.—Minimum, 3 pounds.

Sights.—Open sights.

No lateral adjustment of fore- or back-sight will be permitted. The centres of both sights must be fixed over the centre of the barrel. If a platinum or other line is used on the back-sight, only one such line is permitted.

Spirit levels are allowed.

2. AMMUNITION.—Any.

3. DISTANCE.—110 yards (100.582 metres),

4. TARGET.—Running Deer ;

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Bull's-eye . . .	6 inches diameter ;	scoring 4 points.	
Inner . . .	12 " " "	" 3 "	
Magpie . . .	18 " " "	" 2 "	
Outer . . .	Rest of target, except haunch		" 1 point.

Length of run 75 feet ; time, about 4 seconds. The colour of the target is " Khaki."

5. No. of SHOTS.—Two sighting shots and 20 shots, 2 at each run.

6. POSITION.—Any.

7. The runs of the target will commence after signal from the firing point, which will be given when the competitor is ready to commence. Should there be any undue delay on the part of the competitor in getting ready to commence, this signal will be given by the Range Officer, who shall first caution the competitor that he is about to do so.

8. The first run of the target, whether for sighting shots or competition, will be towards the Clock Tower. The intervals between the subsequent runs will only be of such duration as may be required in the butt to signal the result of the shot and to patch and turn the target.

9. The rifle must not be raised to the shoulder before the target appears from behind the screen.

10. Posts are placed near each end of the run, and no part of the target is to be outside either post when a shot is fired.

SKATING.

PROGRAMME.

	Maximum No. of Com- petitors from each Country.
1. Gentlemen's Figure Skating Competition . . .	3
2. Ladies' Figure Skating Competition . . .	3
3. Pair Skating Competition (Lady and Gentle- man)	3
4. Gentlemen's Special Figure Skating Competi- tion	3 pairs 3

PROGRAMME AND REGULATIONS FOR SKATING.

*In regard to entries, prizes, &c., see the General Regulations of
the Olympic Games.*

The Skating Competitions to be decided at the Olympic Games, 1908, will consist of the following events ;

SKATING

I. GENTLEMEN'S FIGURE SKATING.

1. COMPULSORY FIGURES.—From the Schedule to the Regulations of the International Skating Union, which is set out at the end of these Regulations :

	Maximum Points.
<i>Three :</i>	
No. 8a. Rfo, Lbi	12
No. 8b. Lfo, Rbi	12
<i>One Foot Eight :</i>	
No. 25a. Rboi	18
No. 25b. Lboi	18
<i>Rocker :</i>	
No. 20a. Rfo	18
No. 20b. Lfo	18
<i>Counter :</i>	
No. 23a. Rfi	18
No. 23b. Lfi	18
<i>Double Three—Change—Double Three :</i>	
No. 36a. Rfo	18
No. 36b. Lfo	18
<i>Loop—Change—Loop :</i>	
No. 38a. Rfo	24
No. 38b. Lfo	24
<i>Bracket—Change—Bracket :</i>	
No. 40a. Rfo	24
No. 40b. Lfo	24

2. FREE SKATING of five minutes duration.

Total highest possible points for Compulsory Figures = 264 ;
for Free Skating = 168 (Factor 14). Total for Compulsory
Figures and Free Skating = 432.

II. LADIES' FIGURE SKATING.

COMPULSORY FIGURES :

	Maximum Points.
<i>One Foot Eight :</i>	
No. 24a. Rfoi	12
No. 24b. Lfoi	12
<i>Bracket :</i>	
No. 18a. Rfo	18
No. 18b. Lfo	18
<i>Change—Loop :</i>	
No. 31a. Rbo	18
No. 31b. Lbo	18
<i>Double Three :</i>	
No. 13. Rbi	12
<i>Counter :</i>	
No. 22a. Rfo	12
No. 22b. Lfo	12
<i>Three—Change—Three :</i>	
No. 34a. Rfo	18
No. 34b. Lfo	18

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2. FREE SKATING of four minutes duration.

Total highest possible points for Compulsory Figures = 168 ;
for Free Skating = 108 (Factor 9). Total for Compulsory
Figures and Free Skating = 276.

III. PAIR SKATING (LADY AND GENTLEMAN).

Of five minutes duration.

IV. GENTLEMEN'S SPECIAL FIGURE SKATING.

Four voluntary Figures.

1. Each country will be allowed to enter not more than three competitors for each individual event, and three pairs for event III. Any country may, however, nominate one reserve competitor in each of events I., II., and IV., and one reserve pair for event III.

2. The competitions will commence on or about October 29, 1908, at the Princes Skating Club Rink, Knightsbridge, London. The ice area of the rink is 200 feet by 52 feet. The rink will be open for practice of the competitors about three weeks before the commencement of the competition.

3. The entries close on September 21, 1908, but the British Olympic Committee may in its absolute discretion accept an entry after this date.

4. The Competitions will be held on the basis of the Regulations laid down by the International Skating Union, and under the management of the National Skating Association of Great Britain, which shall appoint all the officials.

5. A skater is not recognised as an Amateur if he has since January 1, 1893,—

(a) practised in his own person any sporting bodily exercise as a means of gain (gymnastic and fencing instructors excepted) ;

(b) practised or taught skating for money (the bare repayment of hotel and travelling expenses by his own Club or Association, or by the Club or Association holding a competition and through his own Club or Association, excepted) ;

(c) sold or pledged prizes won in sporting competitions ;

(d) knowingly and without protest started in an open skating competition against a competitor who is not an Amateur according to these Regulations.

6. The entries must include :

(a) the designation of the competition ;

(b) the name of the Club or Association making the entry ;

(c) the name of the competitor ;

(d) a certificate of amateur status from the Club or Association making the entry.

7. The following officials will be nominated by the National Skating Association of Great Britain :

A Referee, an uneven number of recognised Judges of the

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International Skating Union, not less than five, and the necessary Course-keepers.

8. The Referee decides on all protests which may occur, and other matters of dispute ; he is empowered to decide also on any breaches of rules which may occur, without a protest having been raised, and if necessary to exclude individuals from the competition. From his decisions there is no appeal.

9. The Referee decides whether the condition of the ice allows of the holding of a competition.

10. The competitors are bound to submit themselves in every respect to the orders of the Referee and Course-keepers.

11. A fall is no bar to a win in any branch. Personal accidents which arise through fault of the skater cannot be taken into consideration by the Judges.

A skater who is interfered with, not by his own fault, may be allowed by the Referee to begin again the figure in question.

12. The British Olympic Council undertakes no sort of responsibility for risks run by the skaters.

13. Results of the competitions are to be made known at latest on the day after the conclusion of the competitions.

14. The INDIVIDUAL FIGURE SKATING is divided into (a) the skating of prescribed exercises (compulsory figures) and (b) the skating of optional figures up to a maximum number of successive minutes (free skating). The adjudication of the prizes follows from the whole number of marks attained in both divisions. Entries are not permitted for one division only.

The compulsory figures will be skated, if possible, at some other time of day than the free figures, in any case before them ; if possible, on the same or the preceding day.

15. PAIR SKATING consists of free figures only.

16. The SPECIAL FIGURE SKATING consists of individual skating of voluntary special figures of the number specified in the programme. For the purpose of enabling the judges to consider beforehand the merits of the figures, competitors must forward to the British Olympic Committee, at least one week before the date of the commencement of the competitions, a list of the figures they intend to skate with drawings showing the figures and the edges. Alternative figures not exceeding two in number may be sent in, but the actual figures selected for skating must be specified at latest the day before the competition.

17. The judges will mark independently of one another, each on a table of the character appended to these Regulations.

COMPULSORY FIGURES.

18. Figures which begin (a) Right and (b) Left, are to be skated in both forms (a) and (b).

19. All competitors skate the same figure, after it has been announced, one after the other as his name is called, in the order of the starting numbers, as drawn by lot.

After each figure, the order is so far changed that the com-

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petitor, who before was first has the last place. An exception to this may be made when only two competitors start, but only with the consent of both. Every competitor has to begin his figure at latest two minutes after his name has been called, otherwise the figure will be marked to him as "not skated."

20. Every compulsory figure can only be begun "from rest," that is, by a single stroke off the other foot (free foot); the commencement must be made at the crossing-point of the eight. The change from one foot to the other must be made without pause by putting down the free, now tracing, foot, and a simple stroke with the lately tracing, now free foot. Every figure must be repeated three times, both on the right and left foot; the repetition follows without pause, as above.

21. The success of every compulsory figure is marked with the numbers 0, 1, 2, 3, 4, 5, 6; of which 0 = "not skated," 2 = "pass," 4 = "good," 6 = "faultless"; 1, 3, and 5 are intermediate values. Half points are also allowed as intermediate values. In assigning a mark, there ranks, in the first place, correct tracing on the ice; in the second, carriage and movement; in the third, size of figure; in the fourth, approximately accurate covering of the traces in the triple repetition. These four points of view count as of descending importance in the foregoing order.

22. As rules for correct tracing are to be regarded: *maintenance of the long and transverse axes* in the triple repetition (as long axis of the eight a line is to be conceived, which passes longitudinally through the middle of the eight, dividing it right and left into two equal halves; the transverse axis passes at right angles to the long axis through the middle of the eight); *approximately equal size* of the first and second halves of the eight, divided by the transverse axis; *symmetrical grouping* of the individual parts of the figure about the axis; *Curves* without sub-curves, skated out to the end, that is, returning nearly to the starting-point; *Threes* with their points in the long axis, second curve approximately of the same size as the first; *Double Threes* with the central curve cutting the long axis at right angles, the three curves of nearly equal size; *Loops* longer than broad, without sharp angle, with their long axis lying in the long axis of the eight, second curve approximately of the same size as the first; *Changes* with an easy transition, the change falling in the (long) axis; when skated out to a full eight, the change of edge coming near the starting-point of the first curve, second curve returning to the same point, approximately of the same size as the first; *Rockers* and *Counters* without change of edge, the turn near the axis; *Brackets* without change of edge before and after the turn, turn on the axis, first and second curves approximately of equal size.

23. As rules of correct carriage and movement in skating the compulsory figures (within which rules the individuality of the skater receives free play and all possible consideration on the part of the judges) are to be regarded:

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Upright carriage, not bent at the hips, but without being stiff. Strong bending of knee or body to be only momentary; head upright. Free foot to be held only a little way from the ice, not dragging behind; toe turned downwards and outwards, knee slightly bent, generally held behind the tracing foot; otherwise swinging freely and assisting the movement, but without being held far away. Arms to hang down, easily; like the free foot, they can be used to assist by their movement, but without raising elbow or hand far away from the body; hands, when possible, never above the waist. Fingers neither spread nor clenched. In general everything violent, angular, or stiff to be avoided in the movement; no effort is to be strongly expressed, but the impression that the figures are executed without trouble is to be aimed at.

FREE SKATING.

24. In the Free skating (alike in Individual and Pair skating), the competitors follow one another in the order of starting numbers as drawn by lot. Each begins at a signal given to him by dropping a flag, from which the period of time placed at his disposal is reckoned. Every minute gone is announced to the skater by the call One, Two, &c., and by putting up the corresponding number.

25. The free skating (including pair skating) is marked (*a*) for the contents of the programme performed (difficulty and variety); (*b*) for the manner of performance (harmonious composition, sureness, carriage and movement, &c.); in each case with the numbers 0 to 6 with the same significance as in the compulsory figures.

In pair skating accurate timing by the skaters is specially to be considered in addition under (*b*).

SPECIAL FIGURES.

26. In Special Figure skating the competitors follow one another in the order of starting numbers as drawn by lot.

Each figure will be marked (*a*) for difficulty and novelty, (*b*) for the manner of performance (sureness, carriage and movement, &c.); in each case with the numbers 0 to 6 with the same significance as in the compulsory figures.

DETERMINATION OF THE RESULT.

27. In Individual skating on each marking card, in every compulsory figure, the mark given is multiplied by the factor of value which belongs to the figure in question in proportion to its difficulty, and taken from the appended diagrams of compulsory figures. The total sum of these products on each marking card for each skater individually gives the number of points for compulsory figures which he has earned with the individual judge.

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The marks given for free figures under (*a*) and (*b*) are added, and the sum multiplied by the factor stated in the programme ; the product is the number of points for free figures. This factor is arranged so that the highest possible points for free figures amount to about, but not more than, two-thirds of the highest possible for compulsory figures.

The number of points for free figures plus the number of points for compulsory figures gives for each skater individually the total number of points which he has earned from the individual judge.

28. Each judge has to arrange the skaters in order, according to the total number of points given on his marking card, so that the skater with the highest number of points receives the ordinal number 1, the next the ordinal number 2, &c. If two or more skaters are equal in the total points on the marking card, the highest number of points for compulsory figures decides between them.

The winner is he who is placed first by an absolute majority of judges. If no one has an absolute majority for him, the final result is obtained by adding the ordinal numbers assigned by the individual Judges. If two or more competitors are alike in the sum of the ordinal numbers, then the sum of the total number of points on the individual cards decides between them ; if this leads to no decision, then the sum of the points for compulsory figures only is to decide the question.

29. In pair skating, the marks given for free skating under (*a*) and (*b*) are added, and the place-number on each separate marking card determined by their sum.

That pair is the winner which is set in the first place by an absolute majority of judges. If none obtain an absolute majority, the result is determined by the sum of the place-numbers ; if two or more competitors are equal in the sum of place-numbers, the sum of the points received decides ; if no final result then appears, the highest sum of points for the manner of performance decides.

30. In the special figure skating the marks given under (*a*) and (*b*) are added, and the place number in each separate marking card determined by their sum. That competitor is the winner who is placed first by an absolute majority of the judges. If none obtain an absolute majority, the result is determined by the sum of the place numbers ; if two or more competitors are equal in the sum of the place numbers, the sum of the points received decides ; if no final result then appears, the highest number of points under (*a*) decides.

31. Of the results, there will be published at least the total number of points for compulsory figures, and for free figures and special figures, from every card, as well as the final numbers resulting from them.

32. Points for which provision is not made by the above Rules or by the General Regulations of the Olympiad of London will be settled according to the Regulations of the International Skating Union.

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SCHEDULES.

A.—COMPULSORY FIGURES.

ABBREVIATIONS.

R—right.
L—left.
f—forwards.

b—backwards. T—Three.
o—outside. LP—Loop.
i—inside. B—Bracket.

RK—Rocker.
C—Counter.

No.	Description.	Value.
CURVE EIGHT.		
1.	Rfo—Lfo	1
2.	Rfi—Lfi	1
3.	Rbo—Lbo	1
4.	Rbi—Lbi	2
CHANGE.		
5a.	Rfoi—Lfio	1
b.	Lfoi—Rfio	1
6a.	Rboi—Lbio	2
b.	Lboi—Rbio	2
THREE.		
7.	RfoTbi—LfoTbi
8a.	RfoTbi—LbiTfo	2
b.	LfoTbi—RbiTfo	2
9a.	RfiTbo—LboTf	1
b.	LfiTbo—RboTfi	1
DOUBLE THREE.		
10.	RfoTbiTfo—LfoTbiTfo	1
11.	RfiTboTfi—LfiTboTfi	1
12.	RboTfiTbo—LboTfiTbo	1
13.	RbiTfoTbi—LbiTfoTbi	2
LOOP.		
14.	RfoLPfo—LfoLPfo	2
15.	RfiLPfi—LfiLPfi	2
16.	RboLPbo—LboLPbo	2
17.	RbiLPbi—LbiLPbi	2
BRACKET.		
18a.	RfoBbi—LbiBfo	3
b.	LfoBbi—RbiBfo	3
19a.	RfiBbo—LboBfi	3
b.	LfiBbo—RboBfi	3

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No.	Description.	Value.
ROCKER.		
20a.	RfoRKbo—LboRKfo	3
b.	LfoRKbo—RboRKfo	3
21a.	RfiRKbi—LbiRKfi	4
b.	LfiRKbi—RbiRKfi	4
COUNTER.		
22a.	RfoCbo—LboCfo	2
b.	LfoCbo—RboCfo	2
23a.	RfiCbi—LbiCfi	3
b.	LfiCbi—RbiCfi	3
ONE-FOOT EIGHT.		
24a.	Rfoi—Lfio	2
b.	Lfoi—Rfio	2
25a.	Rboi—Lbio	3
b.	Lboi—Rbio	3
CHANGE—THREE.		
26a.	RfoiTbo—LboiTfo	2
b.	LfoiTbo—RboiTfo	2
27a.	RfioTbi—LbioTfi	3
b.	LfioTbi—RbioTfi	3
CHANGE—DOUBLE THREE.		
28a.	RfoiTboTfi—LfioTbiTfo	1
b.	LfoiTboTfi—RfioTbiTfo	1
29a.	RboiTfoTbi—LbioTfiTbo	3
b.	LboiTfoTbi—RbioTfiTbo	3
CHANGE—LOOP.		
30a.	RfoiLPfi—LfiolPfo	2
b.	LfoiLPfi—RfioLPfo	2
31a.	RboiLPbi—LbioLPbo	3
b.	LboiLPbi—RbioLPbo	3
CHANGE—BRACKET.		
32a.	RfoiBbo—LboiBfo	3
b.	LfoiBbo—RboiBfo	3
33a.	RfioBbi—LbioBfi	3
b.	LfioBbi—RbioBfi	3
THREE—CHANGE—THREE.		
34a.	RfoTbioTfi—LfiTboiTfo	3
b.	LfoTbioTfi—RfiTboiTfo	3
35a.	RboTfioTbi—LbiTfoiTbo	3
b.	LboTfioTbi—RbiTfoiTbo	3

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No.	Description.	Value.
DOUBLE THREE—CHANGE—DOUBLE THREE.		
36a.	RfoTbiTfoiTboTfi—LfiTboTfioTbiTfo	3
b.	LfoTbiTfoiTboTfi—RfiTboTfioTbiTfo	3
37a.	RboTfiTboiTfoTbi—LbiTfoTbioTfiTb	4
b.	LboTfiTboiTfoTbi—RbiTfoTbioTfiTbo	4
LOOP—CHANGE—LOOP.		
38a.	RfoLPfoiLPfi—LfiLPfioLPfo .	4
b.	LfoLPfoiLPfi—RfiLPfioLPfo .	4
39a.	RboLPboiLPbi—LbiLPbioLPbo .	5
b.	LboLPboiLPbi—RbiLPbioLPbo .	5
BRACKET—CHANGE—BRACKET.		
40a.	RfoBbioBfi—LfiBboiBfo .	4
b.	LfoBbioBfi—RfiBboiBfo .	4
41a.	RboBbioBbi—LbiBfoiBbo .	4
b.	LboBbioBbi—RbiBfoiBbo .	4

SWIMMING.

PROGRAMME.

100 metres (109·3 yards)	12
400 metres (437·2 yards)	12
1500 metres (1639·5 yards)	12
High Diving	12
Fancy Diving	12
200 metres Team Race (Teams of 4) (218·6 yards)	1 team
200 metres Breast Stroke (218·6 yards)	12
100 metres Back Stroke (109·3 yards)	12
Water Polo (Teams of 7)	1 team

PROGRAMME, RULES AND CONDITIONS OF COMPETITION.

1. The Swimming, Diving, and Water Polo Competitions to be decided at the Olympic Games, 1908, shall consist of :
 - (a) 100 metres, any stroke or free swimming (109·3 yds.)
 - (b) 400 " " " (437·2 yds.)
 - (c) 1500 " " " (1639·5 yds.)
 - (d) Team Race, four competitors in each team, and each competitor to swim 200 metres (218·6 yds.), free swimming.
 - (e) 200 metres, Breast Stroke (218·6 yds.)

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- (f) 100 metres, Back stroke (109·3 yds.)
- (g) Variety High Diving from firm diving base or take-off.
- (h) Variety Diving from Spring Boards.
- (k) Water Polo (teams of 7).

Each country competing shall be allowed to enter not more than 12 competitors for events *a, b, c, d, e, f, g,* and *h,* and 1 team for *d* and *k.*

2. The competitions shall be decided in the open-air bath situated in the Stadium. The bath will measure 100 metres long, not less than 15 metres wide, with a depth of 3 metres 70 centimetres in the centre, and 1 metre 20 centimetres at each end, and be filled with fresh water (not salt).

3. The competitions shall be held under the direction and in accordance with the rules and laws of the Amateur Swimming Association of England, who shall appoint all the officials and be responsible for the conduct of each competition.

“An Amateur is one who has never competed for a money prize, declared wager, or staked bet; who has never taught, pursued or assisted in the practice of swimming, or any other athletic exercise as a means of pecuniary gain; and who has not, knowingly, or without protest, taken part in any competition or exhibition with any one who is not an amateur.”

4. A Starter shall be appointed, and all questions as to starting shall be in his absolute discretion; also two Judges and a Referee for each race, three Judges for each of the Diving competitions, and a Referee, a Time-keeper, and two Goal Scorers for Water Polo. The Judges and Referees so appointed shall have sole control over the competitors after the start, with power to disqualify, and their decision shall be final. In cases where the Judges disagree as to the position of a competitor in a race, the Referee shall be appealed to, and his decision shall be final. The rules for the conduct of the Diving Competition and the English Amateur Swimming Association's rules of the game of Water Polo shall guide the officials appointed for Diving and for Water Polo.

5. Two or more Time-keepers shall be appointed, and the watches used by them shall be certified accurate to the satisfaction of the Association.

6. One or more Stewards shall be appointed, whose duty it shall be to observe the instructions of the Starter regarding the conduct and management of the races.

7. All competitors shall wear the regulation Amateur Swimming Association swimming costume, with swimming drawers underneath the costume. The swimming drawers and costume shall be subject to the satisfaction of the Starter or Stewards appointed for that purpose, and no competitor shall be permitted to start whose costume is objected to. All costumes must be in accordance with the following regulations:

- (a) Only black or dark blue costumes shall be worn.
- (b) Drawers shall be worn underneath the costume. They must be of a triangular pattern, with a minimum width of $2\frac{1}{2}$

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in. at the fork ; they must meet on each hip, and be of not less width than 3 in. on each side when fastened.

(c) Trimmings may be used *ad lib.*

(d) The shoulder-straps of costumes shall not be less than 2 in. wide.

(e) All costumes shall be buttoned on the shoulder, and the arm-hole shall be cut no lower than 3 in. from the armpit.

(f) In the front the costume shall not reach lower than 2 in. below the pit of the neck.

(g) At the back the costume shall be cut straight from the top of shoulder to top of shoulder.

(h) In the leg portion the costume shall extend to within 3 in. of the knee, and shall be cut in a straight line round the circumference of each leg.

8. Heats and stations in all races and the order of starting in Diving Competitions shall be drawn for by lottery. In all races stations shall count from the right, facing the course.

9. The start for all races except the Back race shall be made from the firm take-off, by the competitors diving into the water at the word "Go!" For the Back race the competitors will line up in the water and push off at the word "Go!" The Starter shall, previous to the start, describe to the competitors the course of the competition, the spot where it will terminate, and arrange the competitors in their proper positions or stations ; and when all are ready the start shall be made by giving the word "Go!" Any start made before the starter's order shall be considered a false start, and the competitor shall be required either to return to his station and start afresh or be disqualified.

10. A competitor when turning must touch the end of the bath with one or both hands ; in the Breast-stroke and Back-stroke races he must touch with both hands ; and in all races when turning he may push off with his feet. Competitors do not disqualify themselves by standing on the bottom of the bath during the progress of a race.

11. Jostling, swimming across, or fouling and obstructing another so as to impede his progress shall disqualify the offender for the contest in question. The foul must be considered wilful in order to disqualify a competitor, and the Judges of the competition shall decide whether the foul has been accidental or wilful. If in the opinion of the Judges a swimmer has been fouled to a degree that endangered his chance of success, they shall have power to allow him to compete in the next round or final, and he shall be eligible to take any prize his position in the final may entitle him to. Should the foul occur in the final they may order it to be re-swum.

12. A competitor "swimming over" must complete the entire distance to qualify as the winner.

13. If a dead heat ensue in a final, the competitors shall again compete at such time as the Judges may direct. In all contests qualifying dead-heaters in preliminary heats shall be entitled

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to swim in the next round (or final), and shall be eligible to take any prize or prizes their positions in the final may entitle them to. The fastest loser in the preliminary heats shall qualify to compete in the next round (or final).

14. In free or speed swimming races any method of swimming may be used ; but in Back swimming the competitor must keep on the back, and in Breast swimming both hands of the competitor must be pushed forward and brought backwards simultaneously, the shoulders must be kept perfectly in line with the surface of the water, and when touching at the turn in a Back or Breast swimming race the touch shall be made with both hands. In the Breast stroke the touch at the finish shall be made with both hands.

15. In the Team Races a team shall consist of four swimmers, and all teams shall comprise the same number of swimmers. The Team swimming contest shall be conducted as follows: Numbers 1 of all teams competing in a race shall be started together at the word "Go;" number 2 of a team shall start as soon as number 1 of his team has finished the distance; number 3 as soon as number 2 has finished, and so on. The team whose last man shall finish before the last man of any other team in the contest shall be the winner. In the event of a competitor of a team starting before his proper time, and not returning and re-starting, his team shall thereby be disqualified. An official Starter will be appointed for each team.

16. Any protest or objection to a competition not provided for in the foregoing and following conditions shall be made in writing by the authorised Captain or Chief of the team to which the competitor belongs, and handed to the Starter or one of the Judges. Such protest or objection shall be decided by a Committee appointed by the Amateur Swimming Association, from whose decision there shall be no appeal.

REGULATIONS FOR DIVING COMPETITIONS.

17. For the Variety High Diving Competition *from the firm take-off* the platforms shall be 2 metres wide and 4 metres deep, and fixed, free from spring, at heights of 5 metres and 10 metres above the surface of the water.

18. For the Variety Diving Competition from a spring-board take-off, the boards shall be fixed at heights of 1 metre and 3 metres above the surface of the water. The lengths of the boards shall be 4 metres, width 50 centimetres, and of the usual elastic character.

19. The measurements, construction, and fixing of all diving boards shall be subject to the satisfaction of the Amateur Swimming Association of England.

20. The competition for Variety High Diving (Rule 17) shall consist of four compulsory dives, and shall include: from a height of 5 metres, one "Running plain Dive" and one "Back-

SWIMMING

ward Somersault ;" from the 10 metre board, one "Standing plain Dive" and one "Running plain Dive:" also three free or voluntary Dives selected by the competitors from the Diving Table, which shall be performed from the 10 metre platform.

21. The competition in Variety Diving from Spring Boards (Rule 18) shall comprise four compulsory Dives and shall include from the 1-metre board, one "Plain running Dive" and one "Running forward Somersault ;" and from the 3-metre board, "One and a half Somersault" and "Backward Spring and Forward Dive," also "three free or voluntary Dives" selected by the competitor from the Spring Board Diving Table, which shall all be performed from the 3-metre Board.

22. The competitors shall deliver at the time of entry to the Hon. Secretary of the British Olympic Association a complete statement or specification of the voluntary Dives selected by them. No competitor shall be permitted to repeat any one of the free or voluntary Dives.

23. For the Variety High Diving Competition the Judges shall observe the foregoing conditions and instructions, and in making their respective awards, each Judge shall :

(a) Write down his points for each Dive performed by each competitor according to the scale of points named in Rule 25.

(b) The points awarded by him for each voluntary Dive shall, for the Variety High Diving Competition, be multiplied by the degree of difficulty, and for the Variety competition from Spring Boards the points allowed for the degree of difficulty shall be added, in each case as specified against each dive named in the respective Diving Tables.

(c) The product of each Judge, after being checked as correct, shall be added together and divided by three. The quotient (or one-third of the total awarded by three Judges to a competitor) shall be the competitor's final points.

24. In making the award of points for each Dive the Judges shall have regard to the degree of difficulty of the various Dives performed, and shall take into consideration :

(a) That the start is made with confidence, gracefully, and in a bold manner ; and in running Dives also the force and energy imparted.

(b) That the bearing of the body in the air is easy, supple and graceful.

(c) That when in the air performing plain head dives (*i.e.*, dives without a turn) the head is erect, back hollowed, legs closed with feet turned back, the arms shall be stretched at right angles to the body and the fingers closed, or in advance of the head with the forefingers in contact palms downwards.

25. For each Dive each Judge shall award points according to the following scale :

(a) Unsuccessful attempt	0 points.
(b) Bad dive	3½ "

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(c) Good	6 points.
(d) Very good.	8 "
(e) Excellent	10 "

The Judges may mark points and half points between those mentioned in the above scale, but 10 points shall be the highest possible that can be awarded by any Judge.

NOTE.—An unsuccessful attempt is one in which the competitor has failed to perform the dive nominated.

26. When the respective points awarded by each Judge have been settled as directed by Rule 23, Clauses (a) and (b), each Judge shall place the competitors 1, 2, 3, &c., in the order in which, in his opinion, they should finish. These placing figures of the three Judges shall be added together, and the competitor having the lowest total shall be declared the winner. In the event of a dead heat the points awarded by each Judge, and dealt with as per Rule 23, Clauses (a), (b), and (c), shall decide, but in that case the competitor having the highest aggregate shall be declared the winner of the dead heat.

DIVING TABLE.

(See pages 145-148).

FOR HIGH VARIETY DIVING FROM FIRM TAKE OFF.

	<i>Name of Dive.</i>	Degree of Difficulty Height, 10 metres.
1.	Backward Spring and Forward Dive	1'2
2.	Armstand Dive	1'3
3.	Backward Somersault	1'5
4.	Armstand and Somersault.	1'5
5.	Backward Head Dive	1'9
6.	Mollberg's Dive, running	1'7
7.	One and a half Somersault, running	1'8
8.	Somersault forward, running	2'0
9.	Armstand, Backward Fall Dive	1'9
10.	Backward Spring and Forward Dive with Somersault	1'6
11.	Backward Spring and Forward Dive with one and a half Somersault	1'8
12.	Double Somersaults, backwards	2'0
13.	Running Double Forward Somersaults	2'1
14.	Isander's Dive, running	2'0

DIVING TABLE.

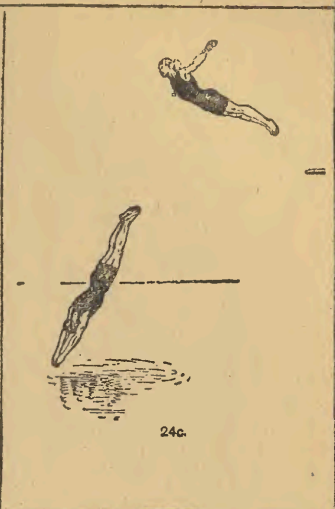
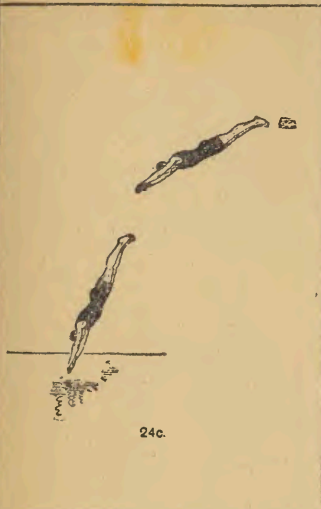
(See pages 149-153.)

FOR VARIETY DIVING FROM SPRING BOARDS.

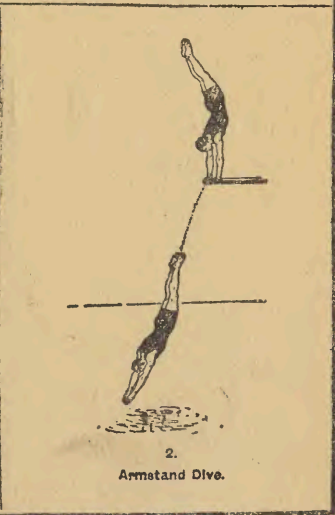
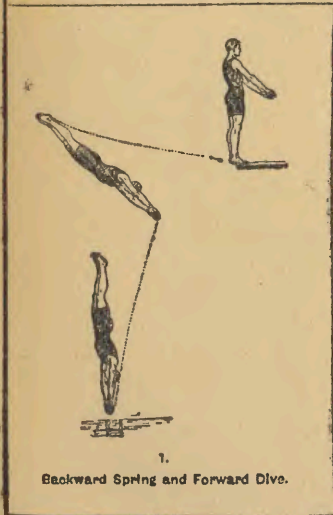
	<i>Name of Dive.</i>	Degree of Difficulty 3 metre Board	
		Standing.	Running.
1.	Falling Dive Forwards, arms by sides	1	—
2.	Falling Dive Backwards, arms by sides	2	—
3.	Ordinary Running Header, take off with one foot	—	3

(Continued on p. 154.)

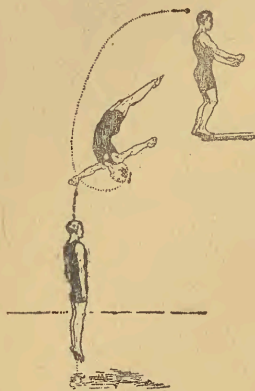
DIVING.



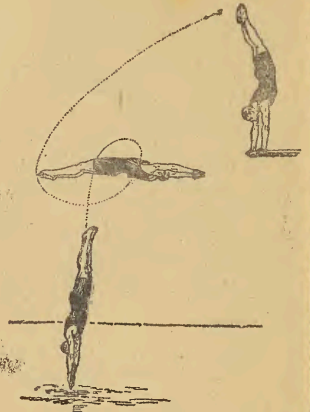
HIGH DIVING.



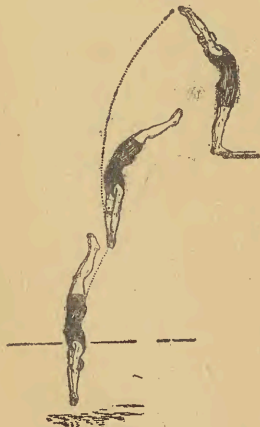
HIGH DIVING.



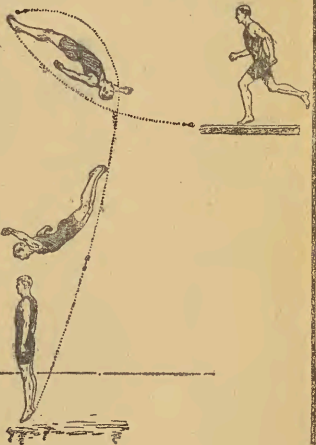
3.
Backward Somersault.



4.
Armstand Somersault.

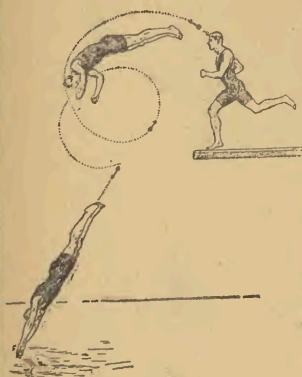


5.
Backward Head Dive.



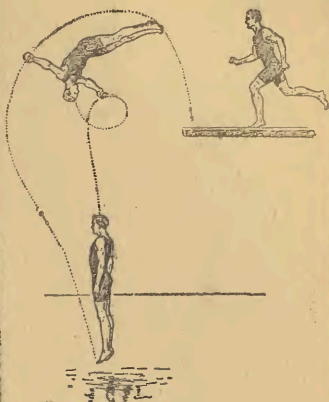
6.
Mollberg's Dive, Running.

HIGH DIVING.



7.

One and a half Somersault Forward Running.



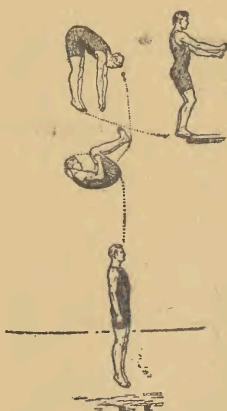
8.

Somersault Forward Running.



9.

Armstand Backward Fall Dive.



10.

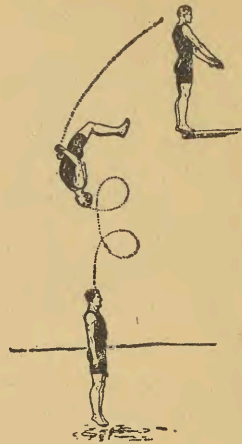
Backward Spring and Forward Dive with Somersault.

HIGH DIVING.



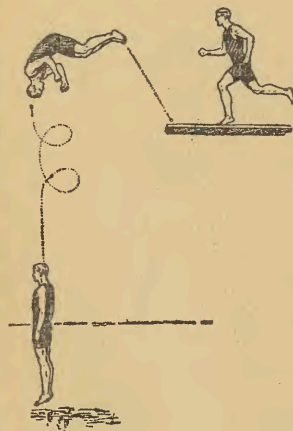
11.

Backward Spring and Forward Dive with one and a half Somersaults.



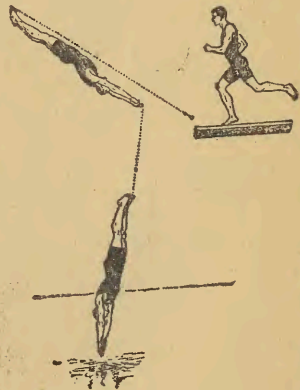
12.

Double Somersault Backwards.



13.

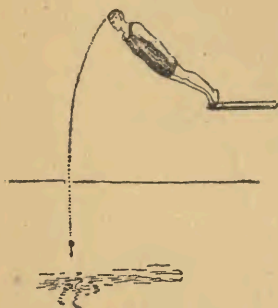
Running Double Forward Somersaults.



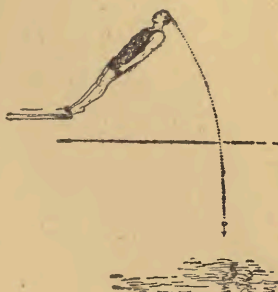
14.

Teacher's Dive, Running.

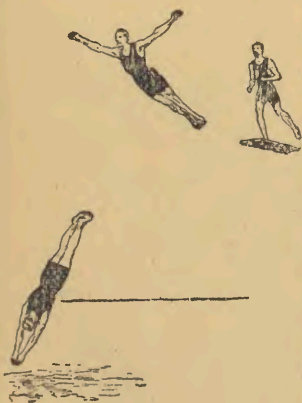
SPRING BOARD DIVING.



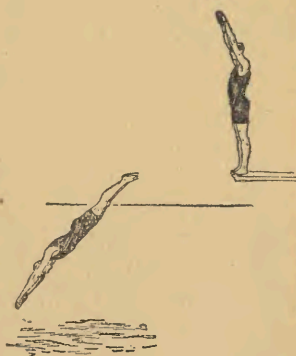
Falling Dive Forwards, arms by sides.



2.
Falling Dive Backwards, arms by sides.

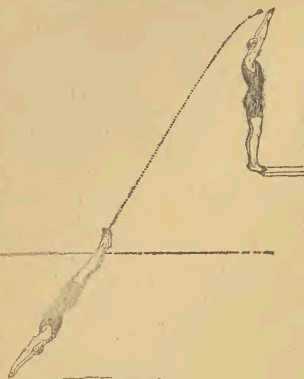


3.
Ordinary Running Header,
take off with one foot.



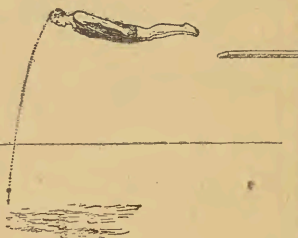
4.
Ordinary Header Forwards, arms up.

SPRING BOARD DIVING.



5.

Ordinary Header Backwards, arms up.



6.

Ordinary Header Forwards,
arms by sides.



7.

Screw Dive, arms up, half turn.



8.

Screw Dive, arms up, one turn.

SPRING BOARD DIVING.



9.

Pike Dive Forwards.



10.

Pike Dive with Backward Spring and Forward Dive.



11.

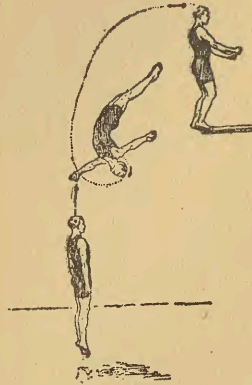
Pike Dive Forwards, arms at sides on entering the water.



12.

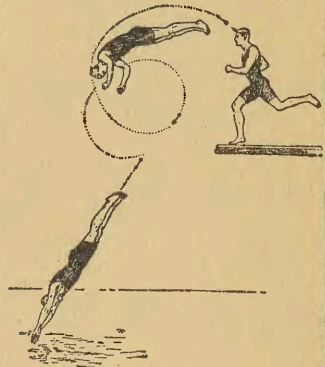
Forward Somersault.

SPRING BOARD DIVING.



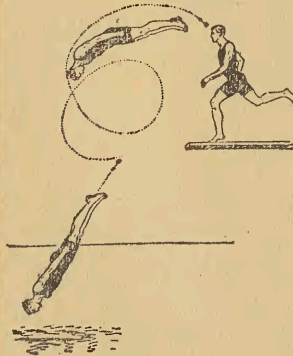
13.

Backward Somersault.



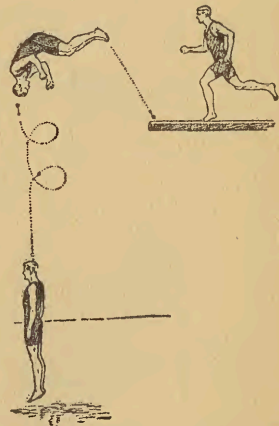
14.

One and a half Forward Somersault.



15.

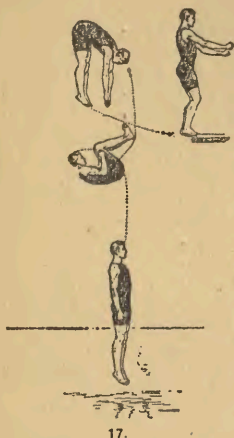
One and a half Forward Somersault,
arms close to the body.



16.

Double Forward Somersault.

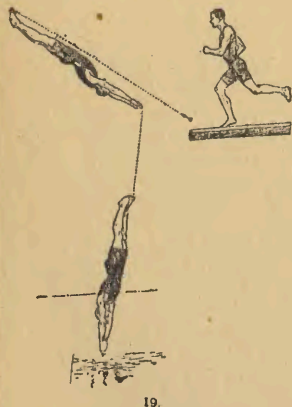
SPRING BOARD DIVING.



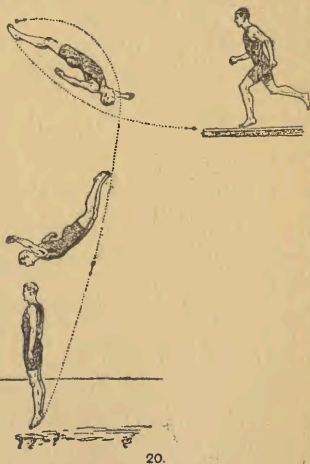
17.
Backward Spring and Forward Somersault.



18.
Backward Spring and Forward Dive with one and a half somersault.



19.
Overback, or Isander's Dive, half turn.



20.
Overback, or Mollberg's Dive, one turn.

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<i>Name of Dive.</i>	Degree of Difficulty 3-metre Board.	
	Standing	Running
4. Ordinary Header Forwards, arms up . . .	3	3
5. Ordinary Header Backwards, arms up . . .	4	—
6. Ordinary Header Forwards, arms by sides . . .	4	5
7. Screw Dive, arms up, half turn . . .	5	6
8. Screw Dive, arms up, one turn . . .	8	8
9. Pike Dive Forwards . . .	4	6
10. Pike Dive with Backward Spring and Forward Dive . . .	6	—
11. Pike Dive Forwards, arms at sides on entering water . . .	5	7
12. Forward Somersault . . .	5	5
13. Backward Somersault . . .	5	—
14. One and a half forward Somersault . . .	6	6
15. One and a half forward Somersault, arms close to body . . .	10	9
16. Double Forward Somersault . . .	8	8
17. Backward Spring and Forward Somersault . . .	7	—
18. Backward Spring and Forward Dive with one and a half Somersault . . .	10	—
19. Overback or Isander's Dive, half-turn . . .	8	8
20. Overback or Mollberg's Dive, one turn . . .	8	8

NOTE.—No points for the degree of difficulty will be allowed for any of the compulsory dives in either competition.

All the dives must be performed precisely in the manner indicated in the diagrams.

REGULATIONS FOR WATER POLO.

RULES.

1. BALL.—The ball shall be round and fully inflated. It shall measure not less than 65 centimetres nor more than 70 centimetres in circumference. It shall be waterproof, with no strapped seams outside, and no grease or other objectionable substance on the surface.

2. GOALS.—The width of the goals shall be 3 metres and the cross-bar 90 centimetres above the surface of the water.

3. CAPS AND FLAGS.—One team shall wear dark blue caps and the other team white caps. Both goal-keepers shall wear red caps. Each Goal Scorer shall be provided with a red flag, and the Referee with a dark blue flag, a white flag, and a bell.

4. FIELD OF PLAY.—The distance between the goals shall not exceed 27 metres, nor be less than 25 metres, the width shall not be more than 16 metres. The half-way line and also the 3 metres 66 centimetres penalty lines shall be marked on both sides.

WATER POLO

5. **TIME.**—The duration of a match shall be 14 minutes, 7 minutes each way. Three minutes shall be allowed at half time for change of ends. When the ball crosses the goal line, whether it be a goal, corner throw or goal throw, it shall be dead until the re-start of the game, or until it leaves the hand of the player taking the throw, and such time shall be deducted. Time occupied by disputes or fouls, or when the ball is thrown from the field of play, or lodges on an obstruction as per Rule 19, shall not be reckoned as in the time of play.

6. **REFEREE.**—The Referee's duties shall be to start the game, stop all unfair play, decide all cases of dispute, declare fouls, goals, half-time, and time, and see that these rules are properly carried out. He shall decide upon all goals, whether signified or not. The Referee's decision is final.

NOTE.—A Referee may alter his decision provided such alteration be notified before the ball is again in play. A Referee has power to stop play at any period of the game if, in his opinion, the behaviour of the players or spectators, or other exceptional circumstances prevents the match from coming to a proper conclusion.

7. **GOAL SCORERS.**—The Goal Scorers shall stand at the side near each goal, and when they consider that the ball has passed through the goal, or over the goal-line, at their respective ends only, they shall signify their decision to the Referee by means of a red flag. They shall not change ends, and shall keep the score of goals of each team at their respective ends.

8. **TEAMS.**—Each side shall consist of seven players, who shall wear dark blue and white caps respectively, and drawers or costumes with drawers underneath the costumes. No grease, oil, or other objectionable substance shall be rubbed on the body.

9. **CAPTAINS.**—The captains shall toss for choice of ends.

10. **STARTING.**—The players shall enter the water and place themselves in a line with their respective goals. The Referee shall stand in a line with the centre of the course, and, having ascertained that the captains are ready, shall give the word "Go!" and immediately throw the ball into the water at the centre. A goal shall not be scored after starting or re-starting until the ball has been handled (*viz.*, played with the hand below the wrist) either by two members of one team, in which case the scorer shall be within half distance of the goal attacked, or by a player of each team. The ball must be handled (*viz.*, played with the hand below the wrist) by more than one player before a goal can be scored.

11. **SCORING.**—A goal shall be scored by the entire ball passing beyond the goal posts and under the cross-bar.

12. **ORDINARY FOULS.**—It shall be a foul:

(a) To touch the ball with both hands at the same time.

(b) To hold the rail or side during any part of the game;

(c) To stand on or touch the bottom during any part of the game, unless for the purpose of resting;

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(d) To interfere with an opponent or impede him in any way unless he is holding the ball ;

(e) To hold the ball under water when tackled ;

(f) To jump from the bottom or push off from the side (except at starting or restarting) in order to play the ball or duck an opponent ;

(g) To hold, pull back, or push off from an opponent ;

(h) To turn on the back and kick at an opponent ;

(i) To assist a player at the start or restart ;

(j) For the goal-keeper to go more than four yards from his own goal-line ;

(k) To throw the ball at the goal-keeper from a free throw ;

(l) To refuse to play the ball at the command of the Referee after a foul or after the ball has been out of the field of play.

NOTE.—Dribbling or striking the ball is not holding, but lifting, carrying, pressing under water, or placing the hand over or under the ball when actually touching, is holding. Dribbling the ball up and through the posts is permissible.

13. WILFUL FOULS.—If, in the opinion of the Referee, a player commits an ordinary foul wilfully, the Referee shall at once order him out of the water until a goal has been scored. It shall be considered a wilful foul to start before the word "Go!" to deliberately waste time, or for a player to take up a position within two yards of his opponent's goal. To deliberately change position after the whistle has gone with a view to taking an advantage of an opponent. To deliberately splash in the face of an opponent.

NOTE.—In the event of a Referee ordering a player out of the water and such player refusing, the game shall be stopped and the match awarded to the other side. In the event of a Referee ordering a player out of the water for misconduct or a wilful foul, he shall not re-enter after a goal has been scored except by permission of the Referee.

14. FREE THROWS.—The penalty for each foul shall be a free throw to the opposing side from the place where the foul occurred. A goal cannot be scored from a free throw unless the ball has been handled (viz., played with the hand below the wrist) by at least one other player.

15. PENALTY THROW.—A player wilfully fouled when within 4 yds. of his opponents' goal-line shall be awarded a penalty throw, and the player who commits the offence must be ordered out of the water until a goal has been scored. The penalty throw shall be taken from any point on the 4-yd. line. In the case of a penalty throw it shall not be necessary for the ball to be handled by any other player before a goal can be scored, but any player within the 4-yd. line may intercept a penalty throw.

NOTE.—A player ordered out of the water for committing a wilful foul must remain out until a goal has been scored, notwithstanding that half-time may intervene or extra time be played, except by permission of the Referee.

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16. **DECLARING FOULS.**—The Referee shall declare a foul by blowing a whistle and exhibiting the colour of the side to which the free throw is awarded. The player nearest to where the foul occurred shall take the throw. The other players shall remain in their respective positions from the blowing of the whistle until the ball has left the hand of the player taking the throw. In the event of one or more players from each team committing a foul so nearly at the same moment as to make it impossible for the Referee to distinguish who offended first, he shall have the ball out of the water and throw it in as nearly as possible at the place where the foul occurred, in such a manner that one member of each team may have equal chance of playing the ball. In such cases the ball must be allowed to touch the water before it is handled, and must be handled (*i.e.*, played with the hand below the wrist) by more than one player before a goal can be scored.

17. **GOAL-KEEPER.**—The goal-keeper may stand to defend his goal, and must not throw the ball beyond half-distance; the penalty for doing so shall be a free throw to the opposing side from half-distance at either side of the field of play. The goal-keeper must wear a red cap. He must keep within four yards of his own goal-line or concede a free throw from the 4-yard line to his nearest opponent. The goal-keeper is exempt from clauses (*a*), (*c*), and (*f*) in Rule 12, but he may be treated as any other player when in possession of the ball. Except when injury or illness compels him to leave the water (when Rule 21 shall apply), the goal-keeper can only be changed at half-time.

NOTE.—In the event of a goal-keeper being ordered out of the water, his side cannot appoint another goal-keeper except at half-time, as defined in Rule 17, and any player defending the goal in his place shall be considered an ordinary player, and not come under the special limitations and exceptions attached to a goal-keeper.

18. **GOAL AND CORNER THROWS.**—A player throwing a ball over his own goal-line shall concede a free corner throw to his opponents, and such free corner throw shall be taken by the player on the opposing side nearest the point where the ball leaves the field of play. If the attacking side throw the ball over it shall be a free goal-throw to their opponents' goal-keeper.

NOTE.—In the event of the ball having become dead by being thrown over the goal-line, it must not be considered in play until it has left the goal-keeper's hands. If the goal-keeper puts the ball in play, and, before any other player has handled it takes it again and allows it to pass fully through his goal, a corner throw shall be awarded to the opposing side.

19. **OUT OF PLAY.**—Should a player send the ball out of the field of play at either side, it shall be thrown in any direction from where it went out by one of the opposing side, and shall be considered a free throw. The player nearest the point where the ball leaves the field of play must take the throw. Should a ball

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strike an overhead obstruction and rebound into the field of play, it shall be considered in play; but if it lodges on or in an overhead obstruction it shall be considered out of play, and the Referee shall then stop the game and throw the ball into the water under the obstruction on or in which it had lodged.

20. **DECLARING GOALS, TIME, &c.**—The Referee shall declare fouls, half-time, and time by whistle; goals by bell. The time-keeper may notify half-time and time by whistle.

21. **LEAVING THE WATER.**—A player leaving the water, or sitting or standing on the steps, or sitting on the side of the bath in which the match is being played, except at half-time or by permission of the Referee, shall not re-enter it until a goal has been scored, or until half-time. Should a player leave the water, he can only re-enter at his own goal-line. Any player or players leaving the water during the progress of a game without permission of the Referee (except in case of illness or accident), or refusing to enter the water at the request of the Referee, the team to which such player or players belong shall be deemed to have lost the game.

TENNIS AND RACKETS

PROGRAMME.

Maximum
No. of Competitors
from each Country.

TENNIS.

Singles 12

RACKETS.

Singles 12
Doubles 3 pairs

CONDITIONS OF COMPETITION.

1. The competitions to be decided in connection with the Olympic Games, 1908, will be held at Queen's Club, West Kensington.

(a) *Rackets*, singles and doubles, to commence on April 27.

(b) *Tennis*, singles only, to commence on May 18.

2. The competitions shall be played in accordance with the usual rules of these games which govern the Amateur Championships of England.

3. The competitions shall be managed by a Joint Committee of three, representing the Tennis, Rackets, and Fives Association, and the Queen's Club Tennis and Rackets sub-committee. The

TENNIS

Joint Committee shall have full power to make all arrangements in connection with these competitions.

4. Each competitor shall select an umpire for himself for his particular match, if he so desires; if not, the committee shall appoint the umpires, who shall nominate a referee, unless the players agree to dispense with the services of umpires and referee altogether for that particular match.

5. The competitions shall be individual competitions. All matches at Rackets to be the best of five games in the singles, the best of seven games in the doubles. All matches at tennis to be the best of five sets (no advantage sets).

6. All entries shall be made in accordance with the General Regulations of the British Olympic Council for the Olympic Games, London, 1908, through the Olympic secretary of each country.

7. The draw shall be on the Bagnall-Wild system, and shall be conducted in the following manner: each competitor's name shall be written on a separate card or paper, and these shall be placed in a bowl or hat, drawn out one by one at random and copied on a list in the order in which they have been drawn.

Competitors shall have the right to be present at the draw, which shall take place on the first convenient day after the date of the closing of the entries.

8. Every matc shall be played at the appointed hour, due notice of which shall be given to all competitors.

The committee shall have powers to "scratch" any competitor who fails to present himself to play at the appointed hour.

9. The competitors in the semi-finals shall have the right to play each other for the bronze medals.

10. The entries for the above competitions must be received by the British Olympic Council in London (108 Victoria Street, Westminster, S.W.):

(a) Rackets, not later than April 13, 1908.

(b) Tennis, not later than May 4, 1908.

11. If any competitors wish to enter for the "Doubles" competition, their names as pairs must be entered as directed on the Entry Form, and no alteration in this can be made after the date of closing the entries.

TENNIS.

DEFINITIONS.

All-the-walls.—See *Touch-no-walls.*

Bar-the-openings.—A point of cramped-odds, by which the giver of the odds loses a stroke whenever a ball, returned by him, enters any opening, or touches the post of any opening.

Bar-the-winning-openings.—A point of cramped-odds, by which the giver of the odds loses a stroke whenever a ball returned by him enters a winning-opening.

THE RULES OF SPORT

Better.—With reference to chases, describes

(a) that part of the court which lies between a chase-line and the half-line which is next to it in the direction of the nearest end-wall; as *e.g.*, *better than 2*, by which is defined that part of the floor which lies between the chase-lines 2 and 1 & 2; or

(b) generally, that part of the court which lies between a chase line, or gallery, and the nearest end-wall.

NOTE.—This term used to be, but is now no longer, applied to the half-yard chase-lines, as, *e.g.*, *better than 1* and 2, which is now marked and called, *worse than a yard*; but of these there are two, *viz.*, *better than half a yard*, and *hazard-side better than half a yard*, both of which are still so marked and called.

Beyond.—Further from the net, in the direction of the nearest end-wall.

Bisque.—A point of odds, which is equivalent to a stroke claimed at pleasure by the recipient, subject to the provisions of Laws 29 and 30. It wins a chase. A *bisque*, or *bisques*, may be given in augmentation or diminution of other odds; as *e.g.*, 15 and a *bisque*, 15 for a *bisque*, &c.

Boast, to.—To return the ball in-play by striking it against either of the side-walls, or against the end-wall on that side on which the striker is: this stroke is called a *boast*, or *boasted stroke*.

Chase.—A stroke in abeyance, which has been made by one player, and must be played for by the other, according to the provisions of Laws 17-24.

Cramped-odds.—Odds, in giving which a player agrees to renounce the liberty of playing into some usual part of the court; or plays with some unusual dress or implement; or cramps his game in some other way, by agreement. These odds may be combined with *bisques* or other odds, either in augmentation or diminution.

Dedans:

(a) The opening at the end of the service-side of the court; also

(b) the spectators present behind that opening.

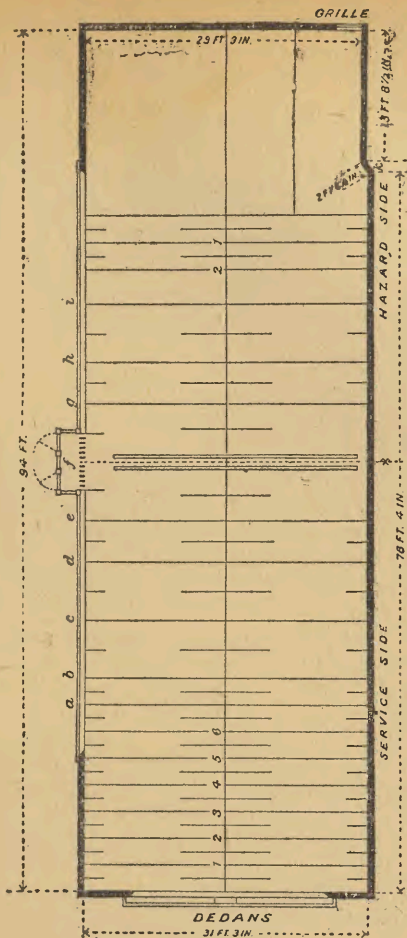
Dedans-post.—The post which stands nearly in the middle of the *dedans*, and continues the half-court-line up to the edge of the pent-house.

Defend.—The player, who has made a chase, and who (having changed sides) plays to prevent his antagonist from winning it, is said to *defend* the chase: in three-handed or four-handed games both partners are said to *defend* the chase which either of them has made, when they (having changed sides) play to prevent their antagonist, or antagonists, from winning it.

Double.—When a ball is struck after it has fallen, it is said to be *doubled*, or a *double*.

Drop.—A ball in play is said to *drop*, when it touches the floor, or the post of an opening, or enters an opening, without

TENNIS COURT,
QUEEN'S CLUB,
WEST
KENSINGTON.



EXPLANATION OF GROUND PLAN.

The figures 1, 2, 3, 4, 5, 6, denote Chases.

a. Last Gallery	Service Side.	f. Marker's Box.	
b. Yard worse	" "	g. First Gallery.	Hazard Side,
c. Second Gallery	" "	h. Door	" "
d. Door	" "	i. Second Gallery	" "
e. First Gallery	" "	k. Tambour.	" "

Tambour projects 18 inches from Main Wall.

THE RULES OF SPORT

having previously touched any part of the court except a wall or a pent-house, or the net.

Enter.—A ball in play is said to *enter* an opening when, having been struck into that opening, it remains in it, or touches the net, boards, or other internal fittings of that opening, or the dedans-post, or any person being, or anything lying in that opening; notwithstanding that the ball (in *entering* a gallery) may have touched the adjacent gallery-post, without having touched the floor in the interim.

Fall.—A ball in-play is said to *fall*, when, after having dropped, it touches the floor again, or touches the net, or enters an opening.

Fault.—It is a *fault*,

(a) if the server, in delivery, fail to strike the ball with his racket; or

(b) if he strike it more than once; or

(c) if the ball served go out-of-court; or

(d) if, before touching the service-pent-house and dropping in the service-court, or on one of the lines which bound it, the ball served touch any part of the court except the rest of the side-pent-house and the service-wall (see Laws 4-6.)

First-stroke.—The return of the service.

Galleries.—The openings beneath the side-pent-house, including the first, second, and last galleries, the door, and the line opening, on each side of the net.

Gallery-post.—The post which separates a gallery from the gallery next beyond it.

Good.—A service or return, played in accordance with the provisions of the laws, is said to be *good*.

Grille-pent-house.—The pent-house above the wall which contains the grille.

Grille-wall.—The inner end-wall which contains the grille.

Half-bisque.—An unusual point of odds, equivalent either

(a) to a bisque in every alternate set; or

(b) to the annulling of a fault served by the recipient; or

(c) to the addition of a second fault to one already served by the giver of the odds; or

(d) to the privilege of claiming chase-off for a chase; at the pleasure of the recipient, subject to the provisions of Laws 29 and 30.

NOTE.—Since authorities differ as to the true value of a half-bisque, it is best to settle by agreement the value to be given to it in a match, before beginning to play.

Half-court.—One half of the service-side, or hazard-side, as divided by the half-court line; the openings contained in the half-court, as bounded by that line and the dedans-post, are counted in it. When a player gives the odds of *half-court* (see Law 32), that half-court, on each side of the net, into which it is agreed that he shall play, is called *his half-court*.

Half-volley, to.—To strike the ball in-play, as it rises from

TENNIS

the floor, immediately after it has dropped: this stroke is called *half-volley*.

Hazard-side.—The part of the court which lies between the net and the end-wall beyond the grille-pent-house.

In-play.—A ball served or returned is said to be *in-play* until it has fallen, or has entered an opening, or has gone out-of-court, or has touched a gallery-post or a player; or unless it be a fault.

Love-game.—A game in which one player wins four consecutive strokes; or, in case of deuce and advantage, five consecutive strokes.

Love set.—A set in which one player wins six consecutive games; or, in case of an advantage set, seven consecutive games.

Net-line.—The line of the net, continued across the pent-house.

Nick, the.—The line of junction of the wall with the floor.

Nick, to.—To drop or fall on the line of junction of a wall with the floor; or, rather, to touch both wall and floor simultaneously: a ball which does this is said to *nick*, or to be a *nick*.

Odds.—*Half-fifteen*.—A point of odds, by which one stroke is given at the beginning of the second and every subsequent alternate game of a set.

Fifteen.—As a point of odds, one stroke given at the beginning of every game of a set.

Half-thirty.—A point of odds, by which one stroke is given at the beginning of the first game, two strokes are given at the beginning of the second game, and so on, alternately, in all the subsequent games of a set.

Thirty.—As a point of odds, two strokes given at the beginning of every game of a set.

Half-forty.—A point of odds, by which two strokes are given at the beginning of the first game, three strokes at the beginning of the second game, and so on, alternately, in all the subsequent games of a set.

Forty.—As a point of odds, three strokes given at the beginning of every game of a set.

NOTE.—See also *Bar-the-openings*, *Bar-the-winning-openings*, *Cramped-odds*, *Bisque*, *Half-bisque*, *Half-court*, *Touch-no-side-walls*, and *Touch-no-walls*.*

Openings.—The *dedans*, galleries, and grille (see *Bar-the-openings*, *Bar-the-winning-openings*, *Galleries*, and *Winning-openings*).

Out-of-court.—(a) That part of the court which includes the play-line, the walls above it, the windows, and the roof; also

(b) a ball in play, which touches any of these, or goes behind

* The value of the ordinary cramped-odds, though varying with different players, is usually estimated as follows; Round services=15, or nearly half 30; Half-court=half-30; Touch-no-side-walls=half-30 and, perhaps, a bisque; Touch-no-walls=about 40; Bar-the-hazard (i.e., the winning-openings)=about 15; Bar-the-openings=15 and a bisque, or nearly half-30.

THE RULES OF SPORT

the wing-net above the tambour (even though it touch either of the rods to which the wing-net is fixed), or goes over a beam or rafter (in courts which have the roof open), is said to have gone *out-of-court* (see *Play-line*).

NOTE.—In courts which are lighted by side-windows, the last, or (sometimes only) the lower half of the last, side-windows at each end of the court (as also the wing-net above the tambour, with the rods to which it is fixed), are not counted *out-of-court*.

Pass.—It is a pass,

(a) if the ball served, not being a fault, drop in the pass-court; or,

(b) if the ball served, not being a fault, go across the pass-line on the pent-house.

Pass-court.—That part of the floor which is contained between the service-line, the pass-line, the grille-wall, and the main wall.

Play-line.—A painted line, or board, at a certain height on the end-walls, and also on the side-walls except above the tambour (see *Out-of-court*).

Rest, a.—The repeated return of the ball in-play.

Return, to.—To receive the ball in-play and play it (before it has fallen) back over the net: this stroke is called a *return*.

Rough.—The back of the racket, which shows the knots.

Serve, to.—To deliver the service.

Server.—The player who delivers the service.

Service.—(a) The starting of the ball in-play, in accordance with the provisions of Laws 3-10; or,

(b) the ball served.

Service-court.—That part of the floor which is contained between the service-line, the pass-line, the grille-wall, and the gallery-wall and battery.

Service-line.—That line on the floor which is parallel and nearest to the grille-wall.

Service-pent-house.—That portion of the side-pent-house which lies between the net-line and grille-pent-house.

Service-side.—That part of the court which lies between the net and the end-wall beyond the dedans-pent-house.

Service-wall.—The wall above the side-pent-house.

Sides.—The two portions into which the net divides the court.

Side-walls.—See *Touch-no-side-walls*.

Smooth.—The front of the racket, which shows no knots.

Spin.—The decision by a racket, thrown spinning up into the air by one player, while the other calls "rough" or "smooth;" if the racket falls with that side uppermost which the caller named, the latter wins; if not, he loses.

Strike-out, to.—To receive the service, and so to play the first-stroke.

Striker.—The player who last struck the ball in-play.

Striker-out.—The player who receives the service, and so plays the first-stroke.

Stroke, a.—(a) The return of a ball; or,

TENNIS

(b) a return which decides a rest ; and so

(c) (in scoring) the fourth part of a game, except as provided by Law 25 (exception).

Touch-no-side-walls, or Side-walls.—A point of cramped-odds, by which the giver of the odds loses a stroke whenever a ball, returned by him, touches a side-wall or a gallery-post, or enters a gallery ; but, if the ball, returned by him touch the pent-house only, before dropping on the floor, and do not afterwards touch a side-wall or a gallery-post, or enter a gallery, it is not counted against the giver of the odds.

Touch-no-walls, or All-the-walls.—A point of cramped-odds, by which the giver of the odds loses a stroke whenever a ball returned by him, touches a wall or a gallery-post, or enters an opening, before falling on the floor ; but, if the ball, returned by him, touch the pent-house only before falling on the floor, it is not counted against the giver of the odds.

Volley, to.—To strike the ball in-play before it drops ; this stroke is called a *volley*.

Winning-gallery.—The hazard-side last gallery.

Winning-openings.—The dedans, winning-gallery, and grille (see *Bar-the-winning-openings*).

Worse.—With reference to chases, describes

(a) that part of the court which lies between a chase-line and the chase-line which is next to it in the direction of the net, as, e.g., *worse than 2*, by which is defined that part of the floor which lies between the chase-lines 2 and 2 & 3 ; or

(b) generally, that part of the court which lies between a gallery or a chase-line, and the net.

NOTE.—This term used to be, but is now no longer, applied to the half-yard chase-lines, as, e.g., *worse than 1* and 2, which is now marked and called, *better than 2*.

THE LAWS.

IMPLEMENTS, AND CHOICE OF SIDES.

1. *Balls and Rackets.*—The balls shall not be less than $2\frac{1}{4}$ in., and not more than $2\frac{3}{8}$ in. in diameter ; and shall not be less than $2\frac{1}{2}$ oz., and not more than $2\frac{3}{4}$ oz. in weight.

NOTE.—There is no restriction as to the shape or size of the rackets.

2. *Choice of sides.*—(a) The choice of sides at the beginning of the first set is determined by spin.

(b) In subsequent sets of a series, the players shall begin each set on the sides on which they finished the set before it.

SERVICE.

3. *Delivery.*—The ball served must be struck with the racket and may be delivered from any part of the service-side.

4. *Service.*—The ball served must touch the service-pent-house before touching any other part of the court, except the

THE RULES OF SPORT

rest of the side-pent-house and the service-wall; and it must drop in the service-court, or on one of the lines which bound it.

5. *Service, when good.*—The service is good,

(a) if the ball served touch (in its descent) any part of the service-pent-house, so as to rise again from it; or

(b) if the ball served strike the service-wall, and afterwards touch (in its descent) any part of the service-pent-house, even though it do not rise again from it; or

(c) if the ball served drop in the winning-gallery.

6. *Faults, not returnable.*—A fault may not be returned.

7. *Passes, not returnable.*—A pass may not be returned; but a ball served, which has not gone across the pass-line on the pent-house, may be volleyed, although, if untouched, it might have dropped in the pass-court. If a pass touch the striker-out, or if a service (before it has dropped) touch him, when standing with both feet in the pass-court and not having attempted to strike the ball, it is still counted as a pass.

8. *Faults annulled.*—A pass does not annul a fault.

9. *Service and Faults annulled.*—If the^o striker-out declare himself not ready for a service, and have made no attempt to return it, that service is counted for nothing, though it be a fault. It annuls a previous fault. The striker-out, having been asked if he be ready, and having declared himself ready, may not similarly refuse a second service.

10. *Continuation of Service.*—The server continues to serve until two chases be made, or one chase when the score of either player is at forty or advantage (see Law 25); the players then change sides,^o the^s server^s becomes striker-out, and the striker-out becomes server.

RETURN.

11. *Return, when good.*—The return is good, if the ball in-play be struck with the racket so that it passes the net without touching a gallery-post or anything fixed or lying in an opening on the side from which it is struck, and without going out-of-court.

12. *Return, when not good.*—The return is not good,

(a) if not in accordance with the terms of Law 11; or

(b) if the ball be struck more than once, or be not definitely struck; or

(c) if the ball in-play, having passed the net, come back and drop on the side from which it was struck, unless it should have touched a gallery-post or anything fixed or lying in an opening on that side of the court which is opposed to the striker.

13. *Ball, when not returnable.*—A ball which is no longer in-play may not be retruned.

SCORING.

14. *The Server, when he wins a stroke.*—The server wins a stroke (except as provided in Law 9),

(a) if a good service enter the winning-gallery or the grille; or

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(b) if the striker-out fail to return a good service (except when it makes a chase: *see* Laws 17-19); or

(c) if the striker-out fail to return the ball in-play (except when it makes a chase: *see* Laws 17-19); or

(d) if he himself return the ball in-play so that it enters the winning-gallery or grille, or falls on or beyond the service-line; or

(e) if he serve or return the ball in-play so that it drops or falls upon a ball, or other object, which is on or beyond the service-line; or

(f) if he win a chase (*see* Law 20); or

(g) if the striker-out lose a stroke (*see* Law 16).

15. *The Striker-out, when he wins a stroke.*—The striker-out wins a stroke (except as provided in Law 9),

(a) if the server serve two consecutive faults [except as provided in Law 31 (b)]; or

(b) if the server fail to return the ball in-play (except when it makes a chase: *see* Laws 17-19); or

(c) if he himself return the ball in-play so that it enters the dedans; or

(d) if he win a chase; or

(e) if the server lose a stroke (*see* Law 16).

16. *Either player, when he loses a stroke.*—Either player loses a stroke,

(a) if he lose a chase (*see* Law 21); or

(b) if the ball in-play (except as provided in Law 7), touch him or anything which he wears or carries (except his racket in the act of returning the ball); or

(c) if he touch or strike the ball in-play with his racket more than once, or do not definitely strike it.

17. *Chases, how made and marked.*—When a ball in-play (on either side of the net, not being that on which the striker is standing)

(a) falls on any part of the floor, except on or beyond the service-line; or

(b) enters any gallery, except the winning-gallery; or

(c) touches a gallery-post;
it is marked a chase

(a) at that line on the floor on which it fell; or

(b) better or worse than that line on the floor which is nearest to the point at which it fell; or

(c) at that gallery the post of which it touched,
except as provided in Laws 18 and 19.

NOTE (a).—A ball in-play, which touches the net-post and drops on the side opposed to the striker, is marked a chase at the line on the side on which it drops.

NOTE (b).—A ball in-play, which enters a gallery, is marked a chase at that gallery which it enters, notwithstanding that it may have touched an adjacent gallery-post without touching the floor in the interim.

NOTE (c).—The gallery-lines on the floor correspond, and are equivalent, to the galleries of which they bear the names.

THE RULES OF SPORT

18. *A Ball dropping or falling in net, or bounding over net after dropping, how marked.*—When a ball in-play,

(a) drops or falls in the net, on the side opposed to the striker ; or

(b) drops on the floor, on the side opposed to the striker, and, bounding over the net, falls on that side of it from which it was struck, whether it touches the net in its bound or not ; it is marked a chase at the line on the side opposed to the striker.

19. *A ball dropping or falling upon another ball, how marked.*—When a ball in-play drops or falls upon a ball, or other object, which is on the floor [except when it is on or beyond the service-line : see Law 14 (e)] it is marked a chase at the point at which that ball, or other object, was when the ball in-play dropped or fell upon it.

20. *Chases, how won.*—Either player wins a chase

(a) if he serve or return the ball so that it enters a winning-opening ; or

(b) if he serve or return the ball so that it falls better than the chase for which he played ; or enters a gallery, or touches a gallery-post, better than the gallery, or the gallery-line, at which the chase was, for which he played ; or

(c) if he serve or return the ball so that it drops or falls upon a ball, or other object, which is at a point on the floor better than that at which, or at the gallery corresponding to which, the chase was, for which he played ; or

(d) if his antagonist fail to return the ball in-play, except when it falls worse than the chase in question.

21. *Chases, how lost.*—Either player loses a chase

(a) if he fail to return the ball in-play, except when it falls worse than the chase in question ; or

(b) if he return the ball in-play so that it falls worse than the chase, or enters a gallery, or touches a gallery-post, worse than the gallery, or the gallery-line, at which the chase was, for which he played ; or

(c) if he return the ball in-play so that it drops or falls upon a ball, or other object, which is at a point on the floor worse than that at which the chase was, for which he played.

22. *Chase-off.*—When a ball in-play

(a) falls at a point on the floor neither better nor worse than that at which, or at the gallery corresponding to which, the chase was, for which the striker played ; or

(b) enters that gallery, or the gallery corresponding to that gallery-line, or touches the post of that gallery, or falls on the gallery-line corresponding to that gallery, at which the chase was, for which the striker played ; or

(c) drops or falls upon a ball, or other object, which is at a point on the floor, neither better nor worse than that at which, or at the gallery corresponding to which, the chase was, for which the striker played ;

it is marked chase-off ; it is not scored as a stroke won by either

TENNIS

player ; the chase is annulled, and the striker has not to play for it again.

23. *Chases, when played for.*—As soon as two chases are marked, or one chase when the score of either player is at forty or advantage (see Law 25), the players change sides ; the player who made the first chase now defends it, while the other plays to win it ; and so with the second chase, except when only one has been marked.

24. *Chases marked in error, annulled.*—If by an error three chases have been marked, or two chases when the score of either player is at forty or advantage (see Law 25), the last chase in each case is annulled.

25. *Strokes, how scored.*—On either player winning his first stroke, the score is called fifteen for that player ; on either player winning his second stroke, the score is called thirty for that player ; on either player winning his third stroke, the score is called forty for that player ; and the fourth stroke won by either player is scored game for that player ; except, as below :

if both players have won three strokes, the score is called deuce, and the next stroke won by either player is called advantage for that player ; if the same player win the following stroke, he wins the game ; if he lose the following stroke, the score is again called deuce ; and so on, until either player win the two strokes immediately following the score of deuce, when the game is scored for that player.

26. *Games, how scored.*—The player who first wins six games wins a set ; except, as below :

if both players win five games, the score is called games-all, and the next game won by either player is scored advantage-game for that player ; if the same player win the following game, he wins the set ; if he lose the following game the score is again called games-all ; and so on, until either player win the two games immediately following the score of games-all, when he wins the set.

NOTE.—Players often agree not to play advantage-sets, but to decide the set by one game after arriving at the score of games-all.

27. *Doubtful and disputed cases, how decided.*—Every chase is marked, and every stroke scored, by the marker, who is entitled to consult the dedans, when he is in doubt. A player, who is dissatisfied with the marker's decision, is entitled to appeal to the dedans. A majority of the dedans confirms or reverses the marker's decision. An appeal must be made before a recommencement of play.

NOTE.—The dedans should not give a decision, unasked, on a question of marking a chase or stroke ; but may, and should, correct inaccurate scoring of chases, strokes, games, or sets.

THE RULES OF SPORT

THREE-HANDED, or FOUR-HANDED GAMES (sometimes called DOUBLE GAMES).

28. *Order of play.*—The partners serve and strike-out in alternate games; unless it shall have been previously agreed to the contrary.

NOTE.—It is usually, but not always, agreed that the striker-out may leave to his partner such services as pass him.

The former Laws apply to these, as well as to Single Games; the advantages and disadvantages attaching to a single player under the former Laws here attaching to a pair of players.

ODDS.

29. *Bisques and half-bisques when taken, generally.*—(a) A bisque, or a half-bisque, may not be taken after the service has been delivered.

(b) The server may not take a bisque after a fault; but the striker-out may do so.

30. *Bisques and half-bisques when taken, in changing sides.*—A player, who wishes to take a bisque, or a half-bisque, there being a chase, or two chases marked, may take it either before or after changing sides; but he may not, after changing sides go back to take it.

31. *Round Services.*—(a) When the odds of round services are given, the ball served by the giver of the odds must touch the grille-pent-house after touching the service-pent-house, and before dropping in the service-court, or on one of the lines which bound it.

(b) Neither faults, nor failure in complying with the above condition, are counted against the giver of the odds; but the recipient of the odds may decline to return such services as do not touch both the pent-houses; if, however, he attempt and fail to return any such service, it is counted against him.

32. *Half-court.*—The players having agreed, into which half-court, on each side of the net, the giver of the odds shall play, the latter loses a stroke, if the ball, returned by him, drop in either of the other half-courts; but a ball, returned by the giver of the odds, which

(a) drops on the half-court-line; or

(b) drops in his half-court and touches the dedans-post before falling; or

(c) drops in his half-court and falls in the dedans, even though on the other side of the dedans-post; or

(d) touches the dedans-post before dropping;

is counted for the giver of the odds:

and a return, boasted against any wall by the giver of the odds, which

(e) drops in his half-court; or

(f) drops on the half-court-line; or

TENNIS

(g) touches the dedans-post before dropping ; or

(h) touches any pent-house, battery, or wall, before dropping in his half-court, dropping on the half-court-line, or touching the dedans-post ;
is also counted for the giver of the odds.

NOTE.—It is, of course, evident that the giver of these odds may make a chase, or win a chase or a stroke, with a ball which drops in his half-court, or on the half-court-line, but falls in the other half-court.

33. *Nicks, when All-the-Walls or Side-walls are given.*—When the odds of touch-no-walls or touch-no-side-walls, are given, a ball returned by the giver of the odds, which makes a nick in falling, is counted for the striker.

DIRECTIONS TO THE MARKER.

It is the duty of the marker

to call the faults and the passes ;

to call the strokes, when won, or when he is asked to do so ;

to call the games, and sets, at the end of each, or when asked to do so ;

to mark the chases, when made ;

to call the chases, when there are two, in the order in which they were made ; or the chase, when there is one with the score at forty or advantage ; and then

to direct the players to change sides ;

to call the chase or chases again, in order as above, when the players have changed sides, and each chase as a player has to play for it ;

not to call *play* or *not play* in doubtful cases before the conclusion of the rest, unless asked to do so ;

to decide all doubtful and disputed strokes, subject to an appeal to the dedans ;

to warn the players of any balls lying on the floor in their way, or to their danger or disadvantage, and to remove all such balls.

to collect the balls into the ball-basket ; and

to keep the ball troughs constantly replenished in the dedans and last gallery, and the latter especially in three-handed and four-handed games.

THE RULES OF SPORT

RACKETS.

DEFINITIONS AND LAWS.

As approved and adopted by the M.C.C., Queen's Club, Prince's Club, Manchester Tennis and Racket Club, &c., 1891.

DEFINITIONS.

Ace.—A stroke won and scored.

Board.—The wooden plank or planks covering the lower part of the front wall to the height of 2 ft. 2 in. from the floor. (Queen's Club Court 2 ft. 1½ in.)

NOTE.—The height is different in some courts. The planks are usually coloured red. They do not in all courts extend downwards as far as the floor; but they should do so, and it is assumed in these Definitions and Laws that they do.

Box.—See *Service-box*.

Bully.—See *Rally*.

Court.—The whole building in which the game is played: or one half of the floor, between the short-line and the back wall, as divided by the half-court-line, and called the *right* (or *fore-hand*) *court*, or the *left* (or *back-hand*) *court*.

Cut.—A ball served so that it strikes upon or below the *cut-line* is called a *cut*. It is a *fault* [see *Fault* (c)].

Cut-line.—See *Service-line*.

Double.—A ball struck after it has touched the floor a second time is called a *double*, or *foul*.

Fault.—It is a *fault*,

(a) if the server, in serving, fail to stand as provided in Law 2; or

(b) if he strike the ball, in serving, more than once; or

(c) if the ball served by him strike upon or below the *cut-line*; or

(d) if it fail to drop in the proper court (see Law 4).

Foul.—See *Double*.

Good.—A service delivered, or a return made, in conformity with the Laws, is called *good*.

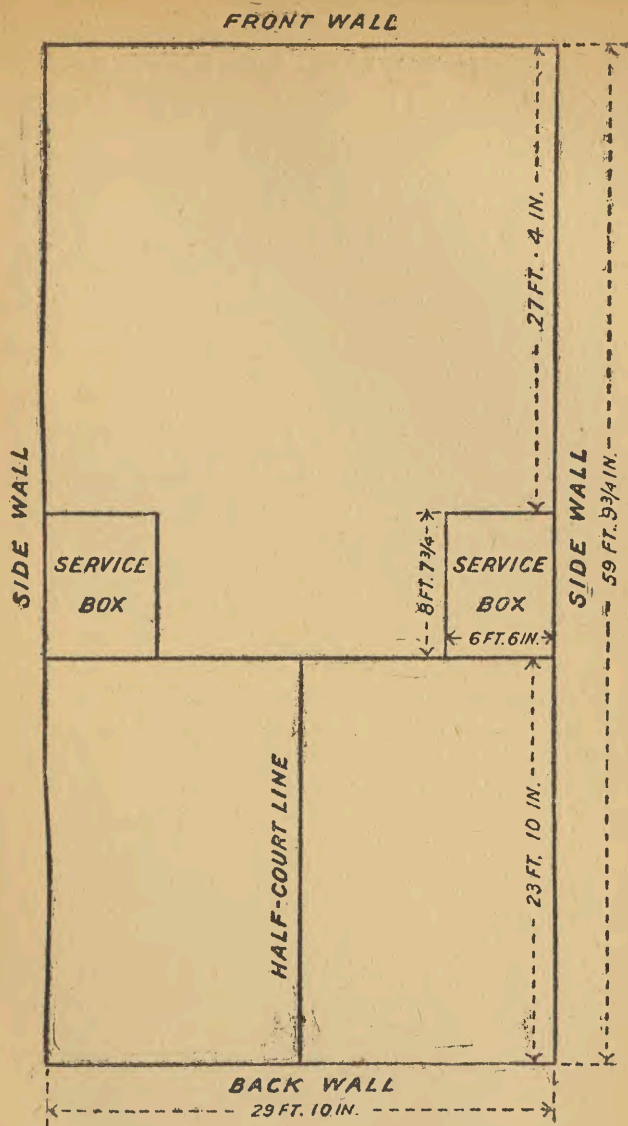
Half-court-line.—The line on the floor, drawn from the short-line to the back wall, and dividing that portion of the floor into two equal spaces.

Hand-in.—The player who has the right of serving the ball.

Hand-out.—The player who has to receive the service.

In-play.—The ball, after being served, is said to be *in-play* until it has touched the floor twice, or a player, or the board, or has gone out-of-court.

Let.—A *let* is when a player is hindered by his opponent from returning a ball which he might otherwise have returned. In that case, the ace counts for nothing and the server serves again from the same box.



GROUND PLAN OF COURT.

THE RULES OF SPORT

Out-of-court.—A ball served, or in-play, is said to go *out-of-court* when it touches the roof, posts, or cushions, or any part of the back wall at or above the level of the gallery-sill, or is driven into the gallery.

Rally.—The repeated return of the ball *in-play*; it is sometimes called a *bully*.

Rubber.—A set of 3, 5, 7, or any other uneven number of games. The winner of the majority of the games wins the *rubber*.

NOTE.—The usual number is five for a single, and seven for a double, match.

Serve, to.—To start the ball in-play by striking it with the racket.

Service.—The ball served.

Service-box.—The square (marked out on each side of the floor) from which the service must be delivered.

Service-line.—A line painted on the front wall, about the height of 9 ft. 6 in. from the floor. It is sometimes called the *cut-line*.

NOTE.—The height is different in some courts, in proportion to their size and quickness.

Short-line.—The line on the floor at the distance of about 39 ft. from the front wall and parallel to it.

NOTE.—The distance is different in some courts.

Volley.—A ball which is struck before it has touched the floor, is said to be struck at, or on, the *volley*: the stroke is called a *volley*.

LAWS.

THE SINGLE GAME.

1. The right to serve first shall be determined by the spin of a racket. The player who wins the spin shall have the right to serve first.
2. The server, in serving, must stand with at least one foot within the service-box, and not touching any of the lines which bound it.
3. The server may begin serving from the right or from the left service-box, as he pleases; but, after serving from the right, he must next serve from the left, or *vice versa*; and so on, alternately, as long as he remains hand-in.
4. The ball served must strike the front wall before touching any other part of the court, and must strike it above the cut-line, and must drop within the lines* which bound the court on the side opposite to the box from which the ball was served, and must not touch either of such lines.
5. Hand-out may declare, immediately after the delivery of a service, that he was not ready; in that case, the service shall count for nothing, and the server shall serve again from the same box. If hand-out make any attempt to take the service, he cannot claim that he was not ready.

* That is the short line and the half-court line.

RACKETS

6. Hand-out may take a fault ; but if he do so, the rally must be played as if the service had been good.

7. Aces are scored by hand-in only.

8. Hand-in wins and scores an ace,

(a) if hand-out fail to return the ball served or in-play to the front wall, above the board, before the ball has touched the floor twice, *except in case of a let* (see Law 10) ; or

(b) if hand-out return the ball served or in-play so that it goes out-of-court ; or

(c) if the ball in-play touch hand-out, or anything that he wears or carries, except his racket in the act of striking.

9. Hand-in becomes hand-out,

(a) if he serve the ball so that it touches him before touching the floor twice, as provided in Law 4 ; or

(b) if he serve the ball on the board or out-of-court ; or

(c) if the ball served touch any part of the court before striking the front wall ; or

(d) if he serve two consecutive faults ; or

(e) if he fail to return the ball in-play to the front wall, above the board, *except in case of a let* (see Law 10) ; or

(f) if he return the ball in-play so that it goes out-of-court ; or

(g) if the ball in-play touch him, or anything that he wears or carries, except his racket in the act of striking.

Then, in any of these cases, hand-out becomes hand-in, and serves in his turn.

10. It shall be a let, and the service or rally shall count for nothing, and the server shall serve again from the same box.

(a) if the ball in-play touch the striker's opponent on, or above, the knee, and (in the marker's opinion) is thereby prevented from reaching the front wall, above the board ; or

(b) if either player (in the marker's opinion) hinder his opponent from returning the ball served or in-play.

11. The ball served or in-play may be returned by the striker's opponent at the volley, or after it has touched the floor once, but not after it has touched the floor a second time.

12. Each player must get out of his opponent's way as much as possible ; if either player claim that his opponent hindered him from returning the ball served or in play, the marker shall decide whether it shall be a let, or not (subject to provisions of Law 15).

13. The game is 15-up ; that is, the player who first scores 15 aces wins the game, provided that,

(a) immediately on the score being called 13-all, hand-out may "set" the game to 5, or to 3 ; and

(b) immediately on the score being called 14-all, hand-out may "set" the game to 3 ; that is, in the first case,

(a) the player who first scores 5 (or 3) aces, according as the game was "set," wins the game ; and, in the second case,

(b) the player who first scores 3 aces wins the game.

NOTE.—In either case the claim to "set" the game must be

THE RULES OF SPORT

made by hand-out before the next service shall have been delivered.

14. The player who was serving at the end of any game of a rubber shall serve first in the next game.

15. In ordinary games the marker's decision shall be final; but, if he doubt which way to decide, he shall direct that the ace be played over again. In matches, when there are Umpires and Referee appointed, the marker's decision shall be final on all questions relating to the service; but he may refer any other question to the Umpires and Referee; and either player may appeal to them from any decision of the marker, except as to any service; and they shall decide each case by a majority of votes. If, in course of a rally, the marker call any ball "foul," the rally shall cease from that moment, and the ball shall not be returned; but, if, on appeal to the Umpires and Referee, the marker's decision be reversed, the ace shall count for nothing, and the server shall serve again from the same box. All appeals must be made before another service shall have been delivered.

NOTE.—In matches, the marker should call "play" in doubtful cases which occur in the course of rallies and should refer such cases, at the close of the rallies, to the Umpires and Referee. The players should in their own interests endeavour to return the ball in any case which may seem to them to be doubtful, since, if they omit to do so, and the previous stroke should be declared "good," the case must be decided against them.

THE DOUBLE, OR FOUR-HANDED GAME.

1. The Laws of the Single Game (as above) shall apply to the Double, or Four-handed, Game, except as set forth in the following Laws.

2. At the beginning of a rubber, only one of the side which has won the spin shall serve at the first time of being hand-in. In all subsequent games of the same rubber, the player who was hand-in at the end of any game shall serve first in the next game, and his partner shall not serve at that time of being hand-in. At all subsequent times, the players on each side shall serve in succession, and shall continue to serve in the same order in which they began serving.

3. One player on the hand-out side may stand where he pleases, to receive the service; but his partner and the server's partner must stand behind the server until the service has been delivered.

4. If the ball served touch the server's partner before touching the floor twice, whether it was, or would have been, a fault or not, the server shall lose his right of service, and the next hand-in shall serve; except when the ball served has been played at and missed, when the ace must be scored to the server.

5. The players on the hand-out side may choose the order in which they shall receive the service, and they shall adhere to

WRESTLING

that order, and shall only change it once in any game, or at the end of any game, or a rubber.

6. If the ball in-play touch the striker's partner, it shall count against the striker and his partner; that is, if the striker was hand-out, the other side shall score an ace; if he was hand-in, his side shall lose one hand-in:

Except, in case the ball in-play touch the striker's partner after it has been hit at and missed by one of their opponents, when it shall be a let, if, in the opinion of the marker, subject to the usual appeal in matches (under Law 15), the other opponent might reasonably have been expected to return the said ball.

7. If a player has hit at and missed a ball in the course of a rally, his partner shall not be entitled to claim a let, though he may have been accidentally hindered by one of the opponents from returning the ball.

WRESTLING.

PROGRAMME.

Maximum
No. of Com-
petitors from
each Country.

A. STYLE: CATCH-AS-CATCH-CAN.

Bouts limited to fifteen minutes. Five weights.

(a) Bantam to 119 lbs. (54 kilos)	.	.	.	12
(b) Feather „ 133 „ (60.3 kilos)	.	.	.	12
(c) Light „ 147 „ (66.6 kilos)	.	.	.	12
(d) Middle „ 161 „ (73 kilos)	.	.	.	12
(e) Heavy over 161 „	.	.	.	12

B. STYLE: GRÆCO-ROMAN.

Bouts limited to twenty minutes. Three weights.

(a) Light to 147 lbs. (66.6 kilos)	.	.	.	12
(b) Middle „ 161 „ (73 kilos)	.	.	.	12
(c) Heavy over 161 „	.	.	.	12

CONDITIONS OF COMPETITIONS.

1. The Competitions shall be held under the Laws and Rules of the National Amateur Wrestling Association of Great Britain, who shall appoint all the officials and be responsible for the conduct of each competition.

2. The competitions are strictly confined to Amateurs.

3. The following is the "Amateur" definition of the National Amateur Wrestling Association:

"An Amateur is one who has never competed for a money prize or monetary consideration, or for any declared wager or

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staked bet ; or who has never engaged in or taught any athletic exercise as a means of pecuniary gain ; or who has never taken part in any competition with any one who is not an Amateur."

4. The number of Competitors shall be made up to 4, 8, 16, 32 (and so on), thereby ensuring that after the first round there can be no byes.

5. Competitors will be required to wear short-sleeved vests, and to be clothed at least to the knees and to wear trunks above their wrestling tights, to compete in their stocking feet or to wear rubber-soled gymnastic shoes without heels. The wearing of sweaters will not be permitted.

6. The Judges shall see that the finger nails of all competitors are trimmed short and that they have not on their hands or body any substance likely to cause injury or distress to an opponent, or give advantage to themselves.

7. The Referee shall disqualify any wrestler using unfair means after having once been cautioned. He shall have full control of the Competitions and his decision shall be final and without appeal, and he shall have power to decide any point not provided for in these rules.

8. The two losers in the semi-finals shall contest for the third prize.

9. The preliminary bouts shall be decided by one fall only, the final bouts the best out of three falls.

10. In all competitions the ring shall be not less than 16 ft. (4.85 metres) nor more than 24 ft. (7.3 metres) square.

11. Should any incident not provided for in these Rules arise, such incident or question shall be decided by the Rules of the National Amateur Wrestling Association of Great Britain.

12. A rest of not less than five minutes or more than ten shall be allowed between each fall in the finals.

I. CATCH-AS-CATCH-CAN STYLE.

RULES.

13. Every contest shall be decided by not less than two or more than four Judges and a Referee, the latter to be appealed to if the Judges disagree.

14. The wrestlers shall take hold how and where they please, subject to the following restrictions: The wrestlers are not allowed to strike or scratch.

The hair, flesh, ears, private parts, or clothes may not be seized, the twisting of fingers and thumbs is forbidden, nor may any such hold be obtained that the fear of breakage or dislocation of a limb shall induce a wrestler to give the fall. It shall be unlawful to butt or to kick, but striking with the side of the foot shall not be deemed kicking.

The following holds are barred:

The double-Nelson, the arm or foot up the back with the bar

APPENDIX

on; the hammerlock; the strangle; the half-strangle; the scissors; the hang; the flying mare with the palm uppermost; the foot twist.

15. A fall is obtained when a wrestler's two shoulders shall be on the ground at the same time, to the satisfaction of the Judges. If no fall be obtained at the expiration of 15 minutes the Judges shall write their decisions on paper and hand same to the Referee, who, in the event of the Judges not agreeing, shall decide which wrestler shall be declared the winner.

II. GRÆCO-ROMAN STYLE.

RULES.

16. Every contest shall be decided by not less than two nor more than four Judges and a Referee, the latter to be appealed to if the Judges disagree.

17. The wrestlers are allowed to take hold only from the head and not lower than the waist. Taking hold of the legs and tripping are forbidden. The wrestlers are not allowed to strike or scratch. The hair, flesh, ears, private parts, or clothes may not be seized, the twisting of fingers and thumbs is forbidden, nor may such a hold be obtained that the fear of breakage or dislocation of a limb shall cause the wrestler to give the fall.

The following holds are barred :

The double-Nelson; the arm up the back with the bar on; the hammerlock; the strangle; the half-strangle; the hang; and the flying mare with the palm uppermost.

18. A fall is obtained when a wrestler's two shoulders shall be on the ground at the same time to the satisfaction of the Judges. A bout shall be limited to twenty minutes, and if no fall be obtained within that period, the Judges shall write their decisions on paper and hand same to the Referee, who, in the event of the Judges not agreeing, shall decide which wrestler shall be declared the winner.

APPENDIX.

PAINTING, SCULPTURE AND ARCHITECTURE.

The suggested competitions in Painting, Sculpture and Architecture, were abandoned; but the following Regulations were drawn up with the kind assistance of the Royal Academy.

1. Competitions in Painting, Sculpture, and Architecture will be held as an integral part of the Olympic Games of London, 1908.

2. The subjects selected are the following :

THE RULES OF SPORT

(I.) PAINTING.

Class A.—Cartoons in black and white, accompanied by a coloured sketch representing either—(a) A triumphal procession; or (b) The battle of the Greeks and Amazons; either subject to be treated as a frieze 10 feet long by 4 feet high. The coloured sketch to be quarter full size.

Prize : The Gold Olympic Medal.

Class B.—Canvases representing either—(a) (Modern Athletics) A Football Match; or (b) (Classical Athletics) Discus throwers (not less than four, nor more than six, principal figures); or (c) Hercules and Antæus. These subjects to be treated on canvases not more than 7 feet 6 inches and not less than 6 feet in the widest dimension.

Prize : The Gold Olympic Medal.

(II.) SCULPTURE.

Class A.—A frieze in relief, 10 feet long by 4 feet wide, representing either—(a) A triumphal procession; or (b) The battle of the Greeks and Amazons.

Prize : The Gold Olympic Medal.

Class B.—Open to all artists. Any one of the following subject to be treated either in the round or in relief—(a) A Football Match; (b) Discus throwers; (c) Hercules and Antæus. The size of the reliefs to be not more than 7 feet 6 inches and not less than 6 feet in their widest dimension. The figures in groups in the round to be not less than 4 feet 6 inches high.

Prize : The Gold Olympic Medal.

(III.) ARCHITECTURE. Open to all architects.

(a) A swimming bath 100 feet long by 33 feet wide, surrounded by a colonnade and dressing-rooms, with a domed hall at one end and a vestibule at the other.

To include a plan, elevation and section on separate sheets to $\frac{1}{8}$ -inch scale, and a sheet of details to $\frac{1}{2}$ -inch scale.

(b) A town house with front to a street 50 feet wide and 150 feet deep, with gallery for works of art, and provision for a fully fitted private gymnasium.

To include a plan, elevation and section on separate sheets to $\frac{1}{8}$ -inch scale and a sheet of details to $\frac{1}{2}$ -inch scale.

(c) A Sports Club for a country town of 20,000 inhabitants. The building to stand in its own grounds of one acre, to include Fencing Hall, Gymnasium, Swimming Bath and Shooting Gallery, and Five Courts (2) and accommodation for as many other sports as possible, and to be capable of being constructed for £2000.

To include a plan, elevation and section on separate sheets to $\frac{1}{8}$ -inch scale and a sheet of details to $\frac{1}{2}$ -inch scale.

Prize : The Gold Olympic Medal.

3. In addition to the prizes, the judges will have power to award to any competitor the Olympic Diploma and Commemorative Medal.

APPENDIX

4. There is no limit to the number of entries in these competitions.

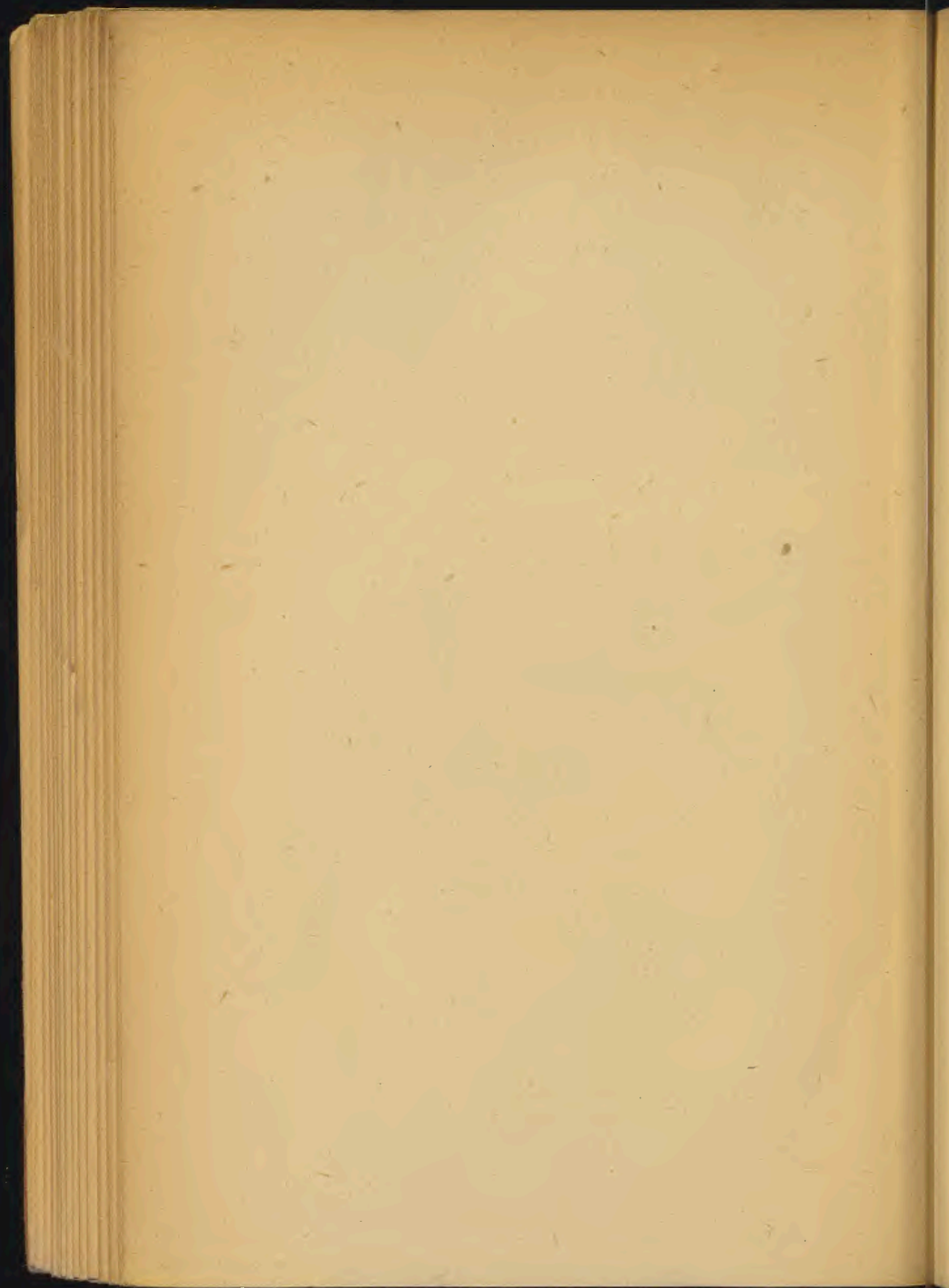
5. The paintings, works of sculpture, and architectural drawings will remain the property of the competitors.

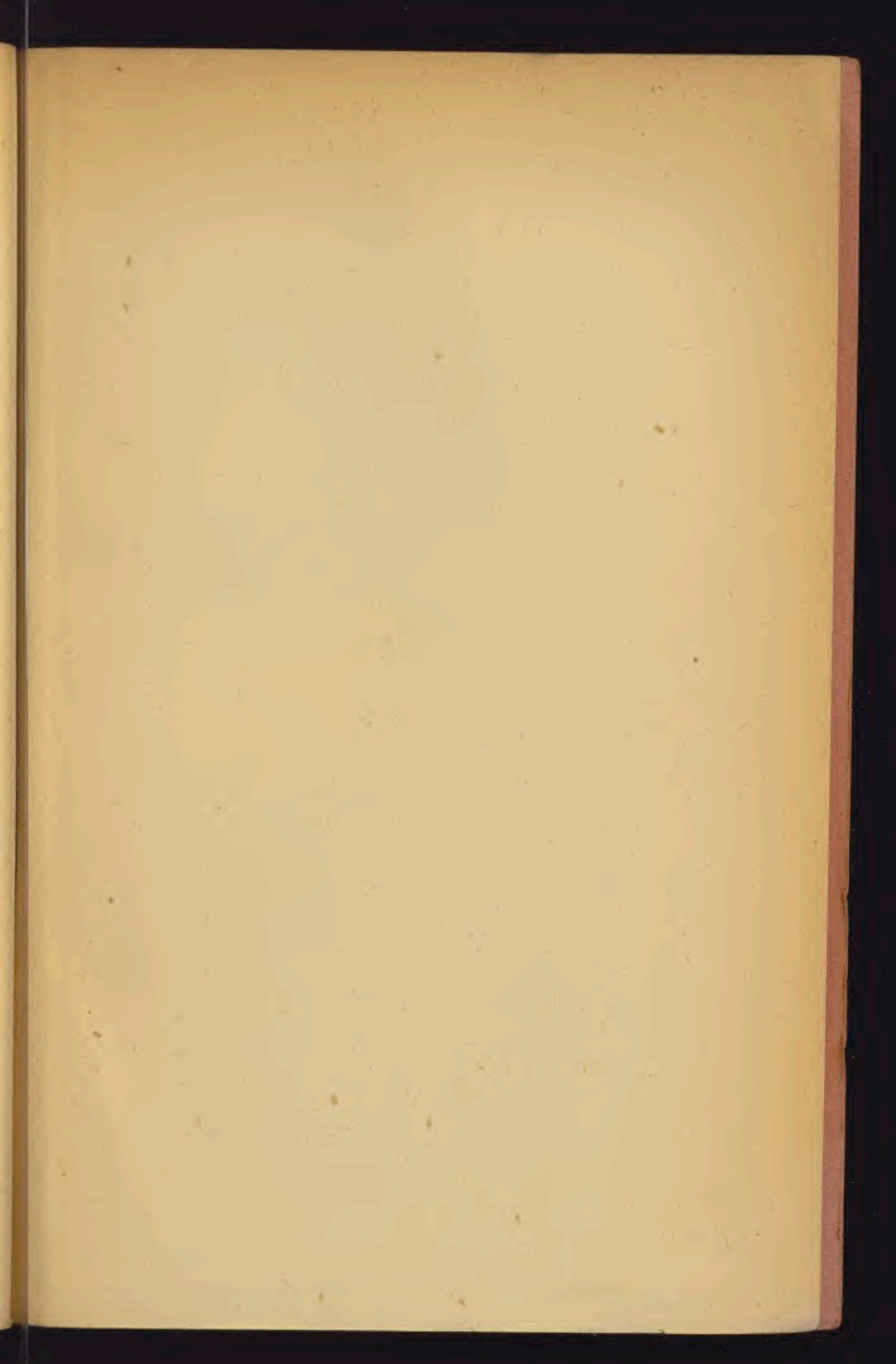
6. The paintings, sculptures, and drawings will be exhibited in the gallery attached to the stadium during the period of the Olympic Games. (Latter half of July 1908.)

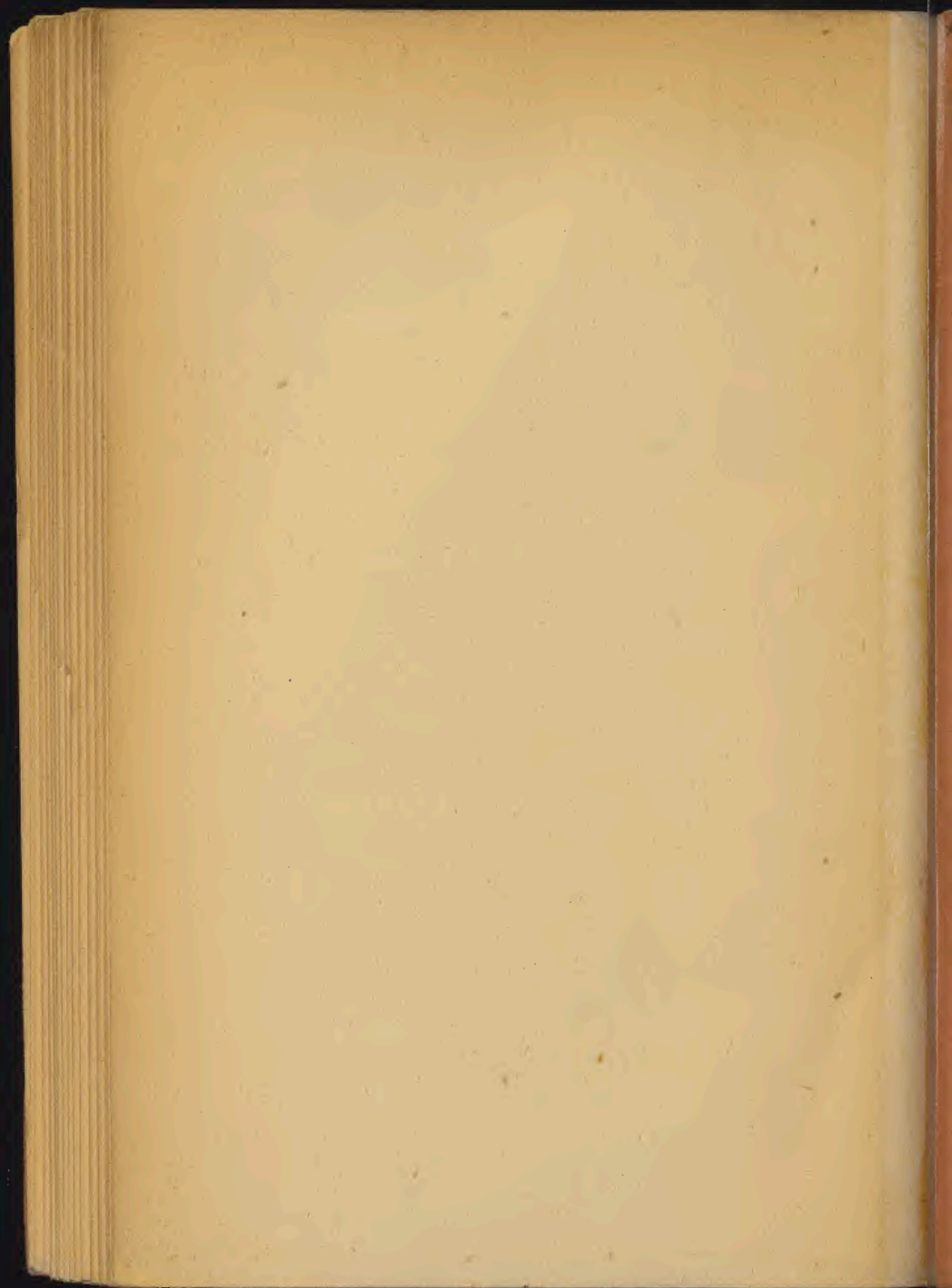
7. All paintings, sculptures, and drawings for competition must be delivered at the offices of the British Olympic Association, Franco-British Exhibition, Shepherd's Bush, London, W., on or before June 1, 1908.

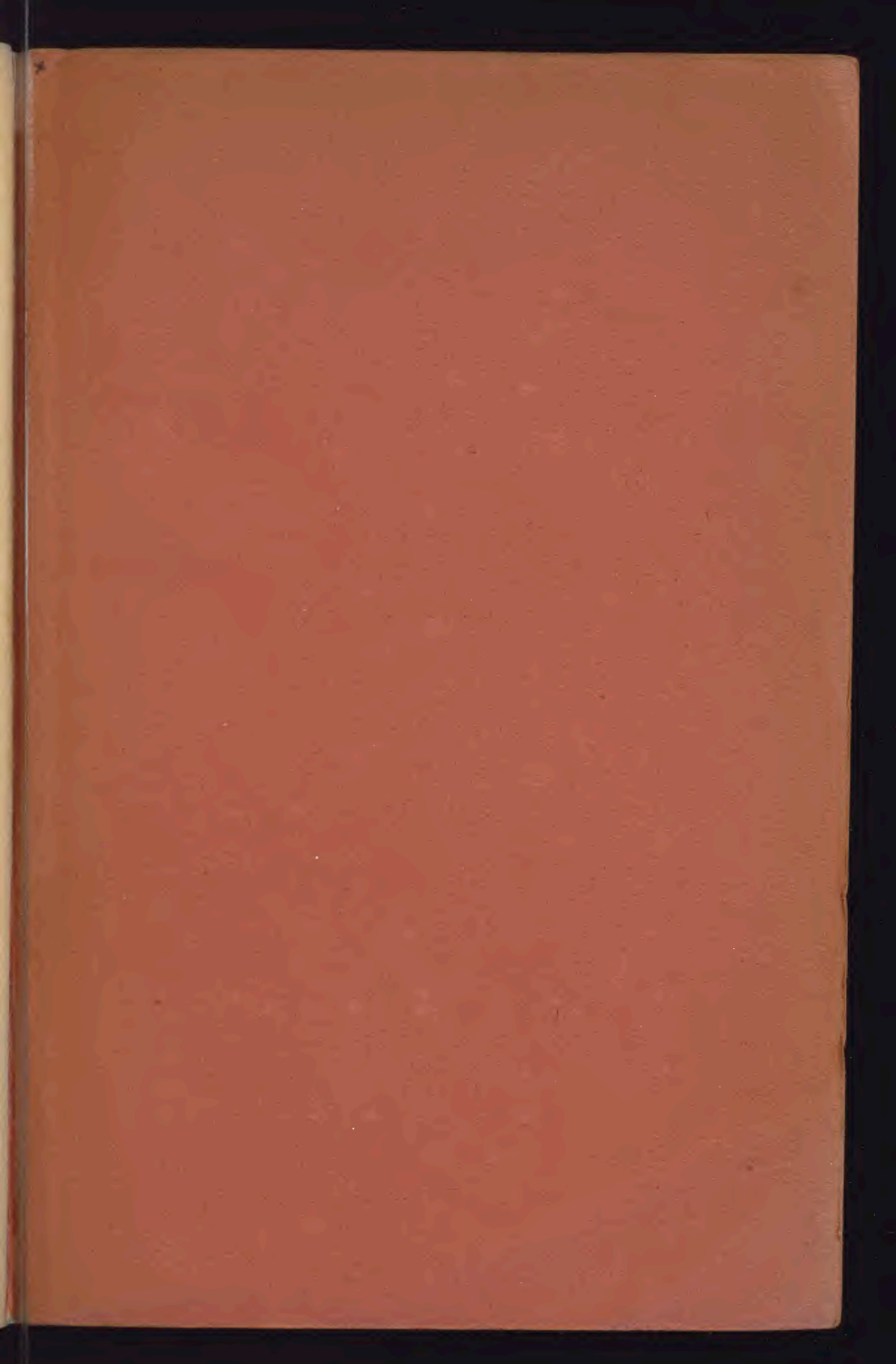


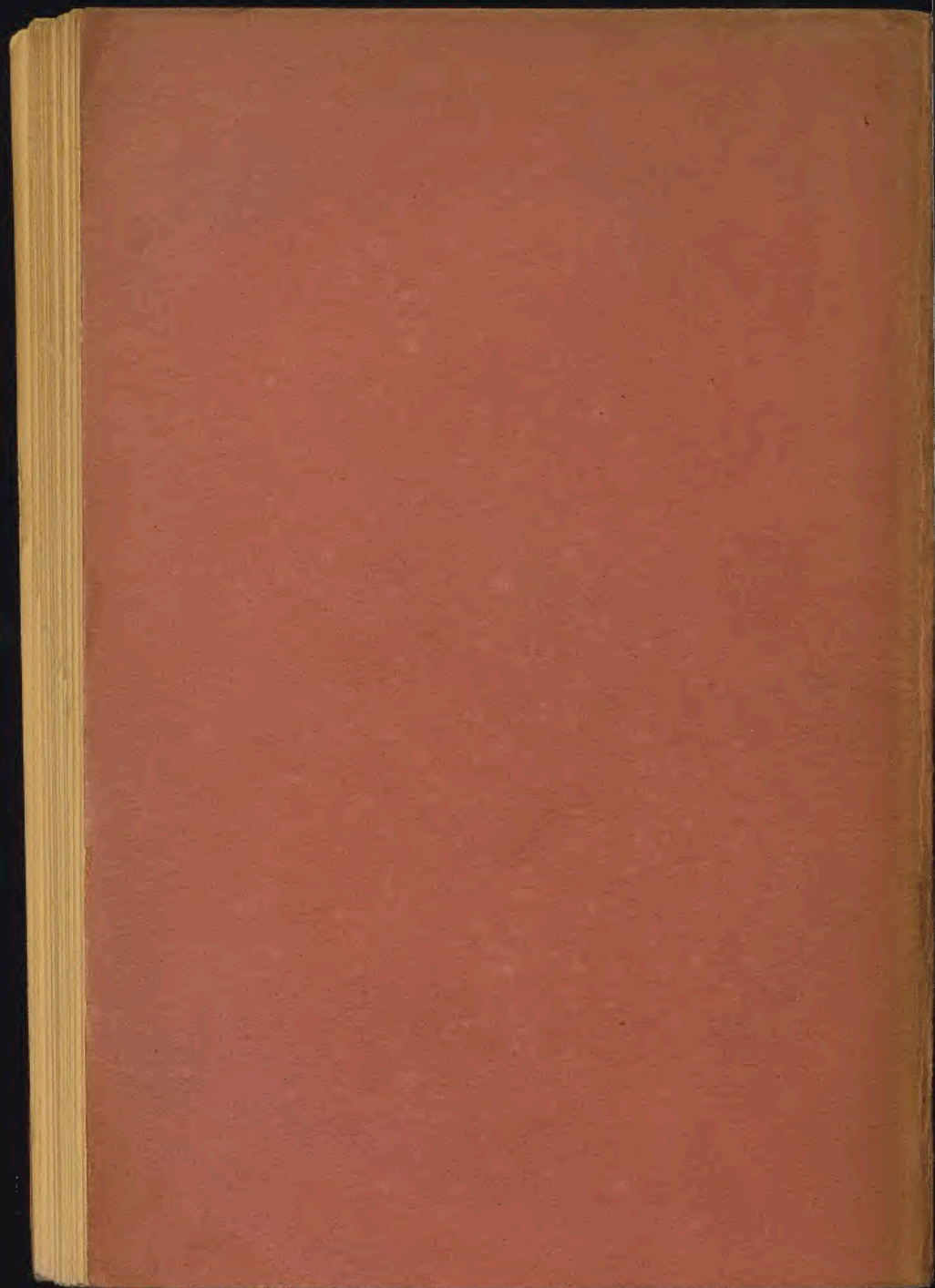
COMMEMORATION MEDAL.





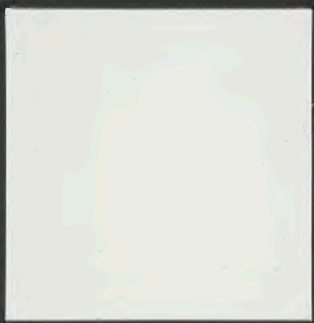






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