

to the way in which the ball is driven. Many thoughtless players think nothing of driving a foe close to a friend, or in the hope of assisting their side, send a friend in the immediate neighborhood of a foe, thus improving the position of the adverse side and damaging that of their own.

When a player has gone the rounds and reached the starting-stake, he may either "peg" and retire, or not strike it and be a "rover," with the privilege of traveling over ground to assist players on his own side or damage the prospects of those on the other.

In regard to the rules of the game, each family is a law unto itself, but to give a few general instructions is the aim of this book to supply.

Rules and Regulations

1. All games may be opened by scoring from an imaginary line through the middle wicket, and playing two balls each (not partner balls) towards the home stake. The player whose ball rests nearest the stake shall have choice of play, using that ball.

2. The payers on each side are to play alternately according to the colors on the starting-stake; and the order in which they play shall remain unchanged during the game.

3. On commencing, each player may place his ball at a distance from the starting-stake not exceeding the length of the mallet-handle.

4. The first stroke must be to pass the ball through the first arch.

5. The ball must be struck with one of the faces of the mallet head, never with its side.

6. The ball must be fairly struck and never pushed. A ball is considered to be fairly struck when the sound of the stroke is heard. A ball is pushed when the face of the mallet is allowed to