

rest against it, and the ball is propelled without the mallet being drawn back.

7. If a ball be struck otherwise than with the face of the mallet, if it be pushed, or if in striking at his own ball a player hits another, it is a foul stroke, and the player loses his turn; and any balls disturbed shall be replaced or suffered to remain, at the option of the opposite side.

8. A player may play in any attitude, and use his mallet with his hands in any way he pleases, provided he strikes the ball with the face of the mallet.

9. If, in making a stroke, a ball is driven beyond the limits of the Croquet-ground, it may be taken up and placed at the point where it crossed the boundary line.

10. When the ball is by accident driven from its resting place, it is to be returned to the spot from which it was started.

11. It is allowable for a player to rest the head of his mallet on the ground at a distance from the ball, and strike it by sharply advancing the mallet from its resting place.

12. Instead of aiming at his arch, or at another ball, a player may strike his ball towards any part of the ground he pleases.

13. The balls are to pass through the course in the regular order of the arches. If a ball passes through an arch other than the arch next in its turn, or from the wrong side, the passing through is of no account.

14. If a ball is struck through its right arch by a blow from another ball, or is roqueted or croqueted through, it is considered to have gone through its arch.

15. Any player missing the first arch takes his