

ball up, and when his turn comes, plays from the starting-place, as at first.

16. A ball has fairly passed through an arch when it passes within and beyond it to any extent, or when, if the handle of the mallet is laid across the two sides of the arch whence the ball came, the ball does not touch the handle.

17. Hitting the turning-stake is equivalent in its privileges to the passing of an arch.

18. When the ball of a player hits the starting stake, after he has been through all the arches, whether by his own play or by being roqueted or croqueted, he is out of the game, and it proceeds without him.

19. A ball is a rover when it has gone through all the arches, and has not hit the starting-stake.

20. A rover has liberty to croquet consecutively all the balls during any one of his turns, but can not croquet the same ball twice in a single turn.

21. If a person play out of his turn, and the error be discovered before his turn is completed, the ball must be replaced where it stood before, as well as any balls it may have removed. If, however, the turn is completed, the player loses his next turn altogether. The error, however, must be discovered before the commencement of the next turn, or else no penalty is attached.

22. A ball is roqueted when it is struck by another, whether the ball striking it proceeds from a stroke of a mallet or is rebounded from an arch, stake, or ball which it has previously struck.

23. When a player roquets two or more balls by one stroke of the mallet, he is said to ricochet and may croquet one or all, at his option.

24. As soon as a player has gone through the