

34. If a player croquet a ball illegally, he loses his next turn.

35. If a ball, when croqueted through its arch in a wrong direction, rolls back through the arch, it has not to pass through the same arch in the same direction again.

36. Should the course of a ball be interrupted by any person, the player can allow it to remain at the point where interrupted, or it can be moved to where he supposes it would have reached.

37. If a player play with a wrong ball, he has to replace this ball and lose his turn. This is not enforced unless the error is discovered before the arrival of the player's second turn.

38. If a ball be moved by a player when it should not have been touched, it must be restored to its former position, even if the stroke has sent it against a stake or through an arch.

39. When all the players on one side have passed through the arches and struck both stakes, the side that first accomplishes this wins the game.

40. No player or other person shall be permitted to interfere with the results of a game by any word or act calculated to embarrass the player, nor shall any one, except a partner, speak to a player while in the act of shooting.

41. The order of colors shall be the same as on the stakes.

42. The ball must be struck with the face of the mallet, the stroke being delivered whenever touching the ball it moves it. Should a stake or wire intervene, the stroke is not allowed unless the ball is struck at the same time, and if the ball is moved without being struck by face of the mallet, it shall remain where it rests, and should a point or roquet be made, it shall not be allowed except by a decision