

of the umpire as to the fairness of the shot. All balls thus moved by a false shot may be replaced or not, at the option of the opponent.

43. A player, in each turn to play, is at liberty to roquet any ball on the ground once only before making a point.

44. A player makes a point in the game when his ball makes an arch or hits a stake in proper play.

45. If a player makes a point, and afterwards, at the same stroke, roquets a ball, he must take the point and use the ball. If the roqueted ball is beyond the arch, and the playing ball rests through the arch, it is held to be first made.

46. If a ball roquets another and afterwards, at the same stroke, makes a point, it must take the ball and reject the point.

47. A player continues to play as long as he makes a point in the game, or roquets another ball to which he is in play. A ball making two or more points the same stroke has only the same privilege as if it made but one.

48. Should a player, on commencing his play, find his ball in contact with another, he may hit his own as he likes, and then have subsequent privileges the same as though the balls were separated an inch or more.

49. A rover has the right of roquet and consequent croquet on every ball once during each turn of play, and is subject to roquet and croquet by any ball in play.

50. Rovers must be continued in the game until partners become rovers and go out successively, and a rover that has been driven against the stake can not be removed to make way for next rover.