

These men, however, after donning their canvas jackets had applied lard to them, and the way their runners slipped through the 'fingers of the astonished and over-confident men in blue was laughable. It was not until roused to the immediate necessity of doing something to stop these runners that the Yale men, by clinching handfuls of sand, managed to do anything like effective tackling. Although this trick of greasing jackets never became at all general, it gave rise to the use of Venetian turpentine on the hands of rushers, and so advantageous did this prove, especially in the cold and numbing dates of a late season, that every team availed itself of it. But it was so disagreeable and made the ball so sticky that passing was hindered, until it was decided to forbid it.

Rule 59 of the Rugby says: "Unless umpires be appointed, the captains of the respective sides shall be the sole arbiters of all disputes, and their decision shall be final. If the captain of either side challenge the construction placed upon any

rules, he shall have the right to appeal to the Rugby Union Committee."

Before any matches had been played, it was found from practice that a captain had plenty of work to do looking after his men without at the same time constantly rendering decisions of off and on side, fouls, and the like; so American players made use of two umpires or judges. Their discussions indicated the adoption of the referee system. The constant badgering which a referee met with at the hands of the judges finally suggested dropping these two auxiliaries and relying solely upon the referee.

For a year the subject of two referees has been agitated, and although it will be a difficult matter to separate their lines of duty, yet it may be worth a trial.

Rule 60, that if time comes after a fair catch or a touch-down has been made, the kick shall be allowed, was dropped as giving one side an advantage of longer time than the other.

ORIGINAL RUGBY UNION.

THE LAWS OF THE GAME.

1 (9a, 1b).—A DROP KICK OR DROP is made by letting the ball fall from the hands and kicking it the *very instant* it rises.

2 (10a, 2b).—A PLACE KICK OR PLACE is made by kicking the ball after it has been placed in a nick made in the ground for the purpose of keeping it at rest.

3 (11a, 1b).—A Punt is made by letting the ball fall from the hands and kicking it before it touches the ground.

4 (2a, 18B).—EACH GOAL shall be composed of two upright posts, exceeding eleven feet in height from the ground, and placed eighteen feet six inches apart, with a cross-bar ten feet from the ground.

5 (16a 9b).—A GOAL can only be obtained by kicking the ball from the field of play direct (*i e.*, without touching the ground or the dress or person of any player of either side) over the cross-bar of the opponents' goal, whether it touch such cross-bar, or the posts, or not; but if the ball goes directly over either of the goal posts it is called a *poster* and is not a goal. A goal may be obtained by any kind of a kick except a *punt*.

6 (49a, 5b).—A try is gained when a player touches the ball down in his opponent's goal.

7 (5a, 25b).—A match shall be decided by a majority of goals only, but if the number of goals be equal or no goal be kicked, by a majority of tries. If no goal be kicked or try obtained, the match shall be drawn. When a goal is kicked from a try, the goal only is scored.

8 (25a, 11b).—The ball is *dead* when it rests absolutely motionless on the ground.

9 (47a, 4b).—A TOUCH-SOWN is when a player, putting his hand upon the ball on the ground in touch or in goal, stops it so that it remains dead, or fairly so.

10 (31a, 29b).—A TACKLE is when the holder of the ball is held by one or more players of the opposite side.

11 (33a, 29b).—A SCRUMMAGE takes place when the holder of the ball, being in the field of play, puts it down on the ground in front of him and all who have closed round on their respective sides endeavor to push their opponents back, and, by kicking the ball, to drive it in the direction of the opposite goal line.

12 (28a, 29b).—A player may *take up* the ball whenever it is rolling or bounding, except in a scrummage.

13 (27a, 11b).—It is not lawful to take up the ball when dead (except in order to bring it out after it has been touched down in touch or in goal) for any purpose whatever; whenever the ball shall have been so unlawfully taken up it shall at once be brought back to where it was so taken up and there put down.

14 (34a, 29b).—In a scrummage it is not lawful to touch the ball with the hand under any circumstances whatever.

15 (29a).—It is lawful for any player who has the ball to run with it, and if he does so it is called A RUN. If a player runs with the ball until he gets behind his opponents' goal line and there touches it down, it is called a RUN IN.

16 (30a).—It is lawful to *run in* anywhere across the goal line.

17 (42a, 13b).—The goal line is in goal and the touch line is in touch.

18 (32a, 29b).—In the event of any player holding or running with the ball being tackled, and the ball fairly held, he must at once cry *down* and there put it down.

19 (44a, 4b).—A MAUL IN GOAL is when the holder of the ball is tackled inside the goal line, or being tackled immediately outside, is carried or pushed across it, and he or the opposite side, or both, endeavor to touch the ball down. In all cases the ball, when so touched down, shall belong to the players of the side who first had possession of it before the maul commenced, unless the opposite side have gained entire possession of it.

20 (45a, 46b).—In cases of a *maul in goal*, those players only who are touching the ball with their hands when it crosses the goal line may continue in the maul in goal, and when a player has once released his hold of the ball after it is inside the goal line, he may not again join in the maul, and if he attempts to do so he may be dragged out by the opposite side. But if a player when *running in* is tackled inside the goal line, then only the player who first tackled him, or if two or more tackled him *simultaneously*, they only may join in the maul.

21 (43a, 4b).—TOUCH IN GOAL (see plan), immediately the ball, whether in the hands of a player or not, goes into touch in goal, it is at once *dead* and out of the game, and must be brought in as provided by Rules 41 and 42.

22 (35a, 14b).—Every player is ON SIDE, but is put OFF SIDE, if he enters a scrummage from his opponent's side, or, being in scrummage, gets in front of the ball, or when the ball has been kicked, touched, or is being run with by any of his own side behind him (*i. e.*, between himself and his goal line). No player can be off side in his own goal.

23 (36a, 14b).—Every player when *off side* is out of the game and shall not touch the ball in any case whatever, either in or out of touch or goal, or in any way interrupt or obstruct any player, until he is again on side.

24 (37a, 15b).—A player being *off side* is put *on side* when the ball has been run five yards with, or kicked by, or has touched the dress or person of any player of the opposite side, or when one of his own side has run in front of him either with the ball or having kicked it when behind him.

25. When the player has the ball, none of his opponents who at the time are *off side* may commence or attempt to run, tackle or otherwise interrupt such player until he has run five yards.

26 (18a, 28b).—THROWING BACK. It is lawful for any player who has the ball to throw it back toward his own goal or to pass it back to any player of his own side who is at the time behind him; in accordance with the rules of *on side*.

27 (19a, 28b).—KNOCKING ON, *i. e.*, deliberately hitting the ball with the hand, and THROWING FORWARD, *i. e.*, throwing the ball in the direction of the opponent's goal line, are not lawful. If the ball be either *knocked on* or *thrown forward*, the captain of the opposite side may (unless a fair catch has been made as provided by the next rule), require to have it brought back to the spot where it was *so knocked* or *thrown on*, and there put down.

28 (20a, 10b).—A FAIR CATCH is a catch made direct from a kick or a *throw forward* or a *knock on* by one of the opposite side, or from a *punt out* or a *punt on* (see Rules 29 and 30), provided the catcher makes a mark with his heel at the spot where he has made the catch, and no other of his own side touch the ball. (See Rules 43 and 44.)

29 (51a, 7b).—A PUNT OUT is a *punt* made after a touch down, by a player from behind his opponents' goal line, towards his own side, who must stand *outside* the goal line and endeavor to make a

fair catch, or to get the ball and *run in* or *drop* a goal. (See Rules 49 and 51).

30 (52a, 7b).—A **PUNT ON** is a *punt* made in a similar manner to a *punt out*, and from touch if necessary, by a player who has made a fair catch from a *punt out* or another *punt on*.

31 (38a, 13b, 30c).—**TOUCH** (see plan). If the ball goes into *touch*, the first player on his side who touches it down must bring it to the spot where it crossed the touch line; or if a player when running with the ball cross or put any part of either foot across the touch line, he must return with the ball to the spot where the line was so crossed; and thence return it into the field of play in one of the modes provided by the following rule.

32 (39a, 30b).—He must then himself, or by one of his own side, either (I.) bound the ball in the field of play, and then run with it, kick it, or throw it back to his own side; or, (II.) throw it out at right angles to the touch line; or, (III.) walk out with it at right angles to the touch line, any distance not less than *five* or more than *fifteen* yards, and then put it down, first declaring how far he intends to walk out.

33 (40a, 13b).—If two or more players holding the ball are pushed into *touch*, the ball shall belong *in touch* to the player who first had hold of it in the field of play, and has not released his hold of it.

34 (41a, 30b).—If the ball when thrown out of *touch* be not thrown out at right angles to the touch line, the captain of either side may at once claim to have it thrown out again.

35 (23).—A catch made when the ball is thrown out of touch is not a *fair catch*.

36 (13a, 2b).—**KICK OFF** is a place kick from the center of the field of play, and cannot count as a goal. The opposite side must stand at least *ten yards* in front of the ball until it has been kicked. If the ball pitch in touch it shall be brought back and kicked off again.

37 (14a, 23b).—The ball shall be *kicked off* (I.) at the commencement of the game, (II.) after a goal has been obtained, (III.) after change of goals at half-time.

38 (4a, 20b).—Each side shall play from either goal for an equal time.

39 (12a, 22b).—The captains of the respective sides shall toss up before commencement of the match; the winner of the toss shall have the option of choice of goals or the kick off.

40 (17a, 14b, 23c).—Whenever a goal

shall have been obtained, the side which has lost the goal shall then kick off. When goals have been changed at half-time, the side which did not kick off at the commencement of the game shall then kick off.

41 (57a, 3b, 31c).—**KICK OUT** is a drop kick by one of the players of the side which has had to touch the ball down in their own goal, or into whose touch in goal the ball has gone (Rule 21), and is the mode of bringing the ball again into play and cannot count as a goal.

42 (58a, 31b).—**KICK OUT** must be a *drop kick*, and from not more than *twenty-five yards* outside the kicker's goal line; if the ball, when kicked out, pitch in touch, it must be taken hack and kicked out again. The kicker's side must be behind the ball when kicked out.

43 (21a, 33b).—A player who has made and claimed a *fair catch* shall thereupon either take a *drop kick* or *punt*, or *place* the ball for a place kick.

44 (22a, 33b).—After a *fair catch* has been made, the opposite side may come up to the catcher's mark, and (except in cases under Rule 50), the catcher's side retiring, the ball shall be kicked from such mark, or from a spot any distance behind it.

45 (56).—A player may touch the ball down in his own goal at any time.

46 (49a, 5b).—A side having touched the ball down in their opponents' goal shall *try at goal* either by a *place kick* or a *punt out*.

47 (50a, 6b).—If a **TRY AT GOAL** be made by a *place kick*, a player of the side which has touched the ball down shall bring it up to the goal line (subject to Rule 48) in a straight line from and opposite to the spot where the ball was touched down, and there make a mark on the goal line, and thence walk out at right angles to the goal line, such distance as he thinks proper, and there place it for another of his side to kick. The kicker's side must be behind the ball when it is kicked and the opposite side must remain behind their goal line until the ball has been placed on the ground. (See Rules 54 and 55).

48. If the ball has been touched down between the goal posts, it must be brought out in a straight line from either of such posts.

49 (53a, 7b).—If the *try at goal* be by a *punt out* (see Rule 29), a player of the side which has touched the ball down shall

bring it straight up to the goal line opposite to the spot where it was touched down and there make a mark on the goal line, and then *punt out*. The opposite side must keep behind their goal line pass until the ball has been kicked. (See Rules 54 and 55.)

50 (54a, 7b).—If a *fair catch* be made from a *punt out* or a *punt on*, the catcher may either proceed, as provided by Rules 43 and 44, or himself take a *punt on*, in which case the mark made by marking the fair catch shall be regarded (for the purpose of determining as well the position of the player who makes the *punt on* as of the other players of both sides) as the mark made on the goal line, in the case of *punt out*.

51 (55a, 4b).—A catch made in touch from a *punt out* or a *punt on* is not a fair catch: the ball must then be taken or thrown out of touch, as provided by Rule 32; but if the catch be made in touch in goal, the ball is at once dead, and must be *kicked out*, as provided by Rules 41 and 42.

52 (48a, 11b).—When the ball has been touched down in the opponents' goal, none of the side in whose goal it has been so touched down shall touch it or in any way displace it or interfere with the player of the other side who may be taking it up or out.

53 (26a, 11b).—The ball is *dead* whenever a goal has been obtained, but if a *try at goal* be not successful, the kick shall be considered as only an ordinary kick in the course of the game.

54 (60a, 32b).—CHARGING, *i.e.*, rushing forward to kick the ball or tackle a player, is lawful for the opposite side, in case the player who is bringing the ball out after a *try at goal* has been obtained (see Rules 47 and 48) shall fail to make a mark on the goal line in all cases of a *place kick* after a *fair catch*, or upon a *try at goal*, immediately the ball touches or is placed on the ground; and in cases of a *drop kick* or *punt* after a *fair catch*, as soon as the player having the ball commences to run or offers to kick, or the ball has touched the ground; but he may always draw back, and unless he has dropped the ball or actually touched it with his foot, they must again retire to his mark (see Rule 56). The opposite side, in the case of a *punt out* or a *punt on*, and the kicker's side in all cases may not *charge* until the ball has been kicked.

55 (59a, 32b).—If a player, having the

ball, when about to *punt it out* goes outside the goal line, or when about to *punt on*, advances nearer to his own goal line than his mark, made on making the fair catch, or if, after the ball has been touched down in the opponents' goal or a fair catch has been made, more than one player of the side which has so touched it down or made the fair catch, touch the ball before it is again kicked, the opposite side may charge at once.

56 (24a, 33b, 27c).—In cases of a *fair catch* the opposite side may come up to and *charge* from anywhere on or behind a line drawn through the mark made by the player who has made the catch, and parallel to their own goal line; but in the case of a *fair catch* from a *punt out* or a *punt on*, they may not advance further in the direction of the touch line nearest to such mark than a line drawn through such mark to their goal line and parallel to such touch line. In all cases (except a *punt out* and a *punt on*), the kicker's side must be behind the ball when it is kicked, and may not charge until it has been kicked.

57 (8a, 26b).—No HACKING or HACKING OVER or tripping up shall be allowed under any circumstances.

58 (7a, 21b).—No one wearing projecting nails, iron plates or gutta-percha on any part of his boots or shoes shall be allowed to play in a match.

59 (6a, 16b).—Unless umpires be appointed, the captains of the respective sides shall be the sole arbiters of all disputes, and their decision shall be final. If the captain of either side challenge the construction placed upon any rules he shall have the right of appeal to the Rugby Union Committee.

60 (4a, 20b).—Neither half time nor no side shall be called until the ball is fairly held or goes out of play, and in the case of a *try* or *fair catch*, the kick at goal shall be allowed.

MOST CLUMSY STATE OF INTERCOLLEGIATE

INTERCOLLEGIATE FOOTBALL RULES.

As Amended by the American Intercollegiate Association, November 23d, 1876; October 9th, 1877; October 4th, 1879; October 13th, 1881; October 8th, 1881; April, 1882.

1. Grounds must be 330 feet in length and 160 feet in width.

2. Each goal shall be composed of two upright posts exceeding twenty feet in height and placed eighteen feet six inches apart, with cross-bar ten feet from the ground.

3. The game shall be played by teams of eleven men each.

4. Time of game is an hour and a half, each side playing an inning of forty-five minutes from each goal. There shall be ten minutes intermission between the two *three-quarters*. Should the two *three-quarters* result in a tie, ten minutes after the end of the second inning, two fifteen-minute innings shall be played, subject to the same rules and conditions as the three-quarters, with the exception that there shall be only *five* minutes intermission. The game shall be decided by the score of even innings.

5. A match shall be decided by a majority of touch-downs. A goal shall be equal to four touch-downs; but in case of a tie, a goal kicked from a touch-down shall take precedence over touch-downs, or a goal otherwise kicked. Any player guarding his own goal who shall receive the ball from any player of his own side, either by a pass, kick or snap-back, and shall then touch it down behind his own goal line, or who shall himself carry the ball across his own goal line and touch it down, makes a *safety touch-down*, which shall serve against his side, as hereafter designated. A side which makes four or more safety touch-downs less than their opponents shall win the game, in case nothing else is obtained. No player shall put the ball, having received it from one of his own side, in his own touch in goal, under penalty of a safety touch-down.

6. There shall be two judges and a referee in every match.

7. No one wearing projecting nails, iron plates, or gutta-percha on any part of his boots or shoes shall be allowed to play in a match. Ordinary rubber soles allowed, but not rubber tips. No sticky or greasy substance shall be used on the persons of the players.

8. No hacking or throttling bucking or tripping up, or tackling below the hips shall be allowed under any circumstances.

9. A drop-kick or drop is made by letting the ball fall from the hands and kicking it the *very instant* it rises.

10. A place kick or place is made by kicking the ball after it has been placed on the ground.

11. A punt is made by letting the ball fall from the hands and kicking it before it touches the ground.

12. The captains of the respective sides shall toss up before commencement of the match: the winner of the toss shall have

the option of the choice of goal or of kick-off. The same side shall not kick off in two successive innings.

13. A kick-off is a *place kick* from the center of the field of play and cannot count as a goal. The opposite side must stand at least *ten yards* in front of the ball until it has been kicked. The side which has the kick off must be on side when the ball is kicked. This applies to all free kicks. Disregard of this rule shall constitute a foul.

14. The ball shall be *kicked off* at the beginning of each inning, and after a goal has been obtained.

15. A goal may be obtained by any kind of a kick except a punt. (See Rule 13.)

16. A goal can be obtained by kicking the ball from the field of play direct (*i.e.*, without touching the ground or the dress or person of any player of either side) over the cross-bar of the opponents' goal. A ball that strikes the post or cross-bar and goes inside the posts and over, the ball shall be scored as a goal.

17. Whenever a goal shall have been obtained, the side which has lost the goal shall then kick off.

18. A player may throw or pass the ball in any direction except towards his opponents goal.

19. Knocking the ball (*i.e.*, deliberately hitting the ball with the hand), and throwing forward (*i.e.*, throwing the ball in the direction of the opponents goal line), are not lawful. If the ball be *knocked* or *thrown forward*, the captain of the opposite side may (unless a fair catch has been made, as provided by the next rule), require to have it brought back to the spot where it was *knocked* or *thrown forward*, and there put down.

20. A fair catch is a catch made direct from a kick or a throw *forward*, or a *knock* by one of the opposite side only, or from a *punt out* (see Rule 52), provided the catcher makes a mark with his heel at the spot where he has made the catch, and no other of his own side touch the ball. (See Rules 21 and 22.)

21. A player who has made and claimed a *fair catch* shall thereupon either take a *drop kick* or a *punt*, or *place* the ball for a place kick.

22. After a *fair catch* has been made, the opposite aide may come up to the catcher's mark and (except in cases under Rule 54), the catcher's side shall retire so that they shall be even with or behind the

ball kicked; the ball shall be kicked from such mark, or from a spot any distance behind it on a line parallel to touch line.

23. A catch made when the ball is thrown out of touch is not a *fair catch*.

24. In cases of a *fair catch* the opposite side may come up to and charge from anywhere on a line drawn through the mark made by the player who has made the catch and parallel to their own goal line; but in the case of a *fair catch* from a *punt out* or a *punt on*. (See Rule 53.)

25. The ball is dead (i.) when a player holding it has cried "*Down*," and it is then put in play by Rule 33; (ii.) when a goal has been obtained and is then put in play by Rule 14; (iii.) when it has gone into *touch in goal* and is then put in play by Rule 43; (iv.) when a *touch down* has been obtained and is then put in play by Rules 51, 53 or 59; (v.) also when a *safety touch down* has been made and it is then put in play by Rules 57 and 58.

26. The ball is dead whenever a goal has been obtained; but if a *try at goal* be not successful, the kick shall be considered as only an ordinary kick in the course of the game.

27. It is not lawful to take up the ball when dead (except in order to bring it out after it has been touched down in touch or in goal) for any purpose whatever; whenever the ball shall have been so unlawfully taken up it shall at once be brought back to where it was so taken up and there put down.

28. A player may *take up* the ball whenever it is rolling or bounding, except in a scrimmage.

29. It is lawful for any player who has the ball to run with it.

30. It is lawful to *run in* anywhere across the goal line.

31. A tackle is when the holder of the ball is held by one or more players of the opposite side.

32. If any player holding or running with the ball be tackled, and the ball fairly held, the man so tackling shall cry "*Held*," and the one tackled must cry "*Down*," and there put it down.

33. (a) A scrimmage takes place when the holder of the ball, being in the field of play, puts it down on the ground in front of him, and puts it in play when on side by kicking or snapping it back. (b) The *quarter-back* is the man who first receives the ball when snapped back from a *down* or thrown back from a *fair*, and he shall in neither case be allowed to carry the

ball forward. If a player be off side in the act of snapping back, the ball shall be snapped back over again. If he is off side three times on the same *down* the ball shall go to the opposite side. If in three consecutive *fairs* and *downs* a team shall not have advanced the ball *five yards* or lost *ten*, they must give up the ball to the opposite side at the spot where the *fourth down* is made. Consecutive means without leaving the hands of the side holding it.

34. In a scrimmage it is not lawful for the man who has the ball, nor the man opposite and opposed to him, to pick out the ball with the hand, under any circumstances whatever; but if the ball touch a third man, either may.

35. Every player is on *side*, but is put *off side* if he enters a scrimmage from his opponents' side, or being in a scrimmage, gets in front of the ball, or when the ball has been kicked, touched, or is being run with by any of his own side behind him (*i.e.*, between himself and his goal line), no player can be off side in his own goal.

36. Every player when *off side* is out of the game and shall not touch the ball in any case whatever either in or out of touch or goal, or in any way interrupt or obstruct any player until he be again *on side*.

37. A player being *off side*, is put *on side* when the ball has been kicked by or has touched the dress or person of any player of the opposite side, or when one of his own side has run in front of him either with the ball or having kicked it when behind him.

38. Touch (bounds). If a ball goes into *touch*, whether it bound back or not, any player on the side which touches it down must bring it to the spot where it crossed the touch line; or, if a player, when running with the ball, cross or put any part of either foot across the touch line, he must return with the ball to the spot where the line was so crossed and then return it to the field of play in one of the modes provided by the following rule. If the player only has his hand over the line it is not out of bounds.

39. He must then, by himself or by one of his own side, either (i.) *bound* the ball in the field of play at right angles to the touch line, and then run with it, kick it, or throw it back to his own side; or (ii.) throw it out at right angles to the touch line; or (iii.) walk out with it at right

angles to the touch line, any distance not less than *five* nor more than *fifteen* yards, and then put it down, first declaring how far he intends to walk out. The man who throws the ball in must face the field or his opponents' goal. No player but the man throwing the ball in shall have either foot entirely outside the touch line. In putting the ball in play from *touch*, any man who places his person, hands or feet between the ball and his opponents' goal is off side. This, however, does not apply to the hands of the man holding the ball.

40. If two or more players holding the ball are pushed into *touch* the ball shall belong *in touch* to the player who first had hold of it in the field of play and has not released his hold of it.

41. If the ball, when thrown out of *touch*, be not thrown out at right angles to the touch line, the captain of either side may at once claim to have it thrown out over again.

42. The goal line is in goal and the touch line in touch.

43. Touch in Goal.—Immediately the ball, whether in the hands of a player (except for the purpose of a *punt out*—see Rule 51), or not, goes into touch in goal, it is at once dead and out of the game, and must be brought out, as provided by Rules 57 and 58.

44. A maul in goal is when the holder of the ball is tackled inside goal line, or being tackled immediately outside, is carried or pushed across it, and he, or the opposite side, or both, endeavor to touch the ball down. In all cases, when so touched down, the ball shall belong to the players of the side who first had possession of it before the maul commenced unless the opposite side have gained complete possession of it.

45. In case of a *maul in goal*, those players only who are touching the ball with their hands when it crosses the goal line may continue the maul in goal; and when a player has once released his hold of the ball after it is inside the goal line, he may not again join in the maul, and if he attempts to do so may be dragged out by the opposite side.

46. But if a player, when *running in*, is tackled inside the goal line, then only the player who first tackled him, or if two or more tackle simultaneously, they only may join in the maul.

47. A touch-down is when a player, putting his hand upon the ball on the

ground in goal, stops it so that it remains dead.

48. When the ball has been touched down in his opponents' goal, none of the side in whose goal it has been so touched down shall so touch it, or in any way displace it or interfere with the player of the other side who may be taking it up or out.

49. A side having touched the ball down in their opponents' goal, shall *try at goal* either by a *place kick* or a *punt out*.

50. If a *try at goal* be made by a *place kick*, a player of the side which has touched the ball down shall bring it up to the goal line in a straight line from and opposite to the spot where the ball was touched down, and there must make a mark on the goal line and then walk straight out with it at right angles to the goal line, to such distance as he thinks proper and there place it for another of his side to kick. The kicker's side must be behind the ball when it is kicked, and the opposite side must remain behind their goal line until the ball has been placed on the ground.

51. A punt out is a *punt* made after a touch-down by a player from behind his opponents' goal line, and from touch in goal, if necessary, toward another of his own side, who must stand *outside* the goal line not less than fifteen feet, and endeavor to make a fair catch, or get the ball and *run in* or *drop* a goal (see Rules 53 and 54), but he cannot pass it. The *punter* shall not touch the ball after punting it until it has been touched by some other player.

52. A punt on is a *punt* made in a manner similar to a *punt out*, and from touch, if necessary, by a player who has made a fair catch from a *punt out* or another *punt on*.

53. If the *try at goal* be by a *punt out* (see Rule 51), a player of the side which has touched the ball down shall bring it straight up to the goal line opposite to the spot where it was touched down and there make a mark on the goal line and then *punt out* from touch in goal, if necessary, or from any part behind the goal line not nearer to the goal post than such mark. The opposite side may line up anywhere on the goal line except in the space of five feet, extending from the mark made by the punter out towards the touch line. The punter out must not be interfered with. (See Rules 59 and 60.) If punter does not make his mark he must punt over again. A *punt out* or *punt on* must be a kick from the foot.

54. If a *fair catch* be made from a *punt out* or a *punt on*, the catcher may either proceed, as provided by Rules 22 and 53, or himself take a *punt on*, in which case the mark made on making *fair catch* shall be regarded (for the purpose of determining as well the position of the player who makes the *punt on* as of the other players of both sides), as the mark made on the goal line in the case of a *punt out*.

55. A catch made in touch from a *punt out* or a *punt on* is not a *fair catch*; the ball must then be taken or thrown out of touch, as provided by Rule 38; but if the catch be made in touch in goal the ball is at once dead, and must be *kicked out*, as provided by Rules 57 and 58.

56. A player may touch the ball down in his own goal at any time.

57. Kick out is a drop kick by one of the players of the side which has had to touch the ball down in their own goal, or into whose touch in goal the ball has gone (Rule 9), is the mode of bringing the ball again into play, and cannot count as a goal. If a ball from a *kick out* pitch in touch three times in succession, it shall be given as in touch to the opposite side on the twenty-five yard line on the side where the ball pitches in touch, without, however, the privilege of Rule 39 (III.)

58. Kick out must be a *drop kick*, and from not more than *twenty-five yards* outside the kicker's goal; if the ball, when kicked out, pitch in touch, it must be taken back and kicked out again. But if the ball touch a player of the opposite side before *pitching* in touch, the game continues. (*Pitch* means either on the fly, bound or roll.) The kicker's side must be behind the ball when kicked out, and the opposite side must be on the twenty-five yard line, or nearer their own goal.

59. If a player having the ball, when about to *punt it out*, goes outside the goal line, or when about to *punt on*, advances nearer to his own goal line than his mark, made on making the *fair catch*, or when a *fair catch* has been made, if more than one player on the side which made the *fair catch* touch the ball before it is again kicked, the opposite side may *charge* at once.

60. Charging (*i. e.*, rushing forward to kick the ball or tackle a player), is lawful for the opposite side in all cases of a *place* kick after a *fair catch*, or upon a *try at goal*, immediately the ball touches, or is placed on the ground, and in cases of a *drop kick* or *punt* after a *fair catch*, as soon

as the player having the ball commences to run or offers to kick, or the ball has touched the ground; but he may always draw back, and unless he has dropped the ball or actually touched it with his foot, they must again retire to his mark. The opposite side, in the case of a *punt out* or a *punt on*, and the kicker's side, in all cases, may not *charge* until the ball has been kicked.

61. If a player, when *off side*, interferes with an opponent or the ball when he (the opponent) is trying for a *fair catch*, the opponents' side may either have the ball *down*, where the foul was made, or take a *free kick*. Waving hat or hands before opponent's face shall be considered an interference.

62. No player shall intentionally lay hands upon or interfere with an opponent, unless he has the ball.

63. The penalty for fouls, where judged as intentional by the referee, except as before provided, will be a *down* for the other side.

64. The referee shall disqualify a player whom he has warned three times for intentional *off side* play.

FOOT BALL RULES FOR THE SEASON OF 1887.

Rule 1.—A *drop-kick* is made by letting the ball fall from the hands and kicking it at the very instant it rises; a *place-kick*, by kicking it after it has been placed on the ground; a *punt* by letting it fall from the hands and kicking it before it touches the ground.

Rule 2.—*Kick-off* is a *place-kick* from the center of the field of play, and cannot score a goal.

Rule 3.—*Kick-out* is a *drop-kick* or *place-kick* by a player of the side which has touched the ball down in their own goal, or into whose touch-in-goal the ball has gone, and cannot score a goal.

Rule 4.—When the ball is carried across the goal line it shall be a *touch down* at the place where it is held or down, and when it is carried into touch-in-goal it shall be a *touch-down*, and the try shall be from a *punt-out* at the intersection of the two lines. In opponents' goal this entitles to a try-at-goal; in player's own goal to a *kick-out*; and if any player guarding his own goal receives the ball from a player of his own side either by a pass, kick, or snap-back, and then touches it down behind his own goal line, or if he himself carries the ball across his own goal line and touches

it down, or if he puts the ball into his own touch-in-goal, he makes a *safety*, which shall score against his side.

Rule 5.—A side having touched the ball down in their opponents goal, must try at goal either by a *place-kick* or a *punt-out*.

Rule 6.—If the try be by a *place-kick*, a player of the side which has touched the ball down shall bring it up to the goal line, and, making a mark opposite the spot where it was touched down, bring it out at right angles to the goal line such distance as he thinks proper, and then place it for another of his side to kick. The opponents must remain behind their goal line until the ball has been placed on the ground.

Rule 7.—If the try be by a *punt-out* the punter shall bring the ball up to the goal line, and, making a mark opposite the spot where it was touched down, punt out from any spot behind line of goal and not nearer the goal post than such mark, to another of his side, who must all stand outside the goal line not less than fifteen feet. The opponents may line up anywhere on the goal line except space of ten feet extending from the punter's mark toward touch on each side, but cannot interfere with punter, nor can he touch the ball after kicking it until it touch some other player. If a fair catch be made from a punt-out or on, the mark shall serve to determine positions as the mark on the goal line.

Rule 8.—A *punt-on* is made like a punt-out by a player who has made a fair catch from a punt-out or on.

Rule 9.—A *goal* may be obtained by kicking the ball, in any way except a punt, from the field of play (without touching the ground, or dress, or person of any player, after the kick), over the cross-bar of opponents' goal.

Rule 10.—A *fair catch* is a catch made direct from a kick, throw forward, or bat by one of the opponents; or from a punt-out or on by one of the same side, provided the catcher make a mark with his heel at the spot where he has made the catch, and no other of his side touch the ball.

Rule 11.—The ball is *dead*;

I. When the holder has cried down (see 12 and 29), or when the referee has cried down.

II. When a goal has been obtained (see 23).

III. When it has gone into touch (see 13 and 30), or touch in goal, except for punt-out (see 3).

IV. When a touch-down has been made (see 4 and 5).

V. When a fair catch has been heeled (see 33).

No play can be made while the ball is dead, except to put in play by rule.

Rule 12.—A *scrimmage* takes place when the holder of the ball puts it down on the ground, and puts it in play by kicking it or snapping it back.

Rule 13.—A ball goes into *touch* when it crosses the touch line, or when the holder puts part of either foot across the touch line. Putting it in play is called a "*fair*." The touch line is in touch and the goal line in goal.

Rule 14.—A player is put *off side* if, during a scrimmage, he gets in front of the ball, or if the ball has last been touched by his own side behind him. It is impossible for a player to be off side in his own goal. No player when off side shall touch the ball, or interrupt, or obstruct opponent until again on side.

Rule 15.—A player being *off side* is put *on side* when the ball has touched an opponent, or when one of his own side has run in front of him, either with the ball, or having touched it when behind him.

Rule 16.—"Will be decided at the October Convention, and will probably result in two referees—one for the players and one for the ball."

Rule 17.—For intentional delay of game, or off side play, or intentional violation of Rule 26, a player shall be disqualified and his side shall lose five yards for each offense. No delay arising from any cause whatsoever shall continue more than five minutes.

Rule 18.—The rounds must be 330 feet in length and 160 feet in width, with a goal placed in the middle of each goal line, composed of two upright posts, exceeding 20 feet in height, and placed 18 feet, 6 inches apart, with cross-bar 10 feet from the round.

Rule 19.—The game shall be played by teams of eleven men each, and in case of disqualified or injured player, a substitute shall take his place.

Rule 20.—The time of a game is one hour and a half, each side playing forty-five minutes from each goal. There shall be ten minutes' intermission between the two halves. The game shall be decided by the score of even halves. Either side refusing to play, after ordered to by the referee, shall forfeit the game.

Rule a 21.—No one wearing projecting nails, iron plates, or gutta-percha on his shoes, shall be allowed to play in a match. Ordinary rubber soles allowed, but not rubber tips. No sticky or greasy substance shall be used on the person of players.

Rule 22.—The captains shall toss up before the commencement of the match and the winner of the toss shall have his choice of goal or kick-off. The same side shall not kick-off in two successive halves.

Rule 23.—The ball shall be kicked off at the beginning of each half, and whenever a goal has been obtained, the side which has lost it shall kick-off.

Rule 24.—The penalty for fouls and violation of rules, where judged as intentional, except otherwise provided, shall be a down for the other side.

Rule 25.—The following shall be the value of each point in the scoring: Goal obtained by touch-down, 6; goal from field kick, 5; touch-down failing goal, 4; safety by opponents, 2.

Rule 26.—No unnecessary roughness, hacking, butting, tripping up, tackling below the hips, or striking with closed fist, shall be allowed.

Rule 27.—The side which has a free kick must be behind the ball when it is kicked. At kick-off the opposite side must stand at least ten yards in front of the ball until it is kicked.

Rule 28.—A player may throw or pass the ball in any direction except toward opponents' goal. If the ball be batted, or thrown forward, unless a fair catch is made, it shall go down on the spot to opponents.

Rule 29.—If a player having the ball be tackled and the ball fairly held, the man so tackling shall cry, "Held;" the one so tackled must cry, "Down," and some player of his side put it down for a scrimmage. The snapper-back and the man opposite him cannot pick out the ball with the hand until it touch a *third* man. If the snapper-back be off side in the act of snapping back, the ball must be snapped again, and if this occur three times on the same down, the ball goes to opponents. The man who first receives the ball when snapped back from a *down* or thrown back from a *fair*, shall not carry the ball forward under any circumstances whatever. If, in three consecutive *fairs* and *downs*, unless the ball cross the goal line, a team shall not have

advanced the ball five or taken it back twenty yards, it shall go to opponents on spot of fourth. Consecutive means without leaving the hands of the side holding it.

Rule 30.—If the ball goes into touch, whether it bound back or not, a player on the side which touches it down must bring it to the spot where the line was crossed and there either (i.) bound the ball in the field of play at right angles to the touch line and then run with it, kick it or throw it back, or (ii.) throw it out at right angles to the touch-line, or (iii.) walk out with it, at right angles to touch-line, any distance not less than five nor more than fifteen yards, and there put it down, first declaring how far he intends walking. The man who puts the ball in must face field or opponents' goal, and he alone can have his foot outside touch-line. Any one, except him, who puts his hands or feet between the ball and his opponents' goal is off side. If it be not thrown out at right angles either side may claim it thrown over again, and if it fail to be put in play fairly in three trials it shall go to opponents.

Rule 31.—Kick-out must be a drop-kick or place-kick from not more than twenty-five yards outside the kicker's goal. If the ball go into touch before striking a player it must be kicked out again; and if this occur three times in succession, it shall be given to opponents, as in touch on twenty-five yard line, on the side where it went out at kick-out opponents must be on twenty-five yard line, or nearer their own goal.

Rule 32.—Charging is lawful for opponents if a punter advances beyond his lines, or in case of a place-kick, immediately the ball is put in play by touching the ground. In case of a punt out, not till the ball is kicked.

Rule 33.—A player who has made and claimed a fair catch shall take a drop-kick, or a punt, or place the ball for a place-kick. The opponents may come up to the catcher's mark, and the ball must be kicked from some spot behind that mark on a parallel to touch line.

Rule 34.—If a player, when off side, interferes with an opponent trying for a fair catch, by touching him, or the ball, or waving his hat or hands, the opponent may have a free kick, or a down, where the interference occurred.

Rule 35.—No player shall lay his hands upon, or interfere with, an opponent, unless he has the ball.