

SEC. 3. Umpires shall not change goals during the match, and shall stand within the goal-crease, behind the flags. In the event of the game being claimed, the umpire at that goal shall at once decide whether or not the ball has passed between the flags, his decision being simply "game" or "no game," without comment of any kind. His decision shall be final, except as provided in Section 4, Rule VI.

SEC. 4. The umpire shall in no way interfere with the players, nor shall he express any opinions as to fouls, unless called upon by the referee to do so.

SEC. 5. Except in cases provided for, no player shall in any way attempt to influence the decision of the umpire, and any player using insulting language towards the umpire shall be ruled off for the game (not match).

RULE VIII.

TIME-KEEPERS.

Two time-keepers shall be appointed, one by each field-captain, before the commencement of the match, whose duty it shall be to keep an accurate account of the time of each game, deducting time for stoppages in the actual play, resulting from injuries to players, ball out of bounds, or disputes. They shall also keep a record of all time lost between games. They shall immediately report to the referee any variance in their time, and the matter shall be decided at once by him. The referee shall compare the record of both time-keepers immediately after each game. He shall be guided by them as to the duration of the match.

RULE IX.

THE GAME.

SEC. 1. The game shall be started by the referee placing the ball in the centre of the field between two opposing players. The ball shall be laid upon the ground beneath the sticks of the players facing, and when both sides are ready, the referee shall call "play." The players facing shall have their left sides toward the goal they are attacking.