

not exceed two and one-half inches in diameter in the thickest part. It must be made wholly of wood, and shall not exceed forty-two inches in length.

Sec. 6.—The bases must be four in number, and they must be placed and securely fastened upon each corner of the square, the sides of which are respectively thirty yards. The bases must be so constructed and placed as to be distinctly seen by the umpire. The first, second and third bases must cover a square equal to fifteen inches square, and the home base one square foot of surface. The first, second and third bases shall be canvas bags, painted white, and filled with some soft material. The home base shall be of white marble or stone, so fixed in the ground as to be even with the surface, and wholly within the diamond. One corner of the said base shall face the pitcher's position and two sides shall form part of the foul lines.

Sec. 7.—The base from which the ball is struck shall be designated the home base, and must be directly opposite the second base. The first base must always be that upon the right hand, and the third base that upon the left hand side of the striker when occupying his position at the home base. In all match games, lines connecting the home and first bases, and the home and third bases, and also the lines of the striker's and pitcher's positions, shall be marked by the use of chalk or other suitable material, so as to be distinctly seen by the umpire. The line of the home base shall extend four feet on each side of the base, and shall be drawn through its centre and parallel with a line extending from first to third base. The foul lines from first and third bases to home base shall be continued as straight lines to the limits of the field beyond the back of said home base. The triangular space thus laid off behind the home base shall be for the exclusive use of the catcher, umpire and batsman, and no player of the side at bat (except the batsman) shall be permitted to occupy any portion of such triangular space. Two lines marked in the same way as the foul lines, and parallel with said foul lines, shall be drawn, one fifteen feet and the other fifty feet distant from them, and terminating at the lines bounding the triangular space aforesaid.

RULE II. THE GAME.

SECTION 1.—The game shall consist of nine innings on each side, but should the score then be a tie, play shall be continued until a majority of runs for one side, upon an equal number of innings, shall be declared, when the game shall end. All innings shall be concluded when the third hand is put out.

Sec. 2.—The home club shall first take the bat. The fielders of each club shall take any position in the field their captain may assign them, with the exception of pitcher, who must deliver the ball from his appointed position.

Sec. 3.—No player taking part in a game shall be replaced by another after the commencement of the second inning, except for reason of illness or injury.

Sec. 4.—No game shall be considered as played unless five innings on each side shall be completed. Should darkness or rain intervene before the third hand is put out in the closing part of the fifth innings of a game, the umpire shall declare "no game."

Sec. 5.—Whenever a game of five or more innings is stopped by rain or darkness, and the score at the time is equal on the even innings played, the game shall be declared drawn, but, under no other circumstances, shall a game be declared drawn.

Sec. 6.—Should rain commence to fall during the progress of a match game, the umpire must note the time it began, and should it continue for five minutes he shall, at the request of either captain, suspend play. Should the rain continue to fall for thirty minutes, after play has been suspended, the game shall terminate.

Sec. 7.—When the umpire calls "play," the game must at once be proceeded with. Should either party fail to take their appoint-

ment, or any other violation of the rules, a perpendicular movement referred to in Section 2nd of this Rule, shall be considered an over-hand throw.

Sec. 4.—When a "foul balk" is called, the umpire shall warn the pitcher of the penalty incurred by such unfair delivery and should such delivery be continued until "three foul barks" have been called in one inning, the umpire shall declare the game forfeited.

Sec. 5.—Should the pitcher make any motion to deliver the ball to the bat and fail so to deliver it—except the ball be accidentally dropped—or should he unnecessarily delay the game by not delivering the ball to the bat, or should he, when in the act of delivering the ball, overstep the bounds of his position, the umpire shall call a "balk," and players occupying the bases shall take one base each.

Sec. 6.—Every ball fairly delivered and sent to the bat, over the home base and at the height called for by the batsman, shall be considered a good ball.

Sec. 7.—All balls delivered to the bat which are not sent in over the home base and at the height called for by the batsman, shall be considered unfair balls, and every third ball so delivered must be called. When "three balls" have been called, the striker shall take first base, and all players who are thereby forced to leave a base shall take one base. Neither a "ball" nor a strike shall be called until the ball has passed the home base.

Sec. 8.—All balls delivered to the bat which shall touch the striker's bat without being struck at, or his (the batsman's) person while standing in his position, or which shall hit the person of the umpire—unless they be passed balls—shall be considered dead balls, and shall be so called by the umpire, and no players shall be put out, base be run, or run be scored on any such ball; but if a dead ball be also an unfair ball, it shall be counted as one of the nine unfair balls which shall entitle the striker to a base.

RULE IV.

BATTING DEPARTMENT.

SECTION 1.—The batsman's or striker's position shall be within a space of ground located on either side of the home base, six feet long by three feet wide, extending three feet in front of and three feet behind the line of the home base, and with its nearest line distant one foot from the home base.

Sec. 2.—The batsmen must take their positions in the order in which they are named in the score book. After the first inning, the first striker in each inning shall be the batsman whose name follows that of the third man out in the preceding inning.

Sec. 3.—Any batsman failing to take his position at the bat in his order of striking—unless by reason of illness or injury, or by consent of the captains of the contesting nines—shall be declared out, unless the error be discovered before a fair ball has been struck, or the striker been put out.

Sec. 4.—Any batsman failing to take his position at the bat within one minute after the umpire has called for the striker, shall be declared out.

Sec. 5.—The batsman on taking his position, must call for either a "high ball," a "low ball," or a "fair ball," and the umpire shall notify the pitcher to deliver the ball as required. Such call shall not be changed after the first ball be delivered.

Sec. 6.—A "high ball" shall be one sent in above the belt of the batsman, but not higher than his shoulder. A "low ball" shall be sent in at the height of the belt, or between that height and the knee, but not higher than his belt. A "fair ball" shall be one between the range of shoulder high and knee of the striker. All the above must be over the home base, and, when fairly delivered, shall be considered fair balls to the bat.

Sec. 7.—Should the batsman fail to strike at the ball he calls for, or should he strike at and fail to hit the ball, the umpire shall call "one strike," and "two strikes" should

a player's hat or cap.

If a foul ball be similarly held, or after touching the ground but once.

If a fair ball be securely held by a fielder while touching first base with any part of his person before the base runner touches said base.

If, after three strikes have been called, he fails to touch first base before the ball is legally held there.

If, after three strikes have been called, the ball be caught before touching the ground, or after touching the ground but once.

If he plainly attempts to hinder the catcher from catching the ball, evidently without effort to make a fair strike, or makes a "foul strike."

RULE V.

RUNNING THE BASES.

SECTION 1.—Players running bases must touch each base in regular order, viz: first, second, third, and home bases; and when obliged to return to bases they have occupied they must retouch them in reverse order, both when running on fair and foul balls. In the later case the base-runner must return to the base where he blunders on the run and not at a walk. No base shall be considered as having been occupied or held until it has been touched.

Sec. 2.—No player running the bases shall be forced to vacate the base he occupies unless the batsman becomes a base-runner. Should the first base be occupied by a base-runner when a fair ball is struck, the base-runner shall cease to be entitled to hold said base until the player running to first base shall be put out. The same rule shall apply in the case of the occupancy of the other bases under similar circumstances. No base-runner shall be forced to vacate the base he occupies if the base-runner succeeding him is not thus obliged to vacate his base.

Sec. 3.—Players forced to vacate their bases may be put out by any fielders in the same manner as when running to first base.

Sec. 4.—The player running to first base shall be at liberty to overrun said base without his being put out for being off the base after first touching it, provided that in so overrunning the base he make no attempt to run to second base. In such case he must return at once and retouch first base, and after retouching said base he can be put out as at any other base. If in so overrunning first base he also attempts to run to second base, he shall forfeit such exemption from being put out.

Sec. 5.—Any player running a base who shall run beyond three feet from the line from base to base, in order to avoid being touched by the ball in the hands of a fielder, shall be declared out by the umpire, with or without appeal, but in case a fielder be occupying the runner's proper path attempting to field a batted ball, then the runner shall run out of the path and behind said fielder, and shall not be declared out for so doing.

Sec. 6.—One run shall be scored every time a base-runner, after having touched the first three bases, shall touch the home base before three hands are out. If the third hand out is forced out, or is put out before reaching first base, a run shall not be scored.

Sec. 7.—When a "balk" is called by the umpire, every player running the bases shall take one base without being put out, and shall do so on the run.

Sec. 8.—When "three balls" have been called by the umpire the batsman shall take one base, provided he do so on the run, without being put out, and should any base-runner be forced thereby to vacate his base, he also shall take one base. Each base-runner thus given a base shall be at liberty to run to other bases besides the base given, but only at the risk of being put out in so running.

Sec. 9.—A base-runner shall be considered as holding a base, viz., entitled to occupy it, until he shall have regularly touched the next base in order.

Sec. 10.—No base shall be run, or run be scored, when a fair or foul ball has been caught or momentarily held before touching the ground, unless the base held when the ball was hit is retouched by the base-runner after the ball has been so caught or held by the fielder.

Sec. 11.—No run or base can be made upon a foul ball that shall touch the ground before being caught or held by a fielder, and any play-

ed by the visiting club, at within five days of the day of game, then the visiting club shall be at liberty to select one from the list of names sent, who shall act as umpire, said umpire's expenses to be equally borne by the contesting clubs.

Sec. 2.—The umpire shall not be changed during the progress of a match game, except for reason of illness or injury, or by the consent of the captains of the two contesting nines, in case he shall have wilfully violated the rules of the game.

Sec. 3.—Before the commencement of a match, the umpire shall see that the rules governing the materials of the game, and also those applicable to the positions of batsman and pitcher, are strictly observed. Also that the fence in the rear of the catcher's position is distant not less than ninety feet from the home base, except it mark the boundary line of the field, in which case the umpire, for every ball passing the catcher and touching the fence, shall give each base-runner one base without his being put out.

Before calling "play," the umpire shall ask the captain of the home club whether there are any special ground rules to be enforced, and if there are, he shall see that they are duly enforced, provided they do not conflict with any rules of the game.

Sec. 4.—No decision rendered by the umpire on any point of play in base-running shall be reversed upon the testimony of any of the players. But if it shall be shown by the captain of either of the contesting clubs that the umpire has palpably misinterpreted the rules, or given an erroneous decision, he shall reverse said decision.

Sec. 5.—No person not engaged in the game shall be permitted to occupy any position within the lines of the field of contest, or in any way interrupt the umpire during the progress of the game. No player except the captain, or player expressly designated by him, shall address the umpire concerning any point of play in dispute, and any violation of this rule shall subject the offender to an immediate reprimand by the umpire.

Sec. 6.—The umpire shall require the players on the batting side, who are not at the bat or running the bases, to keep at a distance not less than fifty feet from the line of home and first base and home and third base, or further off if he so decides. The captain and one assistant only shall be permitted to coach players running the bases, and they must not approach within fifteen feet of the foul lines.

Sec. 7.—Should any fielder stop or catch the ball with his hat, or any part of his dress, the umpire shall call "dead ball," and the base-runners shall each be entitled to two bases for any fair hit ball so stopped or caught. Should the ball be stopped by any person not engaged in the game, the umpire must call "dead ball," and players running bases at the time shall be entitled to the bases they were running for, and the ball be regarded as dead until settled in the hands of the pitcher while standing within the lines of his position.

Sec. 8.—Any match game in which the umpire shall declare any section of this code of rules to have been wilfully violated shall at once be declared by him to have been forfeited by the club at fault.

Sec. 9.—No manager, captain or player shall address the audience, except in case of necessary explanation.

RULE VII.

THE UMPIRE'S JURISDICTION AND POWERS.

The gentleman selected to fill the position of umpire must keep constantly in mind the fact that upon his sound discretion and promptness in conducting the game, and compelling players to observe the spirit as well as the letter of the rules, largely depends the merit of the game as an exhibition, and the satisfaction of spectators therewith. He must make his decisions distinct and clear, remembering that every spectator is anxious to hear each decision. He must keep the contesting nines playing constantly from the commencement of the game to its termination, allowing such delays only as are rendered unavoidable by accident, injury or rain. He must, until the completion of the game, require the players of each side to promptly take their positions in the field as soon as the third hand is put out, and must require the first striker of the opposite side to be in his position at the bat as soon as the fielders are in their places.

The players of the side "at bat" occupy the portion of the field allotted to them

charge of an out.
When a ball is not so clearly located as to be caught or thrown by the batsman safe.

Sec. 1.—The number of appeals put in by each player shall be set down in the fourth column. When a striker is given out by the umpire for a foul strike, or because he struck out of his turn, the next out shall be scored to the catcher.

Sec. 3.—The number of times a player's name shall be set down in the fifth column. An assist should be given to each player who handles the ball in a run-out or out of the kind.

An assist should be given to the pitcher if a batsman fails to hit the ball on the first strike.

An assist should be given to the pitcher in each case where the batsman is declared out for making a foul strike or striking out of turn.

An assist should be given to a player who makes a play in time to put a runner out, or if the player who should complete the play is through no fault of the player assisting.

An assist should not be given to a player who muffs the ball, or allows it to be off his hands towards a player who then assists or puts out a player.

And, generally, an assist should be given to each player who handles the ball from the time it leaves the bat until it reaches the player who makes the put-out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such way that a put-out results, or would result if no error were made by the receiver.

Sec. 6.—An error should be given for each mis-play, which allows the striker or base-runner to make one or more bases, when perfect play would have ensured his being put out. In counting errors off batted balls, see Sec. 8 of Article.

RULE IV.

RECORDS OF THE GAME.

The home club shall furnish the visiting club with a copy of the score.

The Secretary or Treasurer of the home club shall within twenty-four hours after the termination of the game furnish by mail a statement of the amount of money paid to the visiting club.

A STRUGGLE FOR LIFE WITH A BABOON.

The particulars appended are taken from a South African contemporary, the Caledonianvertiser:—Mr. John Pringle, who lives with Mr. Christian Nezer, in the Hantam, went a few days since in search of a stray sheep, taking his double-barrelled gun with him. When climbing a mountain he suddenly came upon a full-grown male baboon, and thoughtlessly fired at and disabled one of the number, the animal beating a retreat. Pringle then went up to the disabled animal in order to put it out of its misery when two of the others made a rush at their wounded comrade's assistance. Pringle saw them coming when they were only about twenty yards off, and fired his remaining barrel in his hurry missing both, but scattering one of them away. The other made for his human antagonist, and sprang upon him, gripping him by the shoulders with one pair of hands and holding to his waist with the others. In a puff the animal had torn off Pringle's upper clothing, and was gnawing at his throat, which was fortunately protected by several folds of a thick handkerchief, and the animal's teeth being very long, prevented him from opening his mouth wide enough to get a good hold. A struggle ensued, but Pringle could not get rid of his assailant, until he (Pringle) tripped and fell on his side, when as he lay he caught the baboon by the throat with his left hand and by the side with his right hand and succeeded in getting him under. He then seized a stone and batted the animal's head until life was extinct. Fortunately for him the remaining three baboons, or the consequences might have been very serious. Mr. Pringle, who is a strong and active man, standing several inches over six feet in his stockings, tells us he has several times had to struggle hard with a strong man, but never had a tougher job than to master the baboon. These animals are very destructive, and do great damage to lands and gardens of Moolmans, of Zandfontein, Hantam, and a lot of watermelons which he intended to take to market. When he went to pick them up he found that the baboons had been before him, and had scooped out the pulp of every ripe melon on the land.