

2. The players of each game must determine by lots which side shall make the first play.

3. A player must start his ball midway between the stake and first arch.

4. A player has only one stroke for making two arches at one stroke.

5. If a player boobies, his ball remains where it stops ; his ball is entered, and at his next play he has rights on other balls. After making the first arch, player's have rights on a booby's ball.

6. When a player roquets a ball, he cannot roquet the same ball again till he makes another point.

7. Tight croquet and striking a ball on which the players have no right are not allowed. If the player, after striking a dead ball, makes a point or roquets a live ball, the play counts, but the dead ball must in all cases be replaced.

8. When a player roquets a ball, and then makes a point in the same play only the roquet counts.

9. When a player makes a point and then roquets a ball in the same play, both plays count.

10. Putting out an opponent is not allowed. If a rover roquets a ball and then strikes the stake in the same play, the rover can take the roquet and is not out.

11. If a player makes a mistake in his arch, or by mistake roquets a ball on which he has no right, he looses his play, and the players ball remains