

position without special practice. As the captain will not have the ball put in play until the whole team is ready and the forwards have blocked their men, delays are frequent and tedious, and as the ball is kicked only as a last resort, most of the game consists of intricate meleed play which may require great skill and training, but which is not so interesting to the spectators as would be a style in which they could see the ball more of the time.

On the forward line the men are divided into pairs, and they oppose and interfere with one another very much as two wrestlers, except that they cannot hold one another, and the majority of the forwards seldom or never have the ball during the whole game.

backs play in the same position as our halves.

A prominent feature in the English game is the passing among the three quarter backs which is very fine, and a runner is always accompanied by a second who runs just a step behind ready to receive the ball if the leader is tackled.

This is beautifully shown in the illustration of an international match between England and Scotland. The man with the ball has been tackled and his partner is attempting to get the ball and continue the run, with poor chances of success, if one can judge from the look of determination on the little Scottish three-quarter back who stands ready to pounce upon him.

There are no delays when the ball is



This cut shows running around the end in the American game. The player in the foreground is about to shoulder or "interfere with" his opponent who would otherwise tackle the holder of the ball and spoil the play.

This system of interference which is the fundamental principle of the American game is well shown in the illustration of the end play.

In a recent game a player on being remonstrated with for unceremoniously dumping his man over and sitting on his head, indignantly exclaimed, "What do you think you're playing! Checkers?"

In the game as played in England the ball belongs to neither side except at the kick off and in throwing in from touch. At all other times the ball is put in play by the referee who puts it in the centre of the scrumage, the ball being in play as soon as it touches the ground. Players are not allowed to touch the ball with their hands or to kick it in the scrumage.

There are nine men on each side in the scrumage and no wings, the forwards pack in and a favourite play is to twist the scrumage around or "screw" it on its axis and dribble the ball through and down the field.

Two half-backs correspond to our quarter-back, and three three-quarter

backs, and the game is fast and interesting. There is an absence of the signals and preconcerted plays or tricks of the American game, but it is team work that wins in this game as well.

The officials are two umpires, or two touch judges and a referee, but the game is sometimes played with no referee, the captains relying on the honour of their players to prevent their doing anything that would bring discredit on their team.

In Australia the game has found promoters, and in 1889 at Melbourne, a code of rules was drawn up which shows that it is more like Association football, and that it is not so far advanced as in Canada. They play twenty men on each side except in "handicap games," in which the weaker side is allowed more men. The grounds are to be much larger than the usual size, and "kick off" posts are erected at a distance of 10 yards on each side of the goal posts, and the goal line extends only between these posts. Three times during the match do the sides change ends, the