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and, if postponed, if it is to be resumed where left off.

SEC. 5. If postponed and resumed where left off, there shall be no change of players on either side.

SEC. 6. Either side may claim at least five minutes rest, and not more than ten, between each game.

SEC. 7. No Indian shall play in a match for a white club unless previously agreed upon.

SEC. 8. After each game players must change goals.

SEC. 9. No change of players must be made after a match has commenced, except for reasons of accident or injury during the game.

SEC. 10. Should any player be injured during a match and compelled to leave the field, the opposite side shall drop a man to equalize the teams.

SEC. 11. When a match has been agreed upon, and one side is deficient in the number of players, their opponents may either limit their own numbers to equalize the sides, or compel the other side to fill up the comple-

#### RULE X.—SPIKED SOLES.

No player must wear spiked soles or boots, and any player attempting to evade this law, shall be immediately ruled out of the match.

#### RULE XI.—TOUCHING BALL WITH THE HAND.

The ball must not be touched with the hand, save in cases of Rules xii. and xiii.

#### RULE XII.—GOAL-KEEPER.

The Goal-keeper, while defending goal within the goal-crosse, may pat away with his hand, or block the ball in any manner with his crosse or body.

#### RULE XIII.—BALL IN AN INACCESSIBLE PLACE.

Should the ball lodge in any place inaccessible to the crosse, it may be taken out with the hand; and the party picking it up must 'face' with the nearest opponent.

#### RULE XIV.—BALL OUT OF BOUNDS.

Balls thrown out of bounds must be 'faced' for at the nearest spot within the bounds; and all the players shall remain in their places until the ball is faced. The Referee shall see that this is properly done, and when

both sides are ready shall call play. The 'bounds' must be distinctly settled by the Captains before the commencement of the match.

#### RULE XV.—THROWING THE CROSSE.

No player shall throw his crosse at a player or at the ball under any circumstances.

#### RULE XVI.—ACCIDENTAL GAME.

Should the ball be accidentally put through a goal by one of the players defending it, it is game for the side attacking that goal. Should it be put through a goal by any one not actually a player it shall not count.

#### RULE XVII.—BALL CATCHING IN NETTING.

Should the ball catch in the netting, the crosse must immediately be struck on the ground to dislodge it.

#### RULE XVIII.—ROUGH PLAY, &c.

No player shall grasp an opponent's stick with his hands, hold with his arms, or between his legs; nor shall any player hold his opponent's crosse with his crosse in any way to keep him from the ball until another player reaches it. No player, with his crosse or otherwise, shall hold, deliberately strike, or trip another, nor push with the hand; nor must any player jump at to shoulder an opponent from behind while running for or before reaching the ball; nor wrestle with the leg entwined so as to throw an opponent.

#### RULE XIX.—THREATENING TO STRIKE.

Any player deliberately striking another, or raising his hand to strike, shall be immediately ruled out of the match.

#### RULE XX.—DELIBERATE CHARGING.

No player shall charge into another after he has thrown the ball.

#### RULE XXI.—CROSSE CHECK.

The check commonly known as the 'square' or crosse check, which consists of one player charging into another with both hands on the crosse, so as to make the stick meet the body of his opponent, is strictly forbidden.

#### RULE XXII.—INTERFERING.

No player shall interfere in any way with