

ents, occasioned by the misplay, must be immediately rectified.

[For instance : if the offending player, by his misplay, move any balls belonging to the adverse side from an advantageous position; or otherwise, he must either restore them to the position they originally occupied, or allow them to remain where they rested after the misplay, at the option of the adversaries. He may not profit by his own wrong ; therefore if, by the misplay, he makes any arches, strike the turning-stake, get in "position," or help a friend to do either, all such advantages are null, and must be remedied at once, provided the offender is duly challenged.]

8.—If the adverse side fail to challenge the misplay before another player has commenced, no penalty is attached, but the offending party cannot use the next turn, having already anticipated.

9.—Should a player, by mistake or otherwise, use a wrong ball, he must suffer the consequences, and not the rightful owner of the ball. If the error be discovered and challenged before the turn is completed, the ball must be restored to the position it occupied previous to the misplay, and any damages sustained by the adverse side by reason of the misplay must be repaired, and the offending player deprived of his turn. But if the misplay be not challenged previous to the next player commencing to play, the game proceeds as if no misplay had occurred, and no penalty is attached.

10.—Each player continues to play so long as he makes a count in the game ; that is, so long as he drives his ball through the next arch in order, strikes the turning-stake in order, or achieves either roquet, croquet, or roquet-croquet, or a combination of two or more of these. Failing to accomplish either of these, he relinquishes his turn to the next player. (See Law 25.)

OF THE ARCHES.

11.—The balls must pass through the arches in their regular consecutive order, and in the proper direction of the course. If a ball be driven through an arch out of