

SEC. 13. If a player should be in possession of the ball when "time" is called, he must drop it on the ground. If the ball enters the goal after "time" has been called, it shall not count.

SEC. 14. Should a player lose his lacrosse during a game, he shall consider himself "out of play," and shall not be allowed to touch the ball in any way until he recovers his lacrosse; nor shall he kick the ball.

SEC. 15. Any player considering himself purposely injured during the play must report to his captain, who shall report to the referee.

SEC. 16. Should a foul be claimed and disallowed, the side against whom the foul has been claimed shall be allowed a free throw, but in no case shall it be made within ten yards of the goal. By a free throw, it is understood that the player fouling and the one fouled shall be placed in the same positions they occupied immediately previous to the foul, the player fouled having the ball on his cross. At the word "play" from the referee, each shall be allowed to play in any manner allowed by the rules of the game.

SEC. 17. The time allowed for playing a match shall be two hours, starting punctually at 3 p. m. The match shall be awarded to the club having won the majority of the goals at the expiration of the time. If, at the expiration of the time, each club shall have won an equal number of games, then the referee shall order the match to continue, and if within thirty minutes either club scores, it shall be declared the winner; otherwise, the match shall be declared a draw, in which event the game shall be played off on the grounds of the visiting team, not later than two weeks after the close of the season's schedule.

SEC. 18. On the day selected, if one club only puts in an appearance, it shall be entitled to claim a victory by default. If its opponent refuses to fulfill its engagement, or does not appear upon the ground at the specified time, the club complying with the terms agreed upon shall be declared the winner of the match.