

stop a player "running in" with the ball). Point's particular function is to let no one get past him with the ball, but to oblige it to be thrown from a safe distance at the goal. If the runner were allowed to get close to the goal, and then threw the ball, goal-keeper would have little chance of stopping it. Point is the out-work who obliges the foe to uncover his batteries at a certain minimum distance from the citadel. When the foe "throws in," it is for his "home" to get the ball and complete the work, and for goal-keeper to show cause to the contrary. Cover-point may be dispensed with, but not point. Goals are changed after each game (Rule 13) unless otherwise agreed. Rule 10 defines a game as won "when the ball is caused to pass between the goal posts and under the bar or tape, in any manner whatever, by one of the de-