

(a) If a ball after roqueting another and before taking its croquet makes a point or a second roquet, it is not entitled to the point or second roquet, as it is then "in hand." If two balls are roqueted simultaneously, the player may take his choice for croquet. After a ball has roqueted another, the latter must remain where it lies after such displacement, and may count any points so made.

(b) If a ball, while passing through a hoop in order, roquets another before the former is entirely through, the hoop is counted by both if in order, and the croquet must be taken.

(c) If a ball, in being driven back through a hoop the reverse way to which it is going "in order," rests under it, it is not entitled to run that hoop if a straight-edge applied on the side of the hoop from which it comes touches the ball.

6. Either one or both hands may be used, but the nearest to the head of the mallet must be twelve inches at least from it.

7. The side of the head of the mallet is not to be applied to the ball in striking it, under any circumstances; and if so used the stroke is forfeited, and any balls moved are to be replaced to the satisfaction of the adverse captain. But either end of the head of the mallet may be used, whatever be the difference of shape between them.

8. If, when about to play, a player finds his ball touching another, he must at once take croquet off it.

9. A rover (see Definitions) has the right of roqueting or croqueting any ball once only during each turn; but, having passed all the hoops, it has no point allowed for running one. It is subject, on the other hand, to be roqueted or croqueted by any other ball, "in play." If in any way, except when "in hand," it strikes the winning stick, the rover is out of the game, and must be removed from the ground.