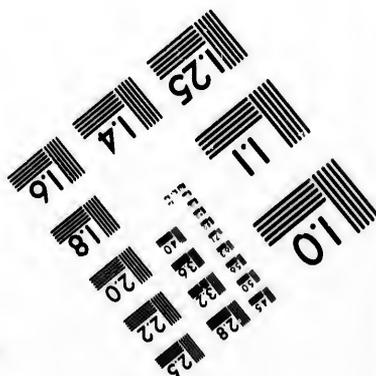
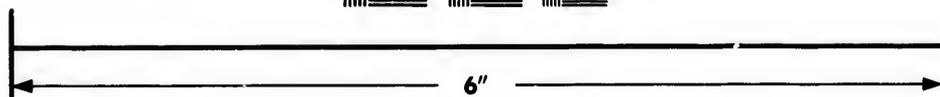
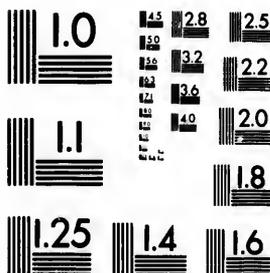


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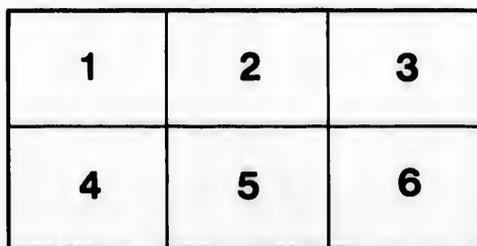
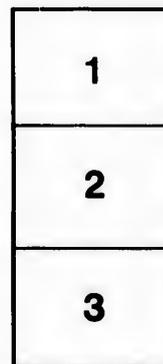
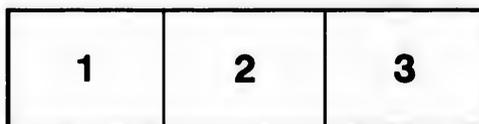
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CROQUET:
ITS IMPLEMENTS & LAWS.

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BY A COMMITTEE OF PLAYERS APPOINTED BY
THE EDITOR OF "THE FIELD;"

AND

REVISED, MAY, 1869,

BY

THE COMMITTEE OF THE A. E. C. C.

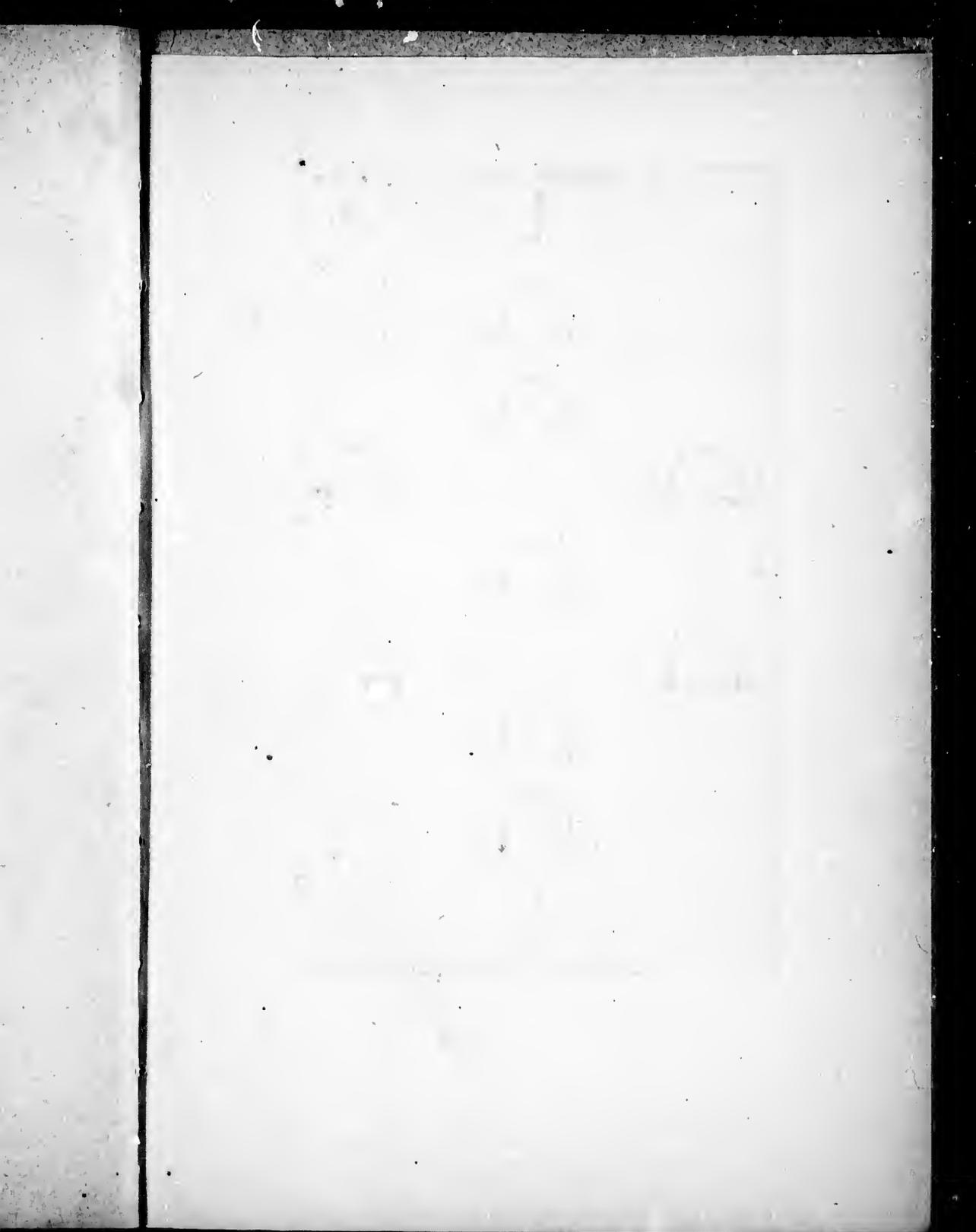
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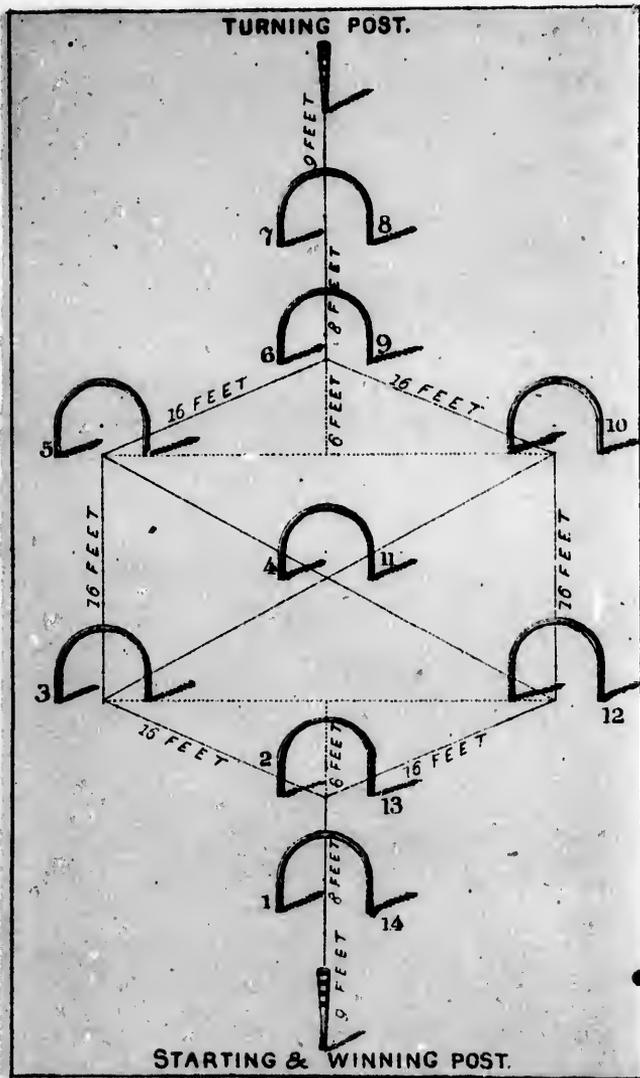
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CROQUET:

ITS IMPLEMENTS & LAWS.

DRAWN UP

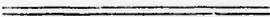
BY A COMMITTEE OF PLAYERS APPOINTED BY
THE EDITOR OF "THE FIELD;"

AND

REVISED, MAY, 1869.

BY

THE COMMITTEE OF THE A. E. C. C.



TORONTO:

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1870.

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P R E F A C E .

Early in April a number of Croquet players met together at the house of "our mutual friend" to discuss the advisability of remodeling the Toronto laws of Croquet, as collated and published by T. C. P., in May, 1866. The game, it was rightly alleged, had outgrown in the course of four years the lilliputian proportions of its infancy, and a new set of regulations was very desirable.

The old adage of "too many coc's &c.," was not long in declaring itself. Everybody had his own pet notions and opinions founded on his own play, or possibly the shape of his own ground. Perhaps all the propositions enuntiated had some sense and merit to recommend them. *De gustibus n. e. d. neque de disgustibus.*

Each rule submitted was severally combated by the advocates of each other one. Finally—happy thought—it was agreed to adopt in their entirety the English rules known as "the Field Laws," and revised by the Committee of the All England Croquet Club as recently as May, 1869.

It was felt that an appeal might be made to the Canadian public to follow a lead given them by the highest authorities, with better grace than players in general could be asked to adopt what might be thought only an embodiment of the fancies and caprices of a few self-elected representatives.

That the general adoption of uniform rules is an indispensable requirement nobody can doubt. The popularity of older games is mainly due to the fact that their laws are as inflexible as those of the Medes and Persians.

Cricket is cricket wherever it is played ; and so with whist, chess, and fifty other things. Croquet players are tired of the different tactics pursued at different houses. The game has languished, because players who are tolerably proficient according to their own method, so often find themselves at a terrible discount upon their neighbour's lawn.

"The Field laws" are entitled to great respect. Their practical adaptability to the nice points of the game will not fail, even at the first perusal, to recommend them to every thoughtful player of the game. Scoff not, ye profane unbelievers ! There is much thought wanted to play a good game of Croquet. A steady hand, a faultless eye and cool nerve are wanted too. The game is perhaps the best out-of-doors recreation yet invented. Young people and old, ladies and gentlemen, can all participate. If you don't know how to play Croquet, depend upon it, the best thing you can do is to learn immediately. If you do know how, and have cultivated hobbies, you are hereby peremptorily requested to drop them, and to go in heart and soul for the general adoption in Canada of the English rules.

Sacrifice your *bones* of contention upon the altar of uniformity *pro bono publico*, and don't paddle your own canoe against the stream when you have the chance of swimming with the tide of "All England."

Q.

Toronto, April 26, 1870.

CROQUET:

ITS IMPLEMENTS AND LAWS.

THE GAME OF CROQUET should be played with four balls—that number being, in the opinion of the Committee, the best for developing the beauty of the game; but it can be played with any number of balls not exceeding eight. If a match of any importance is to be played, an umpire—whose decision is final—should be chosen by the captains.

THE GROUND should be not less than 30 yards, nor for general play more than 50 yards long, and from 20 to 40 yards wide, the best proportion of length to breadth being about 5 to 3½. Its boundaries should be accurately defined before play begins.

THE IMPLEMENTS consist of balls, hoops, pegs, and mallets, to which are sometimes added a cage, or a pair of tunnels, or both.

The Balls should be made of box, 3¼ inches in diameter. Each ball should be distinguished in one of three ways: first, by being painted entirely of one of the set of eight colours used in this game; secondly, with only a ring of

that colour, the remainder being varnished; or, thirdly, one-half the set should be of a dark colour, and the other light, each ball being marked with one, two, three, or four rings upon the light or dark ground, or with the corresponding numerals on each face. The Committee strongly recommend the first of these methods.

The Hoops (or wires as they are also called) are regulated in width by the size of the balls, the best proportion for club play being twice the diameter of the latter. They may be made either with circular or flat tops, the latter shape being more convenient for driving them into hard ground. Each leg should be sharpened, and should be about sixteen inches long, measured from the crown of the arch. The hoops should be either of galvanized iron or painted white, that colour being more visible in a bad light than any other. The number of hoops should be ten.

The pegs are two in number. Above the level of the ground, when in their places, they should be $1\frac{1}{2}$ inches in diameter. The colours used on the balls should all be painted on the sticks in the following order, commencing on the top—viz., blue, pink, black, yellow, brown, white, green, and red.

The mallets should be made with ash, cane, or Canadian rock elm shafts, and box, *lignum vitæ*, or ivory heads, which may be made of various shapes to suit the fancies of players. There shall be no restriction as to the number, weight, shape, or size of mallets used.

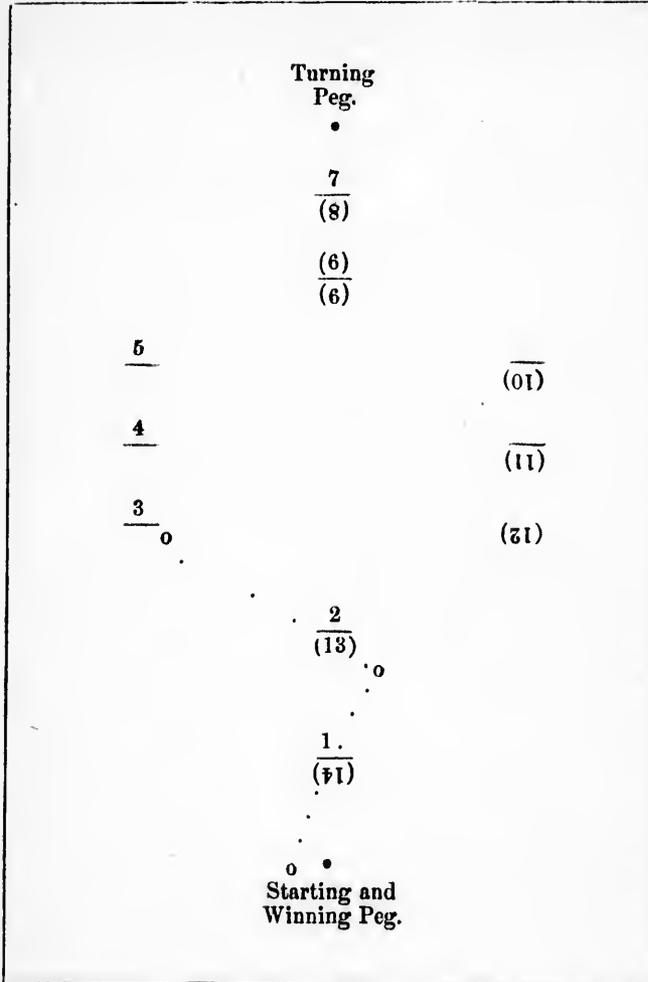
A *cage* is composed of an extra pair of hoops stuck in the ground crosswise. It is run by the ball passing through both

its wires in any direction. Sometimes, as in the Eglinton game, a bell is suspended from the arch, and the *cage* is not then run unless the bell is audibly rung.

Tunnels are very similar to hoops, but smaller, and with flat sides. They must be run in one way only.

The arrangement of the hoops, &c., is made in various ways, according to the fancy of the players and the plan they agree on. These we shall describe as follows.

PLAN I.
THE ORIGINAL CROQUET GAME.
(Now obsolete.)



From 30 yards to 100 yards long, the distance between the hoops varying accordingly from 3 yards to 10 yards.

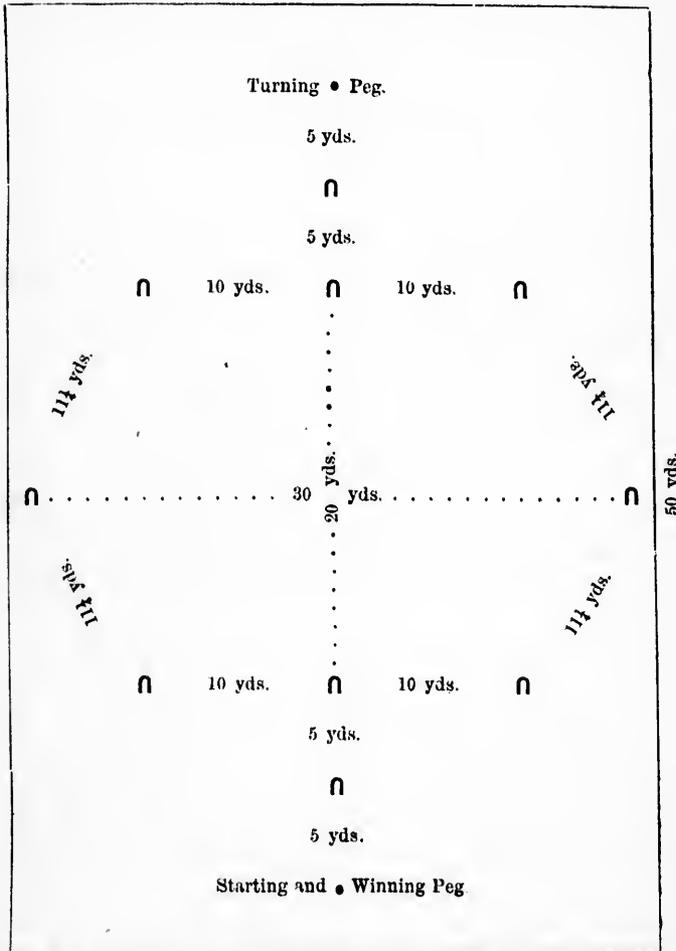
The figures are placed on the side towards which the hoops are run "in order." Those in brackets (10) indicate the order of running the hoops in returning from the stick.

PLAN II.

THE IMPROVED ARRANGEMENT.

(Recommended by the Committee.)

35 yds.



In this plan the order of play is the same as in the first, but the distances are considerably altered. The length of the ground being

From 30 yards to 100 yards long, the distance between the hoops varying accordingly from 3 yards to 10 yards.

ops are
of run-

divided by ten, one of those decimal divisions will give the distances between the borders of the ground, the pegs, and the two nearest hoops respectively. The corner side hoops are double that distance on each side, and the middle ones treble. When the ground is too narrow for this arrangement, the middle side hoops may be placed one decimal distance on each side of the centre of the ground.

PLAN III.

THIRD ARRANGEMENT OF THE HOOPS, &c.

Sometimes, instead of running the hoops as placed in Plan I., the order is to run two hoops (Nos. 1 and 2), and then go to a central point (hoop, peg, or cage, as preferred), after which the two left-hand corner hoops are run, the middle ones being used for the cage. Then go to central point again, the player only having *two* hoops to run at any time without an intervening peg or cage. Another plan again is to run the first *three* hoops, then the cage, then the next three hoops, returning to the central point and so on. These plans make the game too long when there are more than four balls in play, and for general purposes are not equal to Plan II., and especially for matches, where the element "luck" is to be eliminated.

PLAN IV.

THE EGLINTON GAME.

In this arrangement the same order of play is adopted as in Plan III.; but in the cage a bell is hung, which must be rung in going through it; a tunnel is also placed between the two hoops on each side, which are separated much farther than in Plan II., and are placed back nearly at the four corners of the ground. This plan is also not approved of by the Committee.

DEFINITION OF TERMS.

Roquet.—To hit another ball. To make a rushing roquet is to hit another ball with force sufficient to move it onwards considerably. This term is also used as a substantive.

Croquet.—To strike one's own ball when in contact with another after the roquet. Also used as a substantive.

Friend, or Partner.—A ball belonging to one's own side.

Player, when applied to the balls, means the adversary's ball which will play next.

To make use of a ball is to take it on with you in the game, roqueting it after each hoop.

To take two off is that sort of croquet in which you only just move the ball you are taking croquet from.

To be wired is to have your ball in such a position that you cannot hit some other ball, or get through your hoop, because of a wire or peg intervening.

To be blocked is to have some ball you have just played on (and cannot, therefore, take croquet from again) lying between you and another ball, or between you and your hoop.

To get the rush on a ball is to have placed your own ball near it, and in such a position that you can roquet to that part of the ground where you wish it to lie.

Rover. A ball that has gone through all its hoops and ready to peg out.

In hand.—A ball which has just roqueted another, and has not taken croquet.

In order.—A term applied to that hoop or peg which the player has next to make.

In play.—A ball is "in play" as soon as it has run the first hoop; it continues in play till it makes a roquet, when it is "in hand." A ball in hand must take croquet, and can score no point until it has done so. Having taken croquet, it is again in play; but it is not permitted to roquet again the ball or balls it has croqueted for the remainder of its turn, unless it makes another point. Having made another point, it is in play again to all the balls, as at the commencement of its turn.

DEFINITIONS OF POINTS AND STROKES.

The POINTS of the game are running a hoop; cage or tunnel, or hitting a peg, each "in order."

A player is not obliged to play for a point or roquet. He may, if he prefer it, place his ball where he likes, by a stroke of the mallet.

A hoop is run when a ball "in play" having passed through it in the right direction, in one or more strokes, and with or without hitting the hoop, a straight edge applied behind the hoop does not touch the ball. (See Law 5.)

In testing the running of the cage, which may be run in any direction, provided that the ball runs through both wires, a straight edge (*ex gr.*, the handle of the mallet) is applied on the inner side of the two legs through which the ball has last passed.

Hoops or pegs accidentally displaced from the perpendicular may be set upright at any time.

A ROQUET is made when a player with his own ball hits another, both being "in play."

The roquet can only be taken advantage of once in each turn from the same ball, unless another point is made. It follows that a second roquet, in one turn, without a point made in the interval, does not count; but it may be made for any purpose such as cannoning, driving away, &c., the player's turn ending there, unless by the same stroke he makes a point, or roquets another ball, which he has not roqueted before during the turn.

A CROQUET is taken by placing the ball of the player in contact with the one roqueted; the player then strikes his own ball with the mallet, after which he is entitled to another stroke. A croquet may be either (a) tight, (b) loose, or (c) rolling.

(a) A tight croquet is made by placing the ball of the player close to that roqueted; then, fixing his own ball with his foot, he strikes it, driving the other ball away, but keeping his own under his foot. If the ball slips from under the foot, the stroke following the croquet is forfeited.

(b) A loose croquet is made by placing the player's ball in contact with that roqueted, and striking the former without the foot on it. In taking "two off," it is necessary that the roqueted ball should be perceptibly moved, but not necessarily turned over on its axis.

(c) A rolling croquet is effected by placing the two balls in the same way as in loose croquet (b), but after the initial stroke fairly made, the mallet is allowed to follow the ball, without, however, hitting it again.

SPoonING is a pushing stroke, causing no noise as of a tap to be heard.

It is very difficult to define what separates the fair stroke from "the spoon." See Law 12 (i).

LAWS OF CROQUET.

1. It shall be decided by lot which side shall play first, and the captain gaining the toss takes either the dark or light balls, at his option, his opponent having the others, and each allotting the colours, or members, on his side as he pleases. Blue (or No. 1, dark colour, as the case may be) then leads off, followed in rotation by the other colours, or members, till his turn comes round again. In the next game the order is reversed, and so on alternately.

2. The first stroke of each ball is made by placing it on a spot marked in a straight line between the peg and the centre of the first hoop, at a distance of 2 feet from the latter, and striking it, or endeavouring to strike it, through the first hoop. In the event of failure, the player repeats his stroke till he makes his hoop.

3. After the first hoop is passed, the player of the ball running it can go on with his play, so long as he succeeds in either running a hoop or cage or hitting a peg, each "in order," and with his ball "in play," or makes a roquet on any ball "in play." Having made roquet he must take croquet before his next stroke.

When the turn comes round again it is optional for the player to "place" his ball, or to commence by playing either for a roquet or a point.

4. If a player roquets a rover against the winning peg, he cannot take croquet, as the other ball is out of the game, and he loses the next stroke, to which he would otherwise be entitled.

5. A ball "in play," driven through its proper hoop or cage, or hitting a stick "in order," by any stroke, whether of the same side or that of its antagonist, counts that hoop, cage, or peg.

(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.

10. A ball struck beyond the limits of the ground must at once be replaced 3 feet within the edge, measured from the spot where it went off, at right angles to the margin, or if at a corner, at right angles to the points respectively, 3 feet from that part, on each side. If a ball touches a margin without at once leaving the ground, it is to be replaced 3 feet from the first point of contact. Supposing two balls have left the ground at the same point, the second ball is to be placed on any side of the first, at the option of the striker.

["Practice as you preach," may be urged against any interpolation of these rules. The corn is respectfully acknowledged. Nevertheless the Canadian public seem to the writer to be opposed and reasonably so, to the adoption of a cast iron rule with respect to the subject of balls out of bounds. It may safely be left in the proprietors, each to have his own "way of the ground" touching the return of balls. It is only suggested that a ball be placed immediately (before the next striker plays) on the spot whence its next turn will be played, and once there be subject to the same penalties and privileges as if it had stopped there in the ordinary course of play. One foot is probably a sufficient distance to "bring on," except in the case of a tree or fence. The distance *must* be measured from where the ball goes off. That is one good point secured by the English rule.—Q.]

11. Every player, on being appealed to, shall declare which is his next hoop "in order;" and, on the other hand, before playing, every player may demand from the captain of the opposite side which is his proper hoop "in order;" and should any dispute arise, it must be settled by the two captains or their umpire.

This is a game of skill, and does not depend upon memory. It is therefore far more agreeable to all parties than the trouble of remembering the score should be rendered as little burdensome as possible.

12. The penalties of the game are as follows :

(a) If a player in making a tight croquet allows his ball to slip from under his foot, he loses his next stroke.

(b) If, in taking "two off" a ball, he fails to move it, he loses the stroke to which he is otherwise entitled.

(c) If any ball when "in play" and rolling is stopped or touched, either by the hand, foot, dress, or mallet, or by any other substance held by a player, it shall be for the side opposed to that player to determine whether the ball shall rest where it was stopped, or the stroke be taken again.

(d) If, in striking his own ball, the player, either before or after the blow is actually given, hits another ball with his mallet, he loses his present turn, and the ball improperly hit is replaced to the satisfaction of the adverse captain.

(e) If a ball, not being hit sufficiently hard, is hit a second time, the stroke is forfeited, the balls are to be replaced to the satisfaction of the adverse captain, and the player loses his turn.

(f) If a player play out of his turn "in rotation," whether with his own ball or with any other (see Law 1), and the mistake is discovered before the next player has commenced, all benefit from any point or points so made is lost, all balls hit are to be replaced, or left where they are struck, at the option of the adverse captain, and the person who should have played takes his turn. But if the mistake is not discovered until after the second stroke in error, the turn played in error must be allowed to stand ; and, if played with the wrong ball, the player's ball and the one he played with are to be transposed.

(g) If a player in his proper turn plays with the wrong ball, he loses all benefit from that stroke; the ball or balls are replaced, and the turn is lost. Should the error not be discovered before he has made a second stroke, the strokes are valid, and the player continues to play as if no mistake had been committed. At the end of the player's turn, his own ball and the one he played with are to be transposed from one position to the other, and in their next turns the players play with their right balls, in the same rotation as if no mistake had occurred.

(h) If a player croquets a ball which he is not entitled to croquet (see Definition) he loses the remainder of his turn, and the ball or balls moved by such croquet are to be replaced to the satisfaction of the adverse captain. If the error is not discovered before the player has made his next stroke, the croquet is valid, and the player continues the turn as though no error had been committed.

(i) If a ball is not fairly hit, but, in the opinion of the captains or their umpires, is pushed or "spooned," all benefit from that stroke is lost, the ball must be replaced to the satisfaction of the adverse captain, and the player loses his turn.

(j) If in taking aim the player moves his ball six inches, it must be considered that he has taken his stroke.

In matches the strict rule should always be adhered to, but in private play it is often permitted to replace balls moved in taking aim.

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