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The
**Vancouver Rugby
Football Union**



BY-LAWS
AND
LAWS OF THE GAME
1906 - 1907

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1906-07

THE VANCOUVER
RUGBY
FOOTBALL UNION

BY - LAWS
AND
LAWS OF THE GAME

1906-1907



VANCOUVER, B. C.

PRINTED AT THE ART EMPORIUM, GEORGIA ST.

1906.

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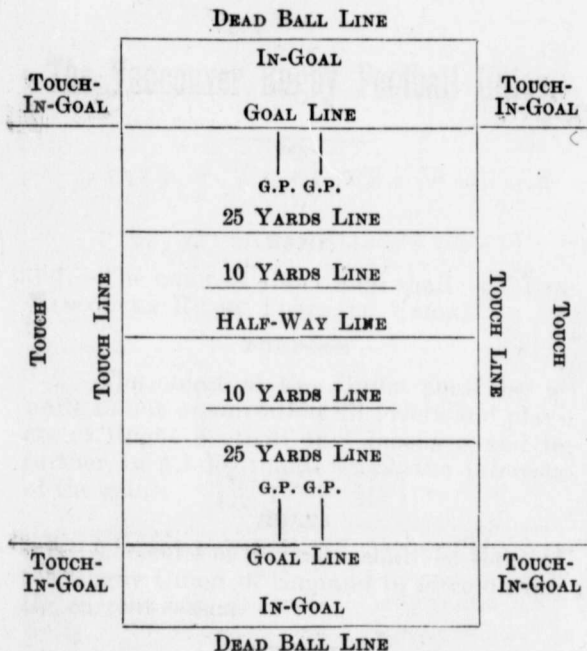
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PLAN OF THE FIELD



The field-of-play should not exceed 110 yards in length nor 75 yards in breadth, and should be as near these dimensions as practicable. The maximum extent of the dead ball line is 25 yards.

It is recommended that the posts and flags marking the centre and 25 yards lines should be kept well back from the touch lines. The touch lines and goal lines should be cut out of the turf, or otherwise well defined.

BY-LAWS

OF

The Vancouver Rugby Football Union.



NAME

1.—The name of the Union shall be "THE VANCOUVER RUGBY FOOTBALL UNION."

PURPOSE

2.—The object of the Union shall be to unite in one organization all lovers and players of Rugby Football in Vancouver, and to further, in all legitimate ways, the interests of the game.

RULES

3.—The rules of the game shall be those of the Rugby Union of England in force during the current season.

MEMBERSHIP

4.—Any club within the city limits, willing to conform to the Rules of the Union, shall be eligible for membership, but before being admitted such club must be duly proposed by one of the clubs belonging to the Union.

ANNUAL SUBSCRIPTION

5.—The annual subscription payable by each club in the Union shall be \$15.00 ; but in the case of clubs belonging to Schools and Colleges shall be \$5.00. This subscription shall be paid by each club before the playing of the first schedule match.

PENALTY

6.—No club shall be entitled to compete for the City Championship, to be represented at any meeting of the Union, or to have any of the privileges of the Union until all fees have been duly paid.

MEETINGS

7.—The Annual General Meeting shall be held on the first Thursday of September.

DELEGATES

8.—The affairs of the Union shall be conducted by a Committee, consisting of two delegates appointed by each affiliated Club, from the members of which the Hon. Secretary and Hon. Treasurer shall be appointed. A quorum of this Committee shall consist of at least five members.

OFFICERS

9.—The Officers, who shall be elected at the Annual General Meeting, shall consist of two Hon. Presidents, a President, Vice-Presidents, Hon. Secretary and Hon. Treasurer. The Hon. Presidents, President and Vice-Presi-

dents shall be ex officio members of the Committee of the Union.

VACANCIES

10.—Any vacancy in the list of officers occurring during the year shall be filled up by the Committee.

In the event of a delegate being unable to attend any meeting, the Committee of his Club shall be empowered to send a substitute to act in his stead. Such substitute must be a member of the club he is sent to represent and must hand to the Chairman of the meeting an authority, signed by the Captain or Secretary of such Club.

POWERS

11.—During its term of office the Committee shall have full control over and responsibility for the management and finances of the Union, subject to the By-Laws; and shall have full power to amend or alter the rules governing the Championship competition.

SELECTION COMMITTEE

12.—The Committee shall appoint a Subcommittee of three to select all teams to represent the City of Vancouver in any representative match which may be arranged.

SPECIAL MEETINGS

13.—Special Meetings may be called at any time by the Secretary on the written request

of any three members of the Committee. Such meeting to be held within one week after receipt of such requisition ; and written notice shall be sent out by the Secretary to each member of the Committee within two days of the receipt of such requisition.

CHAMPIONSHIP

14.—The Championship of the Union shall be contested annually, in such manner, on such dates and grounds as the Committee may from time to time decide. A win shall count two points, a tie one point to each competing team.

PROTESTS

15.—All protests shall be in writing, signed by the Captain or Secretary of the protesting Club, and accompanied by a deposit of \$2.00, which sum shall be forfeited to the Union should the protest be considered frivolous or groundless.

No protest shall be considered unless sent to the Secretary of the the Union within two days after the protested game. The Secretary of the Club complained against shall also be supplied by the Secretary of the Club protesting with a copy of the statements protesting to the Union.

ALTERATIONS OF BY-LAWS

16.—Alterations in the By-Laws of the Union shall be made only at the Annual

Meetings ; a majority vote of the members present being necessary. Notice of proposed alterations shall be sent to and received by the Secretary at least two weeks before the annual meeting, and shall at once be forwarded to the Secretaries of the several clubs in the Union.

ANNUAL CONTESTS

17.—The annual contests shall take place between associated clubs under the following conditions :—

- (1). Classification of Players.
- (2). Classification of Clubs and Teams.

REFEREES

18.—A Board of Referees shall be appointed by the Union to control games played under its auspices.

PLAYER TRANSFERING FROM ONE CLUB TO ANOTHER

19.—A player may play with one club only during the season, unless he can furnish the Union with satisfactory reasons to authorize a change ; he must also furnish the Secretary of the Union with a letter from the Secretary of the Club he is leaving, stating that Club's willingness to allow him to transfer his services, otherwise no transfer will be allowed.

PLAYERS' COLORS

20.—Every club shall forward to the Secretary the Club Colors for the year, and a list

of playing members, seven days prior to playing their first match in the competition.

REGISTRATION OF PLAYERS

A list of these registered players shall be sent by the Secretary to the Secretary of each club. New members shall be registered five days prior to playing.

A team playing an unregistered player, or in any other way violating the rules of the Union, shall, at the discretion of the Committee, forfeit the match.

POINTS NOT PROVIDED FOR IN RULES.

21.—The Committee shall have power to deal with all matters not provided for in the rules which may arise out of any games played under these Rules.



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THE LAWS
OF THE
GAME OF FOOTBALL
AS PLAYED BY THE
RUGBY FOOTBALL UNION.

I. INTRODUCTION.

1.—The Rugby Game of Football should be played by 15 players on each side. The field-of-play shall not exceed 110 yards in length, nor 75 in breadth, and shall be as near these dimensions as practicable. The lines defining the boundary of the field-of-play shall be suitably marked, and shall be called the goal lines at the ends and the touch lines at the sides. On each goal line and equidistant from the touch lines shall be two upright posts, called goal posts, exceeding 11 feet in height, and placed 18 feet 6 inches apart, and joined by a cross-bar 10 feet from the ground; and the object of the game shall be to kick the ball over this cross-bar and between the posts. The game shall be played with an oval ball of as

Introduction.

nearly as possible the following size and weight, namely :—

Length.....	11	to	11½	in.
Length circumference..	30	“	31	“
Width circumference ..	25½	“	26	“
Weight	13	“	14½	ozs.
Hand-sewn and not less than 8 stitches to the inch.				

II. GLOSSARY—DUTIES OF OFFICIALS— SCORING.

Glossary of Terms.

2.—The following terms occur in the Laws and have the respective meanings attached to each :—

DEAD-BALL LINES.—Not more than 25 yards behind and equidistant from each goal line, and parallel thereto, shall be lines which shall be called the Dead-Ball Lines, and if the ball or player holding the ball touch or cross these lines the ball shall be dead and out of play.

IN-GOAL.—Those portions of the ground immediately at the ends of the field-of-play and between the touch-lines, produced to the dead-ball lines, are called In-Goal. The goal-lines are In-Goal.

TOUCH.—Those portions of the ground immediately at the sides of the field-of-play and between the goal lines, if produced, are called Touch. The touch lines and all posts and flags marking these lines,

or the centre, or 25 yard lines, are in Touch.

TOUCH-IN-GOAL.—Those portions of the ground immediately at the four corners of the field-of-play, and between the goal and touch lines, if respectively produced, are called Touch-in-Goal. The corner posts and flags are in Touch-in-Goal.

A **DROP-KICK** is made by letting the ball fall from the hands, and kicking it as it rises.

A **PLACE-KICK** is made by kicking the ball after it has been placed on the ground for the purpose.

A **PUNT** is made by letting the ball fall from the hands and kicking it before it touches the ground.

A **TACKLE** is when the holder of the ball is held by one or more players of the opposite side.

HELD is when the player carrying the ball cannot pass it.

A **SCRUMMAGE**, which can only take place in the field-of-play, is formed by one or more players from each side closing round the ball when it is on the ground, or by their closing up in readiness to allow the ball to be put on the ground between them.

A **TRY** is gained by the player who first puts his hand on the ball on the ground in his opponents' In-Goal.

A **TOUCH-DOWN** is when a player touches down as above in his own In-Goal.

A **GOAL** is obtained by kicking the ball from the field-of-play, by any place-kick except a kick-off, or by any drop-kick except a drop-out, without touching the ground or any player of either side, over the opponents' cross-bar, whether it touch such cross-bar or either goal post or not.

KNOCKING ON and **THROWING FORWARD**, are propelling the ball by the hand or arm in the direction of the opponents' In-Goal; a throw out of touch cannot be claimed as a throw forward.

A **FAIR CATCH** is a catch made direct from a kick or knock-on, or throw forward by one of the opposite side, the catcher must immediately claim the same by making a mark with his heel at the spot where he made the catch.

KICK-OFF is a place kick from the centre of the field-of-play; the opposite side may not stand within ten yards of the ball, nor charge until the ball be kicked, otherwise another kick-off shall be allowed. If the ball pitch in touch, the

opposite side may have it kicked off again.

DROP-OUT is a drop-kick from within 25 yards of the kicker's goal line; within which distance the opposite side may not charge, otherwise another drop-out shall be allowed. If the ball pitch in touch, the opposite side may have it dropped out again.

AT KICK-OFF the ball must reach the limit of 10 yards, and at **DROP-OUT** must reach the 25 yards line. If otherwise, the opposite side may have the ball re-kicked, or scrummaged, at the centre or in the middle of the 25 yards line, as the case may be.

OFF-SIDE.—See Laws 7 and 8.

3.—In all matches a **REFEREE** and two **TOUCH JUDGES** must be appointed, the former being mutually agreed upon. The Referee must carry a whistle, the blowing of which shall stop the game; he must whistle in the following cases :—

**Referee and
Touch Judges**

- (a) When a player makes and claims a fair catch.
- (b) When he notices rough or foul play or misconduct. For the first offence he shall either caution the player or order him off the ground, but for the second offence he must order

him off. If ordered off, the player must be reported by him to this Union.

- (c) When he considers that the continuation of the play is dangerous.
- (d) When he wishes to stop the game for any purpose.
- (e) If the ball or a player running with the ball touch him, in which case it shall be scrummaged at the spot.
- (f) At half-time and no-side, he being the sole timekeeper, having sole power to allow extra time for delays, but he shall not whistle for half-time or no-side until the ball be held or out of play.
- (g) When he notices any irregularity of play whereby the side committing such gain an advantage.
- (h) When he notices a breach of Laws 5 and 15.
- (i) When he wishes to enforce any penalty under Law 11.
- (j) When a goal is kicked.
- (k) When a ball goes into touch-in-goal,

The Referee shall be sole judge in all matters of fact, but as to matters of law, there shall be the right of appeal to this Union.

Powers of Referee

The Touch Judges shall carry flags, and shall each take one side of the ground, outside the field-of-play, and the duty of each shall be to hold up his flag when and where the ball goes into touch, or touch-in-goal, and also to assist the Referee, when kicks at goal from a try, fair catch, or free kicks are being taken, each standing at a goal post.

Duty of Touch Judges

4.—The Captains of the respective sides shall toss for the choice of In-goals or the kick-off. Each side shall play an equal time from each In-goal, and a match shall be won by a majority of points ; if no point be scored, or the number be equal, the match shall be drawn.

Rules

The following shall be the mode of scoring :—

Scoring

A Try equals 3 points.

A Goal from a Try (in which case the try shall not count) . . . equals 5 points.

A Dropped Goal (except from a Mark or a Penalty Kick . . . equals 4 points.

Goal from a Mark or Penalty Kick equals 3 points.

Kick-Off

5.—At the time of the kick-off all the kickers' side shall be behind the ball; if any be in front the Referee shall blow his whistle and order a scrummage where the kick-off took place. The game shall be started by a kick-off—

(a) After a goal, by the side losing such goal, and

(b) After half-time by the opposite side to that which started the game.

III: MODE OF PLAY—DEFINITIONS.

Mode of Play

6.—When once the game is started, the ball may be kicked or picked up and run with by any player who is on-side, at any time; except that it may not be picked up—

(a) In a Scrummage.

(b) When it has been put down after it has been fairly held.

(c) When it is on the ground after a player has been tackled.

It may be passed or knocked from one player to another provided it be not passed, knocked or thrown forward. If a player, while holding or running with the ball, be held, he **MUST** at once put it fairly down between him and his opponents' goal-line.

7.—A player is placed off-side if he enters **Off-Side** a scrummage from his opponents' side, or if the ball has been kicked, touched, or is being run with by one of his own side behind him. A player can be off-side in his opponents' In-goal, but not in his own, except where one of his side takes a free kick behind his goal line, in which case all of his side must be behind the ball when kicked.

8.—An off-side player is placed on side—

(a) When an opponent has run five yards with the ball.

(b) When the ball has been kicked by, or has touched an opponent.

(c) When one of his side has run in front of him with the ball.

(d) When one of his side has run in front of him, having kicked the ball when behind him.

An off-side player shall not play the ball, nor during the time an opponent has the ball, run, tackle, or actively or passively obstruct, nor may he approach or wilfully remain within 10 yards of any player waiting for the ball; on any breach of this law, the opposite side shall be awarded, at their option—

(e) A free kick, the place of such breach being taken as the mark.

(f) A scrummage at the spot where the ball was last played by the offending side before such breach occurred.

Except in the case of unintentional off-side, when a scrummage shall be formed where such breach occurred.

Fair Catch

9.—If a player makes a fair catch a free kick shall be awarded, even though the whistle has been blown for a knock-on or a throw-forward. Any player on the same side may take the kick or place the ball.

Free Kicks

10.—All free kicks may be place-kicks, drop-kicks, or punts, but must be in the direction of the opponents' goal line, and across the kicker's goal line, if kicked from behind the same. They may be taken at any spot behind the mark in a line parallel with the touch lines. In all cases the kicker's side must be behind the ball when it is kicked, except the player who may be placing the ball for a place-kick, and it is the duty of the Referee to see that the ball be kicked from the parallel line. In case of any infringement of this law the Referee shall order a scrummage at the mark. The opposite side may come up to, and charge from anywhere on or behind a line drawn through the mark and parallel to the goal lines, and may charge as soon as the kicker commences to run or offers to kick or the

where the ball be placed on the ground for a place-kick, but in a case of a drop-kick or punt the kicker may always draw back, and unless he has dropped the ball the opposite side must retire to the line of the mark. But if any of the opposite side do charge before the player having the ball commences to run or offers to kick, or the ball has touched the ground for a place kick (and this applies to tries at goal as well as free kicks), provided the kicker has not taken his kick, the charge may be disallowed.

IV. PENALTIES.

11.—Free kicks, by way of penalties, shall be awarded if any player—

Penalty kicks for—

(a) Intentionally either handles the ball, or falls down in a scrummage, or picks the ball out of a scrummage.

Intentionally handling ball or failing to scrummage.

(b) Does not immediately put in down in front of him, on being held.

Not putting down ball when held.

(c) Being on the ground, does not immediately get up.

Not getting up or allowing to get up.

(d) Prevents an opponent getting up, or putting the ball down.

(e) Illegally tackles, charges, or obstructs as in Law 8.

Illegally Obstructing, etc.

(f) Wilfully holds an opponent who has not got the ball.

(g) Wilfully hacks, hacks over, or trips up.

Unfairly putting the Ball down.

(h) Wilfully puts the ball unfairly into a scrummage, or, the ball having come out, wilfully returns it by hand or foot into the scrummage.

Illegal Charge

(i) Not himself running for the ball, charges or obstructs an opponent not holding the ball.

(j) Shouts "all on side," or words to that effect, when his players are not on side.

(k) Not in a scrummage, wilfully obstructs his opponents' backs by remaining on his opponents' side of the ball when it is in a scrummage.

(l) Wilfully prevents the ball being fairly put into a scrummage.

(m) If any player or team wilfully and systematically break any law or laws, for which the penalty is only a scrummage, or cause unnecessary loss of time.

(n) Being in a scrummage, lift a foot from the ground before the ball has been put into such scrummage.

The places of infringement shall be taken as the mark, and any one of the side granted the free kick may place or kick the ball.

On breach of sub-section (*j*) the opposite side shall be awarded, at their option—

- (*a*) A scrummage where the ball was last played.
- (*b*) A free kick at the place of infringement.

V. GENERAL.

12.—The ball is in touch when it or a **Ball in Touch** player carrying it, touch or cross the touch line ; it shall then belong to the side opposite to that last touching it in the field-of-play, except when carried in. One of the side to whom the ball belongs shall bring it into play at the spot where it went into touch, by one of the following methods :—

- (*a*) Throwing it out so as to alight at right angles to the touch line ; or,
- (*b*) Scrummaging it at any spot at right angles to the touch line, 10 yards from the place where it went into touch.

If the Referee blows his whistle because the ball has been thrown out so as not to alight at right angles to the touch line, the opposite side shall bring it out as in (*b*).

13.—When the side has scored a try, the **Try at Goal.** ball shall be brought from the spot where the try was gained into the field-of-play in

a line parallel to the touch lines, such distance as the placer thinks proper, and there he shall place the ball for one of his side to try and kick a goal; this place-kick is governed by Law 10 as to charging, etc., the mark being taken as on the goal line. It is the duty of the Referee to see that the ball is taken out straight.

Unfair Play.

**Allowing or
Disallowing
a Try.**

The Referee shall award a try, if, in his opinion, one would undoubtedly have been obtained but for unfair play or interference of the defending side. Or, he shall disallow a try, and adjudge a touch-down, if, in his opinion, a try would undoubtedly not have been gained but for unfair play or interference of the attacking side. In case of a try so allowed the kick at goal shall be taken at any point on a line parallel to the touch lines, and passing through the spot where the ball was when such unfair play or interference took place.

**Ball held in
In-Goal.**

14.—If the ball, when over the goal line and in possession of a player, be fairly held by an opposing player before it is grounded, it shall be scrummaged 5 yards from the goal line, opposite the spot where the ball was held.

Drop-Out.

15.—After an unsuccessful try, or touch down, or if the ball after crossing the goal line go into touch-in-goal or touch or cross the dead-ball line, it shall be brought into

play by means of a drop-out, when all the kicker's side must be behind the ball when kicked ; in case any are in front, the Referee shall order a scrummage on the 25 yards line and equidistant from the touch lines.

16.—In case of a throw-forward or knock on, the ball shall be brought back to the place where such infringement occurred and there be scrummaged, unless a fair catch has been allowed, or the opposite side gain an advantage.

**Knock-on.
Throw Forward.**

17.—If a player shall wilfully kick, pass, knock, or carry the ball back across his goal line and it there be made dead, the opponents' side may claim that the ball shall be brought back and a scrummage formed at the spot whence it was kicked, passed, knocked or carried back. Under any other circumstances a player may touch the ball down to his own In-goal.

**Pass or Carry
Back over
own Goal-
line.**

18.—Hacking, hacking over, or tripping up are illegal. The Referee shall have full power to decide what part of a player's dress, including boots and projections thereon, buckles, rings, etc., are dangerous, and having once decided that any part is dangerous shall order such player to remove the same, and shall not allow him to take further part in the game until such be removed.]

**Hacking.
Tripping.**

**Irregularities
in In-Goal
not otherwise
provided for.**

19.—In case of any law being infringed in In-goal by the attacking side, a touch-down shall be awarded, but where such breach is committed by the defending side, a scrummage shall be awarded 5 yards from the goal line, opposite the spot where the breach occurred.

**Other Irregu-
larities not
provided for.**

But in the case of any law being broken, or any irregularities of play occurring on the part of either side not otherwise provided for, the ball shall be taken back to the place where the breach of the law or irregularity of play occurred, and a scrummage formed there.



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ADDENDA

TO THE

LAWS OF THE GAME OF FOOTBALL

*Issued by the International Board,
September, 1906.*

Introduction

All grounds should be properly marked out, including the half-way, 25 yards, touch, goal, and dead-ball lines (unless other boundaries form these latter). If it is necessary to use flags at the half-way and 25 yards lines, these should be set well back from the touch lines. Corner flags should be used, and should be at the junction of the touch and goal lines.

It is the duty of the visiting team to see that the ground complies with Law 1 as to size, and is properly marked, that the dead-ball line is distinct, etc., and it is the duty of each side to see that their opponents do not play more than 15 men. If they fail to see to these points before the game begins, no appeal can afterwards be entertained in relation thereto, except in regard to the last mentioned point, which can be objected to during the game, but such objection will not affect the result of the game prior thereto.

In-Goal

If the ball is placed on the goal line by an attacking player it is a try, and if by a defending player it is a touch down.

If a player holding the ball in his own In-goal touches the Referee, the ball is dead at the spot, and a drop-out must be taken; except in the case of a player having run back behind his own goal line, in which case the ball must be scrummaged at the spot whence it was carried back.

Touch-in-Goal

If the ball or a player holding it touch one of the corner posts or flags the ball must be considered as in touch-in goal. A player may himself be in touch-in-goal and yet play the ball with his foot, if the ball be not in touch-in-goal; or he may touch it down with his hands and score a try.

Goal

A goal is scored if the ball has crossed the bar, although it may be blown back afterwards.

Try at Goal

A kicker and a placer must be distinct persons, and the kicker must not under any circumstances touch the ball when on the ground, even though the charge has been disallowed.

In cases of tries, free kicks and fair catches any player may place or kick the ball.

Tackle

A player must be considered as tackled, if he on being grasped by an opponent, fall, and the ball, whilst in his possession, touch the ground.

When a player is tackled with the ball it can only be brought into play with the foot.

If a player carrying the ball be thrown or knocked over (but not tackled) and the ball touches the ground, he may nevertheless get up with it and continue is run or pass it.

Scrummage

The Referee may order the ball to be put into the scrummage from either side as he may choose.

Try-Touch-Down

When an attacking side in a scrummage pushes the defending side over the goal line and touches the ball down, a try shall be allowed, but if the ball be touched down by the defending side a touch-down shall be allowed.

In the case of the ball rolling over the goal line and touching a spectator before a player of either side has had time to touch it down the Referee shall—

- (a) Award a touch-down if he considers the ball would have gone dead before any attacking player could have touched it, or that a defending player would have touched it first.

- (b) Award a try if he thinks but for the interference a try would have been scored.
- (c) If in doubt give the point against the side responsible for the ground arrangement, and in doing so he shall regard all officials and spectators as offending players on the home side.

Try

It is a try if a player passes or kicks the ball back behind his own goal line and the ball is touched down by one of his opponents.

If a player touches the ball down behind his opponents' goal line and picks it up again, he shall be allowed a try at the spot where it was first touched down.

A player who crosses the opponents' goal line with the ball in his possession, and before grounding it touch the Referee, shall be allowed a try at the spot.

If the ball not in possession of a player strikes the Referee or Touch Judge when in In-goal, a try should be awarded to the attacking side, if, in the Referee's opinion, a try would undoubtedly have been obtained, but for the ball touching the Referee or Touch Judge; otherwise a drop-out from the 25 should be ordered.

Knock-On

A rebound is not a knock-on, and therefore no fair catch can be made therefrom, or a penalty given. This is important as some referees appear to regard a rebound as a knock-on. If the ball is passed back, but after alighting on the ground is blown forward, the pass is good, provided the ball did not alight in front of the passer.

Free Kicks

If a player kicks the ball with his knee, or any part below it, and an opponent makes a fair catch, a free kick should be awarded.

Fair Catch

A fair catch can only be claimed by the catcher making his mark after he has caught the ball ; the mark, however, must be made as soon after the ball is caught as possible ; and in practice, referees might allow a claim when the mark was simultaneously made with the catching. A fair catch can be made in a player's own In-goal.

Kick-Off,—Kick-Out

The ball from a kick-off having reached 10 yards, and then having been blown back, shall be considered as in play ; as also a ball having reached the 25 yards line from a drop out and blown back.

If a player goes beyond the 25 yards at drop-out, or if he punts, the Referee must blow

his whistle and order the player to take a new kick, which must be a drop within the 25 yards limit.

Referees should not allow players to approach within 10 yards of the half-way line at a kick-off.

Touch

A player may be in touch and yet play the ball with his foot if the ball be not in touch.

A player, provided he is not carrying the ball, may be in touch and yet score a try by touching the ball down with his hands.

The ball blown over the touch-line and blown back shall be considered as in touch.

It will be noticed that bounding the ball out of touch is abolished.

Off-Side

A player may play in any position so long as he is on side and does not obstruct his opponents. He may come up to a scrummage and attempt to hook the ball out with his foot, provided the other foot is behind the ball.

A player must be in the field-of-play when he puts his men on-side after kicking the ball when behind them ; whilst he is not debarred from starting running up in touch, he must get into the field-of-play as soon as possible. It must be observed that only the kicker can place the off-side players on-side.

A player when off-side can intercept a pass from an opposing player.

Placing Ball

Any player except the kicker may place or, after a charge has been disallowed, he, or another of his side (other than the kicker), may replace the ball, or alter the spot for a place kick.

Scoring

It will be noticed that a goal from a mark now counts 3 points, whilst the field goal is done away with altogether.

Duties of Referees

No power is given to a Referee to whistle simply because a player is tackled with the ball, and this is one of the most important points to which the Board wish we direct the attention of players and referees, as the habit of whistling the moment a man is tackled spoils the game by slowing it down and taking away any advantage a side of quick followers-up would otherwise gain. When a player with the ball is tackled, a Referee may only blow his whistle for one of the following cases:—

1. Law 11 (*b*).—When such player does not *at once* fairly put the ball down.
2. Law 11 (*c*).—When such player is on the ground and he does not *at once* fairly part with the ball, and either get up or roll away from the ball.

If a player breaks either of the above subsections, or interferes with the ball in any way

while he is lying on the ground, the penalty should be enforced against him.

3. Law 11 (*d*).—When a player of the opposite side prevents such player either putting the ball down or getting up.

4. When the Referee considers that the continuation of play would be dangerous.

The last point must be left entirely to the Referee, but the Board wish to point out that if the tackled player played the laws in the spirit in which they are written, and at once fairly parted with the ball, very few cases of danger would arise ; but by holding on a short time danger may arise. In such a case the Referee should blow and award the penalty of a free kick instead of simply ordering a scrummage on the plea of danger, as by so doing he deprives one side of an advantage, and does not inflict a penalty on the other, both of which are deserved.

It was decided by the Board, at their last meeting, that Law 3 (*b*) covers the case of wilful obstruction or interference. Referees must deal very sharply with all cases of this nature, as this has been a growing practice through players deciding to take the risk of a penalty to gain or save a try by unfair play. This practice is so contrary to the spirit of the game that the Board have decided to deal with it upon the same footing as rough or foul play or misconduct.

Attention is directed to sub-section (*g*) of Duties of Referee—"Where he notices any irregularity of play whereby the side committing such gain an advantage."

This is a most important rule and at present is not so generally observed by Referees as it should be. There is, unfortunately, a pronounced tendency on their part to whistle immediately a law has been infringed without waiting to see who gains the advantage of the infringement.

The Board desire to urge Referees to pay greater regard to this rule in future.

The Board wish also to emphasise that the game should be played in the spirit in which the Laws are written, and particularly that one side shall not gain an advantage through its own faults ; thus the Board has ruled that a player who has made a miskick when the opposite side are charging, and the ball hits one of his own off-side players, cannot claim a scrummage for unintentional off-side, provided the charging side gain an advantage, even though this be a try.

If a player be hurt the Referee should not blow his whistle till the ball be dead, unless such hurt player is in a position that the continuance of play might entail further danger, and in no case should he permit a stoppage of play for more than three minutes.

It is the duty of the Referee when the ball is taken out of touch, under Law 12 (*b*), to see that it is scrummaged 10 yards from the touch line.

The attention of Referees is directed to the penalties of Law 8, sections (*e*) and (*f*).

It is important that Referees should more strictly enforce these penalties, and it should be observed that a Referee should award a free kick if he thinks a fair catch would have been made had not an off-side player, through his proximity and not retiring beyond the 10 yards limit, have rendered such catch more difficult. For instance, a player waiting to receive the ball fails to catch it properly and it drops from his hands to the ground. An opponent who is off-side and who is standing or has approached within 10 yards of him, immediately pounces upon him and prevents him recovering and playing the ball. A free kick should be awarded as it was the duty of the off-side player to have retired beyond the 10 yards limit.

Referees too often give offending players the benefit of unintentional off-side instead of inflicting the free kick penalty.

If a try has been scored, and after a charge by the defending side has been disallowed, the kicker touches the ball when it is on the ground, the Referee must order a drop-out, the illegal act of the kicker in so handling

the ball making it an unsuccessful try within the meaning of Law 15.

This instruction also applies to a kick at goal from a free kick, but in that case a scrummage should be ordered.

Heeling back over own goal line shall be considered as wilfully kicking back. If, when a ball is passed back, the would-be receiver fumbles it so that it goes over his own goal line, the Referee shall decide whether such fumble was intentional or not, and decide accordingly.

A Referee, once he has given a decision, cannot alter it, and his decision alone is final ; he may, however, consult the Touch Judges in case of touch, touch-in-goal play, and when they are taking posts at kicks at goal, but the fact that it is now the duty of Touch Judges to stand at the goal posts when kicks at goal are being taken does not affect the right of the Referee to decide for himself whether a goal has been kicked or not, in the same way as he may decide whether the ball has gone into touch or not, he being the sole judge of matters of fact. Under all circumstances the Referee's whistle must stop the game, even if blown inadvertently ; and the Referee's decision as to time must be final, even if he has kept it inaccurately. On no account must a Referee consult with any outsider, except in the case of a failure of his watch, when he should in the first instance consult the Touch Judges.

In case of any dispute relative to a try, where it is possible an appeal may be made to this Board, Referees are recommended to allow a kick at goal, so if this Board afterwards allows the try, the goal points may be added, if the kick is successful.

Once a Referee has ordered a player off the ground he cannot allow him again to take part in the game and must report him.

The Board have also laid down their opinion that where a Referee warns a player in an International Match he should in addition report such player to his Union.

Penalties

In Law 11, new sub-section (*f*) has been added, which gives a free kick penalty for wilfully holding an opponent who has not got the ball.

New sub-sections, (*g*), (*j*) and (*h*) have also been added, giving penalties of free kicks for (*g*) wilfully hacking or tripping up—although a penalty of a free kick is now given, the Referee should still caution the player, or even order him off the ground, if such hacking or tripping up constituted rough play,—and (*j*) shouting “on-side,” when his players are not yet on side. This is intended to apply chiefly to a back having kicked the ball and while following up he or others of his side shout “on-side” when he has not yet placed his side on side, a most unfair practice. (*h*)

This is intended to prevent any player either back or forward unfairly gaining an advantage by kicking or otherwise placing the ball among the players of his own side, and should be strictly enforced.

In the Board's circular of 1897 it was pointed out in relation to sub-section (*k*), then lettered (*h*), that it prohibits the habit of three-quarters and half-backs standing in front of the ball, so as to mark the opposing backs, and that it should be strictly enforced. The Board, whilst now wishful to emphasise this, and that it also applies to forwards as well as backs, would also point out that it is not intended thereby to penalise a half-back who *unintentionally* over-runs the ball in a scrummage.

Touch Judges

It is the duty of the Touch Judge, subject to the decision of the Referee, to say to which side he considers the ball in touch belongs.

Charging

In case of players waiting to charge when a kick after a try, fair catch, or free kick is about to be taken, they must remain behind the goal line or behind the mark with both feet, and any standing over the goal line or over the mark with one foot shall be considered to have charged, and the Referee shall blow his whistle and award no charge; the Referee shall also be particular that any side

waiting behind a mark do not gradually come up beyond the mark, which act shall be considered as a charge. When a player is placing the ball he shall not wilfully do anything which may lead his opponents to think he has put the ball down when he has not ; if he does, the charge shall not be disallowed. Even when a charge has been disallowed, the would-be chargers may, provided they remain behind the mark, jump up and attempt to stop or touch the ball ; if they so touch it, no goal can be scored.

In cases when two opposing players are running for the ball, a player overtaking another may not shove the overtaken player from behind. If he does it is illegal, and should be penalised by a free kick.

This would not, however, apply when the overtaken player had reached the ball and was stooping down to pick it up.

A player running at the ball may charge an opponent also running at the ball, but such charge may only be shoulder to shoulder.

No Charge

If a Referee whistles to disallow a charge just as a kicker takes his kick, such kicker shall have the option of another kick, that is, if he has kicked a goal he can allow it to stand, if he has not, he can take a second kick.



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