

4. The player who has the honor should be allowed to play before his opponent tees his ball.
  5. Players who have holed out should not try their puts over again when other players are following them.
  6. Players looking for a lost ball must allow other matches coming up to pass them.
  7. On request being made, a three-ball match must allow a single, threesome or foursome to pass. Any match playing a whole round may claim the right to pass a match playing a shorter round.
  8. If a match fail to keep its place on the green, and lose in distance more than one clear hole on those in front, it may be passed, on request being made.
  9. Turf cut or displaced by a stroke should be at once replaced.
  10. A player should carefully fill up all holes made by himself in a bunker.
  11. It is the duty of an umpire or referee to take cognizance of any breach of rule that he may observe, whether he be appealed to on the point or not.
- The "etiquette of golf" shall be as binding upon players as the other rules of the game.

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## HANDBALL.

### DESCRIPTION AND EXPLANATION.

**A** REGULATION court should be about sixty feet long, twenty-four and one-half feet wide, and thirty-five feet high in the front, tapering down to thirty-three feet at the back wall.

A brick wall about twelve inches in thickness and faced with marble makes the best front wall. Cement side walls are to be desired. The floor should be white pine boards, laid on beams ten inches apart. The back wall to be twelve feet high and of wood, back of which should be a gallery of about two hundred seating capacity.

An ace is when a server sends the ball to any part of the outer court beyond the ace line, and it is not returned to the front wall by an opponent. All balls must be recovered on the first bound after reaching the floor. That is, a ball can take the circuit of the four walls before it can be termed returnable. The service is considered to be very difficult when the ball, after hitting the front wall, takes in either of the side walls on a fly, bounds on the floor, and then comes off the back wall, or after hitting one side wall bounds from the floor to the back wall, and thence to the other side wall. The great trouble in recovering these balls is that the force of their flight is expended when they come in contact with the last wall, and, therefore, drop dead to the floor. If the ball is returned to the front wall the server must recover it, either on the fly or first bound; if he fails the hand is out, and his opponent becomes server. It is allowable to serve at either side of the court, but always within the two parallel lines. Stepping beyond the inner line twice in succession, or hitting either side wall, roof or floor before striking the front wall, or serving three short balls in succession, shall cause the loss of a hand.

A low sharp service that can be placed at a side angle of the court without any rise to the ball, or sent to the extreme outside corners, is particularly destructive. Then there are the "Scotch twist," a high service that sends the ball around the court in an irritating

fashion, and a towering ball, that does not commence to drop until reaching the corners, and then continues its fall close to the wall. There are a few players, but they can be counted upon one's fingers, who can serve the ball to the right and left without changing their position. This requires a great deal of skill and experience, but it can be done effectively, and should be seen oftener in practice.

The brilliancy of the game depends as much upon a good ball as a good pair of hands. An improperly made ball is discouraging to an expert; in fact, no one who has any regard for the safety of his hands, should indulge in the game without first testing the quality of the little sphere.

In a four-handed match, parties winning the toss are allowed only one hand at the commencement. The server's partner shall stand inside of the ace line, with his back to either the right or left wall, until the service ball strikes the front wall. All balls striking an opponent shall be a hinder.

The server's partner and one of the opponents generally stand side by side against the left-hand wall, if the service is from the right. The recoverer is on the alert in the outer court, the same as in a single-handed game. It is not compulsory, however, that the opponent of the server's partner shall stand just outside of the ace line. He can go in the outer court and help his partner to recover service, but he may be more useful at the line, particularly to take all line service to the left on the fly. This is a very important position against a heavy server, because in a majority of instances it results in the disposing of the hand.

A hinder is when a ball strikes your opponent and retards it from reaching the front wall. For instance, if the recoverer of service should strike either of his opponents with the ball on the way to its destination, it is termed a hinder. If said recoverer, however, strikes his partner instead of an opponent, it is an ace against him. Then, again, if the server should be hit by his partner's ball, it is a hand out. A great many of these hindrances are accidents, pure and simple, but in some instances they can be avoided, and if, in the opinion of the referee, the hinder was intentional, an ace can be counted against the side committing it, or a hand be declared out, just as the case may be. A server at work frequently hits his partner while standing within the ace line; this is also called a hinder. If a ball from a server strikes either of his opponents, before or after bounding, it becomes non-playable and is counted an ace.

When a ball from the server drops anywhere inside of the ace line, the player has the privilege of using his hand or foot; if the hand is used, it counts the same as if it was served regularly over the line; if the foot, the striker or his partner has the privilege of stopping the ball before it reaches the front wall. If the ball after being struck with the foot gets to the front wall, the striker or his partner shall have to return it before stopping it.

The use of the foot is not very frequent, and is not considered to be at all scientific. There is considerable talk of barring the play altogether. It is claimed that it would be difficult as well as dangerous to cultivate the style, and what effectiveness could be reached would be more than offset by injuries to players.

REVISED HANDBALL RULES OF THE AMATEUR ATHLETIC UNION OF AMERICA.

(FOR THE GOVERNMENT OF THE NATIONAL CHAMPIONSHIP IN SINGLES.)

Each game shall consist of twenty-one aces. The number of games to decide a set shall be determined by the Committee.

Before proceeding the players must toss for position.

The ball to be used shall be a full regulation Spalding ball, and must measure one and seven-eighth inches in diameter and weigh one and five-eighth ounces.

An ace is made when the server sends the ball to any part of the court beyond the ace line, and is not returned to the front wall by an opponent.

All balls must be recovered on the first bound after reaching the floor. That is, a ball can take the circuit of the four walls before it can be termed returnable. The service is considered to be very difficult when the ball, after hitting the front wall, takes in either the side walls on a fly, bounds on the floor and then comes off the back wall; or after hitting one side wall bounds from the floor to the back wall, and thence to the other side wall. The great trouble in recovering these balls is that the force of their flight is expended when they come in contact with the last wall, and, therefore, drop dead to the floor. If the ball is returned to the front wall the server must recover it, either on the fly or first bound; if he fails the hand is out and his opponent becomes a server. It is allowable to serve at either side of the court, but always within the two parallel lines. Stepping beyond the inner line twice in succession, or hitting either side wall, roof or floor before striking the front wall, or serving three short balls in succession, shall cause the loss of a hand.

While playing the game each player must give way to an opponent, and shall in no way interfere with the playing of the ball. Should the ball strike the server before reaching the opponent, or strike the opponent while in the act of being served, this shall be termed a hinder. Many of these might be deemed accidents, while again others might be intentional, and if so decided by the referee shall count as an ace against the player violating the rule, or a hand may be counted out.

When a ball from the server drops anywhere inside of the ace line, the player has the privilege of playing it should he so desire, but in doing so the play counts the same as though the ball had been served regularly over the ace line, and if it reaches the front wall the ball must be returned by the opponent. In the return of all balls the use of the foot is debarred, and a player using the foot at any time will have committed a foul and the punishment will be the loss of an ace or a hand out.

Only one hand shall be used at a time in striking a ball, otherwise a foul is committed, and the punishment will be the loss of an ace or a hand out.

After a server shall have been retired he shall be given sufficient time to have gotten into position before play is resumed.

If an appeal is made to the referee he must decide the point promptly. His decision on all questions shall be final.

In presiding over the game, the officials shall be a referee and a scorer. The referee shall decide all questions pertaining to the serving of the ball and its return, and whether the ball be played short or fails to reach the front wall. He shall decide the aces made and shall be judge of the hand out.

The scorer shall keep a correct tally of the aces made, and shall keep the contestants informed as to the progress of the game. He shall also be a judge of the hinders or fouls. Any disobedience to the orders of the referee or scorer by a player will result in his being disqualified from further competition.

It is essential that a player conduct himself in a gentlemanly manner at all times.

Before appearing in the court a player must be properly clothed, and it is imperative that he make as neat an appearance as possible. Playing in bare feet will be debarred. The use of gloves on the hands will be allowed.