

But if kite A only drops against the line below B, it only upsets and again rises into position.

LACROSSE.

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LACROSSE had its origin among the aboriginal tribes of America, with what particular tribe or in what particular section, no man can tell with any degree of exactness, but it is probable that while Christopher Columbus was yet having his argument with the Spanish scientists, the game was then ancient in the New World.

But the game, which had its inception among the Indians, really reached its highest state of development in the hands of the far distant grandsons of the men who first took possession of the North American continent.

When the French first landed in America they found the Indians in the northern part of the land amusing themselves with a game played with a netted stick and a ball. The stick resembled a cross or bishop's crozier, and this led the adventurous Frenchmen to name the implement used in the pastime "La Crosse," this latter being welded in one word and applied to designate the game and the stick.

There is one story handed down of a tragic event connected with the game. A band of Indians approached a fort in the days of the old French régime and announced that a game of lacrosse would be played. The game started, and in the excitement of the contest, sentries carelessly left their posts, and the doors of the stockade were left ajar. The game had centred in a struggle close to the fort, and, at a signal, blankets were discarded, and from under the cover weapons were quickly produced and a massacre followed.

In the old days of the Indian game it was played by unlimited sides, sometimes whole villages playing against each other, and from the accounts handed down in the old records, these games appear to have sometimes resulted in bloodshed.

The history of the game is not a very clear one, but the Indian seems to have clung to his old pastime, at least in Canada, although there are some instances of the game yet remaining with some of the tribes in the United States. The Indians of Caughnawaga, near Montreal, and those of St. Regis, near Cornwall, and not far from the New York border, retained the game, and fifty years ago they were the greatest exponents of the game in Canada. Then the white men

began to take a more than passing interest in the game. They began to play it, and soon learned to be adept with the crosse, and presently were able to cope with the red man at his own pastime. Little by little interest in the game increased among the white inhabitants of Canada, and soon there were teams organized solely of white men, and these showed skill and strength at the game which they had taken up. The white man's fondness for the game developed year by year, while gradually they surpassed the descendants of the original players, and now the Indian is unable to compete with the white teams, while the Indian players, who can win places in white teams, can be counted among the thousands of Canadians who play the game.

It is rather odd to say that a white man was "father" of a game that was old when the New World was first touched by the Genoese, yet this is true enough of lacrosse. Dr. George Beers has that title, and although he has now passed to his reward, his name will long remain as the "father" of a fine game. Dr. Beers, with Mr. W. L. Maltby, a well-known figure in Montreal's business circles, undertook to set the game upon a solid basis with the Canadians, and the result of their missionary work was the formation of uniformed clubs, and afterwards the formation of the National Amateur Lacrosse Association, which for many years controlled the destinies of the game in Canada. To-day there are associations in the middle east, in Ontario, in Manitoba, and British Columbia, while there is an international league in which teams in Seattle and St. Paul are interested. The game is played in New York, in Chicago, and San Francisco, while many of the leading colleges in the United States have taken some interest in the game, with the result that there is a growth of interest in the grand game throughout the republic.

The game has taken hold in England to some extent, and there is a lacrosse league over there which has a large membership, while in Australia there is a league of considerable importance, showing that the game, if properly played, is one to command attention whenever offered to people who love fine manly sport and who want to see opportunity for individual and team play. Lacrosse affords excellent chance for the individual to shine, but the secret of success lies in combination, and teams which arrive at this quickest are certain to prove victorious.

Dr. Beers worked at his idea to get Canadians interested in the game, and in 1876 he organized a team to go to England. This proved a success, and did much to advertise Canada, and in 1883 there was a second trip. On this latter occasion a team of amateurs and a team of Indians were taken, and the matches between these organizations proved wonderfully interesting to the Britishers.

In 1884 a team of players from the United States, organized by Erastus Winans, went to England and had a successful trip. In 1885 a team of Montreal players toured the principal cities of the United States,

In 1887 a team of players from Ireland toured Canada. Later there were visits from teams from the United States to Canada, and in the course of time visits to New York by teams from Montreal and elsewhere became frequent. In 1903 the Toronto Lacrosse Club sent a team to England, and the following summer a team composed of students of Oxford and Cambridge Universities toured Canada and the States.

These international visits have done much to promote a knowledge of the game and to make known its many fine points. The movement of Canadians to the United States has aided largely in developing good material there, and in the course of time, when the youngsters begin to handle the stick at an early age, there should be no reason why first-class teams cannot be produced here.

The greatest development of the game has been in the middle of Canada, from Toronto to Montreal. The name of Shamrocks is on the tip of the tongue when lacrosse is mentioned. This club has done a great deal to improve the game, and at the hands of the green-shirted Irishmen of Montreal the sport has gained much. Montreal and Toronto Clubs were famous in the old days, while later teams of fame have been the Capitals of Ottawa, Cornwall, Nationals of Montreal, Brantford, and New Westminster.

The Canadians naturally excel. With them it is a National pastime, and the growing boys begin to fondle a stick at an early age, and it is this which makes them so graceful, so lightfooted, and so certain in all that they do when on the field of play. It is a game requiring physical strength, speed, and quick-thinking qualities, and such a combination of good points can well be achieved by participation in this magnificent sport.

UNITED STATES LACROSSE RULES.

RULE 1.—SECTION 1. The crosse may be of any length to suit the player, and shall not exceed one foot in width. It shall be woven with catgut. ("Catgut" is intended to mean raw hide, gut, or clock string; not cord or soft leather.) A string must be brought through a hole in the side of the tip of the turn, to prevent the point of the stick catching on opponent's crosse. A leading string resting upon the top of the stick may be used, but shall not be fastened so as to form a pocket lower down the stick than one of the length-strings. The length-strings shall be woven to within two inches of their termination, so that the ball cannot catch in the meshes. Metal of any kind shall not be allowed upon the crosse; splices must be made either with string or gut.

RULE 2.—The ball shall be India rubber sponge, not less than seven and three-quarters, nor more than eight inches in circumference and four and a half to five ounces in weight. In matches it shall be furnished by the home club, and shall become the property of the winning team.

RULE 3.—SECTION 1. Each goal shall consist of two poles six feet apart, and six feet high out of the ground, joined by a rigid top cross-bar. The poles must be fitted with a pyramid-shaped netting of not more than one and one-half inches mesh, which pyramid shall extend and be fastened to a stake in the ground at a point seven (7) feet back of the centre of the goal, and said netting shall be so made as to prevent the passage of the ball put through the goal from the front, and the bottom of the netting must be held close to the ground with tent pegs or staples. They shall be placed at least 110 yards, and if the ground will permit, 125 yards, from each other. In matches, they must be furnished by the home club.

SEC. 2. The Goal Crease shall be a marked line, twelve feet square, and the goal poles shall be placed six feet from the front and back lines and three feet from the side lines.

RULE 4.—SECTION 1. Twelve players shall constitute a full team; they shall

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be regular members, and in good standing, of the club they represent and of no other club.

SEC. 2. The players on each side shall be designated as follows: "Goal Keeper," who defends the Goal; "Point," first man from Goal; "Cover Point," in front of Point; "First, Second, and Third Defence;" "Centre," who faces; "Third, Second, and First Attack," and the players nearest the opponents' goal shall be called "Outside Home" and "Inside Home."

RULE 5.—SECTION 1. Field Captains, to superintend the play, shall be appointed by each club previous to the commencement of a match. They shall be members of the club for whom they act and of no other. They may or may not be players in a match, but neither team shall have as Field Captain a non-player without consent of the other team.

SEC. 2. Field Captains who are non-players shall not carry a crosse, nor shall they be dressed in lacrosse uniform, nor shall they in any manner obstruct the play or interfere with an opponent during the match.

SEC. 3. They alone shall be the representatives of their respective teams in all disputes.

SEC. 4. They shall "toss" for choice of goals, and none other than either of the said Field Captains, or the Referee, shall be allowed to claim "foul" during a match. The Field Captains shall report infringements of the laws during the match to the Referee. They shall also define the bounds of the playing field, and report same to the Referee.

SEC. 5. If, after the commencement of a match, it becomes apparent that either Umpire is guilty of giving unjust decisions, the Field Captain of the side offended may enter a protest with the Referee against his conduct, and ask for his removal and the reversal of the Umpire's decision.

SEC. 6. The Field Captain, as well as the members of his team, shall be answerable to the authority of the Referee, and shall be liable to expulsion from the field by the Referee.

RULE 6.—SECTION 1. The Referee shall be a disinterested party, and shall not be a member of either of the contending clubs, unless agreed upon by both clubs. The authority of the Referee shall commence from the time of the appointment, and shall continue until the end of the match.

SEC. 2. The referees and umpires who are to act in the games on the official schedule shall be agreed upon at the annual convention. Alternates shall also be chosen, the expenses connected therewith to be shared equally by the two contesting teams.

SEC. 3. In case principals and alternates fail to appear, the captains of the two contesting teams shall settle upon the referee and umpires.

SEC. 4. Before the match the Referee shall see that properly qualified Umpires are selected, as provided for in Rule 7, and Time Keepers as provided for in Rule 8.

SEC. 5. When "foul" has been called by either Captain, the Referee shall immediately call "time" or blow his whistle (except as provided in the following Section), after which the ball must not be touched by either party, nor shall the players move from the position in which they happen to be at the moment, until the Referee has again started the game.

SEC. 6. He shall not have the power to suspend play when the player who has been fouled is still in possession of the ball, or the ball remains in the possession of such player's side.

SEC. 7. The jurisdiction of the Referee shall not extend beyond the match for which he is appointed. At the commencement of each game, and after "fouls" and "ball out of grounds," he shall see that the ball is properly faced. He shall have the power to call a foul on any player or Field Captain of either side.

SEC. 8. Any side rejecting his decision, by refusing to continue the match, shall be declared losers. All disputed points, or matters of appeal, that may arise during his continuance in office shall be left to his decision, which shall be final, provided his decisions have been in accord with the Rules and Constitution.

SEC. 9. If "foul" has been claimed by either Field Captain and the game scored before the Referee has had an opportunity to call "time," the Referee shall decide whether or not a foul has been committed; and if he decides that a foul has been committed, he shall give a free throw, face the ball, or allow the goal if Section 6 is applicable.

SEC. 10. In the event of a complaint being made and proven against the decisions of either Umpire, the Referee shall dismiss the Umpire and appoint another, setting aside and reversing the decision objected to.

SEC. 11. The Referee shall, in addition to his control of the players, have control and jurisdiction over the two Field Captains, and in the event of either Field Captain interfering with the players in the opposing team, or being guilty of threatening, profane, or obscene language, or in any way violating any rule that would bring a player under censure, the Referee shall be empowered to order the Field Captain to leave the field, and the refusal on the part of any Field Captain to obey such a ruling shall forfeit the match to the opposing team.

SEC. 12. In the event of Umpires not being appointed by consent of the clubs, it shall be the duty of the Referee to appoint one or more Umpires as may

be required, neither of whom shall be one of the parties objected to by either club.

SEC. 13. The home club in all matches shall be responsible for keeping the grounds clear of spectators, and in cases where the spectators persist in crowding on the grounds, or in any way interfering with the players or the officials so as to delay the progress of, or affect the result of, the match, the Referee shall declare the match off, and on his reporting the circumstances to the Advisory Committee, they shall order the match to be played over on neutral grounds on a date to be fixed by them, or the match awarded to the club not at fault.

SEC. 14. Any game scored after the Referee has blown his whistle or called time, shall not count.

SEC. 15. The Referee shall strictly enforce the whole of Rule 10.

RULE 7.—SECTION 1. There shall be two Umpires, one at each goal. They shall be disinterested parties and shall not be removed during the progress of the match, except by order of the Referee.

SEC. 2. They shall not change goals during the match, and shall stand behind the goals. In the event of the game being claimed, the Umpire at the goal shall at once decide whether or not the ball has passed through the goal, his decision simply being "game" or "no game," without comment of any kind. His decision shall be final, except as provided in Rule 6, Section 10.

RULE 8.—SECTION 1. Two Time Keepers shall be appointed, one by each Field Captain, before the commencement of the match, whose duty it shall be to keep an accurate account of the time of each game, deducting time for stoppages in the actual play resulting from injuries to players, ball out of bounds, or disputes. They shall also keep a record of all time lost between games. They shall immediately report to the Referee any variance in their time, and the matter shall be at once decided by him. The Referee shall compare the record of both Time Keepers immediately after each game. He shall be guided by them as to the duration of the match.

RULE 9.—SECTION 1. Before the match begins the Referee shall draw the players up in lines and see that the regulations respecting the ball, crosses, and shoes are complied with. Disputed points whereon the Captains disagree shall be left to his decision.

SEC. 2. The game shall be started in the centre of the field by the Referee placing the ball between and touching the reverse surfaces of the crosses of the players facing, and when both sides are ready the Referee shall call "play." This is known as "facing." The players shall have their left side towards the goal they are attacking, and in every case the crosses must be drawn. The ball shall be faced in any part of the field in this manner whenever it is necessary. In all cases where the ball is faced no player shall be allowed within 10 feet of those facing the ball until it is in play.

SEC. 3. Games in all cases must be won by putting the ball through the goal from the front side.

SEC. 4. After the end of the first half the opposing teams shall change goals.

SEC. 5. Should the ball be accidentally put through a goal by one of the players defending it, it shall be a goal for the team attacking the goal. Should it be put through a goal by any one not actually a player it shall not count.

SEC. 6. In the event of the goal post being knocked down and the ball put through what would be the goal in the opinion of the Umpire at that end, if the goal posts were standing, it shall count a game for the attacking side.

SEC. 7. In no case must the ball be faced closer to the goals than ten (10) yards in any direction.

SEC. 8. The goal keeper, while defending his goal within the goal crease, although not allowed to catch the throw with his hand, may put away with his hand or block the ball in any manner with his crosse or body.

SEC. 9. Should the ball lodge in any place inaccessible to the crosse, or become ensnared in the goal netting, it may be taken out with the hand, and the player picking it up must face for it ten feet within playing limits with his nearest opponent. In case either uses a left-handed crosse, the referee shall call "play" when both are ready and toss the ball up between them.

SEC. 10. Should the ball catch in the crosse netting, the crosse shall be immediately struck on the ground to dislodge it.

SEC. 11. Ball thrown out of bounds must be "faced" at the nearest spot where it left the bounds and all the players shall remain in their places until the ball is faced.

SEC. 12. Players may exchange their crosses during a match.

SEC. 13. If the player should be in possession of the ball when "time" is called he must drop it on the ground. If the ball enters the goal after "time" has been called it shall not count.

SEC. 14. Should a player lose his crosse during the game he shall consider himself "out of play," and shall not be allowed to kick the ball or touch it in any way until he recovers his crosse.

SEC. 15. Any player considering himself purposely injured during the play must report to the Captain, who shall report to the Referee.

SEC. 16. Should a player be injured during a match, and compelled to leave the field, the Captain of the opposing team shall have the right to refuse to permit the playing of a substitute in place of the injured player, in which case said

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Captain must drop a player from his team so as to equalize the sides; or he may permit a substitute to take the place of the injured player, who shall not return to the game. An injured player whose place is not taken by a substitute may return to the game. If said Captain offers to permit the playing of a substitute, which offer is not accepted, he need not drop a player to equalize the sides. In the event of any dispute between the Field Captains as to the injured player's fitness to continue the game, the matter shall at once be decided by the Referee.

Sec. 17. Should one team be deficient in the number of players, at the time fixed for starting a match, their opponents may, if they see fit, limit their own number, to equalize the sides, but no game shall be played with less than ten players on a side.

Sec. 18. No change of players shall be made after the match has commenced, except as herein provided, or by the consent of both captains.

Sec. 19. Should a foul be claimed and disallowed, the side against whom the foul has been claimed shall be allowed a free throw or the ball shall be faced, at the option of the Referee; should the foul be allowed the player fouled shall have a free throw, but in no case shall it be made within ten (10) yards of the goal. By a free throw it is understood that the player fouling and the one fouled shall be placed in the same positions as they occupied immediately previous to the foul, the player fouled having the ball on his crosse. At the word "play" from the Referee, each shall be allowed to play in any manner allowed by the rules of the game.

Sec. 20. A match shall consist of two thirty-five-minute halves with an intermission of ten minutes between halves, and the side scoring the greater number of goals shall be declared the winner. Time is to be taken out whenever time is called. In the event of a tie, play shall be continued after an intermission of ten minutes, for one-quarter hour, and the side having scored the greater number of goals at the end of this time shall be declared the winner. In the event of a tie at the end of this time, the Captains shall decide whether the game be postponed or playing continued until a goal be scored, or that it remain a tie.

Sec. 21. On the day selected, if one club only, with at least ten of its regular players and substitutes put in an appearance, it shall be entitled to claim a victory by default. If its opponents refuse to fulfil their engagement, or do not appear upon the ground at the specified time, the club complying with the terms agreed shall be declared the winner of the match, unless the defaulting club is delayed by circumstances beyond its control.

RULE 10. For all fouls except Nos. 13 and 19, the Referee shall have power to suspend the offending player for the remainder of the game, or at his option to warn the offending player for the first offence and to suspend him for the remainder of the game for the second offence. If the player offends after having been suspended once, he shall be removed for the remainder of the match.

For violations of Nos. 13 and 19, the player shall at once be removed for the remainder of the match.

A player shall not:

1. Hold an opponent's crosse with his hands, arms or between his legs; nor hold, strike, or trip him with his crosse; run in front of him or interfere in any way to keep him from the ball until another player reaches it.
2. Hold, strike, or trip an opponent, or push him with the hand.
3. Wrestle with legs entwined, so as to throw an opponent.
4. Touch the ball with his hands, save as in Rule 9, or excepting goal keeper, as in Rule 9.
5. Throw his crosse at a player or at the ball under any circumstances.
6. Move from his position when "time" is called until the ball is again faced.
7. No player except the goal keeper shall stand within the goal crease, nor shall he check the goal keeper while the latter is within the bounds of the goal crease. Any goal made while an attacking player is within the goal crease or interfering with the goal keeper while the latter is within the crease, shall be deemed a foul, and shall not be counted. The offending player and side shall be subject to the usual penalty for fouls. The goal keeper, while within the crease, may not hold the ball on his crosse longer than is necessary to step out of the crease.
8. Use the check commonly known as the "square" or "crosse" check which consists of one player charging into another with both hands on the cross, so as to make the stick meet the body of his opponent.
9. Jump at, or shoulder an opponent from behind while running for or after reaching the ball.
10. Interfere in any way with another player who is in pursuit of an opponent.
11. Deliberately kneel, lie down, or drop in front of an opponent when both are in pursuit of the ball.
12. Attempt to influence the decision of the Umpire.
13. Use threatening, profane, or obscene language to any player, or to the Referee, Umpires, or Field Captains at any time during the match.
14. Forcibly body check an opponent into a fence.
15. Charge into an opponent after he (opponent) has thrown the ball.
16. Wear spiked shoes. (Rubbers excepted.)

17. Persistently throw the ball out of bounds, lie on same, or in any way try to prolong the time of a game.
18. Check an opponent's crosse, or attempt to knock the same out of his hands in any way, unless both players are contending for the ball.
19. Deliberately strike another with his crosse or otherwise.

LAWN TENNIS.

DESCRIPTION OF THE GAME.

LAWN TENNIS is played by two, three, or four people (though very seldom by three) on a smooth stretch of ground called a court which is laid out on a level surface of grass or turf, or occasionally on a broad floor under a covered roof in winter. The court is marked out with white lines on the ground indicating the boundaries, and the space is divided in two by a net three feet in height stretched across the centre from side to side.

Each player is armed with a racket, which is a wooden frame about a foot long and eight inches wide, the oval open space being covered with a fine network of catgut strings, and the frame supplied with a handle about 15 inches long. With this racket the players strike a ball $2\frac{1}{2}$ inches in diameter, of rubber filled with compressed air and covered with felt.

This ball is knocked from one side of the net to the other back and forth until one side misses it—that is, fails to hit it at all, or knocks it into the net, or out of the court. Either side scores a point when the opponent fails to return the ball into his court. The object of the game, therefore, is to knock the ball into the opponent's court so that he cannot return it.

The first player to hit the ball is called the server (he is chosen by lot), and he throws the ball up into the air and knocks it over the net and into the court on the opposite side. After this service is delivered, each side must strike the ball in turn, hitting it either before it touches the ground (a volley) or after it has bounded only once. It is against the rule to volley in returning the service, but after this second stroke of each point, it is optional with the players whether they volley or return the ball on the first bounce.

The method of scoring is simple. The first point won for either side counts 15, and if each side should win one of the two first points, the score becomes 15—all, "all" meaning "even" in every case. The server's score is always called first and the first point therefore makes the score 15—love, or love—15 (according to whether the server or his opponent wins the first point). "Love" means nothing in tennis scoring. The second point for either side is 30 and the third 40. If the server wins the first two strokes, the score is 30—love; if won by the opponent, it is love—30; if each has won a point, the third count then makes the score 30—15, or 15—30, according to whether the