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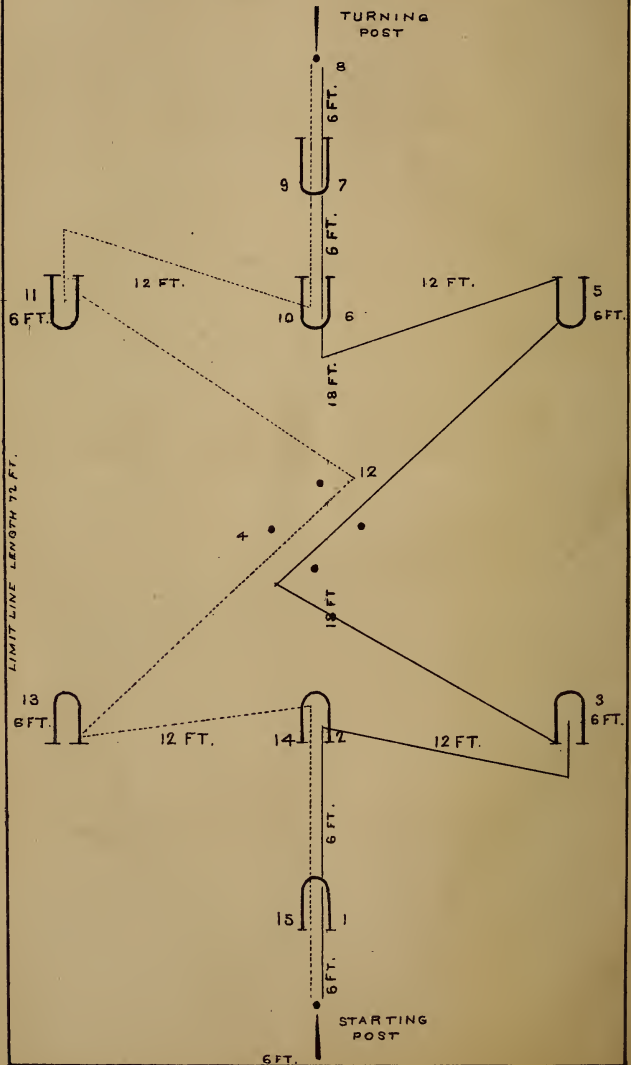




# DIAGRAM.

LIMIT LINE WIDTH 36 FT.

6 FT.

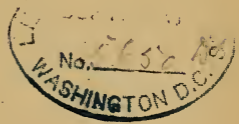


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# CROQUET

AS PLAYED BY THE

Philadelphia Croquet Club.



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PHILADELPHIA:  
CLAXTON, REMSEN & HAFFELFINGER.

1873.

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## PUBLISHERS' NOTICE.

THE need of some authority by which disputed points in the GAME OF CROQUET shall be authoritatively decided, thus obviating the annoyance due to arguments and delays so often indulged in by players, has long been felt. Accordingly, the accompanying Rules and Regulations (adopted by the PHILADELPHIA CROQUET CLUB, April, 1873), are presented by the Publishers as a standard Guide for conducting this popular and invigorating game.



## DEFINITION OF TERMS.

**RICOCHÉT.**—Roqueting two or more balls in one stroke.

**CROQUET and FLINCH.**—A method of following a Roquet, and played as follows: The striking ball is taken up and placed in contact with the struck ball, the player holding the former firmly with his foot, and striking, drives or croquets the latter ball wherever he may desire, care being taken to tightly hold the playing ball in its placed position; and a failure to thus hold the ball constitutes a Flinch.

ROQUET.—A struck ball coming in contact with another ball.

ROQUET CROQUET.—The same as a Croquet, with the exception that the playing ball is *not* held in position, but struck loosely and free to move in accordance with the stroke.

POINT IN THE GAME.—A Roquet (subject to the Rules) running an arch or striking the turning-post.

BOOBY.—A failure to make the First Arch.

A PUSH.—Permitting the mallet to remain in contact with the ball after the instant of contact.

ROVER.—A ball that has run all the Arches.

POSITION.—A ball in front of the proper arch with a possibility of running it in a stroke.

**STARTING-POST.**—The post from which the player commences and at which he finishes the game.

**TURNING-POST.**—The post opposite to the starting-post.



# R U L E S

OF THE

## PHILADELPHIA CROQUET CLUB.

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### ARTICLE I.

#### Section 1.

The distance between the stakes shall be twenty paces (60 ft.); from the starting-post to the first arch two paces (6 ft.); from the first to second arch two paces (6 ft.); from the second arch to the centre of the basket six paces (18 ft.); and from the basket to the turning-

post the reverse of the above plan. The four side arches shall be placed on a line of the second arch from each post, to the right and left at a distance of four paces (12 ft.) from the centre of said second arch.

#### Section 2.

The extreme dimensions of the field shall be twenty-four paces (72 ft.) in length and twelve paces (36 ft.) in width; the stakes and arches so placed as to permit the formation of a limit of two paces (6 ft.) around the entire field, and any ball resting beyond must be immediately replaced on the limit line at the point at which it crossed.

**ARTICLE II.**

In commencing, Four Balls shall constitute a game, and the ball must be placed on a line drawn from the centre of the First Arch to starting-post at a distance of one pace (3 ft.) from each.

**ARTICLE III.**

The ball must be struck with the face of the mallet, and not pushed: any player deviating from this requirement will forfeit his turn of play, and is compelled to leave the ball or balls in the position to which they are driven; and any information regarding the position of balls

relative to the game or to each other must always be given when asked for.

#### **ARTICLE IV.**

A player failing to make his first arch becomes a Booby, and his ball must in his next turn be played from the position it occupies, and cannot be used on any other ball, or by any other player, while it remains a booby.

#### **ARTICLE V.**

Whenever a player strikes, and the ball moves, it must be considered a Shot.

**ARTICLE VI.**

Playing out of one's turn will cause the offender to forfeit his next play, and the ball or balls must be replaced.

**ARTICLE VII.**

Playing the Wrong Ball in turn will cause the offender to forfeit his present play, and the ball or balls must be replaced.

**ARTICLE VIII.**

The Arches must be run in their regular order (see Diagram): leaving the second, the Third Arch must be run in the same direction

as those preceding it, on to the turning-post and back, in all cases playing to the Right Hand, and with the exception of the basket only in the one direction.

#### **ARTICLE IX.**

The Basket must be run on an angle through the centre of both arches, and only by playing to the right hand.

#### **ARTICLE X.**

A player continues in the game so long as he can make a Point.

#### **ARTICLE XI.**

A ball is not counted through an

arch if it can be touched by the handle of the mallet across the arch from the side it entered; and in the case of the basket this test will be applied to the inside of the wires through which the ball is *en route*.

#### ARTICLE XII.

More than one arch in one shot shall not entitle the player to any additional advantage.

#### ARTICLE XIII.

Any ball lodging or placed inside of an arch from the wrong direction must be played for position.

**ARTICLE XIV.**

A ball after running all the arches becomes a Rover, and is alive on all the balls in each succeeding turn, but it is governed by all other laws of the game. Touching the stake, either by accident or design, in any case counts a roving ball out of the game.

**ARTICLE XV.**

No player can use the same ball twice in one tour excepting after having advanced a point in the game.

**ARTICLE XVI.**

When a ball is roqueted, the player must play against and Move

the Ball he has struck, and in proceeding he obtains by the Roquet the privilege of two shots. A failure to move the ball he is playing against forfeits his further play in that turn.

#### **ARTICLE XVII.**

A Roquet and another point in the game made in the same shot, entitles the player to the privilege of declining the roquet and proceeding to his next position.

#### **ARTICLE XVIII.**

A player making a Ricochét is compelled to use the balls in the

order they are struck, and cannot advance in the game until this requirement is complied with.

#### **ARTICLE XIX.**

If a player flinches in the execution of a Croquet, he forfeits further play in that turn, and the balls are to remain in and be played from the position to which they are driven.

#### **ARTICLE XX.**

No player will be allowed to use his mallet with Both Hands, nor be permitted to stand behind his ball in striking.

**ARTICLE XXI.**

Both the Live and Dead ball games shall be governed by the same rules, with the one exception, that in the latter no player can use the same ball twice until after he has made a point in the game, while in the former any or all balls may be used once at each succeeding turn of the player.



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AS PLAYED BY THE

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