



*Fraternally yours
Henry Chadwick*

DE WITT'S
BASE BALL UMPIRE'S
GUIDE.

A COMPLETE BOOK OF INSTRUCTIONS TO
UMPIRES OF THE
PROFESSIONAL AND AMATEUR ARENAS.

Edited by HENRY CHADWICK.

New York:

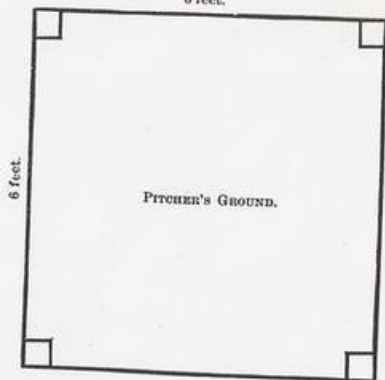
ROBERT M. DE WITT, PUBLISHER,
33 ROSE STREET.

1875.

BL-186-1939x

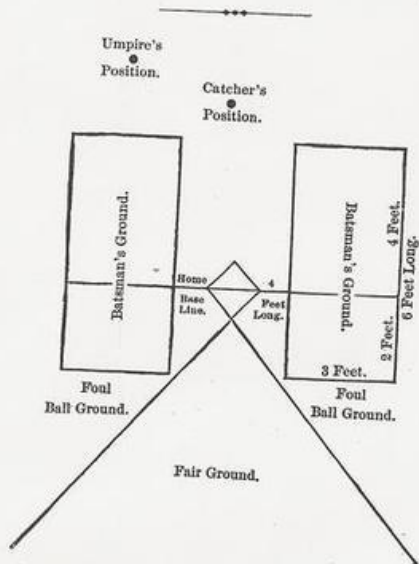
DIAGRAM OF PITCHER'S POSITION.

6 feet.



Stone blocks or iron plates must be laid at each corner of the position to mark its boundary, besides the chalk lines, and the former must be laid level with the surface of the field.

DIAGRAM OF STRIKER'S POSITION.



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PUBLISHER'S PREFACE.

ALTHOUGH the standard works on Base Ball have hitherto covered nearly every department of the game, so important has the subject of *Umpiring* become that it has been deemed necessary to prepare a special work on that subject, and, hence the introduction of THE BASE BALL UMPIRE'S GUIDE, which is this season presented to the fraternity for the first time. The design of this latest addition to the literature of our national game is to include in the work every point of information bearing upon a correct interpretation of the existing rules of play, and also to make it a book of special instructions to Umpires of both classes of the fraternity. Of course a work of this kind would be of comparatively little value unless emanating from an authority in the interpretation of the laws of the game, whose definitions of the rules and decisions on questionable points would be regarded as official and conclusive. With this object in view the publishers placed the work in the hands of Mr. HENRY CHADWICK, the author of all the books on the

game in print, and a writer on Base Ball who is conceded by all to be the highest authority on the national game in the country. This position, it is well known, he has attained by years of unremitting attention to the business of perfecting the rules of play. As Chairman of the Committee of Rules of the old National Association for several years, the work of revising the code of rules each year fell almost exclusively into his hands, and since the existence of the Professional Association the same duty has devolved upon him in preparing the professional rules, though not in any official capacity. This, together with the fact of his extensive working as Base Ball Editor of the prominent sporting journals of the country, has given him an experience which eminently fits him for the position which he now occupies. These facts are too well known to need repetition here; but it was thought advisable to show that our new work was from the pen of the highest authority on the national game.

THE PUBLISHER.

INTRODUCTION.

It is one of the necessities of the game of Base Ball, apparently, that the duties of the Umpire should exceed in their multiplicity and importance those of the Referee or Umpire in any other sport in vogue. For this reason the position has become one requiring almost as much special training and instruction to excel in it as that of the most important field position in the game. Indeed, it is far easier to find a fitting occupant for the leading position in a first class professional nine than it is to find a suitable candidate for the onerous position of Umpire. In the early days of the game the Umpire had far less important points to decide upon than he now has, and more power for arbitrary decisions. Year by year, however, the revised rules of the game have lessened the opportunities for discretionary action, and transferred to the rules themselves what was formerly entirely in the hands of the Umpire to decide upon. Nevertheless, while much of the responsibility formerly attached to the position has been removed, there still remains enough to

make it very important that the occupant of the place should be a man well posted in the matter of correctly defining the existing laws of the game.

The position of an Umpire in a game of Base Ball is the most honored one in the fraternity, and it requires, above all things, an upright man to occupy it, and also one fearless in his determination to decide disputed points with thorough impartiality. Such men are not to be found at command on all occasions, and as there are, among the majority class of clubs, no inducements offered for occupying the position beyond those derived from its honorary character, it is important that all obstacles to its acceptance, such as have hitherto existed, should be removed. The time was when it was a regular thing for defeated clubs and disappointed players to abuse the Umpire in a match. We saw the necessity of putting a stop to this kind of thing years ago, and we have since used our utmost efforts to ensure the strict observance of silent acquiescence in the decisions of Umpires as an invariable rule of match games.

No man can be forced upon two contesting clubs as an Umpire, for the simple reason that no man can act in the position without the mutual consent of the contesting nines, given through

their respective Captains. Hence each club can choose their man for the position, and once having consented to any man's taking the position, common civility requires the return of silent acquiescence in his decisions, unless they are marked by gross errors in interpreting the rules, in which case the rules themselves provide a remedy. Aside from the lack of courtesy—in fact, of gratitude for an obligation conferred—shown by growling or abusive comments on decisions marked by errors of judgment, policy alone should dictate to contesting nines that the prejudices of an Umpire are far more likely to be aroused where abuse follows an erroneous decision, than where a club silently puts up with what they cannot avoid. When bad decisions are made, the disappointed parties should at once remember two things—one of which is that the decision given is final, and one from which there is no appeal, except in the case of a wilful misinterpretation of the rules; and the other is, that you or your representatives consented to the Umpire's acting in the position. It follows, therefore, that you are bound to abide by the decisions he renders. An error in interpreting the rules is one thing, an error of judgment another. The former can be appealed from, the latter not.

No man is competent to act as Umpire in a match who is not thoroughly familiar with the rules of play and possessed of a knowledge of their practical bearing, such as can be obtained from reading the standard books on the subject. No matter how skilful a player may be, however, it does not follow that he is therefore competent to act as Umpire. Some of the poorest Umpires we have ever seen have been professional players, men who have acquired a knowledge of the rules by hearsay only, and who seldom or never look at a base ball book. Whereas, on the other hand, we have seen some of the best of umpiring done by men who had but little practical knowledge of the game, but who, by studying the works on the game and thereby attaining a familiarity with the true intent and meaning of each rule, had made themselves thoroughly acquainted with the duties of the position.

It may also be said that a certain amount of actual training in umpiring a game is now a necessity in preparing a man to be thoroughly competent for the position, and this is best acquired by acting as Umpire in practice games early in the season.

THE UMPIRE'S DUTIES.

WHAT THEY COMPRISE.

The duties of the Umpire in Base Ball are, first, to correctly interpret the laws of the game. Secondly, to see that the contestants do their work on the field and at the bat fairly and as the rules of the game require. Thirdly, to decide all disputed points of play which may occur during the progress of a match game. What he cannot do, however, is to refuse to enforce any section of the code of rules under which he is empowered to act in the position. Nor is he allowed to interpret any rule except by the express wording of the official code of rules by which he is governed.

WHEN HIS DUTIES COMMENCE.

The Umpire's duties commence the moment he has been chosen by the Captains of the two contesting clubs in a match, and one or the other of the contesting nines are in the field and in readiness to commence the game. The contesting clubs may agree upon any one as Umpire in a match some days before the contest is to take

place; but such Umpire can take no action whatever until the appointed day and hour of the game. When that time arrives, however, he can take his position on the field, and if one or other of the contesting nines fail to appear, he can act as the rules direct, and inflict such penalties as such non-observance of the rules by either party to the contest calls for. Of course there is no Umpire until the parties to a contest have mutually agreed, through their official representatives, upon a man for the position.

WHEN HIS DUTIES END.

As soon as the last man is out in the last innings of a game, and the Umpire, after examining the official score of the game, has named the winning club, his duties as Umpire cease. This condition of things happens generally at the close of the ninth innings of a match; but it may happen under different circumstances. For instance, the contest may be so close as to require a dozen or more innings to be played before one or other of the contesting nines finish an even innings with a majority score of runs, in which case the Umpire, of course, acts in the position until the game is won or drawn. Again, it may happen that a storm interrupts play at the close of the

first innings of a match, and in such case the Umpire acts until it becomes plainly apparent that the game cannot be resumed and it be "called," and then his duties cease. A match ending in a drawn game requires a new agreement upon an Umpire, and a new agreement is also required in the case of a game prevented from being played to a legal ending by a storm. But the moment the Umpire "calls" a game, either under the circumstances of suspended play or a drawn game, that moment he ceases to be the Umpire for that called or drawn game, inasmuch as it requires a new agreement between the contesting clubs as to who shall act as Umpire in the game following the one suspended or drawn the previous day.

COMMENCING HIS DUTIES.

The Umpire, before taking his stand and calling "play," should first see that the foul ball lines and the lines of the pitcher's and striker's positions have been properly marked out on the field; secondly, he should examine the bats to be used, and see that they are of the regulation dimensions and material; thirdly, he should note whether the catcher's fence is at the proper distance from the home base; and, lastly, he should ascertain whether the local club have any special

rules of their ground which it is customary with them to observe. These things attended to, he then takes his stand near enough to the home base to be able to judge balls hit close to the base, and to judge correctly whether the ball is pitched over the base. When he sees that the field is occupied by the field side, and the pitcher is ready to deliver the ball, he must then call for the *striker*, and when the batsman has taken his position he must ask him whether he wants a "*high*" or a "*low*" ball, and, being answered, he must indicate to the pitcher the height the ball is to be sent in, and then—and not until then—call "*PLAY*."

THE BEGINNING OF A GAME.

From the time "*play*" is called until the game ends, or until it is temporarily suspended by the call of "*time*," the ball is to be considered "*alive and in play*," under the regular rules of the Base Ball code, and the game in actual progress.

SUSPENDING A GAME.

When "*TIME*" is called the game is immediately suspended—the ball becoming "*dead and not in play*" the moment "*time*" is called. This condition of things continues until "*play*" is

again called, or until the game actually terminates by its being "*called*," or by the closing of the ninth inning with one side having a majority of runs.

ENDING A GAME.

Should anything occur to interrupt the progress of a contest, such as a storm, or rain, etc., and the circumstances are such as to preclude the possibility of its resumption on the day it was commenced, the game must be "*CALLED*," and this being done the contest ends at once, no matter how many innings have been played or what the score is.

DECIDING THE RESULT.

The score at the end of the ninth innings generally decides the result of a contest; but it often happens, especially in the closing part of the season, that darkness puts a stop to play prior to the end of the ninth innings, in which case the score of the last even innings decides the game. Then, too, there is a condition of things in which the game is won by a score obtained before the close of an even innings. The instances illustrative of this are as follows:

Suppose the Athletics and Bostons have completed the nine full innings of a match, and the

latter's score is 6 to the Athletics 5, the Boston club thereby become the victors. Suppose, however, that the Athletic score is 5 at the close of the eighth innings to the Bostons 4, and, though the Athletics are enabled to play their ninth innings, darkness intervenes before the Bostons can complete theirs, and the game be called, in such case the score of the last even innings decides the contest, and the score being 5 to 4 in favor of the Athletics at the close of the eighth innings, they thereby win the game.

Now suppose, again, that this is the score at the close of the eighth innings, viz., 5 to 4 in favor of the Athletics, and the Athletics in their ninth innings fail to increase their score, while in the Boston's ninth innings they score two runs without having a man out, and then rain stops further play for the day, in such a case as this the Bostons win by a score of 6 to 4, though the nine full innings have not been played—the reason being that the Athletics having had a chance to increase their score, and failing to do it, it is but right that the Bostons should have the same chance, and having had it, and made two runs thereby, they are entitled to the advantage such a score gives them, as, supposing that the full nine innings had been played out, the Athletics

could not have lessened their score. It is, therefore an equitable rule which gives the game to the party leading the score in the last innings of an equal number played, even if the players should not all be out in the innings ended, provided the runs required to win be obtained.

DRAWN GAMES.

A drawn game occurs when each side has scored the same number of runs on an even innings and further play is prevented by a storm or darkness, provided five full innings have been played; or when a tie score occurs during the playing of a second part of an innings and the completion of the innings is prevented by rain or darkness. Suppose the Mutuals and Atlantics have each scored 5 runs at the close of the fifth innings, and rain then prevents further play, the game is necessarily drawn. Or, suppose the same clubs end nine innings play with a score of 6 on each side, and rain or darkness prevents a continuance of the contest, the game is drawn. The rules should allow a drawn game in case the same clubs close their eighth innings with a score of 6 to 5 in favor of the Mutuals, and the latter in their part of the ninth innings fail to add to their score, while the Atlantics in their ninth inn-

ings score one run without a man out, and a storm stops play for the day, the score on the incomplete innings being 6 to 6. In case the ninth innings ends with an even score, and an opportunity is offered to go on with the game and play ten innings, or more if necessary, the game must go on, as under such circumstances the mere occurrence of an even score at the close of the ninth innings does not admit of a drawn game being declared.

CAUSES FOR SUSPENSION.

The legitimate causes for suspending play in a game are as follows:

A severe injury to a player.

The fall of a heavy shower of rain.

Any outside interference with the progress of the game which renders it impossible for it fairly to be continued to a close.

The loss of the ball played with.

The illness of the Umpire.

The wilful infringement of any special rule of the game by either of the contesting nines.

The approach of darkness to an extent which prevents the Umpire distinctly seeing the course of the ball from the bat or from the hands of a fielder.

THE PLAYING RULES OF THE GAME.

The playing rules of the game, as observed by the professional clubs of the country, comprise seven rules, which include *eighty-two* sections. These rules cover seven separate departments, as follows: 1. THE MATERIALS OF THE GAME. 2. THE GAME. 3. THE PLAYERS. 4. THE PITCHING DEPARTMENT. 5. THE BATTING DEPARTMENT. 6. RUNNING THE BASES. 7. THE UMPIRE AND HIS DUTIES.

THE FIRST RULE.

The sections of this rule refer to: 1. *The ball.* 2. *Furnishing the ball.* 3. *A legal ball.* 4. *Changing the ball.* 5. *The bat.* 6. *The bases.* 7. *Position of the bases.*

THE SECOND RULE.

The sections of this rule refer to: 1. *The innings.* 2. *No game.* 3. *Drawn games.* 4. *Irregular games.* 5. *Forfeited games.* 6. *No play in rain.* 7. *Calling "Play" and "Time."* 8. *Suspending play.* 9. *Ending a game.*

THE THIRD RULE.

The sections of this rule comprise: 1. *Eligible players.* 2. *Playing in a regular match.* 3. *Ineligible players.* 4. *Players violating contracts.* 5. *Agreements to be in writing.* 6. *All betting by players prohibited.* 7. *The court of adjudication.* 8. *Position of players.* 9. *Substitutes.*

THE FOURTH RULE.

These sections include: 1. *The pitcher's position.* 2. *Delivering the ball.* 3. *A foul delivery.* 4. *Fair balls.* 5. *Called balls.* 6. *Balking.* 7. *Foul balks.* 8. *Hitting at called balls.* 9. *Dead balls.*

THE FIFTH RULE.

These sections refer to: 1. *The batsman's position.* 2. *A fair strike.* 3. *A foul strike.* 4. *The order of striking.* 5. *Failing to take position.* 6. *Refusing to strike.* 7. *Specifying balls.* 8. *Failing to call.* 9. *Failing to strike at fair balls.* 10. *The foul ball lines.* 11. *A fair hit ball.* 12. *A foul hit ball.* 13. *Hitting unfair balls.* 14. *How batsmen are put out.* 15. *When batsmen become base runners.*

THE SIXTH RULE.

These sections cover: 1. *The order of making bases.* 2. *Vacating bases.* 3. *Put out when forced*

off. 4. *Overrunning first base.* 5. *All bases to be touched.* 6. *Running out of the line of bases.* 7. *When a run is scored.* 8. *Taking bases on balks.* 9. *Taking bases on called balks.* 10. *Holding a base.* 11. *Running on fair fly balls.* 12. *Running on foul balls.* 13. *Put out in returning to bases.* 14. *Obstructing base runners.* 15. *Substitutes in running bases.* 16. *How base runners are put out.*

THE SEVENTH RULE.

This rule refers to the Umpire and his special duties, and its sections comprise: 1. *Selecting an Umpire.* 2. *The Umpire the sole judge.* 3. *Changing the Umpire.* 4. *The Umpire's special duties.* 5. *His calls of "play" and "time."* 6. *Calling a game.* 7. *Suspending play.* 8. *Reversing decisions.* 9. *Decisions on catches.* 10. *Interfering with the Umpire.* 11. *Appealing to the Umpire.* 12. *Calling foul balls.* 13. *Interfering with the players.* 14. *Unfair fielding.* 15. *Forfeited games.* 16. *Compensating the Umpire.* 17. *Misinterpreting the rules.*

THE CHAMPIONSHIP CODE.

In addition to the playing code governing professional contests, there is the championship code of laws, comprising five rules and nineteen sec-

tions, the latter referring to the following rules:
 1. Legal contestants. 2. Entry fee. 3. The emblem. 4. The season. 5. Regular Matches. 6. The series. 7. The games to be played. 8. Exhibition games. 9. Winning the pennant. 10. Presenting the emblem. 11. Awarding the pennant. 12. Illegal games. 13. Violating the rules. 14. Presenting charges. 15. Forfeited games. 16. Engagements. 17. The games. 18. Pool selling.

THE RULES, WITH EXPLANATORY APPENDIX.

The following are the seven playing rules of the game, together with an explanatory appendix to each rule, clearly interpreting its correct meaning and application:

RULE I.—THE MATERIALS OF THE GAME.

THE BALL.

SECTION 1.—The ball must weigh not less than five nor more than five and one quarter ounces avoirdupois. It must measure not less than nine nor more than nine and one quarter inches in circumference. It must be composed of India rubber and woolen yarn, and be covered with leather. The quantity of rubber used in the ball shall be one ounce, and the rubber used shall be vulcanized and in mould form.

(It is so much to the interest of ball makers to

manufacture balls of the regulation size, weight and dimensions, that the Umpire may safely, as a general rule, decide the ball to be a legal one if the name of some well known maker is stamped on the cover.

It is very surprising that the fraternity do not pass a rule obliging clubs to furnish dark colored balls. The white leather now used is the worst for the sight possible, as when it is in the air it is dazzling to the eyes of the player striving to catch it, whereas a dark red is easily seen in the air or on the green field.)

FURNISHING THE BALL.

SECTION 2.—In all the games of a series the ball shall be furnished by the visiting club, but when single games only are played, the ball shall be furnished by the home club, and in all cases it shall become the property of the winning club, as a trophy of victory.

(This rule works this way. If the Athletic Club visit Boston they provide the ball. On the return game, when the Bostons visit the Athletics, the former supply the ball. The Umpire must remember that the ball actually played with is the only trophy of victory, and the only ball that can be claimed as such. Some imagine that the losing club is obliged to furnish the victors with a new

ball. This is not so; whichever nine wins, to that nine the ball played with belongs.)

A LEGAL BALL.

SECTION 3.—No ball shall be played with in any regular match game unless it be of the regulation size, weight and materials, and also have the name of its maker, and the figures indicating its weight and circumference, plainly stamped on its cover.

(The Umpire, when the ball to be played with is handed to him, must see that the figures indicating its size and weight are plainly inscribed on the cover, for if they are not, he cannot consent to the ball being used. The color of the cover does not affect the use of it in regard to its legality, as it may be red, white or blue; but it must be of the legal size and weight.)

CHANGING THE BALL.

SECTION 4.—When the ball becomes out of shape, or cut or ripped so as to expose the worsted thread it contains, or in any way so injured as to be unfit for fair use, a new ball shall be called for by the Umpire, at the close of an even innings, at the request of either captain, and the same shall be furnished by the club supplying the first ball used in the game.

(By this newly amended rule the Umpire can only call for a new ball when either of the cap-

tains of the contesting nines request him to do so, and not then, even, unless the ball has become injured, as designated in the rule. And when so requested to call for a new ball, and he finds that the ball has become sufficiently injured to require a new ball in its place, he must wait until the close of the "even innings" before he can allow a new ball to be played with. Suppose that in the first part of the ninth innings the ball bursts open, and the worsted is exposed, and the captain of either nine calls for a new ball, the Umpire cannot change the ball until the close of the ninth even innings. Of course the club providing the ball played with furnishes the new ball.)

THE BAT.


SECTION 5.—The bat must be round, and must not exceed two and a half inches in diameter in the thickest part. It must be made wholly of wood, and shall not exceed forty-two inches in length.

(All the Umpire has to do with the bats is to see that they are of the right dimensions and made of wood. Each member of the contesting nines can have a private bat and use it exclusively. Light, tough and elastic bats are the best for skilful batsmen, a heavy bat being a drawback against swift pitching. Your bat should be of

sufficient length to reach from your hands—as you stand in your position, one foot distant from the home base—to the opposite corner of the base. This requires a bat of about thirty-eight inches in length.)

THE BASES.

SECTION 6.—The bases must be four in number, and they must be placed and securely fastened upon each corner of a square whose sides are respectively thirty yards. The bases must be so constructed and placed as to be distinctly seen by the Umpire, and must cover a space equal to one square foot of surface. The first, second and third bases shall be canvas bags, painted white, and filled with some soft material; the home base shall consist of white marble or stone, so fixed in the ground as to be even with the surface, and with one corner of it facing the pitcher's position—said corner to touch the foul ball lines where they meet at the home base corner.

(The Umpire must see that the corner where the foul ball lines meet, from first and third bases to the home base, exactly touches the front corner of the stone forming the home base, thus . The object of placing the corner of the base to the front is to enable the pitcher to have the greatest width of the base to pitch the ball over. With the base placed square he would have but twelve

inches to pitch over, whereas by placing the corner to the front he has seventeen inches.)

POSITION OF THE BASES.

SECTION 7.—The base from which the ball is struck shall be designated the home base, and must be directly opposite to the second base; the first base must always be that upon the right hand, and the third base that upon the left hand side of the striker when occupying his position at the home base. And in all match games, a line connecting the home and first base and the home and third base, as also the lines of the striker's and pitcher's position, shall be marked by the use of chalk, or other suitable material, so as to be distinctly seen by the Umpire. The base bag shall be considered the base, and not the post to which it is, or should be, fastened. The line of the home base shall extend four feet on each side of the base, and it shall be drawn through the centre of the home base and parallel to a line extending from first to third base.

(When bases get loose from their fastening the Umpire must remember that the base itself is the objective point of the base runner or player, and not the corner post or position to which it should be fastened. So long as the base runner is on the base itself he is safe, no matter if it be removed half a dozen feet from its proper position. When a base thus becomes loose, it is the duty of

the Umpire—as soon as the play in base running ceases—to call “time” and have it fastened. Of course, he should see that all the lines of the position are duly marked off, and especially the foul ball lines.)

RULE II.—THE GAME.

THE INNINGS.

SECTION 1.—The game shall consist of nine innings to each side, when, at the close of such number of innings, should the number of runs be equal, the play shall be continued until a majority of runs, upon an equal number of innings, shall be declared, which shall conclude the game. All innings must be concluded at the time the third hand is put out.

(Nine innings on each side constitutes a game, provided that at the close of the even ninth innings one of the contesting sides has scored a majority of runs in the game, otherwise the game has to be prolonged to an indefinite number of innings, until one side or the other obtains such excess of runs. Suppose that at the close of the ninth innings the score stands 9 to 9, then a tenth innings must be played, and if then the score still remains equal, an eleventh innings must be played out, and so it goes on until one side or the other leads the score, or until darkness

stops play; in the latter case, the score still being equal on even innings, a drawn game must be declared. The moment the third hand is put out the innings ends.)

NO GAME.

SECTION 2.—Under no circumstances shall a game be considered as played, or a ball be claimed or delivered as the trophy of victory, unless five innings on each side shall have been played to a close. And should darkness or rain intervene before the third hand is put out in the closing part of the fifth innings of a game, the Umpire shall declare “no game.”

(Each contesting side must have completed their fifth innings before the play in a match is interrupted or suspended from any cause, or “no game” must be declared by the Umpire. It may happen that one side has been put out for four or five runs in their fifth innings, and that the other side have scored two or three more in their fifth innings—thereby leading their opponent's score—without losing a hand; but though such a condition of things would give them the game in their sixth innings, it does not in their fifth, it being necessary that the fifth should be legally closed by putting out the three players.)

DRAWN GAMES.

SECTION 3.—Whenever a game of five or more innings on each side is stopped by darkness, rain, or other such causes, and the score at the time is equal on the even innings played, then the game shall be declared drawn; but under no other circumstances shall a drawn game be declared.

(It is generally supposed that when nine full innings have been completed with an even score that the game can, in such case, be declared drawn. This is not the rule, however, as in such a case as this play must be continued until one side or the other has a majority of runs. A drawn game in its effect on a series of games is no game.)

IRREGULAR GAMES.

SECTION 4.—No ball shall be claimed or delivered (except as otherwise provided in these rules) unless it be won in a regular match game; and no match game shall be considered regular if any of the rules of the game be violated by either of the contesting nines, whether by mutual consent or otherwise.

(In case the Umpire becomes aware of any violation of the rules of play by either of the contesting nines in a match, it is his duty to call "time" and at once have the rule enforced, and if this be not done it is his duty to declare the contest forfeited by the side violating the rules.)

FORFEITED GAMES.

SECTION 5.—Whenever a match shall have been determined upon between two clubs, play shall be called at the exact hour appointed; and should either party fail to produce their players within thirty minutes thereafter, the party so failing shall admit a defeat, and shall forfeit the ball to the club having their nine players on the ground ready to play, and the game so forfeited shall be considered as won, and so counted in the list of matches; and the winning club shall be entitled to a score of nine runs to none for any game so forfeited. Should the delinquent club, however, fail to play on account of the recent death of one of its active members, or from an unavoidable accident, no such forfeiture shall be declared.

(In most professional contests the Umpire is mutually agreed upon some days before the match, and if this has been done, and he happens to be on the field with the nine ready to play on the appointed day of a match, it becomes his duty to place the men on the field at the time named for the game to commence, and then, waiting the expiration of the legal time allowed, declare the game forfeited if the opposite side fail to put in an appearance. When no Umpire has been agreed upon, however, the captain of the side present on the field and ready to play takes cognizance of the circumstances which render a claim for for-

feiture legal, and on this he can appeal to the Championship Committee for a decision in his favor.)

NO PLAY IN RAIN.

SECTION 6.—Should rain commence to fall during the progress of a match game, the Umpire shall promptly note the time it began to rain, and should rain continue for five minutes, he shall, at the request of either captain, suspend play; and such suspended game shall not be resumed until, in the opinion of the Umpire, the ground is in fit condition for fair fielding.

(There is nothing now in the professional rules which prevents two nines from beginning a game when a slight rain is falling, and a game so commenced can be continued so long as the two captains of the contesting nines decline to request the Umpire to suspend play. But should he be called upon by either captain to suspend the game on account of rain falling, it is then in his power to judge whether the ground is in fit condition for fair play. If he says no, the captains have nothing to say. They have the power to ask him to suspend play on account of rain, but not the power to have the game resumed, unless the Umpire thinks the ground is fit to play on, so as to allow fair fielding.)

CALLING "PLAY" AND "TIME."

SECTION 7.—When the Umpire calls "play," the

game must at once be proceeded with, and the party failing to take their appointed positions in the game within five minutes thereafter shall forfeit the game. All such forfeited games shall be recorded as won by a score of nine runs to none, and the game so won shall be placed to the credit of the nine ready to continue the game. When the Umpire calls "time," play shall be suspended until he calls "play" again, and during the interim no player shall be put out, base be run, or run be scored.

(From the call of "play" by the Umpire to his call of "time," or to the period when the game either ends legally or by its being "called," the ball is considered "alive and in play," under the rules governing the game. And from the period when "time" is called, until "play" is again called, the ball is "dead and not in play." When anything occurs, such as rain or a storm, to cause a suspension of play, the Umpire first calls "time," and then states that he will suspend play for such and such a time, and should it still continue to storm, he then "calls the game, which ends the contest. He should be careful, however, not to say "I call this game," under circumstances which only require him to call "time," so as to suspend it. No game can legally be commenced until the Umpire has called "play.")

SUSPENDING PLAY.

SECTION 8.—The Umpire in any match shall determine when play shall be suspended; and, if the game cannot be fairly concluded, it shall be decided by the score of the last equal inning played; unless one nine shall have completed their inning, and the other nine shall have exceeded the score of their opponents in their incompleting inning, in which case the nine having the largest score shall be declared the winners; also, in all games terminating similarly, the total score obtained shall be recorded as the score of the game.

(After one side in a match have played their part of the innings, that is, taken the bat, they have, of course, done all they could do to increase their score, and if the other side can in an incomplete part of an inning add runs to their score to an extent which enables them to lead their adversary's total, they are justly entitled to record such runs, even if the inning be not played out to its legal end by the putting out of all three hands. It is upon this principle that the above rule works.)

ENDING A GAME.

SECTION 9.—When the Umpire "calls" a game it shall end; but when he merely suspends play for any stated period, it may be resumed at the point at which it was suspended, provided such suspension does not extend beyond the day of the match.

(Umpires should be careful, in suspending play, to call "time," and not "call" the game, for to say I "call this game" is to legally end it. No game which has been suspended can be again resumed, except on the day it began. Of course, if there should be a man out when the game is suspended, when it is resumed again there will remain but two men to put out, all suspended games being resumed exactly from the point reached when time was called.)

RULE III.—THE PLAYERS.

ELIGIBLE PLAYERS.

SECTION 1.—In playing matches, nine players from each of the contesting clubs shall constitute a full field; and these players must be regular members of the club they represent. They must also not have been members of any other club belonging to the Professional Association for sixty days prior to the date of the match they play in; except the club they were previously members of shall have been disbanded, and their written engagement with such club shall have been duly canceled. The sixty days, however, shall not date back prior to April 1 of the season they play in.

(In playing a match the side at the bat can require their opponents to place nine men in the field, in accordance with the above rule. It is

customary, however, to allow a club to play with one man short if no substitute be at immediate command. Players must be regular members of the club they play with, to begin with—and, moreover, they must not have been members of any other professional club for sixty days prior to the date of the match they play in, or have played in any match game of any other club, for that alone would constitute them members, whether they were so in reality or not. The exception to the rule is that the club they previously played with has been *disbanded*, and that their written engagement to such club shall have been canceled. Of course, if a player comes from any other club than one belonging to the Professional Association, he can play at any time. The time date for the sixty days is limited to April 1st, therefore the month of June begins the sixty days' probation; that is, a player who belonged to a club in March can play with another club in April or May, but a player who belonged to one club on April 1st cannot play with another until June 1st.)

PLAYING IN A REGULAR MATCH.

SECTION 2.—Every player taking part in a regular match game, no matter what number of innings be played, or whether he be an actual mem-

ber or not, shall be regarded as a member of the club he plays with; and all match games shall be considered "regular," in the meaning of this rule, in which nines of two contesting clubs of the Professional Association take part.

(A "regular" match is one in which the nines of two Association clubs take part, and any player taking part in such a game is regarded by the rules as a regular member of such club from the mere fact of his playing in the game, though he may not in reality be a member. Therefore, if it can be shown that any player has taken part in a regular match, he cannot play in any other club for sixty days from the date of such match. An *irregular* match is one played under the ten men rule, and under this rule "exhibition" games can be played at any time.)

INELIGIBLE PLAYERS.

SECTION 3.—No person who shall have been legally expelled from another club for dishonorable conduct shall be competent to take part in any match game, until reinstated by the Judiciary Committee of the Professional Association.

(Umpires have nothing to do with the legality or irregularity of any proceedings or action taken by the several Committees of the Professional Association. All they have to regard is

the fact of a decision having been given by such or such committee. In case, therefore, it be found that a player expelled from a club has been *reinstated* by the Judiciary Committee of the Association, that fact alone suffices to make the player eligible to take part in a match game. "Legally expelled" means after a regular trial or investigation of the charges which have led to expulsion.)

PLAYERS VIOLATING CONTRACTS.

SECTION 4.—No player who is under an existing and valid contract to play base ball with any club belonging to the Professional Association shall be allowed to play in the nine of any other club of the Association, in any regular match game, until such contract has been duly cancelled. And any player who shall, while a legal member of a Professional Association club, bind himself, without the written consent of said club, to serve as a player in any other professional organization—whether belonging to this Association or not—before Nov. 1st of the same year in which his contract expires, shall forfeit the amount of his salary due, and be liable to expulsion from the Association, at the option of the Association Judiciary Committee, before whom the case shall be heard.

(Any player who has signed a written contract to play with a professional club for any stated

period, is bound in service to that club up to the date of his written contract, and until the expiration of that period of service he cannot sign any contract or play with any other club unless his contract is cancelled, and he has the written consent of the club he belongs to to join another club. No contract made with a player before the legal close of the season, Nov. 1st, is binding, except in the case of a player signing to play another season with the club he already belongs to, unless he has the *written* consent of the club managers or officials to make such engagement. With such consent he can sign at any time. If a player signs for a year—say from March to March—his contract holds him beyond Nov. 1st. But if he signs for the season, viz., March to Nov., he can then sign to play with another club on Nov. 1st.)

AGREEMENTS TO BE IN WRITING.

SECTION 5.—No contract between club and player shall be deemed valid except it be signed by the player who is engaged and the President or manager of the club which engages him; and except, also, it be signed by two witnesses—one for each party.

(No player can be held to service except by a written engagement, signed as above, and no

agreement holds good unless witnessed by two witnesses other than the parties to the contract. Thus four persons' signatures must be attached to a legal contract, viz., those of the player engaged, the manager engaging him, and a witness for each party.)

ALL BETTING BY PLAYERS PROHIBITED.

SECTION 6.—Any player who shall be in any way interested in any bet or wager on the game in which he takes part, either as player, Umpire, or scorer, or who shall either purchase, or have purchased for him any "pool" or chance—sold or given away—on the game he plays in, shall be dishonorably expelled both from the club of which he is a member and from the "National Association of Professional Players." And any player who shall in any way be similarly interested in any regular match game between two clubs of the Association, shall be suspended from legal service as a member of any professional association club for the season during which he shall have violated this rule.

(This rule ought to be strictly enforced by every Umpire as far as it is possible for him to enforce it. It is a rule conservative of the best interests of professional players. No player can honestly discharge his duties who violates this rule.)

THE COURT OF ADJUDICATION.

SECTION 7.—A 1 decisions rendered by clubs in

accordance with this third rule of the playing code of the Professional Association shall be open to an appeal to the Judiciary Committee of the Professional Association, whose decision shall be final.

(A player is expelled from a club for fraudulent conduct. He deems himself unjustly treated and he appeals to the Judiciary Committee for a reversal of the judgment against him. The case is tried before that committee, and their decision, by the laws of the Association, is final, and must be abided by. That is the law as it now stands on the Association statute book.)

POSITION OF PLAYERS.

SECTION 8.—Position of players and choice of first innings shall be determined by captains previously appointed for that purpose by the two contesting clubs. The nine fielders of each contesting club shall be privileged to take any position in the field their captain may choose to assign them, with the exception of the player who acts as the pitcher, who must occupy his appointed position.

(Some have interpreted this rule to prohibit a change of pitchers, but it does no such thing. It only requires that whoever acts as pitcher that player must stand nowhere else but in the pitcher's position. A captain can change his

pitcher each innings if he likes, and try his whole nine in the position, one after another, so long as they pitch the ball from the appointed position. The design of the rule is simply to afford additional facilities for strategic play in the field.)

SUBSTITUTES.

SECTION 9.—No player, not in position on the field, or ready to take his turn at the bat, after the close of the third innings, and before the commencement of the fourth innings, shall be substituted for any other player, or take part in the game, except as provided in Section 15 of Rule VI.

(This rule works as follows: Suppose the regular nine of a club are not all present at the time of beginning a game, and one man being short, a substitute takes his place until he comes. During any time between the beginning of the contest and the close of the third innings the absentee can replace the substitute in the nine whenever he arrives. But unless he is in position on the field, or ready to take his turn at the bat when the *fourth* innings is commenced, he cannot be placed in the nine unless the substitute be taken off the field at the end of the third innings; and the side having the one man short decide to play with eight men until the absent player ar-

rives, otherwise the substitute must continue to play to the close of the game. The exception referred to in the rule applies to the putting in of a substitute in the nine in the place of a player injured or taken ill.)

RULE IV.—THE PITCHING DEPARTMENT.

THE PITCHER'S POSITION.

SECTION 1.—The pitcher's position shall be within a space of ground six feet square, the front line of which shall be distant forty-five feet from the centre of the home base; and the centre of the square shall be equidistant from the first and third bases. Each corner of the square shall be marked by a flat iron plate or stone six inches square, fixed in the ground even with the surface.

(The Umpire should see that the position in which the pitcher stands is properly marked out by chalk lines, and especially by having the corners of it bounded by the flat iron plates or stone marks referred to in the rule, so that he may be able to see that the pitcher does not step outside the lines of his position.)

DELIVERING THE BALL.

SECTION 2.—The player who delivers the ball

to the bat must do so while within the lines of the pitcher's position, and he must remain within them until the ball has left his hand; and he shall not make any motion to deliver the ball to the bat while any part of his person is outside the lines of the pitcher's position. The ball must be delivered to the bat with the arm swinging nearly perpendicular at the side of the body, and the hand, in swinging forward, must pass below the hip. (See Cut No. 1, page 49.)

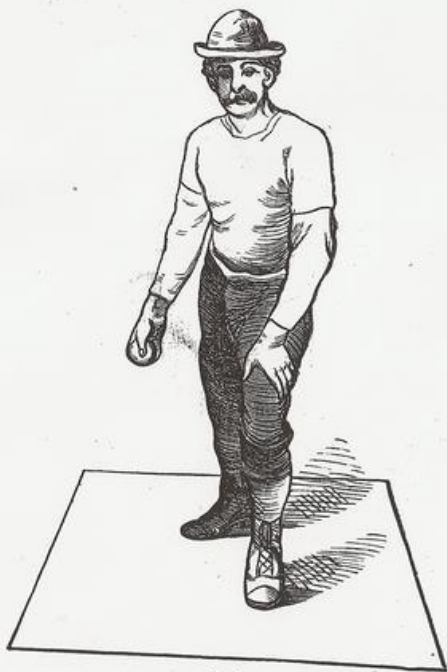
(Every pitcher has a certain peculiar way of delivering the ball, which comprises a series of regular preliminary movements. The Umpire must, therefore, notice carefully whether in making any one of these movements he in any way steps back or forward of the lines of his position, because if he does do so the Umpire must at once call a "balk" on him. The words are, "while any part of his person is outside the lines of his position." Several pitchers habitually stand with one foot back of the lines of their position prior to making the forward step in delivery. This is illegal. In regard to the legal delivery of the ball the Umpire has to be guided solely by the express letter of the rule. Therefore, provided the arm in which the ball is held is swung forward so that the hand holding the ball passes the body of the pitcher below the line of his hip, the deliv-

ery is legal. The elbow may be bent inward or outward, or the pitcher may stoop so as to secure a delivery of the ball from a low position; but the only question the Umpire has to consider is, "Does the hand holding the ball pass below or above the line of the pitcher's hip?" If it passes *below*, the delivery is legal; if above, it is to be regarded as an overhand throw. The Umpire must disregard the height of the arm before it passes the body of the pitcher, as the rule only applies to the arm's forward swing. All pitchers naturally raise their arm when it is behind them, in order to get the necessary impetus to swing it forward with speed.)

A FOUL DELIVERY.

SECTION 3.—Should the pitcher deliver the ball by an overhand throw, a foul balk shall be declared. Any outward swing of the arm—as that of round arm bowling in cricket—or any other swing save that of the perpendicular movement referred to in Section 2 of the Rule, shall be considered an overhand throw. (See cut No. 2, p. 51.)

(The ball can be *pitched*—viz., tossed in—*jerked*, or *thrown* by an underhand throw to the bat, so long as the hand holding the ball is not raised above the line of the hip when the arm swung forward passes the body. But it cannot be



No. 1.
A FAIR PITCH, OR TOSS, OF THE BALL.



No. 2.
AN ILLEGAL DELIVERY OF THE BALL.

sent in by an overhand throw, nor by a round arm delivery, both of which necessarily require the hand holding the ball to be swung forward higher than the line of the hip.)

FAIR BALLS.

SECTION 4.—Every ball delivered and sent in to the bat over the home base, and at the height called for by the batsman, shall be considered a "fair ball."

(A ball "fairly delivered" is one which is neither a ball on which a "balk" has been called, or one on which a "foul balk" has been declared. The Umpire is bound by this rule to consider every ball a "fair ball" which passes over the home base, and "high" or "low," as called for by the batsman, and every time such fair ball is not struck at by the batsman the Umpire must call a "strike." If the very *first* ball pitched is a fair ball, and the batsman fails to strike at it, the Umpire must call "one strike.")

CALLED BALLS.

SECTION 5.—All balls delivered to the bat which are not sent in over the home base, or "high" or "low," as called for by the batsman, shall be considered unfair balls, and every third *consecutive* ball so delivered *must* be called; and when three "balls" have been called, the striker shall take first base, and all players who are

thereby forced to leave a base shall take one base. No "ball" shall be called until the ball has passed the home base.

(This rule works in the following way: Suppose the first ball sent in is wide of the base, the second goes over the batsman's position, and the third over the base, but not as called for; in such case the Umpire calls "one ball," as three *unfair* balls have been delivered—the first ball is not now excepted, but has to be counted like the rest. Suppose, in continuation, that the fourth and fifth balls are equally unfair, and the sixth is at the height called for, but not over the base, though pretty near, in such case "two balls" must be called; and if three more unfair balls are sent in, "three balls" must be called and the striker sent to his base. It will thus be seen that the rule does not admit of the striker having a base given him on called balls until nine unfair balls have been sent in. Not nine balls simply but nine *unfair* balls, as "fouls" do not count, nor do "fair" balls, but only balls which are not over the base. Last season the striker could be sent to his base on three wide balls in succession, or on four balls, including the first delivered, which was not then counted. Now he cannot take a base on called balls until nine unfair balls

have been delivered. The order of calling is plain. It is every third "consecutive" ball.

BALKING.

SECTION 6.—Should the pitcher make any motion to deliver the ball to the bat and fail so to deliver it—except the ball be accidentally dropped—the Umpire shall call a "balk," and players occupying bases shall then take one base, as in the case of "called balls."

(The Umpire should watch the regular movements of the pitcher in his manner of delivery very closely, for whenever the pitcher makes any single one of the movements habitual to him in delivering the ball, and fails to follow it up promptly by sending the ball to the bat, he commits a "balk." Some pitchers imagine that they can make a step and move the body, as they do when pitching the ball, and yet not make a balk, provided they do not swing the arm forward. This is not so. Any one movement of the series they regularly make in delivering the ball must be followed up by pitching the ball to the bat, or they make a balk. The only exception is when the ball is palpably dropped by accident. The Umpire must bear in mind that the batsman cannot take a base on a balk, but only base runners occupying bases.) (*See Appendix.*)

FOUL BALKS.

SECTION 7.—When a foul balk is called the Umpire shall warn the pitcher of the penalty incurred for such unfair delivery; and should such delivery be continued until three foul balks have been called in one inning, the Umpire shall declare the game forfeited by a score of nine runs to none.

(An ordinary "balk" is simply a failure to deliver the ball to the bat after having made a movement of any part of the person preliminary to such delivery. A pitcher also makes a "balk" when he steps outside of the lines of his position in delivery. A "foul balk," however, is only made when he fails to deliver the ball by a legal swing of the arm, as in the case of an overhand throw or a round arm delivery, or any delivery of the ball above the line of the hip, as described in section 2 of this rule.)

HITTING AT CALLED BALLS.

SECTION 8.—Should the batsman strike at a ball on which a "ball" shall have been called, such call shall be considered void, and the ball be regarded as fairly delivered.

(The Umpire should be careful to avoid calling a "ball" or a "strike" before the ball has passed the batsman. If he is so, then he can never make himself amenable to the penalty of this rule,

which nullifies a call of "ball," in case the batsman strikes at the ball on which the Umpire has called "one ball." Of course, if the ball is struck at, the natural inference is that it is within fair reach of the bat, and, therefore, not a ball to be called.)

DEAD BALLS.

SECTION 9.—All balls delivered to the bat which shall either touch the striker's bat without being struck at, or hit the batsman's person while standing in his position, or which shall hit the person of the Umpire—unless it be a passed ball—shall be considered as dead balls, and shall be so called by the Umpire, and no player shall be put out, base be run, or runs be scored on any such ball.

(The Umpire must promptly call "dead ball" the moment the ball sent in by the pitcher touches the bat without the batsman striking at it. And, also, if the ball hits, or glances from the batsman's person while the latter is standing in his position. In case the ball hit the Umpire's person when pitched to the bat, he must call dead ball only when the catcher is not in front of him, for otherwise it must pass the catcher to hit the Umpire, and in such case it cannot be called a "dead" ball. After the ball has thus been called it is not in play again until it has again been delivered by the pitcher. In any case no player can be put

out on such called dead ball, nor can a base be run or run be scored; and if a base runner has run on such ball he can return to the base he left on such called "dead" ball without being put out.)

RULE V.—THE BATTING DEPARTMENT.

THE BATSMAN'S POSITION.

SECTION 1.—The batsman's or striker's position shall be within a space of ground located on either side of the home base six feet long by three feet wide, extending two feet in front and four feet behind the line of the home base, and with its nearest line distant one foot from the home base. (*See cut, p. 4.*)

(The Umpire must require the batsman to stand within the lines of his appointed position, viz., a space of ground three feet wide by six feet long. The batsman can stand anywhere within this space he chooses, but he must not step outside the lines. The new position of the batsman's ground admits of his standing two feet in front of the home base line, viz., the line which passes through the centre of the base, and which extends four feet each side of it—or four feet back of that line. His best position is, of course, to stand close to the line of his position nearest to the home base, and as near the front line as he can, especially if he wants to strike a "fair foul" ball.)

A FAIR STRIKE.

SECTION 2.—The batsman, when in the act of striking at the ball, must stand within the lines of his position.

(The striker can take any step *within* the lines of his position he chooses, but no step outside the lines; if he should step outside the Umpire must promptly call "foul strike.")

A FOUL STRIKE.

SECTION 3.—Should the batsman, when in the act of striking the ball, step outside the lines of his position, the Umpire must call "foul strike," and two such foul strikes shall put the batsman out. If a ball on which such a strike has been made be hit and caught—either fair or foul—the striker shall be declared out. No base shall be run on such a strike; but any player running the bases shall be allowed to return to the base he has left, without being put out.

(If the batsman stands nearer the home base than the one foot named in the rule, or if he stands farther from it than the outside line of his position, or if he steps either in front of the forward line or back of the rear line of his position, then the Umpire must call "foul strike." The ball being hit, and a "foul strike" being called, and the ball not caught but fielded to first base in time to have put the striker out had the ball

been hit fair, the play is of no account. But being so hit and caught, either on a fair fly or foul fly, or bound, the striker is out. Two foul strikes now put the batsman out. If a base runner has started to run for a base just before the "foul strike" is called, and he be running to a base at the very time such a strike is made, he must be sent back to the base he left, and in going back to such base he cannot be put out.)

THE ORDER OF STRIKING.

SECTION 4.—The batsmen must take their positions in the order in which they are named on the score book; and after the third man is out in any inning, the first striker in the succeeding inning shall be that batsman whose name follows that of the third man out in the previous inning.

(The captain of each nine, before the game begins, places the name of each player on the score book in the order in which he wants him to strike, and the Umpire must see that the batting side take their turn at the bat in the order recorded on the club score book, and in no other order. When an inning commences—after the first inning—the first man to the bat is the player whose name is next on the list to that of the third man out in the previous innings. The Umpire should see that there is a scorer for each side, whose

duty it is to record the runs, for unless this is done he will have no official record on which to decide which is the winning club in a match.)

FAILING TO TAKE POSITION.

SECTION 5.—Any batsman failing to take his position at the bat in his order of striking—unless by reason of illness, or injury, or by consent of the captains of the contesting nines—shall be declared out, unless the error be discovered before a fair ball has been struck, or a striker put out.

(If the Umpire discovers that a batsman has struck out of his regular turn before the said batsman is put out and before a fair ball has been struck, he can rectify the error by replacing the striker in his position at the bat. If this cannot be done, by reason of a fair ball having been hit, he must declare the player out who struck out of turn. The exception to this rule is when a batsman has been injured or taken ill, or when both the captains consent to such a change in the order of striking. When the error is that of the scorer in calling out the strikers' names in their order, the Umpire may justly exercise leniency; but when it is at all apparent that the failure to place the batsman at the bat is for the purpose of substituting a more skilful batsman, he should give the man out at once who has failed to ap-

pear. The object of this rule is to prevent the batting side from replacing a good batter for a poor one, by getting the latter to retire temporarily from the field.)

REFUSING TO STRIKE.

SECTION 6.—Any batsman refusing to take his position at the bat within three minutes after the Umpire has called for the striker, shall be declared out.

(This is to prevent a forced delay, in cases where it is getting dark, or a storm is approaching, and it is a rule the Umpire should strictly enforce. Under such circumstances the moment the ball has been hit and the pitcher is again ready to deliver the ball, the Umpire should promptly call for the next striker, and take note of the time the call was made and then enforce the rule.)

SPECIFYING BALLS.

SECTION 7.—The batsman shall be privileged to require the ball to be delivered by the pitcher "high" or "low," in which case the Umpire shall notify the pitcher to deliver the ball at the height called for. A "high ball" shall be one sent in by the pitcher above the waist of the batsman, but not higher than his shoulder, and a "low ball" shall be one sent in below the batsman's waist, but not lower than within one foot of the ground, and over the home base.

(The Umpire should ask each batsman as he

comes to the bat whether he wants a "high" or a "low" ball. The batsman has not the right to ask for a "knee high," or a "waist," or "shoulder high" ball, but simply for a high or low ball, as described in the section. Any ball sent in higher than the line of the batsman's shoulder is an unfair ball, as also any ball sent so near the ground as plainly to be lower than one foot from it. The range of fair balls is from within a foot of the ground to the height of the batsman's shoulder.)

FAILING TO CALL.

SECTION 8.—Should the batsman fail to call for either a high or low ball, in such case all balls sent in over the home base, and not higher than the batsman's shoulder, nor lower than one foot from the ground, shall be considered fair balls on which to call "strikes," when the batsman fails to strike at them, as referred to in section 7 of this rule.

(If, after being asked to name the ball he wants, the batsman declines to indicate any particular ball, the Umpire must call strikes on the batsman whenever he fails to hit at any ball sent in over the home base, which is not lower than one foot distant from the ground and not higher than the batsman's shoulder; and he cannot call "balls" on any balls thus delivered to the bat. In cases, too, where the batsman calls for a "low" ball

and then hits at a high ball, or *vice versa*, the Umpire should disregard the batsman's call, and decide strictly in accordance with the height of the ball the batsman actually strikes at.)

FAILING TO STRIKE AT FAIR BALLS.

SECTION 9.—Should the batsman fail to strike at a ball sent in by the pitcher over the home base, and within the specified reach of the bat, the Umpire shall call "one strike;" and when three such strikes have been called, the batsman must run to first base, as in the case of hitting a fair ball. But no such strike shall be called on any ball not sent in at the height called for, or not sent in over the home base. But should neither a high or low ball be called for, in such case every ball sent in over the home base and within the legal height shall be regarded as a fairly delivered ball.

(This rule leaves the Umpire no option but to call strikes on the batsman every time the latter refuses to strike at a ball sent in over the home base, and at the height called for. But he cannot call strikes if the ball be sent in where called for, but not over the base, or if it be sent in over the base, but not at the height called for, as the ball is not then sent in fairly. The Umpire should watch the catcher's movements closely when there is a base runner on first base and three

strikes are about to be called, as in such case it may be the catcher's design not to put the striker out by catching the third ball on the bound or fly, but to force the base runners out. Under such circumstances, he should be sure that the batsman on whom three strikes had been called was not put out by the fly or bound catch of the third ball, for if he were, then no player on the bases could be forced off.)

THE FOUL BALL LINES.

SECTION 10.—The foul ball lines shall be unlimited in length, and shall run from the front corner of the home base through the centre of the first and third base to the foul ball posts, which shall be located at the boundary of the field, and within the range of home and first base, and home and third base. Said lines shall be marked from base to base with chalk, or some other white substance, so as to be plainly seen by the Umpire.

(The Umpire should, in every case, see that the foul ball lines are properly marked out, and he should see, too, that foul flags are stationed at the boundary of the field where the foul ball lines may be said to terminate.)

A FAIR HIT BALL.

SECTION 11.—If the ball from a fair stroke of the bat first touches the ground, the person of a player, or any other object, either in front of or on the foul ball lines, it shall be considered fair.

(The Umpire should watch the ball closely and mark where it *first* strikes the ground, for that gives it its character. If it is *on* the lines it is fair. It must be *back* of the lines to make it foul. If the ball struck the person of a player, too—his hand, for instance—while the player is standing on fair ground, it is a fair ball. It is where a player catching or touching a hit ball *stands* which decides the character of the ball he fields, not where his hand happens to be at the time.)

A FOUL HIT BALL.

SECTION 12.—If the ball from a fair stroke of the bat first touches the ground, the person of a player, or any other object behind the foul ball lines, it shall be declared foul; and the ball so hit shall be called foul by the Umpire, even before touching the ground, if it be seen falling foul.

(A ball to be foul must first touch the ground from the bat back of the foul ball lines. Of course if the hit is not made with a fair stroke of the bat no foul can be called. The Umpire can call foul the moment he sees the ball is plainly falling foul, but not before. He should call foul balls in a loud tone of voice, especially when players are running the bases.)

HITTING UNFAIR BALLS.

SECTION 13.—Should the batsman strike at or

hit any ball on which a "ball" has been called, the Umpire shall disregard the call of such "ball," and render his decision simply on the strike or hit made.

(In case the batsman hit at a ball simultaneously with the call of "ball" by the Umpire, such call is to be considered void, and the decision must be given on the ball struck at or hit. This case can rarely happen if the Umpire will obey the rule which prohibits him calling "balls" until the ball has passed the home base.)

HOW BATSMEN ARE PUT OUT.

SECTION 14.—The batsman shall be declared out by the Umpire as follows:

First—*On the fly*.—If a fair ball be caught before touching the ground, no matter how held by the fielder catching it, or whether the ball first touches the person of another fielder or not, provided it be not caught by the cap.

(A catch is fairly made when the ball is securely held in the hand if but for a second. In judging of a catch close to the ground the Umpire should see that the fielder's hands are under the ball or he will be right to regard the catch as made on the rebound. In regard to dropped fly balls, when a fielder is trying to make a double play the Umpire should watch the catch closely to see if the ball be wilfully dropped after it has

been held, as in such case the ball is to be considered as caught and the striker out.)

Second—*Foul ball catches*.—If a foul ball be similarly held, or if it be so held after touching the ground but once.

(A foul fly ball nearly caught on the fly by a fielder and then caught on the rebound from the fielder's hands to the ground is a legal catch of a foul bound ball. Of course a ball glancing from a tree, a fence, a house, or any other object but the person of a fielder, cannot be caught either fair or foul so as to put an opponent out by the catch.)

Third—*A ball held at first base*.—If a fair ball be securely held by a fielder while touching the first base with any part of his person *before* the base runner touches said base, after hitting a fair ball.

(In order that the player running to first base be put out, the ball, hit by the bat and fielded to the first baseman by some one of the nine fielders—counting himself—must be securely held by the base player *before* the base runner reaches the base. If simultaneously, the base runner is not put out, the ball must positively have been held *before* the player reaches the base or the Umpire must decide the base runner "not out.")

The Umpire should also watch the foot of the base player and see that he holds it on the base, or touches the base with it after he holds the ball, because if he removes his foot before the ball is held the base runner is not out.)

Fourth—*Striking out*.—If the batsman, after striking three times at the ball and failing to hit it, and running to first base, fails to touch that base before the ball is legally held there.

(The batsman in "striking out" can be put out in three different ways: First, as in the case of running to first base on a fair hit, as above referred to. Second, as in the case of the ball on the third time of striking, and failing to hit, be caught on the fly or bound, as referred to in the appended rule; and lastly, by being touched by a fielder—ball in hand—before reaching first base, and his substitute be similarly put out in his place.)

Fifth—*Caught out on strikes*.—If, after the batsman has similarly failed to hit the ball, it be caught either before touching the ground, or after touching the ground but once.

(If the catcher refuse to take the ball on the fly or bound in the case of the third strike called—which is a point for him to do when a base runner is on first base—the base runner in

question is of necessity "forced" off, but not so if the ball be taken by the catcher either on the fly or bound on the third called strike.)

Sixth—*Run out on strikes*.—If the batsman has similarly failed to hit the ball, and he—or his substitute—be touched by the ball in the hands of a fielder before reaching first base.

(In a play of this kind the striker is said to be run out.)

Seventh—A "*hinder*," or *wilful obstruction*.—If the batsman wilfully strikes at the ball to hinder the ball from being caught.

(The moment the Umpire sees the batsman strike at a ball out of fair reach, or with the plain intent of obstructing the catcher's sight of the ball, he should promptly decide the batsman out.)

Eighth—*Foul strikes*.—If the batsman hit the ball on a called "foul strike," and it be caught either fair or foul; or if he make two called "foul strikes," as defined in Rule V, Section 3.

(If the ball on which the Umpire has called "Foul strike," be caught on the fly from a hit which would otherwise have been "fair," or on the fly or first bound from an otherwise foul ball, the batsman is to be decided out. Or if two "foul strikes" are made he is out; that is, if in

striking at the ball he step outside the line of his position twice, the Umpire is to decide him out. The above sections enumerate the circumstances under which the batsman can be given out.)

WHEN BATSMEN BECOME BASE RUNNERS.

SECTION 15.—When the batsman has fairly struck a fair ball he shall vacate his position, and he shall then be considered a base runner until he is put out or scores his run.

(The moment the batsman hits a fair ball he becomes a base runner and then is entitled to take a base on a "balk," which he is not before.)

RULE VI.—RUNNING THE BASES.

ORDER OF MAKING BASES.

SECTION 1.—The order in which players shall run bases shall be the same as that observed in going to the bat, and after the ball has been hit fairly the bases shall be run in the following order, viz., from home to first base, thence to second and third bases, to the home base.

(The Umpire must see that the bases are touched in their regular order. Suppose a base runner is on first base and the batsman following him hits a long ball out of reach and tries to make a home run, and in doing so runs ahead of the

man who preceded him, and touches home base before the runner who was on first base reaches it, the former, if touched by the ball after touching home base, can be put out, as he had no right to touch that base before the base runner who preceded him at first base had touched it.)

VACATING BASES.

SECTION 2.—No player running the bases shall be forced to vacate the base he occupies, unless by the act of the batsman in striking a fair ball. Should the first base be occupied by a base runner when a fair ball is struck, the moment such ball is struck the base runner shall cease to be entitled to hold said base until the player running to first base shall be put out. The same rule shall also apply in the case of the occupancy of the other bases under similar circumstances. But no base runner shall be forced to vacate the base he occupies if the base runner succeeding him is not thus obliged to vacate his base.

(A base being occupied the base runner cannot be forced to leave that base by any base runner following him unless the latter be himself forced to vacate the base he occupies by the act of the batsman in hitting a fair ball. Suppose there are base runners on first and second bases, and a ball passes the catcher, and the error being seen by the runner on first base—though not seen by him on second base—and he thereby be induced

to leave his base and run to second, and the runner on second leaves his base, but seeing no chance to get to third runs back to second, and both players standing there the ball be placed on both, the query is, which is out? Of course the runner who ran from first to second is, as he had no power to force the runner on second to leave his base, not being himself forced to leave first base by the action of the batsman. It is important that this point should be fully covered by the rules, so that it shall be thoroughly understood what rights base runners have in the matter of holding bases.)

PUT OUT WHEN FORCED OFF.

SECTION 3.—Players forced to vacate their bases may be put out by any fielders in the same manner as when running to first base. But the moment a player running the bases is put out, that moment the base runner preceding him shall cease to be forced to vacate a base.

(Suppose a base runner is standing on first base and a ball is hit to the first baseman, and the striker runs to first base, should the baseman first touch the player who is standing on the base, and then—while holding the ball—touch the base before the striker reaches it, in such case both men would be out; but should the

fielder instead first touch the base—ball in hand—and then touch the runner standing on the base, then only the striker would be out, as the moment the fielder touched the base, in such case that moment the base runner standing there ceased to be obliged to vacate the base, as the moment the striker was put out the base runner on first base ceased to be "forced off." It will be seen, therefore, that there are circumstances when a base runner can be put out by a fielder's touching him with the ball even when he is standing on a base.)

OVERRUNNING FIRST BASE.

SECTION 4.—The player running to first base shall be privileged to overrun said base without his being put out for being off the base after first touching it, provided that in so overrunning the base he make no attempt to run to second base; but if, in so overrunning first base, he also attempt to run to second base, he shall forfeit such exemption from being put out. After overrunning such base the base runner must at once return and retouch said base, and after retouching he can be put out, as at any other base.

(The Umpire should watch the base runner closely when the latter overruns first base, so as to be sure that he makes no effort to run to second before returning to retouch first base, for

in such case the base runner ceases to be exempt from being put out while off the base. The Umpire, too, should see that the base runner, in overrunning the base, touches it, for should he not do so he is not exempted from the penalty. Of course, to be put out when forfeiting the exemption referred to in the rule, the base runner must be put out by being touched by the fielder—hand holding the ball. The base runner, after overrunning first base, cannot wait and return and retouch the base at his leisure; he must do it at once.)

ALL BASES TO BE TOUCHED.

SECTION 5.—Players running bases must touch each base in regular order, viz., first, second, third, and home base; and, when obliged to return to bases they have occupied, they must retouch them in the reverse order. No base shall be considered as having been occupied or held until it has been touched.

(The Umpire must remember that no base is "made"—viz., legally held—until it has been touched by the base runner. The rules say that if any base runner fails to touch a base, either in making a run or in returning on a foul or fly ball, and the ball be held on the base he failed to touch, before he can get to it to touch it he is out. In returning on foul balls or on any failure

to touch a base, the base runner must return in the reverse order he ran the bases. Suppose a player starts from first base on a long hit ball, which turns out to be "foul," and before he ascertains that fact he has passed third base, he must return and retouch third, second, and first bases in the order named, which is the reverse of that he made in running from first. He cannot return by crossing over from third to first, but must run from third to second and second to first.)

RUNNING OUT OF THE LINE OF BASES.

SECTION 6.—Any player running a base who shall run beyond three feet from the line from base to base, in order to avoid being touched by the ball in the hands of a fielder, shall be declared out by the Umpire, with or without appeal, but unless he so run to avoid the ball, he shall not be decided out.

(The Umpire must bear in mind the difference between running out of the line of the bases, to avoid a ball in the hands of a fielder trying to touch the base runner, and the necessary running out of the lines in the case of running the bases on a long hit ball. The one is illegal, the other is not. A fielder standing on the line of the bases and reaching out to touch a passing base runner can reach fully three feet, and under

such circumstances the Umpire is safe in deciding the runner out from being three feet distant from the line of the bases. The point is, does he run outside the lines to avoid the ball? if he does he is out, otherwise he is not out.)

WHEN A RUN IS SCORED.

SECTION 7.—One run shall be scored every time a base runner, after having regularly touched all the bases, shall touch the home base. But no such run shall be scored unless the home base be so touched before three players are put out. And if the third player out is put out before reaching the first base, the run shall not be scored.

(This rule works in this way: Suppose there is a base runner on third base, and one hand is out, and there is also a player on first base, and a ball be hit to second base which is held at second before the base runner at first base reaches it, and also held at first base before the striker gets there; if the Umpire in such case sees that the man on the third gets in plainly before the third striker is out, the run, nevertheless, cannot be counted, because the third player put out was so put out before reaching first base. If two hands had been out when a ball was hit to the second base man under similar circumstances, and the player had run home from third before the third hand was put

out at second base from being forced off, the run would have counted, as in such case the batsman would not have been third hand out before reaching first base. To score a run the home base must have been touched before the third hand has been put out. If at the same time, the run does not count. The base must be touched before the player is put out, not at the same time.)

TAKING BASES ON BALKS.

SECTION 8.—When a "balk" is called by the Umpire, every player running the bases shall take one base without being put out.

(Base runners only can take bases on "balks," the batsmen not being allowed to. The rule giving bases on balks differs from that giving bases on called balls, inasmuch as every player occupying a base can take a base on a balk, but when bases are given on called balls only base runners forced off can take bases. Thus when a balk is called, and base runners are on first and third bases, he on third comes home and he on first goes to second; but in case of called balls the player on third would remain where he was and only the player on first would take a base. Were all three bases occupied when the striker is given a base on called balls then a run would be given, but not otherwise.)

TAKING BASES ON CALLED BALLS.

SECTION 9.—When three "called" balls have been called by the Umpire the batsman shall take one base without being put out; and should any base runner thereby be forced to vacate his base, he also shall take one base; and each base runner thus given a base shall be at liberty to run to other bases besides the base given, but only at the risk of being put out in so running.

(This rule gives the base runner liberty to make an additional base to that given him, if he should be given the chance by any fielding error, such as a passed ball. Of course, when bases are given on "called" balls or "balks" it does not, therefore, limit the base runner to the base given by the rule, but only exempts him from being put out in going from the base occupied to the next. But if he chooses to avail himself of any fielding error following the balked or called ball, to try and run another base additional to the one given him, he can do so, but it can only be done at the customary risk of being put out, as in the case of ordinary base running.)

HOLDING A BASE.

SECTION 10.—A player running the bases shall be considered as holding a base, viz., entitled to occupy it, until he shall have regularly touched the next base in order.

(A base runner has a right to return to the base he has left until he touches the base he runs for. Suppose a base runner is on second base, and sees a chance to get to third and runs for that base and nearly reaches it, but does not touch it; and suppose, also, that the base runner on first base has in the interim run to second, and the former finding the ball at third before him, runs back to second, he has a right to return and hold second base, and to drive the runner who ran there from first back to first base, as the latter could not legally hold second by right until it had been vacated by the act of the other base runner's running to third and touching third base.)

RUNNING BASES ON FAIR FLY-BALLS.

SECTION 11.—No base shall be run or run scored when a fair ball has been caught or momentarily held before touching the ground, unless the base held when the ball was hit is re-touched by the base runner after the ball has been so caught or held by the fielder. But, after the ball has been so caught or held, the base runner shall be privileged to attempt to make a base or score a run. He shall not, however, be entitled to any base touched after the ball has been hit and before the catch is made.

(The base runner cannot legally leave the base he occupied when the ball was hit flying until the

catch has been actually made and the ball securely—if but momentarily—held by the fielder. This the Umpire should notice closely, as base runners are very apt to leave a base on a fly-catch too soon. The last sentence of this section applies as follows: If a long ball be hit to the left field—the fielder standing out very far—and the player occupying first base when the ball is hit gets round to third just as the ball is caught, he must not only return and touch second base, but also the base he had left when the ball was struck.)

RUNNING ON FOUL BALLS.

SECTION 12.—No run or base can be made upon a foul ball. Such a ball shall be considered dead, and not in play, until it shall first have been settled in the hands of the pitcher in any part of the field he may happen to be.

(The moment a foul ball is called the Umpire should see that players running bases at the time the ball was hit return to the bases they left, and remain on them until the ball is held by the pitcher—no matter where he may be standing—for until it is so held they cannot legally leave their bases to try and make another base. Nor can they make another base until they have returned and retouched the base they left when the foul ball was hit. In fact, a foul ball is practi-

cally a "dead" ball, as far as base running is concerned, until it be held by the pitcher after being hit foul. Whenever base runners are on bases when foul balls are hit, the Umpire should call "foul" in a loud tone of voice, so as to be plainly heard by the base runners. The moment a pitcher holds a foul ball, that moment base runners can leave their bases to make another base, but not before.)

PUT OUT IN RETURNING TO BASES.

SECTION 13.—Any player running bases on foul balls, or on fair balls caught before touching the ground, shall be obliged to return to the base he occupied when the ball was struck, and retouch such base before attempting to make another base or score a run; and said player shall be liable to be put out in so returning, as in the case of running to first base when a fair ball is hit and not caught flying. In the case of a foul ball the base runner, returning to touch the base, must remain on it until the ball is held by the pitcher.

(All a base player has to do in the case of base runners obliged to return and retouch the bases left when fly balls are hit and caught, or foul balls are hit, is to hold the ball while touching the base with some part of his person, they not having to touch the base runner. It is, however, the best way to touch a player if it can readily be done, as

then you are sure of getting him if the ball should not have been caught or be foul. In the case referred to in the last clause of the above section, the pitcher can hold the ball in any part of the field he may happen to run to receive it, and the moment it is so held—but not before—the base-runner can leave the base he returned to touch when the foul ball was hit.)

OBSTRUCTING BASE RUNNERS.

SECTION 14.—If the player running the bases is prevented from making a base by the obstruction of an adversary, he shall be entitled to that base, and shall not be put out. Any obstruction that could readily have been avoided shall be considered as intentional.

(This obstruction business requires the careful consideration of the Umpire. Any wilful obstruction to fielders or batsmen is nothing more than unfair play, unworthy of a manly contestant. "Wilful obstruction," in the meaning and application of the rule, is any obstruction that could have been readily avoided and yet still admitted of fair chances for legitimate play. The application of this rule is as follows: Suppose the striker hits a ball to short stop and it be forwarded to the first baseman, who, in standing to take it, occupies a position on the line of the base between home and

first, instead of in front of his base or on the other side of it; in such a case he would prevent a base runner from a free access to the base, and therefore the latter could not be legally put out. In all cases of fielders occupying positions in the way of base runners, in which the obstruction could readily have been avoided, no base runner can be put out. In the case of every position a fielder can occupy, except when striving to catch a fly ball from the bat, the base runner is entitled to the right of way along the line of the bases.)

SUBSTITUTES IN RUNNING BASES.

SECTION 15.—No player shall be allowed a substitute in running the bases, except for illness or injury, unless by special consent of the captain of the opposing nine; and in such case the latter shall select the player to run as substitute. The substitute in question shall take his position so as to cross the batsman's position, and in front of the home base, and he shall not start to run until the ball is struck at or hit. The substitute shall be the player running the bases.

(It has been customary to allow a substitute to run the bases for the pitcher, so as to save him from fatigue. This is unfair, and should be frowned down. The only case in which a substitute in running the bases is legitimately allowable is when a player has been injured or is taken ill.

Substitutes used to try their best, as a general thing, to balk the catcher by running between him and the batsman. Now they must stand in such a position that the moment the ball is hit they can cross the lines of the batsman's position and in front of the home base, and if the Umpire sees them trying to make any movement to balk or hinder the catcher, he should promptly decide the striker out, for the substitute is, under such circumstances, the striker.)

HOW BASE RUNNERS ARE PUT OUT.

First.—On being touched off a base.

SECTION 16.—Any player running the bases shall be declared out if at any time, while the ball is in play, he be touched by a fielder with the ball in hand, without some part of his person is touching a base; and should the said fielder, while in the act of touching the base runner, have the ball knocked out of his hand, the player so touched shall be declared out.

(The Umpire must disregard the fact of the ball having been knocked out of the fielder's hand while in the act of touching a base runner as a reason for not giving him out. Provided the ball is seen to be held before the fielder makes a movement to touch the runner, the act of knocking the ball out of the fielder's hands is proof rather than otherwise that he was touched.)

Second.—Put out for failing to touch a base.

Any base runner failing to touch the base he runs for shall be declared out if the ball be held by a fielder while touching said base before the base runner returns and touches it.

(A base runner passing a base without touching it, no matter which base, can be put out by the fielder's simply holding the ball in hand while touching a base before the runner can return and touch the base, the fielder not being obliged to touch the runner, though it is the safest plan in all cases.)

Third.—Base runners obstructing fielders.

Any base runner who shall in any way interfere with or obstruct a fielder while attempting to catch a fair fly ball or a foul ball, shall be declared out by the Umpire, with or without appeal. If he wilfully obstruct a fielder from fielding a ball, he shall be similarly declared out; and, if he intentionally kick or let the ball strike him, he shall be declared out.

(The Umpire must positively require the base runner to get out of the way of any fielder running to catch a fair fly ball; or a foul fly or bound ball. The fielder, in this instance, has the right of way in the field, and any base runner failing to get out of his way when he is thus trying

to catch a ball, or is running to catch one, must be promptly decided out by the Umpire. If the base runner also wilfully fails to avoid stopping a ball, or should make no effort to get out of the way of a ball going directly to a fielder, the Umpire must decide the runner out. Fielders have rights to this extent, which the Umpire must oblige their opponents to respect. There is no option in the matter, the rules expressly require the Umpire to enforce fair play in this respect.)

RULE VII.—THE UMPIRE AND HIS DUTIES.

SELECTING AN UMPIRE.

SECTION 1.—In selecting an Umpire for a match game the visiting club shall submit the names of five persons competent to act, who are not members of the visiting club. From this list the local club shall select two or more names, and answer not later than the following day, if within five days of the day of the game. Should the visiting club be unable to secure the services of either of the two persons selected, then two more names shall be submitted to the local club to complete the list for them to select from, as hereinbefore named. In case of the failure of the local club to select two of the five names within forty-eight hours after said names have been telegraphed by the visiting club, if within five days of the day

of the game, then the visiting club shall be empowered to select one of the five names sent, who shall act as Umpire. All correspondence in relation to the above shall be by telegraph.

(This rule explains itself, and, as it does not concern the duties of Umpire, but only the rule for their selection, we leave it to be defined as the clubs shall think proper.)

THE UMPIRE THE SOLE JUDGE.

SECTION 2.—The Umpire in a match shall be the sole judge of fair and unfair play, and there shall be no appeal from his decision, except through the Judiciary Committee of the National Association of Professional Players.

(This is the fundamental rule of umpiring. "*The Umpire is the sole judge.*" He only can decide upon any disputed point, and in every case, except when the *printed* rules of the game are plainly misinterpreted, his decision must be abided by, and should be silently acquiesced in. There is only one court of appeal from his decision on any case occurring in the progress of a match, and that is to the Judiciary Committee, and that appeal must be sent in duly attested in writing, and within a certain specified period. By this section the Umpire is empowered to render a decision on every point of play, whether

specially referred to in the rules or not; he applying the rule of equity in the case of the absence of any printed rule contained in the code of laws of the game bearing upon the point.)

CHANGING AN UMPIRE.

SECTION 3.—The Umpire shall not be changed during the progress of a match unless for reasons of illness or injury, or by the consent of the captains of the two contesting nines; and, in the latter case, not even then unless he shall have willfully violated the written rules of the game.

(The captains of the contesting nines are not justified in changing the Umpire except he willfully and openly violates the rules of the game. Errors of judgment on the part of an Umpire never justify his dismissal. He must commit errors in interpreting the rules to afford just grounds for a change. If one of the captains desires the Umpire to be changed, and refuses to place his nine in the field if he is not changed, he simply forfeits the game. It requires both captains to consent to such change, unless in the case of illness or injury sufficient to prevent the Umpire from continuing to act in the position.)

THE UMPIRE'S SPECIAL DUTIES.

SECTION 4.—*First.* Before the commencement

of a match the Umpire shall see that the rules governing the materials of the game, and also those applicable to the positions of batsman and pitcher are strictly observed; and also that the fence in the rear of the catcher's position is distant not less than ninety feet from the home base, except it mark the boundary line of the field, in which case the Umpire, for every ball passing the catcher and touching the fence, shall give each base runner one base without his being put out.

(If the catcher's fence is nearer to home base than ninety feet, then every ball passing the catcher and touching the fence gives each base runner one base. If the passed ball does not touch the fence, in such case the base runner cannot have a base given him on a passed ball.)

Second.—He shall also require the ball to be supplied by the visiting club, and see that it have the figures indicating its size and weight, as also the name of the maker, stamped on it.

Third.—Before calling "play," the Umpire shall ask the captain of the players on whose ground the match is played, whether or not there are any special ground rules to be enforced, and if there are, he shall take note of such rules and see that they are duly enforced, provided they do not conflict with any regular rules of the game. Should the Umpire not be so notified of the existence of any special ground rules, then such rules shall not be enforced.

Fourth.—The Umpire should see that there are two scorers ready to record the runs made by the two contesting nines in a match.

(No game should be regarded as a regular match unless recorded by a scorer for each club, and in professional clubs such scorers should be men competent to put down all the details of the game.)

CALLING "PLAY" AND "TIME."

SECTION 5.—When the Umpire calls "play," the game must at once be proceeded with; and when he calls "time," all play shall be suspended, and the ball shall be considered dead until he calls "play" again. And either of the contesting clubs causing delay shall forfeit the game by a score of nine runs to none.

(The terms "play" and "time" are merely technical terms employed to name the opening of a game and its suspension and resumption. In case either nine should act in a way showing a desire to delay the game—especially when darkness or a storm is approaching—the Umpire should promptly enforce the penalty provided by the rule, and declare the game forfeited by the nine causing the delay.)

CALLING A GAME.

SECTION 6.—When the Umpire "calls" a game it shall end; but when he simply suspends play for a stated period, the game can be resumed at the

point at which it was suspended, provided such suspension does not extend beyond the day of the match.

(A game being called, it is ended, and cannot be resumed. In stopping the play for any cause, the Umpire should simply say, "I suspend the game" for such and such a time, as the case may be, and not "call" it.)

SUSPENDING PLAY.

SECTION 7.—The Umpire shall determine when play shall be suspended; and, if the game cannot be fairly concluded, it shall be decided by the score of the last equal innings played; unless one nine shall have completed their innings, and the other nine shall have equalled or exceeded the score of their opponents in their incomplete innings, in which case the nine having the higher score shall be declared the winners; also, in all games terminating similarly, the total score obtained shall be recorded as the score of the game.

(The Umpire is alone the judge of the circumstances which may warrant a suspension of play, such as the rapid approach of a storm, the interruption of the game by an unruly crowd, or any other condition of things which would prevent any further continuance of a fair contest. In regard to the clause referring to an incomplete innings, it works as follows: Suppose the A nine have made six runs in their last innings, they

having had the first innings, and the B nine enter upon their last innings with a score of five only, and before a single hand has been put out they score two runs, thus leading their adversaries by seven to six, and the game then be suddenly stopped by darkness, and the Umpire "calls" the game. By the rule, he must give the ball to the club having the highest score, despite the fact that the last innings had not been finished by putting the three players out.)

REVERSING DECISIONS.

SECTION 8.—No decision rendered by the Umpire on any point of play in base running shall be reversed upon the testimony of any of the players. But if it shall be shown by the two captains of the contesting clubs that the Umpire has palpably misinterpreted the rules, or given an erroneous decision, he shall be privileged to reverse said decision.

(It will be seen by the wording of this section that it is only on points of play involved in running the bases that the testimony of players is excluded, and not when a catch has been made which the Umpire failed to see, but which was plainly seen by the crowd of lookers on, as in such case a player's word may be taken. But in all points of touching players in running bases, etc., their testimony is properly excluded.)

DECISIONS ON CATCHES.

SECTION 9.—Should the Umpire be unable to see whether a catch has been fairly made or not, he shall be privileged to appeal to the bystanders, and to render his decision according to the fairest testimony at command.

(The Umpire should only avail himself of this privilege of outside testimony when a catch is made by a fielder which it was almost impossible for him to see. When a ball is taken in the out field so low that it is difficult to see whether the fielder placed his hand or hands under the ball or took it on a close rebound the batsman making the hit should be decided not out. In all doubtful cases of a catch the Umpire should render his decision in favor of the batsman, as a player must be *plainly put out* or he is not out. In judging by an appeal to the crowd the Umpire should see that the judgment of the crowd is pretty nearly unanimous, if not he should judge the catch only by what he saw; and if the Umpire does not see that a man is plainly out he has no right to decide him out.)

INTERFERING WITH THE UMPIRE.

SECTION 10.—No person not engaged in the game shall be permitted to occupy any position within the lines of the field of contest, or in any way interrupt the Umpire during the progress of

the game; and no player shall be permitted to converse with the Umpire during any part of the contest, except to make a legal appeal for his decision in giving a player out.

(The Umpire should promptly check any tendency on the part of players to converse with him during the progress of a game. There is nothing that calls for any conversation between the Umpire and the players whatever, and it does not look seemly to see an Umpire conversing with players. The game requires his closest attention all the time, and unless he is appealed to on a question of the interpretation of a rule he should not talk at all. Reticency of speech in an Umpire is a good thing. Talkative Umpires seldom or ever render correct decisions. It may do in practice games, but silence is the rule in regular matches.)

APPEALING TO THE UMPIRE.

SECTION 11.—The Umpire shall render no decision in the game except when appealed to by a player, unless expressly required to do so by the rules of the game, as in calling "balls," "fouls," etc., and he shall not enter the in-field while the ball is in play.

(The Umpire's ground is as close to the home base as he can stand and not interfere with the movements of the catcher. If he desires to

watch a play at first or third bases he can run towards those positions, but he cannot cross the foul ball lines or enter the in-field to do so. He can of course enter the field to see that the bases are fast or the pitcher's lines correct, but before doing this he should call time. The Umpire should especially bear in mind the fact that he has no right to make any remark upon a point of play with a view of reminding players to appeal, nor to hold converse with players, or give them advice, except when appealed to on a point of law which is disputed.)

CALLING FOUL BALLS.

SECTION 12.—The Umpire shall not call "balls" until the ball has passed the batsman. He shall call all foul balls the moment they are seen to be falling outside the foul ball lines. But he shall call no fair ball unless appealed to for a decision.

(There is no necessity to appeal to the Umpire for his decision on a called or foul ball, as he must call them at once without appeal, and, therefore, the Umpire should disregard all such appeals as these, as they practically infer partiality on his part.)

INTERFERING WITH PLAYERS.

SECTION 13.—The Umpire shall require the players on the batting side who are not at the bat nor running the bases, to keep a distance of not

less than fifty feet from the line of the home and first base and home and third base, or farther off if the Umpire so decides. The captain and one assistant only to be permitted to approach the foul ball lines, and not nearer than fifteen feet, to "coach" players running the bases; and no player of that side, not engaged at the bat or in running the bases, shall be permitted to enter the in-field, except in case of illness or injury. Either side persisting in infringing this rule shall suffer the penalty of a forfeiture of the game.

(The distance players on the batting side should stand back of the foul ball lines is not less than fifty feet. In fact, the Umpire can make them stand as far back as he thinks fair play warrants. The Umpire should carry out this rule strictly. It has come to be a regular obstruction to the fielders to have players of the batting side calling out to base runners and "coaching them round the bases" as it is called. Of course no player of the batting side has any right to enter the in-field at any time except to aid a sick or injured base runner. The penalty, it will be seen, for any obstinate refusal to obey the law is forfeiture of the game.)

UNFAIR FIELDING.

SECTION 14.—Should any fielder stop or catch the ball with his hat, cap, or any other part of his dress, the Umpire shall call "dead ball," and such

ball shall not be alive or in play again until the Umpire shall call "ball in play." But any player running a base at the time said ball was so stopped or caught shall be entitled to the base he is running for. Should the ball be wilfully stopped by an outside person not engaged in the game, the Umpire shall call "dead ball," and the ball shall be regarded as dead until settled in the hands of the pitcher while standing within the limits of his position; and players running bases at the time shall be entitled to the bases they were running for.

(This dead ball business, when a ball is stopped by outsiders, needs the Umpire's most careful attention. It is amply sufficient that the nine players should attend to the fielding without allowing the aid of half a dozen outside sympathisers in stopping an overthrown or passed ball. In such a case a base runner is fully entitled to make as many bases as he can until the ball is legally in play again, and this does not occur until the ball—previously stopped by outsiders—is returned to the pitcher and held by him while standing within the lines of his position. Suppose a ball is hit to the pitcher and he fields it and runs to touch the striker running to first base, and finding that he cannot do so he throws the ball swiftly to the first baseman, and it is missed and goes to the outside crowd and is there

stopped, and being picked up by a fielder—or handed to him by an outsider—is thrown to the second baseman and there the base runner is touched. In such case the runner is not out, as the ball had not first been held by the pitcher while standing in his position, and that not having been done it is still "dead," as far as putting out a player is concerned. The Umpire, whenever he sees a ball stopped in any way by the outside crowd, must at once call "dead ball;" and when it is held by the pitcher in accordance with the rule it would be well for him then to call "ball in play.")

FORFEITED GAMES.

SECTION 15.—Any match game in which the Umpire shall declare any section of this code of rules to have been wilfully violated, shall at once be declared by the Umpire to have been forfeited by the club so violating the rules; and all such games, as also all forfeited games, shall be declared by the Umpire as forfeited by a score of nine runs to none.

(It will be seen that the Umpire is fully empowered to declare games forfeited whenever he becomes cognizant of the violation of any of the rules by either of the contesting clubs. Of course, reference is made only to wilful violations, such as where any section of the rules is openly neglected or ignored.)

COMPENSATING THE UMPIRE.

SECTION 16.—The Umpire in a match game shall be privileged to accept such compensation for his services as the contesting clubs shall deem advisable, provided he receives from each club the same amount of compensation, but not otherwise.

(The customary fee is, for professional Umpires, five dollars from each club, with travelling expenses. Of course, amateurs decline any such fee, or they cease to be amateurs.)

MISINTERPRETING THE RULES.

SECTION 17.—Should the Umpire refuse to enforce any special section of this code of rules, or should he interpret the same except by the express letter of the rule, he shall cease to be eligible to act in the position, and shall at once be dismissed.

(The Umpire has no right to ignore any section of the code of playing rules because he may think it an unjust rule. He is not the judge of the rules, but only of disputes arising in matches played in accordance with the rules. Where no rule covers a point of play he can judge equitably on the play and apply a rule of his own, but in no other case. It is about time that Umpires were prohibited from making rules to suit their ideas of the code, instead of obeying those adopted by the Association.

THE AMATEUR RULES.

UMPIRING UNDER THE AMATEUR CODE OF RULES.

The rules for Umpiring laid down in the preceding pages, and which are applicable only to the Professional Association code as a whole, will, in a large majority of instances, apply to the Amateur Association code. But there are exceptions, and these we now point out in the comments on the appended rules of the Amateur code.

ELIGIBILITY OF PLAYERS.

RULE THIRD, *Section 1*, of the Amateur code, reads as follows:

"In playing all matches, nine players from each club shall constitute a full field, and they must be members of the club which they represent. They also must not have been members of any other club, in or out of the National Association of Amateur Players—college club nines composed of actual students and commercial nines excepted—for 60 days immediately prior to the match. Every player taking part in a regular match game, no matter what number of innings are played, shall be, in the meaning of this section of the rules, considered a member of the club he plays with."

(The Umpire must define this rule as follows in

order to carry out the spirit of the law as well as its letter. It will be noticed that the exception to the sixty days' probation is in the case of "college" and "commercial" nines. The application of the rule in these instances is as follows: If any player of a nine engaged to play in a match is found to be a member of any other club, or has been such member of such other club within sixty days of the date of such match, or even if he has played in any match, whether actual member or not, the Umpire must refuse to allow him to play, and the club insisting upon playing him must be declared as forfeiting the game. In case, however, that the club he has played with is a college club, or a nine composed of clerks or employes of some commercial house, the sixty days' clause will not then apply. But it should be understood that a player of a college nine can only legally play with one other club, viz: his own club; and the same rule applies in the case of a commercial nine, the rule allowing only an exception in the case of the establishment in which the player is employed.)

INELIGIBLE PLAYERS.

RULE THIRD, *Section 2*, of the same code, says:

"No person who shall at any time during the year the match is played in have been constitu-

tionally expelled from another club for dishonorable conduct, shall be competent to take part in any match game; and no player not in the nine taking their position on the field in the third innings of the game shall be substituted for a player in the nine, except for reasons of illness or injury. If any person who is a member of an amateur club shall take part in any match game in a professional nine, he shall be debarred from playing as an amateur again during the remainder of the playing season."

(The Umpire, in an amateur match, must debar any player from taking part in the game who has, during the season the game is played in, taken part in any professional club game as one of the professional nine. For an amateur to play in a professional match is to exclude him from play in any amateur match for the entire season.)

THE STATUS OF AMATEURS.

RULE THIRD, *Section 4*, says:

"No person who shall be in arrears to any other club than the one he plays with, or shall at any time receive compensation for his services as a player, shall be competent to play in any match. All players who play base ball for place, emolument or money, shall be regarded as professional players; and no professional player shall take part in any match game; and any club giving any compensation to a player, or having, to their knowledge, a player in their nine playing in a match for compensation, shall be debarred from

membership in this Association. A club shall be permitted to pay the legitimate travelling expenses of its members."

(Should it come to the knowledge of the Umpire in an amateur match game that any player of the contesting nines has been, or is to be the recipient of compensation for his services as a player in such match, in the form either of "*money*, *place* or *emolument*," he must call "*time*," and promptly rule him out. *Money* means salary; "*place*" refers to office or situation, and *emolument* means the reward of labor in any form of compensation, whether by perquisites, shares of receipts, a position, or gifts. An exception to the rule is applicable in the cases of paying a player's "legitimate" travelling expenses.)

THE DELIVERY OF THE BALL.

The rules governing the method of delivering the ball are the same in the amateur code as the professional; but the rule in calling balls differs.

RULE FOURTH, *Section 6*, says:

"Should the player who delivers the ball to the bat fail to deliver to the striker fair balls, the Umpire must call one ball on each third unfair ball delivered, and also all balls hitting the striker while within the lines of his position must be called. When three balls have been called, the striker

shall take his first base without being put out; but no base runner shall take a base on third call balls unless he is obliged to vacate the base he occupies. No ball shall be called until the ball has passed the home base."

(The Umpire must define the above rule as described in the professional code instructions, except in the case of the italicised clause, and that portion of the rule works as follows: When a ball from the pitcher glances from the person of the batsman, while he is standing within the lines of his position, the Umpire, instead of calling such a ball "dead ball," as he would do in a professional match, must simply call it a ball; and if the ball, in thus glancing from the batsman passes the catcher, and thereby a base runner comes home from third base, such run counts. In the case of such passed ball in a professional match no base could be run or run scored, or even a player put out on such ball, but by the above rule bases can be run, runs scored and players put out by such ball—the rule, in this one respect, offering a premium to tricky play by the batsman, in standing in the way of a ball likely to touch him.)

DEAD BALLS.

RULE FOURTH, *Section 10*, says:

"All balls delivered to the bat which shall

either touch the striker's bat, without being struck at, or which shall hit the person of the Umpire, except passed balls, shall be considered as dead balls, and no players shall be put out, base be run, or run be scored on any such ball."

(This rule does not include balls striking the batsman's person.)

APPENDIX.

BALKING.—The sentence, "*as in the case of called balls*," contained in Section 6 of the Fourth Rule, refers merely to the fact that one base is given occupants of bases on the delivery of a "balk" as well as when a "ball" is called, and not that bases taken on balks are limited to players who are "forced" off, as they are in the case of called balls.

COUNTING CALLED BALLS.—The word "*consecutive*," introduced by Harry Wright, in the section governing the calling of balls, was one inappropriate for the use for which it was intended. His intention was, no doubt, to make it plain that every third unfair ball delivered was to be called. Unluckily, a double interpretation has been given the section in question, owing to this word "*consecutive*," for some have defined the rule, under this wording, to mean that, unless three unfair balls are delivered *in succession*, those delivered cannot be counted. Such a rule as this would nullify the penalty of the section entirely; as, under such a rule, not one base

would be given by called balls in every five innings, and generally, scarcely one in an entire game. The rule as it should be, and as it is practically carried out, is as follows:

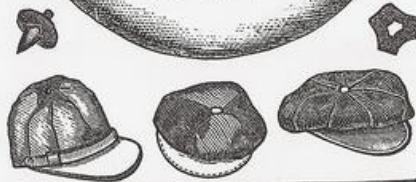
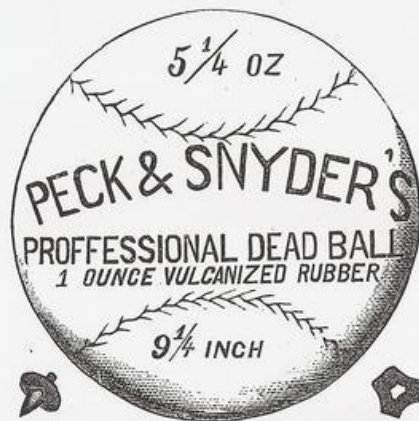
If the first ball is not over the base the Umpire counts to himself "one;" if the second is over the base, but low instead of high, as called for, he counts "two;" if the third ball sent in is hit foul no count is to be made; or if it be fair, and it be a ball to be struck at and it be not struck at, no count is to be made. If the fourth ball is not over the base, then the Umpire calls "one ball." This done he proceeds to count every unfair ball in the order of its delivery until the next third such ball be counted, when he calls "two balls," and so on until the next third such ball is sent, which makes *nine* in all, when he then gives the striker his base. It will readily be seen that, were the rule of counting unfair balls confined to every three balls sent in in succession, in uninterrupted order, the game would be over before *nine* such singular occurrences would take place, and under such an interpretation there would be no penalty at all for wild pitching. As it is, the pitcher has plenty of latitude given him in not having the penalty of giving a base on called balls inflicted until *nine* unfair balls have been

pitched or thrown to the bat. The rule governing the delivery of the ball should be worded as follows:

CALLED BALLS.

SECTION 5.—All balls delivered to the bat which are not sent in over the home base, or "high" or "low," as called for by the batsman, shall be considered unfair balls, and every such ball shall be called in the order of every third unfair ball so delivered; each unfair ball to be counted until two have been delivered, when "one ball" must be called, and so on in the order of every second ball thus delivered and counted; and when "three" balls have been called the striker shall take first base, and all players who are thereby forced to leave a base shall take one base. No "ball" shall be called until the ball has passed the home base.

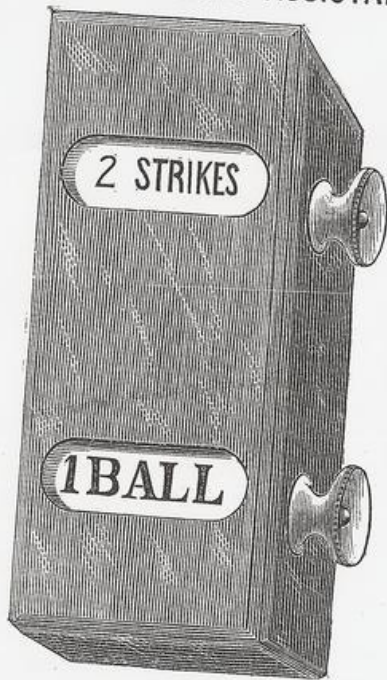
Every second ball is latitude enough, especially when it is considered that the batsman is punished if he refuses to strike at the first ball, besides which he can have strikes called on him in succession. The two rules should be as nearly equal as possible.



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THE UMPIRE'S ASSISTANT.



(SEE OPPOSITE PAGE.)

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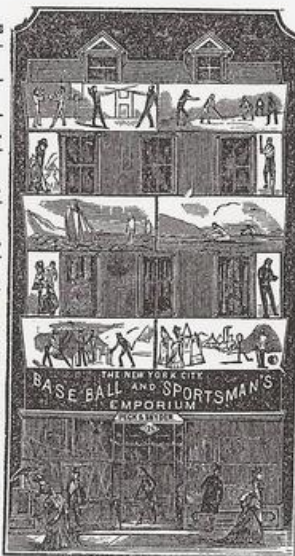
PECK & SNYDER, Manufacturers,
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NEW YORK, May 11th, 1875.

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CLUB. Played.....187

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Umpire.

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CLUB. Played.....187

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