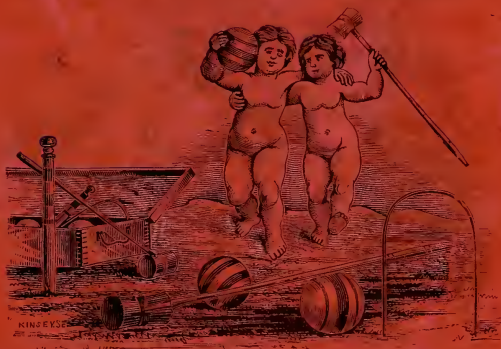


CRICKET,



ITS

Principles and Rules.

1877

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"Живой музей"



# CROQUET;

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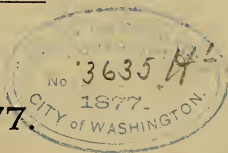
## Principles and Rules.

BY

PROF. A. ROVER.

NEW EDITION.

1877.



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## PREFACE.

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IN the absence of any universally recognized authority, it is essential that each croquet ground be governed by some code of rules to which every question arising on that ground may be referred for settlement.

The rules known as Prof. Rover's laws, were compiled ten years ago by a committee of expert croquet players, and thoroughly tested by long continued use before publication, the position taken being far in advance of the condition of the game at that time, either in this or any foreign country. This book was the first to suggest the entire abolition of the Booby and Flinch. It was the urgent advocate of the universal use of the Roquet-croquet, at a time when the most popular authors desired to restrict its use to the Rover. *The Laws of Croquet adopted at the general conference of Croquet Clubs* in England, now goes to the other extreme and requires the exclusive use of the Loose Croquet, *forbidding* the use of the foot in the croquet. It also introduces rules regarding the "*ball in hand*," both of which innovations restrict the variety and scientific combinations of the game, and do not seem to be adapted to the tastes of American players. With these exceptions, this *English authority* substantially agrees with our rules, and hence the universal adoption of the latter seems to be the most direct and readiest way to unify the methods of play which are now almost unlimited in variety, causing great annoyance to all players desiring to be governed by any established rules, as all should invariably be.

## CROQUET.

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THE game of croquet is the most scientific, healthful and social recreation ever known.

Old and young meet on its arena on more nearly equal terms than in any other game of skill.

A correct eye, steady hands and nerves, good judgment and clear brain, are the essential qualifications for a good player, and the possession of these advantages, of course, is not dependent upon the age, sex or condition of the person.

And it may perhaps be considered as the chief excellence of this game, that it gives this opportunity, which very few other games combining scientific play and physical exercise afford, for persons of the opposite sexes and disparity of age to join in one common amusement. It should be a matter of congratulation to all to see the universal popularity of any such healthful open air sport in this country.

In preparing "*Croquet, its Principles and Rules*," it has been the endeavor of the author to explain the general principles of the game, and to present a code of rules simple, concise, and shorn as far as possible of technicalities of expression, but comprehensive enough to include all points necessary to a thorough understanding of the game.

Regarding the size, style or quality of the material, there is very little restriction. There is no restriction as to the size, shape or material of a mallet, nor as to the manner of holding it or using it, provided the ball is struck with the face of the mallet head.

In each individual game, the balls must be of substantially a uniform size, but in various games there is no established size for the balls, the general tendency in this country being to a ball too large for scientific play. On a ground with turf surface, a comparatively light material is preferable for the balls, such as maple wood, but on a smooth ground, free from grass, a much heavier material is suitable. Among the numerous violations of all rules prevalent throughout the country, a few are so general as to call for special mention here. *An extra stroke* is often allowed for making two steps at one blow, which practice is not sustained by any authority. The only authorized premium for two steps at one blow, is the right to take position up to one mallet's length in any direction. Many claim that a player can not croquet the same ball twice between two consecutive steps, even though it be not in the same tour. This is sustained by no authority. In each tour or turn, every ball on the ground may be croqueted, otherwise the play of a rover would speedily terminate. *Always play to the left* in the course around the ground, i. e., after making the second bridge go to the left, and not to the right. It of course is immaterial which way is adopted, if some one way is universal, but as all other games *play round to the left*, i. e., with the sun, croquet should not be an exception, and *is not*.

#### GENERAL PRINCIPLES OF THE GAME.

Two players being designated as chiefs, the privilege of first choice for sides is conveniently decided by each placing a ball under the first bridge and striking for the starting post, the one driving his ball the nearest the post, winning.

The chief, having first choice for sides, plays first, in the first game, and thereafter the first play alternates between the two chiefs, the other players following according to the order of the colors on the post and the corresponding colors on their balls. Eight persons *may* play, but a game of four is much more interesting, while six may be tolerated. If the number of players is three, five, or seven, each plays for himself, or one player may play two balls, each in its proper turn. If two play, each may have one ball, and a third ball may be placed, at the commencement of the game, in the center of the ground, to be afterwards used simply to play on by both players. This is preferable to the use of two balls by each player. The object of the game is to drive all the balls through all the bridges in the directions indicated by the dotted lines on the diagram, and to hit the two posts. The side, all of whose members succeed in performing this feat first, wins the game. Now, although this is the ultimate object, yet the *croquet* and *roquet-croquet* are the most important operations in the accomplishment of the desired result. A player having struck his own ball against another ball, may take up his own (the playing ball), and placing it beside of and in contact with the other (the secondary ball) and placing his foot firmly on his ball strike it, so that the concussion will drive the secondary ball away. The *roquet-croquet* is executed in the same way, except that the foot is not placed on the playing ball, but both are free to move in obedience to the blow of the mallet. The latter is susceptible of much greater variety and science in playing than the former, as by skillful placing and striking, the balls may be made to diverge in any forward direction.

In commencing a game, the first chief places his ball on the ground one-third the distance from the starting post to the first bridge, and attempts to drive it through the bridge, and succeeding in that, attempts the second, and so on, his continuance of play being secured by success in each attempt. When the first player fails to run the bridge in order, the next player follows, and in addition to running the bridges, he has the privilege of roquet on the first ball already on the ground, securing which the consequent croquet will aid him in making still further progress. When a player has won all the bridges, he becomes what is called in the technical language of the game, a rover, which simply means that he has run all the bridges and has not *struck out*. An expert player often avoids running the last bridge, or perhaps the last two bridges, if he is considerably ahead of his partner, in order to avoid the possibility of being struck out by an adversary. Towards the end of the game, when several have become rovers, and others are nearly round, the excitement becomes intense.

#### THE DIAGRAMS.

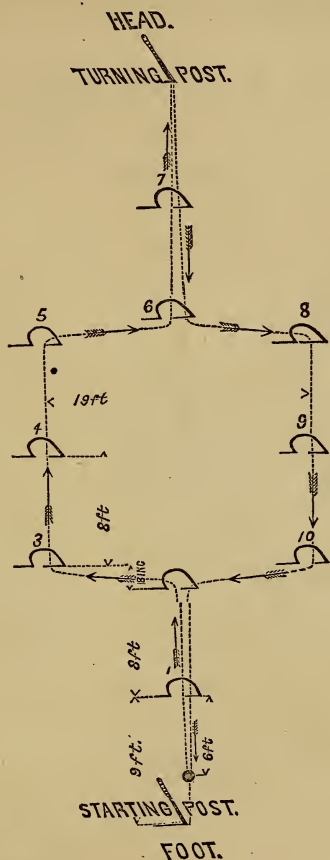
The following diagrams show two settings of the bridges :

No. 1 is the simplest, and the figures give the relative distances, which must be varied to suit the ground available.

No. 2 is the Star diagram, adapted to a shorter ground. If the length of the ground will admit, the center line of bridges may be arranged as in No. 1, leaving the side bridges out of line as in No. 2, thus securing the best possible arrangement of bridges, combining the advantages of several other settings.

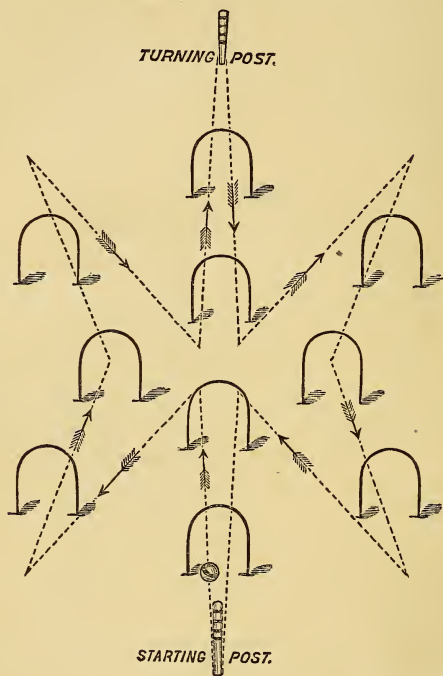


# DIAGRAM,



No. 1.

# DIAGRAM



No. 2.

## RULES OF THE GAME.

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### Section I.

#### STRIKING THE BALL.

1. At the commencement of the game the ball should be placed on a line drawn from the starting-post to the center of the first bridge, and at a distance from the starting-post, equal to one-third the distance from the post to the bridge.

NOTE.—The rule usually given, i. e., to place the ball a mallet's length from the post is very well for a large ground where the distance from post to bridge is nine or ten feet, but for a small ground it brings the ball too near the first bridge.

2. The ball *must be struck* and not pushed—a push never being allowable under any circumstances; and the blow must be given with the *face*—never with the side—of the mallet head.

NOTE.—A ball can never get into such a position on a croquet-ground that it cannot be struck in some direction, and if it is in a bad position it is either the fault or the misfortune of the player owning the ball which he is not to be allowed to rectify by a push, for that would sometimes be rewarding bad play. (See Appendix, A.)

3. Whenever the mallet hits the ball, if it moves it however slightly, it must be considered a stroke.

4. The player may if he wholly miss his ball, strike at it again.

5. If on commencing a tour of play, the playing ball is in contact with another ball, the player has the same privileges of his stroke, and subsequent play, exactly as he would have had if the balls had been separated one-half inch or more.

6. The game is opened by the chief holding the ball corresponding in color with the top of the post, and the players on the two sides follow alternately according to the order of the colors on the posts.

7. If any ball is played out of its proper turn and discovered before the play of another ball has commenced, the misplayed ball may be returned to its original place, or permitted to remain in that to which it has rolled, at the option of the chief of the opposing side. But if the mistake is discovered before the player has finished his turn and the misplay be allowed, the misplayer shall be permitted to finish his turn. If the chief does not permit the misplay, the misplayed ball shall be returned to its original place, and any damages sustained or advantages gained by either side shall be canceled. If the misplay is not discovered before the play of another ball commences, or is allowed, the misplayer cannot use his next turn as he has anticipated it.

8. If a player use a wrong ball, all the balls moved by such play must be returned to their former position, and the misplayer lose his turn.

## Section II.

### RUNNING A BRIDGE.

1. The bridges must be passed through in their regular order in the direction of the course.

(This is called running a bridge.)

NOTE.—A ball runs a bridge when it passes through it in order and course, by a direct blow, by roquet, roquet-croquet, croquet or concussion. Hence, for a player to drive his ball through a bridge out of its regular order, or from the wrong side counts no more than to pass over any other part of the field.

2. A player continues to play as long as he makes a point in the game.

NOTE.—Making a point is running one or more bridges, striking the turning-post in order, or performing the roquet, except on a ball the second time in one tour without making an intervening step.



3. A ball is not through its bridge when the handle of the mallet laid across the two piers of the bridge upon the side from whence the ball came, touches the ball without moving the bridge.

4. A roquet that constitutes a point (note, p. 11) gives to the player the right to croquet every ball roqueted, and afterwards to continue play; but no other privilege, even though the roquet and one or more bridges are made at the same stroke.

5. If a player makes two steps at one stroke, he may take position one mallet's length or less, in any direction from where the ball rested.

6. If a player makes three steps at one stroke, he may take position as above up to two mallet lengths or less.

7. A ball passing under its bridge in the wrong direction is not in position to run the bridge until it has passed clear through according to the foregoing rule.

8. A ball lying under a bridge is not in position for that bridge if it has been so placed by the hand for the purpose of croquet or roquet-croquet, no matter from what position it may have been taken.

9. Tolling the *turning* post is in all respects equivalent to running a bridge, but the post may be tolled from any quarter.

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### Section III.

#### STRIKING OUT.

1. A ball, after it has run all the bridges, may hit the starting-post either by a blow from its owner's mallet, by roquet, roquet-croquet, croquet

or concussion, and is then a *dead ball*, and must be *immediately* removed from the field.

2. A player who having run all the bridges strikes the starting post, is out of the game, his turn is omitted, and the play goes on as before. If, instead of striking the post, he continues to play, he is called a *rover*.

3. If the roquet-croquet is allowed to all players alike, the rover is governed entirely by the same laws as other players.

NOTE.—Therefore, a rover having completed the grand round, and having no other steps to make (except *stepping out*, when of course his play ceases) can only acquire the right to continuance of play by the roquet. He may (after roquet upon it) croquet or roquet-croquet each ball once only during a tour. Roquet upon a ball the second time during a tour does not entitle him to a continuance of play.

4. When all the balls on one side have made the grand round and hit the starting-post, that side has won the game.

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#### Section IV.

##### ROQUET.

1. A ball roquets another when it comes in contact with it by a direct blow of the mallet, or rebounds upon it after the blow, from any fixed obstacle of the ground or from another ball.

2. A ball having roqueted another ball, is at

liberty to croquet or roquet-croquet it or proceed on its round; providing that the playing ball has not already **in that tour** roqueted that same ball since making a step on the round.

3. A ball may roquet another ball twice between two consecutive steps, but the second roquet does not entitle the player to a continuance of play.

4. Any player in his turn is at liberty at any time to make roquet on *any* ball on the ground.

5. A ball having made roquet and declined the croquet, may continue its play either from the position to which it has rolled after the roquet, or from the side of the roqueted ball.

6. If a ball roquet another and thereby gain the privilege of croquet, and afterwards, at the same blow, run a bridge; it may croquet the roqueted ball, then proceed to roquet it again, then croquet again and proceed on its round; or waiving either or both croquets, or the last roquet and croquet, may proceed on its round.

NOTE.—Thus supposing the playing ball roquets a ball that it has not roqueted since making a step, and *afterwards* at the same blow runs a bridge; it of course has a right to croquet the roqueted ball; then as that roquet was made *before* the playing ball run its bridge there is no reason why it cannot again roquet and croquet the same ball. But had the playing ball *first* run a bridge and afterwards at the same blow roqueted a



ball then it can have but one croquet according to Rule 2, Sec. IV.

7. The continuance of play is gained by virtue of the roquet, and not of the croquet. The croquet is merely a privilege consequent upon the roquet. Therefore, to waive a croquet does not terminate the play. This principle once fixed in the mind will avoid much confusion in understanding and interpreting the rules. (See Appendix, B.)

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### Section V.

#### THE CROQUET AND ROQUET-CROQUET.

1. A player may croquet or roquet-croquet any number of balls consecutively; but he can croquet or roquet-croquet only those balls on which he has made roquet, and roquet on the same ball the second time in one tour without an intervening step does not entitle the player to a croquet.

2. If a player in the act of croqueting does not *separate* the balls, he is at liberty to take the stroke over again.

3. If a player in executing the roquet-croquet does not move the croqueted ball from its position, his tour of play ceases, unless by the same stroke he makes a point.

NOTE.—If it is in dispute whether or not the ball has been moved as above required, the question shall be decided by the umpire if there be one, if not, by the chief of the side opposing the player.

4. If a ball is croqueted either through its own bridge or upon the turning or starting-post when in order, a point so made holds good.

5. In making ricochet the player is at liberty to croquet either a part or all of the balls roqueted; but the order of croquet must be that of the ricochet,—the player, however, has only one additional stroke, and not one for each ball he has roqueted.

6. If a ball when croqueted or driven through its own bridge in its course roll back through or under the bridge, it has not run that bridge. (See Appendix, C.)

7. The laws that govern Croquet all apply to Roquet-Croquet, except as to points for which special rules are herein given.

8. If a ball flinch in the execution of the Croquet, it is considered as merely a Roquet-Croquet, and subject to the same laws. In this case, of course, any point made or advantage gained by either ball holds good.

## Section VI.

## DISPLACED BALLS.

1. A ball accidentally displaced must be returned, by the chief of the side opposed to the person displacing it, to the place where it was lying, before the play proceeds.

2. If a ball be hit off the ground it is to be placed *at once*, and before the play proceeds, twelve inches within the limit of the boundary and at a point nearest to where it stopped, which of course causes the ball to be brought in *square* with the boundary.

3. If a ball in its progress over the ground be interrupted by the person or mallet of an enemy, or by a person not in the game, the ball may be placed by the chief of the side owning the ball, in such position as he may judge it would have rested had it not been interrupted in its progress. If interrupted by the person or mallet of a friend the ball may be placed by the chief of the *opposing side* in such position as he may judge it would have rested.

4. *A person not taking part in the game, should never be within the bounds of a croquet ground when a game is in progress.*

## SUGGESTIONS TO BEGINNERS.

Keep your temper and remember when your turn comes.

Accustom yourself to be guided strictly according to established rules as far as you are informed on the subject.

In making a stroke, grasp your mallet firmly, strike squarely, and after getting your aim look rather at your mark, than at the ball when giving the blow.

If the enemy have an expert rover, it is generally advisable to use every effort to strike him out.

As an offset to this method of play it is often advisable to neglect to make the last bridge till near the close of the game, as in this way you can venture as near the starting post as you please, without the fear of being deaded.

The ladies will very much oblige all their associates in croquet by avoiding long dresses, which are continually dragging the balls about over the ground, greatly to the annoyance of the players and disturbance of the game.

To the gentleman we would say it is no proof of skill in executing the croquet, to swing your mallet with both hands and give a blow hard enough to kill an ox. If you want to do that sort of thing, it would be more agreeable to all concerned for you to go off alone somewhere, and split wood.

In executing the roquet-croquet the stroke

may be varied so as to produce three very different results. First, if it is desirable to have the secondary ball go much further than your own, strike a *sharp, quick* blow proportioned in force to the distance you wish your own ball to go, checking the force the instant the mallet hits the ball. Secondly, if you wish to send both balls along together, strike a more sweeping blow (not a push) permitting the mallet to have its full swing. The difference in these two blows is much more easily discovered by the player than described with the pen.

The third stroke may partake of the nature of either of the above, but differs in the fact that the blow of the mallet is not delivered in a line with the centers of the two balls, but partially to one side of the rear ball, thus producing the splitting stroke, *i. e.*, sending the two balls in courses diverging from each other. This is much the most difficult stroke of the three.

It is not the hard blows that tell on a croquet field. As much may often be gained by keeping the balls of your own side together, as by dispersing those of the enemy.

A clear brain, correct eye, and steady nerve are the chief requisites for a croquet player, and even without much nerve, a clear brain and a good knowledge of the rules and practices of the game will give the victory in a majority of the cases.

## VOCABULARY.

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**BOOBY.**—Obsolete. Formerly used to designate a ball that had not made the first bridge.

**BRIDGES OR ARCHES.**—The iron hoops or bows through which the balls pass.

**NOTE.**—A ball is under a bridge when, if the mallet handle is placed across the piers of the bridge on each side it will touch the ball in both positions of the handle.

**CONCUSSION.**—The displacement of a ball by another driven against it by roquet, croquet, ricochet, or roquet-croquet, and not hit directly either by the mallet or by the playing ball.

**CROQUET.**—(Pronounced Cro'-kay.) The title of the game.

**THE CROQUET.**—Any ball having struck another, is taken up and placed in contact with the ball it has struck. The player sets his foot upon his own ball, pressing firmly so as to hold it in place, and with a blow of his mallet, delivered upon his own ball, drives the other ball in whatever direction he may desire.

**DEAD BALL.**—One that has made the grand round and hit the starting-post.

**DISTANCED.**—A ball is distanced when at the termination of the game it has not tolled the turning-post.

**DOWN.**—The course from the turning-post to the starting-post.

**A FLINCH.**—When in the croquet, the playing ball is driven from under foot by the blow of the mallet, it is called a flinch.

**FRONT OF A BRIDGE.**—The side from which the ball must proceed in running it, and with the central bridges is not constant, but is decided in each case by the course of the ball under consideration.

**GRAND ROUND.**—A ball has made the grand round when it has run all the bridges and tolled the turning-post, and is then a rover.

**PLAYING BALL.**—The ball struck with the mallet.

**POINT.**—A player makes a point by running a bridge or tolling a post, or by roqueting a ball that he has not previously roqueted during the

tour since making a step—or in other words, by roqueting a ball under such circumstances as would entitle him to the privilege of the croquet.

POSITION.—A ball is in position when it lies in front of its proper bridges with a possibility of running it by a single blow of the mallet.

PROPER BRIDGE.—A bridge which it is a player's turn to run next in order, is said to be that player's bridge or his proper bridge.

PUSH.—A stroke in which the mallet remains in contact with the ball after the instant of contact.

RICOCHET.—(Rick'-o-shay.) A ball making roquet on two or more balls by the same blow of the mallet.

ROQUET.—(Ro'-kay.) A ball makes roquet on another ball when proceeding from a blow of the mallet, it comes in contact with it, either directly or by rebounding from a fixed obstacle in the ground or from another ball.

Some writers define the roquet as the contact of the playing ball with another ball under such circumstances as to constitute a point. This is merely a matter of choice regarding the facility of defining the other operations of the game. We consider that our definition renders the whole matter much the more simple.



ROQUET-CROQUET.—The same as croquet, except that the playing ball is not held under the foot, but both balls are free to move in accordance with the blow of the mallet.

A ROVER.—A ball that has run all the bridges and has not hit the starting-post.

STARTING-POST.—The stake from which the play proceeds.

A STEP.—Running a bridge, or tolling the turning-post.

STRIKING OUT.—A ball struck against the starting-post after having run all the bridges in their proper order, is struck out and is out of the game.

THE TURNING-POST.—The post opposite the starting-post.

TOLLING THE TURNING-POST.—Striking the turning post in its proper order.

TOUR, TURN, OR TOUR OF PLAY.—The continued successful playing of any player is called his tour of play, and is terminated by his failure to play with success.

## APPENDIX.

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### A

No absolute rule can be given for striking a ball. It certainly is the most easy, healthful and graceful style to hold the mallet in one hand and stand at the side of the ball. But as many persons have not sufficient strength in the wrist to deliver a strong blow accurately with one hand, it is not just to require such methods of play. Also, in the position of the body with reference to the ball, it is impossible to establish any absolute rule; but there is one style of stroke sometimes practiced by gentlemen that is both very awkward in itself and equally ungenerous towards the ladies, who cannot adopt it: We refer to the practice of standing directly behind the ball, and striking by holding the mallet handle in a perpendicular position and swinging the mallet head between the feet. We trust that no person who has the least pride will require a rule to prevent the use of this abominable style of play.

### B

A player may waive any privilege acquired, but can not waive a step that has been made. The croquet is a privilege consequent on the roquet; running a bridge is a step in the game which, when made, can not be ignored.

### C

This rule is based upon the principle that all questions as to position can only be satisfactorily determined when the ball is not in motion. In the case put it would frequently be impossible to decide whether the ball, when it began to roll back, was through or not. So also if a ball is driven from the rear through a bridge to position, and then rolls back through the bridge, it has not run the bridge; but if driven from the rear outside the bridge and then rolls through in course, it runs the bridge.



