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*Chadwick's  
base ball manual*

Henry Chadwick

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POSITION OF A BATSMAN.

# CHADWICK'S BASE BALL MANUAL



Containing the *New Rules of Base Ball*

AS REVISED AT THE BASE BALL CONVENTION HELD AT BOSTON, U.S.,  
MARCH 2, 1874, TOGETHER WITH SPECIAL INSTRUCTIONS IN ALL THE  
SCIENTIFIC POINTS OF PITCHING, BATTING, AND FIELDING, WITH IN-  
STRUCTIONS FOR SCORING THE GAME AND RULES FOR UMPIRING.

BY

**HENRY CHADWICK**

*(Base Ball Editor "New York Clipper")*

LONDON

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THE  
BASE BALL MANUAL.

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INTRODUCTION.

THE advent of the American base ball players in England bids fair to bring about the introduction of a new game into the extended circle of British sports and pastimes, and one, too, well calculated to achieve a popularity second only to that of the English national game of cricket; and this new field sport is the American game of BASE BALL. Though of English origin, this game is fully entitled to the name of American, and it is a sport just suited to the peculiar temperament of the people of the great republic, as it is full of excitement, occupies but little time, and can be engaged in with equal zest by the youngest schoolboys or by trained professional ball players, to the latter of whom it affords full scope for the exercise of those mental as well as physical attributes which mark the intelligent and cultured athlete. In fact, though to play the simple field game of base ball requires only the ability a party of boys ranging

from ten to fifteen years of age would be likely to possess, to enter upon a contest for the palm of superiority in a full display of the batting and fielding skill American base ball admits of, requires men of pluck, nerve, and presence of mind—courageous and intelligent fellows, who have their wits about them ; for when base ball is played up to its highest mark, it is anything but a boys' game in any respect, as the amount of fatigue involved and the injuries oftentimes sustained fully prove.

The plain theory of base ball may be briefly summed up as follows :—

A space of ground being marked out on a level field in the form of a diamond with equal sides, bases are placed on the four corners thereof. The contestants include nine players on each side, one of which takes the field, and the others go to the bat. When the field side take their positions the pitcher delivers the ball to the batsman, who endeavours to send it out of the reach of the fielders and far enough out on the field to enable him to run round the bases, and if he reaches the home base—his starting point—without being put out he scores a run. He is followed in rotation by the others of his side until three of the batting party are put out, when the field side come in and take their turn at the bat. This goes on until nine innings have been played to a close, and then the side scoring the most runs wins the game.

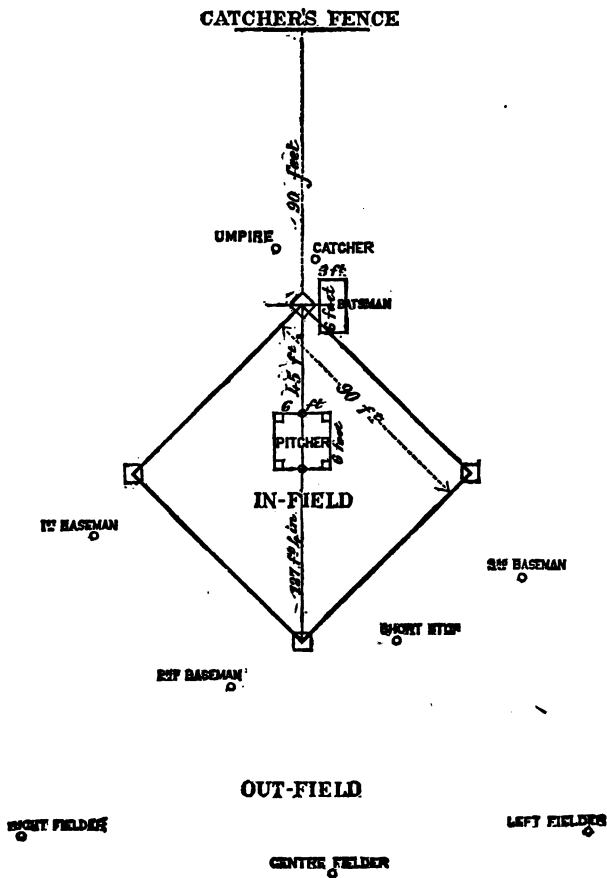
It will be seen that the theory is simple enough, and it is this simplicity of construction which forms

its chief attraction for the masses ; and yet to excel in all the points of play it is capable of in the hands of an expert, requires not only the possession of the physical attributes of endurance, agility, strength, good throwing and running powers, together with plenty of courage, pluck, and nerve, but also the mental powers of quick perception, thorough control of temper, and the presence of mind to act promptly in critical emergencies.

As the national game of ball of the United States of America, base ball may be said to date its origin from the establishment of the "National Association of Base Ball Players," in 1857, since which time it has been governed by a code of officially authorized rules emanating from the organization in question. In 1871, however, the extension of base ball in popularity through every portion of the American continent, and the introduction of a class of trained professional players attached to stock-company organizations, led to the establishment of two National Associations, the one governing the minority class of professional clubs, and the other the majority class of the amateur fraternity. Both Associations, however, have hitherto been ruled by the same playing code, and, with the exception of certain rules applicable only to the two different classes of clubs, but one code governs the entire American ball-playing community.

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## The Field.



### **The Diagram of the Field.**

It will be seen by the diagram of a base ball field, given on the adjoining page, that the dimensions are as follows:—The field proper forms a square the sides of which are ninety feet. On the corners of this square are placed the four bases, each of which must cover a foot square of space. The home base must be of white stone or marble, so fixed in the ground that one of its corners faces the pitcher's position, and it must be level with the surface of the ground. The other three bases are canvas bags, fastened to posts sunk in the ground on each corner of the square located to the left, the right, and the rear of the pitcher's position. The latter occupies a space of ground six feet square, the front line of which must be forty-five feet from the centre of the home base; and on each corner of this space a square flat iron plate is fixed, each six inches square. The distance from the home base to the second base is a hundred and twenty-seven feet four inches; and the distance of the home base to the catcher's fence must be not less than ninety feet. The batsman's position is within a space of ground three feet by six feet, located one foot distant from the home base, and three feet back and in front of the line of the home base, the latter of which extends three feet on each side of the home base.

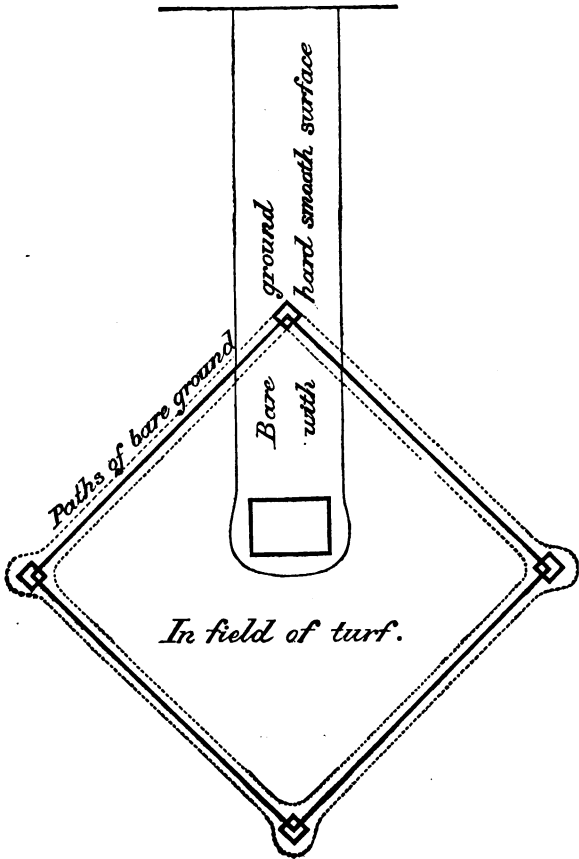


### How to Lay Out a Field.

Though any level field or piece of ground will do to play base ball on, a well laid-out ball field requires to be marked by as well-conditioned a piece of turfy ground as that of a cricket field, especially in that portion of it known as the in-field, viz., the space within the diamond enclosure, the exception to this rule being the space of ground from the pitcher's position to the catcher's fence, which should be bare ground with a smooth, hard surface, so as to admit of an accurate rebound of the ball to the catcher's hand. This is shown in the appended diagram, which also shows how the paths along the line of the bases should be laid out.

The space of ground marked out as above, from the pitcher's position to that of the catcher, should be bare of turf, some eight feet in width, and laid with hard, dry soil, and in such a manner as to throw off water. The edge should be level with the turf border. The paths on the lines from base to base—three feet in width—should also be laid with hard soil, as also a circle around each base.







### Measuring the Distances.

Having determined on the point of the home base, measure from that point down the field *one hundred and twenty-seven feet four inches*, and the end will indicate the position of the second base; then take a cord *one hundred and eighty feet long*, fasten one end at the home base, and the other at the second, and then grasp it in the centre and extend it first to the right side, which will give the point of the first base, and then to the left, which will indicate the position of the third; this will give the exact measurement, as the string will thus form two sides of a square, the sides of which are respectively ninety feet. On a line from the home to the second base, and distant from the former *forty-five feet*, is the front line of the pitcher's position. The foul-ball posts are placed on a line with the home and first base, and home and third, and should be at least one hundred feet from the bases. As these posts are intended solely to assist the umpire in his decisions in reference to foul balls, they should be high enough from the ground, and painted so as to be distinctly seen from the umpire's position.



### The Game.

As before asserted, the American game of base ball requires a high degree of physical ability and the possession of many characteristics to excel in it;

for though in theory a schoolboy could readily comprehend the system, in practice an amount of manly vigour, courage, and physical endurance is requisite surprising to those who regard it in the light only of an improved edition of the old game of "Rounders."

The game is played by nine contestants on each side, one nine occupying the nine positions in the field, and the other nine alternately taking their places at the bat. The positions in the field are as follows:—Catcher, pitcher, first baseman, second baseman, third baseman, short-stop, left fielder, centre fielder, and right fielder. In the new game known as the "Ten-Men Rule," a right-short fielder is added, who occupies a position like the short-stop, but on the other side of the in-field. The six first-named players comprise the "in-field players," and the three last the "out-fielders."



## How to Play each Position.

### THE CATCHER.

Much of the success of a nine depends upon the ability of the catcher, and it is, therefore, requisite that he should be an excellent player in his position, and to excel as a catcher he should be able to throw with great accuracy and speed a line ball a distance of fifty yards, and be able to stop swiftly-pitched balls and low grounders, and be especially on the alert in judging of foul-bound balls, besides having the nerve to face sharply-tipped balls direct from

the bat. The ordinary rule is, when the striker has made his first base, for the catcher to come up close behind the bat, in order to be in a position to take the ball from the pitcher quick enough to send it to second base, in case the base runner tries to steal a base on the pitcher. This rule does not work well in all cases, however. The objection to it lies in the fact that it cramps the movements of the pitcher, as it obliges him to pitch for the catcher, in a measure, thereby lessening his field for strategical play in pitching. The distance from the place the catcher stands to that occupied by the second baseman is not over fifty yards, and this is the greatest distance the catcher is required to throw in a game, and moving up behind the bat saves him but three or four yards in a throw.

The catcher and pitcher should always have a perfect understanding with each other in regard to their respective movements. Strategy is as important an element of success on a base ball field as on the field of battle. The pitcher and catcher should have a code of signals between them, and they should practise these signs until they can read them as easily as their letters. Thus, when the catcher sees an opportunity for the pitcher to catch a base player napping off his base, a certain signal should be given by which the pitcher may understand that he is to throw to the base promptly. Again, if the pitcher is familiar with a certain habit of the batsman before him of hitting at a favourite ball, he should give the catcher a sign informing him that

he is going to send in a slower or swifter ball or a higher or lower one than ordinarily is pitched.

Suppose, for instance, that the striker, who has either been put out, or has made his base, was one to whom swift balls had been sent, and that his successor is one whom slow balls bother, the pitcher gives a sign to the catcher—one, of course, that cannot be observed by his opponents—to come up closer to the bat, thereby informing the catcher that he is going to drop his pace in delivery; the batsman, not being aware of the proposed change, prepares himself to meet the same class of balls which were pitched to the batsman preceding him, and the result is, that the change of pace leads him to strike too quick at the ball. Of course, if this change had been indicated to the batsman by the call of the pitcher to the catcher to stand up close behind for the change of pace, the batsman would have been placed upon his guard, and thereby would be prepared for the change; but this exposure of the design of the pitcher is prevented by the private signal, and the judicious manner in which the change is carried out. Just so, too, is it when a change from slow to swift delivery is made, a private signal intimating to the catcher to get back for swift balls. The catcher, too, should have a similar understanding with the out-fielders, who should watch him closely when a new batsman takes his stand at the home base—so that when any change of delivery by the pitcher is made, the catcher by a certain signal can either send the out-fielders farther out or closer in, according as the

chances of a long high ball or a short one from the batsman are most probable. This strategical style of play is a great aid to success in all cases, but especially against inexperienced players, who do not perceive the "nice little game" that is being played upon them. When a catcher visits a new ground with his club, he should avail himself of an hour's practice in catching foul-bound balls, in order to become familiar with the nature of the ground in affecting the rebound of the ball, or otherwise, if he has been accustomed to catch on a lively ground and plays on a dead one, he will find his calculations for catches behind on foul-bounds rather out of the way. The same, too, if he visits a lively ground after playing on a dead field. The utmost good judgment in the catcher is necessary in throwing to bases. Some catchers, who think they throw a fine ball, make the mistake of throwing to all three bases whenever the player runs to one or the other; the result is, in most cases, that more bases are lost than if no throws were made at all. First, be sure of your baseman; secondly, be sure of your aim; and, thirdly, be sure that you time your throw well, the latter being very important to the success of the movement. The catcher should watch the movements of the fielders closely when a high ball has been hit, so as to be ready to call out the name of the fielder nearest the ball or most likely to catch it, when two or more fielders are running to get it; and it should be well understood that the moment the call is made all the other fielders should stop

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running, or only prepare to field the ball in case of a miss catch.

#### THE PITCHER.

This position is the most important in the field and the most responsible of all. He is allowed to deliver the ball to the bat in any way except by an overhand throw or by any round-arm movement as in bowling in cricket; therefore he can send in the ball by an underhand throw provided in so doing he swings his arm perpendicularly to the side of his body.

His position is within the lines of a space six feet square. The rules require him to deliver the ball while standing in his position, and when in the act of delivering, or in making any preliminary motion to deliver the ball, he must have both feet within the lines of his position, and he cannot take a step outside the lines until the ball has left his hands. Should he do so he incurs the penalty for balking.

The pitcher should bear in mind the important fact that the true art of pitching is to deceive the eye of the batsman; that is, to send the ball in to the bat in such a manner as to lead the striker to believe that it is just coming in where he wants it, while in fact it is either too high or too low, or is too swift or too slow for the purpose. Moreover, he should have the pluck to face hot balls direct from the bat. Unless he can do this, he can never pitch with judgment, for he will be so impressed with the

idea of avoiding being hit with the ball that he will think of little else.

He must especially possess a full command of the



A PITCHER DELIVERING THE BALL.

ball in delivery, or his judgment will be of no avail; and he should have the endurance to pitch through a long and tedious game. He should also remember that there is nothing in speed alone which makes

such a style of delivery effective, and also that a merely swift delivery of the ball without command of aim, costs more in passed balls and bases run than is compensated for by either poor hits, tipped balls, or strikes.

It is necessary that he should be on the alert in running to bases to receive the ball from the party fielding it, in the case of players returning to bases on foul or fly-balls; and also to be careful in watching the position of his men before he handles the ball thrown to him after being struck foul, for a sharp base runner will frequently steal a base on a pitcher when the latter has handled the ball—viz., held it in his hands long enough to have been considered as settled—before the base player was in his position to receive it from the pitcher.

The appended illustration shows the position of the pitcher when about to make the last swing of his arm in delivery. In doing this his arm can be bent, and he can make the throwing motion, provided that he does not swing his arm outward from his body as in bowling.

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### **Base Players.**

The three positions occupied by the first, second, and third basemen require different qualifications to excel in them, though all need certain abilities alike. The first baseman must be better able to hold balls swiftly thrown to him than either of the other base players. The second baseman requires to be more



active on the field than either of the others, and the third must be the best thrower. But all need alike to be sure in holding thrown or batted balls, active in fielding "grounders," and also to be swift and accurate throwers for in-field distances. In all three positions opportunities are offered for distinct and local points of play. The duty of the first baseman is mainly to securely *hold* balls thrown to him while he has one foot touching the base; while that of the second baseman is chiefly to *touch* players as they run from first to second; the third baseman finding his principal work to consist of stopping hotly-batted balls, catching high fouls with a great twist given them by the bat, and in keeping players from running home, while trying at the same time to put strikers out going to first base. The first base can be best occupied by a left-handed player, as the hand most at command with such players faces the balls going close to the line of the base; while a left-handed player is decidedly out of place at either of the other in-field positions.

#### THE FIRST BASEMAN.

All basemen should be good ball-catchers, but the occupant of the first base should specially excel in holding the swiftest thrown balls. He should, also, be fearless in facing hot balls from the bat, and expert in taking balls from the field, while holding one foot on the base. When a ball is hastily thrown to first base, his care should be to hold it, but at any

rate to stop it. A good first base player ought to be able to hold a ball from the field, if it comes in anywhere within a radius of six feet from the base, and in case of high-thrown balls he ought to take them at least eight feet high from the base. He must remember that the ball must be held by him—with some part of his person touching the base at the same time—before the striker reaches it, or the latter is not out; if the ball is held at the same time, the base runner is not out. When an overthrown ball to first base is stopped by the crowd in any way—accidentally or intentionally—he must first throw it to the pitcher's position before he can use it to put a player out.

Some first base players have a habit of taking their feet, or foot, off the base the moment the ball has been held, and this frequently leads them to do so before holding the ball, or so quickly as to look so to the umpire, and the result is, that the striker is declared not out. In receiving a ball from the field, the first baseman should stand on the base in such a manner as not to prevent the runner from reaching his base, as the umpire is justified in regarding any obstruction of the kind by the base player as intentional, if it could readily have been avoided, though the baseman may not have intended to obstruct his opponent, or prevent him from making his base except by legitimate means. In taking his position in the field, he should stand about twenty or thirty feet from the base towards the right field, and between the first and second bases, until the ball has

been hit, when he should at once take his position with one foot on the first base, ready to receive the ball from the field. In taking his position for fielding, he will, of course, be guided by the style of batting opposed to him, standing farther out in the field or closer to the base according to the balls the batsman is in the habit of hitting. He should keep his eyes open for chances in points of play, especially when players are forced to vacate bases. Thus, for instance, suppose there is a player on the first base when a ball is struck to the pitcher and held by him on the bound, should he forget to pass the ball to second base and send it to first base instead—the base runner in the interim standing on the base instead of running to the second base—the point of play for the baseman would be to take the ball from the pitcher while off the first base, and first touching the player standing on the base, put his foot on the base with ball in hand, thereby making a double play; for though the base runner was on the base when touched he had no legal right to be there, inasmuch as the batsman, not being put out, forced the base runner to leave the base, and he—the base runner—had no title to the first base until the batsman was put out. Had the baseman, in the above instance, touched the base first, with ball in hand, and then touched the player on it, the latter would not have been out, as, the moment the striker was put out, the base runner ceased to be forced to leave the base. Similar points to this can frequently be made when a player is on the first base and the bats-

man hits a high ball, as the former, in case the ball is caught, has to return to first base, and, in case it is missed, is forced to leave for the second base, and is, therefore, very likely to be put out there.

#### THE SECOND BASEMAN.

The second baseman requires to be a pretty active fielder, an accurate thrower for a short distance, and a pretty sure catch; he should, however, be very expert in catching a swiftly-thrown ball, and in holding it firmly and putting it quickly on the player running to his base. He is required to cover the second base and to play "right-short-stop," too; but his position in the field must be governed entirely by the style of batting he is called upon to face. If a strong hitter comes to the bat and swift balls are being sent in, he should play well out in the field between right field and second base, and be on the *qui vive* for long-bound balls, or high-fly balls which drop between the out-field and the second base line. When the batsman makes his first base, the second baseman comes up and gets near his base in readiness to receive the ball from the catcher. He should remember that in a majority of cases his duty is to touch the base runner, and this it would be well to do in all cases when the latter is found off his base; though in cases of foul balls not yet returned to the pitcher, or when a ball has been stopped by the crowd and then thrown to second

before being sent to the pitcher's position, no man can be put out by being touched when off his base. The habit, however, is a good one to get into, as there is then no likelihood of its being forgotten when it becomes necessary for a player to be touched. When the first baseman runs after the ball hit by the striker, the second baseman should at once make for the first base, as he is generally nearer to it than either the short-stop or pitcher when balls are being hit to first base. In timing for a throw to first base be sure of your aim, or if in doubt let the base be made, or other wise the chances are that an over-throw will give your opponent his third instead of his first base. Hasty throwing is poor policy except you are pretty sure in sending in a swift line ball, and you have a good man at first base to hold it. When a player is on the first base, and another on the third, be on the watch so as to make a prompt return of the ball when the catcher throws to the second and the man on the third attempts to run home on the throw. There is ample time for a ball to be thrown from home to second and back to put out a player running home.

Of late seasons it has been the custom to cover the open gap between first and second bases by making the second baseman play at "right-short;" but this has left a safe spot for sharp grounders close to second base, while it has also drawn round the short-stop to second, and the third baseman to short-field to such an extent as to make fair-foul hitting a sure style of play for earned bases. By

the introduction of a "right-short" this "fair-foul" advantage would be put a stop to, and, moreover, it would enable all three of the basemen to attend to their duties better, and thereby give them greater facilities for attractive base play and strategic operations. In fact, the ten-men rule is the only effectual remedy against bases being earned by fair-foul hits, besides placing the in-field in proper form and giving base players better opportunities than they now possess for fully covering their positions.

#### THE THIRD BASEMAN.

The third baseman's duties are the most onerous of the three positions on the bases, as on his good fielding will frequently depend the loss of runs to his opponents, when the failures on the other bases are only made at the cost of a single base. In the case of a miss play at third base, however, one or more runs scored is generally the result—that is, in cases where players are running their bases. When no men are on the bases the third baseman will have to be active in fielding the ball, and quick and accurate in throwing it, in order to prevent the striker from making his base. The third baseman takes a position closer to his base than either of the other basemen. Sometimes, however, he takes the place of the short-stop when the latter covers the second base in cases where the second baseman plays at right-short for a right-field hitter, a position frequently

taken by a first-class nine. On the other hand, if the batsman be a "fair-foul" hitter—that is, one apt to hit balls fair and yet so as to rebound foul towards third base, the baseman will have to play on the foul side of his base rather than towards the short-stop.

In throwing from base to base hastily, take care that you throw low rather than high, as a low ball can be stopped if not handled, whereas a ball overhead gives one or more bases in nearly every instance. In fact, in the long run, it is safer to allow a player to make one base than to run the risk of helping him to two or three bases by an overthrow. Accurate throwing from base to base is a pretty feature of the game, and with straight throwers and sure catchers can be safely indulged in at all times; for, though a player may not be put out by a throw, when he sees the ball thrown straight and handled prettily, it makes him hug his bases closer. Every base player should be active in "backing up" in the in-field. The life of fielding is in the support afforded each other by the fielders who are located near together. A good fielder or base player never stands still; he is always on the move, ready for a spring to reach the ball, a stoop to pick it up, or a prompt movement to stop it, and he always has his eye upon the ball, especially when it is flying about inside the base lines or from base to base. Poor base players seldom put themselves out of the way to field a ball unless it comes within their special district, but a good base player is on the alert to play at a moment's notice, on any base from which the player has gone after the ball.

When bases are vacated, or foul or fly-balls are struck, all the base players handle the ball in the same way as at first base, but it is advisable to make sure always by touching the player when he is off the base.

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### **The Short Fielders.**

In the present position of the game there is but one "short-stop," and he stands to the left of the in-field between the second and third base positions. Ultimately, however, a "right-short" will be introduced, which will make the field one of ten men instead of nine, as now. In America the professional clubs this season play what they call exhibition games—viz., not regular matches—under the rule of ten men and ten innings, but all championship contests are played with nine men, there being no "right-short" fielder.

The position of short-stop is the most important, as regards fielding, of any in the in-field. It is one requiring a very active player to discharge its duties properly. Especially is it incumbent on the short-stop to back up all the positions of the in-field. When a player has made his first base and is running to second on a throw from the catcher to the second base, the short-stop should run behind the second base to stop the ball in case the baseman should miss it. He should also back up the third baseman in the same way, and always be on hand to pick up a bound



ball when missed on the fly by the third baseman or pitcher, or when it falls out of the reach of the party running after it on the fly. In the same way, too, should he support the pitcher in taking high balls on the fly, so as to be ready to field them to the bases in case they are missed. No player is fitted to occupy this position who is not quick and lively in his movements in backing up all the positions of the in-field. When a player is on the first base and one on the third, and the catcher holds the ball ready to throw to second, the short-stop should get nearly on the line of the pitcher and second baseman, and have an understanding with the catcher to have him throw the ball to short-stop instead of second base, for, on seeing the ball leave the catcher's hands apparently for second base, the player on the third will be apt to leave for home, in which case the short-stop will have the ball in hand ready to throw either to the catcher or third base; by this means, though the player running to second will have his base given him, the player on the third will be likely to be put out, and the player nearest home is the party to be put out first when there is any choice.

When the second baseman finds it advisable to play at "right-short," the short-stop should cover second base, and, in fact, play that position for the time being, leaving the third baseman to attend to the short field as well as his own position.



### **The Out-Fielders.**

The occupants of the positions in the outer field, viz., left, centre, and right fields, should be equal in their qualifications as fielders. Each should be able to throw a ball a hundred yards, certainly not less than eighty at least. They should be good runners and excellent judges of fly-balls. They should never stand still or occupy one position all the time, but be on the move, ready for a quick run, or to back up each other. In judging of fly-balls, it is always safer to lay out for a long hit, than to get so close in as to have to get back to catch a ball. They never should hold a ball a minute, but return it to the infield as soon as handled. The point to throw the ball in to is the pitcher's position, as a general thing, but as to that they will have to be guided by circumstances, according as the ball sent to them is taken on the fly, or fielded while a player is running his bases. One or other of the positions in the outer-field is the place for the change pitcher of the nine, as it will afford him a chance to rest. The out-fielders should watch the movements of the pitcher and catcher closely whenever a new batsman takes his stand at the home base, in order to be ready to obey any signals either to come in or go out farther, according to the character of the pitching or the peculiar style of the batsman.

## THE LEFT FIELDER.

The player occupying this position will find that the majority of out-field hits are made to his part, especially of long foul balls, and when he sees a batsman inclined to hit fouls he should get nearer to the foul ball line, and thereby be ready to take foul-bound balls. In cases, too, when the batsman is seen to be working for "safe hits" to the out-field—that is, in hitting the ball high enough to go over the heads of the in-fielders, but not high or out far enough to be caught by the out-fielders, he should come in closer, and run the risk of a ball going over his head rather than miss chances for fly-catches from short, high balls by standing out too far. In running in for a catch he should first see that the short-stop is not backing out to take a high-fly, and also play so as to be sure and stop the ball if he cannot catch it on the run in.

## THE CENTRE FIELDER.

This player should act in support of the second baseman, especially when players are running bases and the catcher throws to second base, for if the base runner sees the centre fielder well up in the field ready to stop an overthrown ball, he will hesitate before attempting to run an additional base; but if he sees the centre fielder standing waiting for a ball to come to him, the chances are that he will risk trying to run another base.

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**THE RIGHT FIELDER.**

This fielder's special duty, aside from that appertaining to all the out-fielders, is to back up the right-short's position, for more ground hits and short high balls go towards right field than to the other two out-field positions. The same rule as that referred to in the left fielder's duties apply to the right fielder in the case of foul ball hits—that is, to play nearer to the foul ball line.

**General Hints on Fielding.**

There is no habit fielders have that is more characteristic of schoolboys, or which leads to more unpleasantness and ill-feeling in a match, than that of finding fault with those who commit errors of play in the field. Every man in the field tries to do his best for his own credit's sake, and if he fails censure but adds to his chagrin without in the least improving his play; on the contrary, fault-finding is only calculated to make him play worse. In no game are the amenities of social life more necessary to a full enjoyment of the pastime than in base ball. Particularly acceptable to young players are words of commendation for good play, and remarks calculated to remove the annoyance arising from errors in the field, and these form some of the strongest incentives to

extra exertion on their part, besides promoting kindly feelings on the field and during the game. We must enter our protest against the fault-finding, grumbling, and snarling disposition which continually censures every failure to succeed, and barely tolerates any creditable effort that does not emanate from themselves, or in which they do not participate. Such men as these constitutional grumblers are the nuisances of a ball field, and destroy all the pleasure which would otherwise result from the game. Every manly player will keep silent when he sees an error committed, or, if he makes any remark at all, will apologize for it in some way. Those who find fault and growl at errors of play are of the class who prefer to gratify their malice and ill-temper at the expense of the unlucky fielder who happens to "muff" a ball or two in a game.

These remarks are just as applicable to cricket as to base ball.

Fielders should remember that the captain of the nine is alone the spokesman of the party and the commander of the field.

No out-fielder should hold a ball a moment longer than it is necessary for him to handle it in throwing. In the in-field, however, a ball can be sometimes held by the fielder with safety and advantage.

Never stand still in your position simply because the ball happens to go in another direction than the position you occupy, but always be on the move to aid the other fielders or to back them up. Activity

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in the field and judgment in being prompt in support is the characteristic of a first-class fielder.

Play earnestly at all times, whether in an ordinary practice game or in a match. Get into the habit of doing your best on all occasions. It is invariably the mark of a vain and conceited ball player to walk on the field and play in a game as if he were conferring a favour by participating in the game; and players who play with an air of indifference as to the result of the game, or who become despondent when the odds are against them, are no players for first-class nine.



### Scoring in Base Ball.

The record of runs made and players put out in a game of base ball is a task any schoolboy can perform; but to record the full details of a first-class base ball match requires the scorer to be well versed in all the points of the game. In fact, it is more difficult and intricate than scoring the full details of a cricket match.

#### THE SCORE BOOK.

The following is a copy of a page of one of Mr. Chadwick's Association Score Books, the only book now used by American base ball clubs:—



The first thing the scorer does is to record the names of the two contesting nines on each score-sheet of his book, the one side—on the left—having the names of the batsmen, and the other—on the right—the names of the fielders. Of course on the other sheet these names are reversed, the batsmen on the left page becoming the fielders on the right page, and the fielders on the one the batsmen on the other. The fielding nines alone are numbered, and have their positions recorded. On the right side of the page, under the general head of “Good Plays in the Field,” in separate columns will be found single headings for outs on “bases,” “fair fly,” “foul fly,” “foul bound,” “third strike,” and “run out,” and also a column for the totals of players put out by each fielder, and the total number of times he assisted other fielders to put players out. These columns are for good plays in the field only, errors being omitted, as they are recorded in the analysis of batting, but not individually charged.

The letters at the head of the columns on the right are the abbreviations of the words positions, base play, fly-catches, foul fly-catches, struck out, run out, total put out, and assistance rendered. The letters at the head of the columns on the left are in place of the words runs, outs, first base on hits, total bases on hits, first bases on muffs, first bases on called balls, left on bases after clean hits, and home runs.

On the left are columns for the “total score of outs and runs,” “bases made by good hits”—including the number of times as well as bases—



“bases made by fielding errors,” viz., by balks, called balls, dropped and muffed balls, and over-throws; and “base running,” which includes “left on bases,” and “clean home runs.” Over the column of the “batsmen” the time “play” was called is recorded; and over the column of the “fielders” the time the game ends; while over the score of the “innings” the place where the game was played, and the date of the match, is recorded. All the record of runs, outs, and of the batting and fielding, is done simply by dots and figures. Thus, if the first striker is put out on the fly, the scorer simply writes down the figure 1 in the square of the innings to the right of the batsman’s name, and places a dot under the column head “fair fly,” to the right of the fielder’s name, and at once the particulars of the play are recorded. Should the next striker hit a ball on which he makes a clean home run, then the scorer writes down a dot in the corner of the square of the innings opposite the batsman’s name, and then writes down a dot in the first column to the left, headed “bases on hits,” putting down one dot in the column of “No. of times,” four dots in the column of “No. of bases”—the figure 4 is better, however, as showing the character of the hit—and a dot in the column headed “clean home runs.” Suppose, now, the third striker makes his base on his hit, the scorer places a dot in each of the two first columns on the left, and if the next makes his base on a dropped fly-ball, the dot is to be placed in the third column, and if on a “called or balked ball,” in the fourth.

In addition to the above, if the scorer chooses he can record the batting to the left, and use the letter abbreviations in the squares of the innings to record the fielding. But unless it be required to show *how* the batsmen were put out as well as *by whom*, then the abbreviations first referred to will not have to be used.



### Instructions in Scoring.

Below will be found the regular system of scoring endorsed by the National Association, and practised by all the best scorers in the country.

#### TO SCORE THE BATTING.

When the players take their positions in the field, and the game commences, all the scorer has to do to record the particulars of the batting is, the moment a run is secured, to put down a dot (.) in the corner of the square opposite the name of the batsman making the run; and when an out is made, all he has to do is to mark down the figure 1 for the first out, 2 for the second out, and 3 for the third. By way of checking the score he can also record each run at the end of the score of each batsman, so that the batsmen's total score at the end of each innings can be seen at a glance.

When the innings terminate, add up the total dots

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or runs recorded, and mark the figure underneath the column of the innings, and underneath this figure record the grand total at the close of each innings. Thus, suppose 3 runs are scored in the 1st innings, and 2 in the 2nd, and 3 in the 3rd, under the total figure of the 2nd innings you mark down 5, and under the total figure of the 3rd innings you mark down the figure 8; by this means you can tell at a glance what the total score of a player, or of an innings is, at any time during the game. The above rule is simply the method of scoring the runs and outs made, without the particulars of the fielding, or any record of bases made on hits.

#### TO SCORE THE FIELDING.

To record the manner in which each player is out requires a system of abbreviations, and the following is the one now in general use, and endorsed by the National Association. The abbreviations used are very simple, and are easily remembered. For instance, A, B, and C stand for the 1st, 2nd, and 3rd bases, and for recording everything else the first or last letter of the word to be abbreviated is used. Thus, for the word "fly," the letter F is used; for the word "bound," the letter D is used, because B, the first letter of the word, is used to designate the 2nd base. For the word "foul," L is used, because F represents "fly." Now these are the fundamental abbreviations used to record the majority of outs in

a match, and by way of illustration we will proceed to score a game, using simply the above abbreviations.

#### A GAME SCORED.

In recording the fielding score of a game, it is first necessary that each batsman and fielder's name be designated by a figure, and they are to be numbered from one to nine, in the order in which they strike. The accompanying diagram will illustrate this order, and an explanation of the abbreviations used in it will be found in the account of the game which follows. The score recorded is that of the Union Club, in their match with the Eckfords, June 6th, 1866.

This diagram is the same as the centre portion of the sheet taken from the score book, and given in a preceding page.

Now this table is a complete record of the runs scored by the Unions, and also of the fielding of the Eckfords in the above match, and the explanation of the abbreviations used are as follows:—

Smith was the first striker, and went out on three strikes, which is recorded by the figure "1" for the first out, and the letter K to indicate how put out, K being the last letter of the word "struck." The letter K is used in this instance as being easier to remember in connection with the word struck than S, the first letter, would be.

INNINGS.										
Batsmen.	1	2	3	4	5	6	7	8	9	Fielders.
1 Smith, 1st B.	k 1	5 L-F 3			.		.	.		1 Grum, C. F.
2 Abrams, 3d B.	4 A 2		3d		1 F 1		.	.		2 Brown, 2d B.
3 Birdsall, C.	.		2-4 A 1		8-2 B 2		.	4 A 2		3 Zettlein, P.
4 Martin, 2d B.	3d		8-2 L 3		2-4 A 3		.	3d		4 Klein, 1st B.
5 Pabor, P.	5 T D 3		5 L 1 2	5 L F 1		2-3 A 1	4 F 2	L F 3		5 Beach, C.
6 Ketchum, C. F.		1 F 1		8-4 A 2		2 F 2	7-5 H 3		6-4 A 1	6 Mills, 3d B.
7 Akin, L. F.		.		5 L F 3		5 L F 3	1st 1	5 L F 1	8 F 2	7 Swandell, R. F.
8 Bassford, R. F.		5-6 C 2			.		2-4 A 1	.	7 F 3	8 McDonald, S. S.
9 Hannegan, S. S.		.			.		.	.		9 Ryan, L. F.
<b>Total.</b>	<b>1</b>	<b>2</b>	<b>0</b>	<b>0</b>	<b>3</b>	<b>0</b>	<b>5</b>	<b>4</b>	<b>0</b>	
<b>Grand Total.</b>		<b>3</b>		<b>3</b>	<b>6</b>	<b>6</b>	<b>11</b>	<b>15</b>	<b>15</b>	

Abrams was second striker and second out, and was put out at first base by Klein, and this is recorded by the figure "2" for second out, and the figure "4" for Klein—he being 4th on the list of the Eckford nine—with the letter A for 1st base. Birdsall then scored a run, and this is recorded by a dot in the corner of the square. Martin was in his 3rd base, when Pabor went out on a tip-bound, and this is recorded first by placing the small figure and letter "3d" in the corner of Martin's square, and then in Pabor's the figure "3" for third out, and the small figure "5" for Beach's name, and the letters T D for tip-bound, the total score of the innings being one run, which is recorded at the bottom of the column of the first innings.

Ketchum was the first striker in the 2nd innings, and he was caught on the fly by Grum, recorded thus: "1 F." Akin then made a run—recorded with a dot; Bassford was put out at 3rd base by Beach and Mills, recorded by the figures 5 for Beach (who threw the ball), and 6 for Mills (who touched the player). Hannegan then made a run—another dot—and Smith was caught out on a foul fly by Beach, recorded by the figure 5 (for Beach) and letters L F for foul fly. Two runs were scored in this innings, and 2 is the figure recorded at the foot of the column, the figure 3 being placed underneath to indicate the grand total at the close of the 2nd innings.

It is scarcely necessary to further describe the score, as by this time the reader will have learned how to follow it out himself. This score includes

nearly all the abbreviations used in a game; but sometimes more are used, and the following list, with their definitions, will be found complete for recording every particular of the game:—

A for the first base.	D for catch on the bound.
B for second base.	L for foul balls.
C for third base.	T for tips.
H for home base.	K for struck out.
F for catch on the fly.	R for run out between bases.

Double letters—H R, or h r, for home runs.

L F for foul ball on the fly.

L D for foul ball on the bound.

T F for tip on the fly.

T D for tip on the bound.

. for a run; 1st, 2nd, or 3rd, for left on bases, according to the base.

“Foul-fly,” or “foul-bound” catches, are those made from high balls in the air. “Tip-fly,” or “tip-bound” catches, are those made from foul balls sharp from the bat to the catcher.

The following is a copy of the form of blank used in recording the score of a completed match, to be kept on file, or sent to the papers:—





### Reporting a Match.

In reporting a game for a detailed description in a journal, we have a regular shorthand system of our own; the general particulars, in the way of explanations of abbreviations used, are as follows:—

#### WILD THROWING.

For a wild throw we simply mark down a line with a dot in the centre, the dot being placed above or below the line, as the throw is overhead or on the ground. Thus,  $\overset{\cdot}{\text{—}}$  or thus,  $\text{—}\underset{\cdot}{\text{—}}$ . Of course we place the figure of the player's name who makes the throw over the line indicating the throw.

#### MISSED CATCHES.

A missed catch we record by a simple circle for a fly-ball missed, thus,  $\bigcirc$ ; or a circle with a dot in the centre for a bound ball missed, thus,  $\odot$ , placing the figure of the player's name over it.

#### MUFFED BALL.

For a badly muffed ball we use a large dot  $\bullet$ ; for a slight muff a small one, thus,  $\cdot$ , placing the figure of the player's name over it.

#### BASES MADE.

For every base made by a good hit we make a mark in the upper corner of the square. Thus if

one base be made by the hit we record it thus, + ; if two bases, thus,  $\overline{\text{+}}$ ; if three bases, thus,  $\overline{\overline{\text{+}}}$ ; and if a home run thus,  $\overline{\overline{\overline{\text{+}}}}$ , adding "H R" over the dot of the run in the latter instance.

#### WHERE THE BALL IS HIT.


To record where the ball is hit, and its character, whether a high ball, a bounding ball, or a "grunder," we simply add dots to the base marks, thus. If a "grunder" is hit to centre field on which two bases are made we mark it thus,  $\overline{\overline{\text{+}}}$ ; if the hit was to the right field, and a high ball, we should record it thus,  $\overline{\overline{\text{+}}}$ ; if a bounding ball to the left field, we should simply make the mark thus,  $\overline{\overline{\text{+}}}$ . If the ball was hit to first base we place the dot on the end of the mark, thus,  $\overline{\text{+}}$ ; if to 3rd base, thus,  $\overline{\overline{\text{+}}}$ ; if to 2nd base, thus,  $\overline{\overline{\text{+}}}$ . A poor hit—say a high ball dropping in the field—we mark thus,  $\overline{\text{+}}$ ; and a poor hit on the ground thus,  $\overline{\text{+}}$ .

#### PASSED BALLS.

These are simply recorded by the letter P. Passed balls are those muffed by the catcher, and on which

bases are made. If the base is not made, the error is not marked down.

#### OVER-PITCHED BALLS.

An over-pitched ball is marked thus,  with the figure of the pitcher's name over it.

#### GOOD FIELDING.

A specially good play we record thus, X placing the figure of the player's name over it.

#### DOUBLE PLAYS.

A double play is recorded by a brace, thus, } connecting the two squares in which the outs are recorded.

#### NAMING PLAYERS WHO ASSIST.

When a player is put out on the bases—say at first base—by a throw of a fielder, we record it thus,  $2 \overline{\text{A}} 4$  the base player's figure being 4, and the fielder's 2.

#### MISSED FOUL BALLS.

When foul balls are missed we record them as follows: a foul fly thus,  $L \circ$ ; a foul bound thus,  $L \odot$

#### CHANGES OF POSITION.

When the positions of players are changed, such as the pitcher going to the field and the fielder to

pitch, we record it at the top of the column as follows:—Suppose the left fielder should be the third striker on the list, and the pitcher the eighth, and they should change places in the third innings, we place the following marks at the top of the column of the third inning, viz., 3 P 8 L, which means that No. 3 went in to pitch, and No. 8 to left-field.

#### STRIKING TWICE.


When a batsman has two or more turns at the bat, we make two or more squares in the column of the innings, and in recording the play the first figures should be made close to the line, so as to allow for another square.

#### HOW RUNS ARE MADE.



When a batsman gets home, we record how he made his run, viz., by placing a mark over the dot which marks the run, which will indicate how he got home. Thus if he gets home on a passed ball, we place P over the dot of the run. If he is sent home by the striker, we place the figure of the striker's name over the dot. If he steal home on the catcher or pitcher, we place the letters "St.," indicating "stolen," over the dot. If on a wild throw, the line thus, —•—; and so on.

#### SPECIAL HITS.

Sometimes the batsman hits a fine ball, deserving two or more bases, but from good fielding, a fear of consequences, or laziness, takes only one base for it;

in such case we add a cross to the mark indicating the one base made, thus, .

#### DIFFICULT CATCHES.

Sometimes balls are missed being caught, which, though misses in one sense, are not errors of play or muffed catches, in which cases we not only record it as a missed catch, thus, O, but make a cross over it thus,  to show that the effort to catch it redceded  the failure to hold it.

By means of the above abbreviations the rapid movements of the player can be instantly recorded, and a detailed report of a game made up from the figures and marks placed in a very small space.



### The Technical Terms of Base Ball.

Base ball has its regular technical phraseology as well as cricket, and below we give a glossary of the terms used in the game. They will be found instructive in teaching points of play.



#### Terms Used in Pitching.

##### A BALK.

A balk is made when the pitcher either steps outside the lines of his position when making any of

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the preliminary movements in delivering the ball to the bat, or fails to deliver it after making one or other of such movements.

#### A FOUL BALK.

This balk is made whenever the player delivering the ball to the bat throws it by an overhand or round-arm throw; should the player delivering such balls to the bat persist in his action, the umpire, after warning him of the penalty, is obliged to declare the game forfeited by a score of 9 to 0.

#### A BOWLED BALL.

If a ball be bowled along the ground to the bat, the umpire is required to call a balk.

#### CALLED BALLS.

A called ball is the penalty inflicted on the pitcher for sending a ball to the bat out of the striker's legitimate reach.

#### CHANCES.

A "chance" in base ball means an opportunity afforded off the pitching for the fielders to put a player out. A pitcher is never "punished" so long as his pitching affords chances for outs, no matter how many runs the opposing side may score in the game.

#### DROPPING THE PACE.

This term is applied when the pitcher lessens the speed of his delivery, and substitutes a medium-

paced ball for a swift one. It is very effective in some cases.

#### HEADWORK.

This term is applied to a pitcher who uses his judgment in his work, and brings mental power into play to aid physical skill.

#### OVER-PITCH.

This term is applied to a ball which is pitched over the catcher's head out of his reach, or so wide of his position, on one side or the other, as to be just as much out of reach as in the first instance.

#### PITCHER'S POINTS.

These are the four iron plates laid down on the four corners of the pitcher's position.

#### PUNISHING THE PITCHER.

The pitcher is "punished" when the balls he pitches to the bat are easily hit to the field in such a manner as to prevent them from being fielded to put the batsman or base runner out. No pitcher is "punished" simply because runs are easily scored by his opponents, but only when bases are earned by clean hits off his pitching.

#### PACE.

This is the technical term applied to the degree of speed with which the ball is pitched to the bat. There are three degrees of pace, viz., swift, medium

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and slow. Creighton was the swift pitcher, or underhand thrower, *par excellence*, and Martin is the representative medium-paced pitcher. The best slow pitcher is a man who can toss in a ball to the bat which is most likely to deceive the eye of the batsman by the peculiar curve of the line of its delivery.

#### SLOWS.

Slows are balls simply tossed to the bat with a line of delivery so curved as to make them almost drop on the home base. When tossed in by a pitcher who has command of the ball, and who knows the weak points of his batting opponents, this style of delivery can be made very effective, but otherwise slow pitching is easy to punish.

#### UNDERHAND THROWING.

This is the style of delivery adopted by all very swift pitchers—so called. It is done by a quick, whip-like movement of the wrist or elbow.

#### WIDES.

This is the name of balls pitched beyond the legitimate reach of the bat, and three "wides" give a base.



### Terms Used in Batting.

#### BASES ON HITS.

A base is fairly earned by the batsman when he hits the ball in such a manner that it can neither be



caught on the fly nor fielded to any base in time to put any player out. It does not follow that because the striker reaches the first base himself in time—and that, too, not by an error of fielding—that thereby he makes his base on a hit, as the ball may be used to better advantage in putting out the player “forced off.” It must be earned by a clean hit, or he is not to be credited with a base earned.

#### BASES ON ERRORS.

A base is secured by errors when the striker gets safely to first base either through the ball being “muffed” by the fielder, or thrown wildly to the base player, or not held by him when accurately thrown. A base, too, is secured by an error when an easy chance for a catch is lost, either by the poor judgment or lack of activity of the fielder, or when two fielders both hesitate to take the chance offered.

#### BATSMAN.

The striker at the bat is called the batsman or “striker” until he has hit a fair ball.

#### BOUNDER.

A “bounder” is a ball from the bat which bounds out of the reach—not over the heads—of the infielders. It is a ball which first strikes the ground in the in-field.

#### CLEAN HOME RUNS.

This is the term applied to a run obtained by a long hit to the out-field by which the ball is sent out

of the reach of the out-fielders, so as to admit of a base runner running round and touching all four bases before he is put out. If he stops on any base, thinking he cannot get home in time, he is to be credited only with the number of bases he made before stopping. Ordinary home runs are frequently made from over-throws, or dropped or muffed balls at the outer field. These are not now counted as home runs, as they are the result of errors in the field, and not of heavy batting. Home runs, at best, are no criterion of skilful batting, and they are only useful in bringing men home when the bases are all occupied.

#### DAISY CUTTERS.

A "daisy cutter" is a ball hit sharply and close along the ground from a ball pitched low to the bat. When sent in the right direction they are telling and pretty hits.

#### FAIR BALLS.

A fair ball is one sent from the bat so as to strike the ground anywhere in front of or on the foul ball lines of the in-field from home base to third base, and home base to first base.

#### FOUL BALLS.

These are balls sent from the bat which strike the ground back of the foul ball lines.

## FACING FOR A HIT.

The batsman is said to "face for a hit" when he stands in such position as nearly to face the part of the field he desires to send the ball.

## FUNGO.

This is a style of batting useful only in affording out-fielders a chance for practice in taking long, high balls on the fly. It, however, gets the batsman out of good batting form, for he has to hit the ball as it falls perpendicularly, and not as it comes to him in pitching, nearly horizontally.

## GROUNDER.

A ground hit is a very safe style of hitting if the ball is sent in the right direction. Sharply hit grounders, sent to any position except first base, will generally insure a base, as the fielder, even if he stops it, generally fails to field it in time to the base.

## HIGH BALLS.

A "high ball" is one hit high in the air, and favourably for a fielder to catch. Long high balls are much admired by spectators, but with intelligent and experienced fielders and a good, sharp captain, every such ball hit ought to lead to the striker being put out.

## LINE BALL.

A "line ball," or "liner," is a ball sent swiftly from the bat to the field almost on a horizontal line.

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A catch from such a ball looks handsome ; but it is not so difficult a ball to hold as a high foul ball, as the latter generally has a great bias given to it by the bat.

#### LONG BALLS.

“ Long balls ” are balls sent either flying or bounding along the ground to the out-fielders. If the former, they ought to be caught ; if the latter, they surely give a base.

#### LOW BALL.

This is a ball sent low to the bat. The legitimate reach of the batsman does not extend lower than a foot from the ground.

#### ONE, TWO, THREE.

This term is applied to the order of retirement when three batsmen are put out in succession.

#### PLAYERS RUNNING BASES.

The striker ceases to be considered as such the moment he strikes a fair ball, or when he is obliged to run to first base from failing to hit the ball after striking at it three times.

#### POPPING ONE UP.

This term is applied to a ball hit up high, which readily falls into the hands of an in-fielder. It is the poorest hit made.

**RUNS.**

A player scores a run the moment he fairly touches the home base after first touching all the other bases.

**STRIKER.**

The batsman is the striker until he runs for the first base after hitting a ball fairly.

**SAFE HIT.**

This term is applied to high balls sent from the bat with just force enough to carry them over the heads of the in-fielders, but not far enough out for the out-fielders to catch.

**STRIKING OUT.**

When the batsman hits at a fair ball three times, and fails to hit it, and the ball be caught, or it be sent to first base in time to put the player out, he "strikes" out.

**SHOULDER BALL.**

This is a ball sent to the bat on a line with the batsman's shoulder. Some batsmen hit these balls well.

**TIMING A BALL.**

This is done when you so time the swing of your bat to meet the ball as to hit it at a right angle to the line of your bat, and so as to hit the ball in the centre.

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## **Terms Used in Fielding.**

### **ASSISTING.**

A fielder assists when he throws a ball to the baseman on which the base runner is put out, or in any other way assists a fielder to put a player out.

### **BASEMEN.**

These are the players who occupy the positions of first, second, and third basemen.

### **CAUGHT NAPPING.**

A base runner is said to be "caught napping," when a base player, or a fielder, happens to touch him with the ball while standing off his base; or when caught between two bases in trying to reach another base.

### **DOUBLE PLAY.**

A double play is made when the fielders put out two men with the ball after it has been hit, and before it is pitched to the bat again, or if two players be put out between the time the ball is pitched to the bat, and before it is again delivered.

### **DROPPED BALLS.**

Any fly-ball batted or thrown to a fielder, which is dropped by him before it is settled in his hands, is a "dropped" ball, and should be charged as an error.

## FLY TIP.

This is a foul ball held by the catcher, sharp from the bat.

## FOUL FLY.

Any high foul ball, held on the fly, is called a foul fly. They are the most difficult fly-balls to hold sent from the bat.

## FLY-CATCHES.

All balls held by fielders from the bat, before the ball touches the ground, no matter how, or in what manner they are held—except by the hat or cap—or whether held from the hands of another fielder, are fly-catches.

## HOT BALLS.

A “hot” ball is one which is either thrown or hit to a fielder with great speed.

## IN-FIELDERS.

The in-fielders of the party of nine in a match consist of the catcher, pitcher, short-stop, right-short, and three basemen.

## MUFFED BALLS.

A ball is “muffed” when the fielder fails to stop it as it comes within his reach, or to pick it up and hold it so as to throw it in promptly, or to hold it when it is thrown to him accurately.

## MUFFINS.

This is a term applied to the poorest class of fielders. A player may be able to hit long balls, and to make home runs, and yet, for all that, be a veritable muffin, from the simple fact that he cannot field, catch, or throw a ball decently. Muffins are the lowest in the class of club nines. Next to them comes the "amateurs," then "second nines," and then first nines.

## OUT-FIELDERS.

The three out-fielders in a nine are the left, centre, and right fielders, all of whom ought to be able to throw a ball a hundred yards or more.

## OVER-THROWS.

Any fielder throwing a ball out of the reach of the player he is throwing to, is to be charged with an "over-throw."

## PASSED BALLS.

Whenever the catcher allows a ball to pass him, on which a base is run, or should he muff a ball, and a base is run in consequence, he is to be charged with a "passed ball." No ball can be passed that is not in reach.

## RIGHT-SHORT.

This is the name of the position in the field occupied by the tenth man in a game, who stands in a similar position between first and second bases to that occupied by the short-stop between second and



third. It is the second baseman's position when fielding for batsmen who hit to right field.

#### RUN OUT.

The fielders run an opponent out when they touch him while he is half way, or nearly so, between the bases. The fielder who touches him is credited with putting him out, and the one who passed the ball to such fielder is credited with "assisting."

#### RUNNING CATCH.

These catches are among the prettiest a fielder can make. They are made when the ball is held on the fly while the fielder is on the run.

#### TRIPLE PLAY.

Whenever three players are put out by the fielders after a ball has been pitched to the bat, and before it is again sent to the bat, a triple play is said to be made.

#### WILD THROWS.

A wild throw is made when a ball is thrown by one fielder to another out of the legitimate reach of the fielder the ball is thrown to.



### **General Technical Terms.**

#### AMATEURS.

There are two meanings applicable to this term, as used in the base ball. For instance, amateur players

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are that class of the fraternity who play ball for exercise and amusement only, the term being in contradistinction to that of professional players, who are those who play base ball for "money, place, or emolument." Again, there is another class of "amateurs," namely, those who, though not expert players, still play the game well enough not to be enrolled as "muffins."

#### AN ARTIST.

This term is applicable only to a player who is not only experienced and skilful in his use of excellent physical qualifications, but who also uses his mental powers in the game to aid him to excel.

#### BASE LINES.

The base lines are the lines running from base to base.

#### BASE RUNNER.

A player running the bases after having struck a fair ball.

#### BASES ON ERRORS.

Any ball hit by the batsman which admits of his taking a base through the failure of the fielder to hold it on the fly, to stop it and field it to the basemen in time, or to throw it to him accurately, gives the batsman his base on an error.

#### BLANK.

A blank is scored when the party at the bat retire without scoring a run in an inning.

**BLIND.**

This is a provincial term for a blank score.

**DEAD BALLS.**

A ball is considered dead when the rules state that it is "not in play," and also when the ball strikes the umpire, in which latter case no player can be put out, or base be run.

**DRAWN GAMES.**

When any number of even innings, exceeding five in a game, have been played, and the score be equal, and the umpire decides the game as drawn, it can be so recorded. Or when in such case no fair chance is afforded to play the game out, a drawn game is the result.

**EARNED RUNS.**

A run is earned when it is scored before three chances have been offered the field side to put their opponents out. For instance, A leads off with a base hit, but B follows with an out on the fly; C hits for two earned bases, and sends A to third, and D hits for one earned base, and sends A home. One run is earned. Should E give a chance for an out, and a double play, no more runs can be earned even if base hits are made.

**EVEN INNINGS.**

When each nine in a game have played an equal number of innings, the game is said to stand "even innings."

**FORCED OFF.**

A player is "forced off" a base when he is obliged to leave the base he occupies, owing to the striker's being obliged to run to the first base. No base runner can force another runner to vacate a base under any other circumstances.

**HAND LOST.**

This is the old term applicable to the "outs" in a game. For instance, the moment a player is put out, the batting side "lose a hand."

**INNINGS.**

When three men on one side have been put out, the whole side is out, and the inning of that party terminates.

**LEFT ON BASES.**

Players are frequently left on bases at the close of an inning, after earning their first base by a good clean hit; and in all such cases they should be credited with the fact on the score book. Generally their being left is the result of the poor batting of those following them, though sometimes poor base running is the cause. When left, after getting bases by errors, no credit should be given.

**LINES OF POSITION.**

The lines of position on a ball-field are the line of the home base, three feet on each side of the base; the lines of the pitcher's position, inclosing a space of

ground six feet square; and the lines of the batsman's position, three feet by six, and one foot from home base.

#### LONG BALLS.

All balls sent to the outer field are known as "long balls." When sent to the field bounding, they are good for bases, but when sent high, they ought to be caught.

#### LOW BALLS.

The pitcher is not required to deliver a ball lower than a foot from the ground, as he cannot pitch such balls without risk of sending in "bowled" balls.

#### ORDER OF POSITION.

The regular order in which a nine are called is as follows:—Catcher, pitcher, first, second, and third baseman, short-stop, and left, centre, and right fielder.

#### OUTS.

The score of outs recorded on the score book refers to the number of times each batsman is put out.

#### PLAYERS RUNNING BASES.

The striker becomes a player running the bases the moment he strikes a fair ball, or the moment he strikes the third time at a ball without hitting it.

#### PITCHER'S POINTS.

The four iron plates used to mark the lines of the pitcher's positions are termed the "pitcher's points." They must be laid within the lines of his position.

## PROFESSIONALS.

Any ball player is a professional player who receives compensation for his services as a player, either by money, place, or emolument.

## WHITEWASHED.

A nine are said to be whitewashed when they retire from an inning's play without scoring a single run.

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**Cricketers as Base Ball Players.**

During the visit of the English professional cricketers to America in 1868, they played several games of base ball, but in no instance were they successful when opposed to any regular base ball nine. We scored one game in which they took part on the Saint George Cricket Ground, New York, on October 20th, 1868, in which nine of the English cricket twelve played nine of the Union Base Ball Club. We append the full score of this match:—

## ENGLISH CRICKETERS.

## AMERICAN BALL PLAYERS.

PLAYERS.	R.	1B.	P.O.	A.	PLAYERS.	R.	1B.	P.O.	A.
Smith, C.....	3	3	5	0	Goldie, 1 B.....	5	3	10	0
Rowbottom, P.....	1	1	2	2	Austin, 2 B.....	4	5	5	3
Wilsher, 1 B.....	3	2	14	0	Walker, L. F.....	3	1	1	0
Tarrant, 2 B.....	3	2	2	3	Pabor, C. F.....	4	5	4	0
Lillywhite, L. F.....	1	3	0	2	G. Wright, P.....	5	3	0	3
Shaw, S. S. ....	5	5	1	3	Birdsall, C.....	4	5	4	1
Jupp, 3 B.....	2	2	2	2	Shelly, 3 B.....	4	2	0	1
Charlwood, C. F....	2	2	0	0	Bellan, S. S.....	5	6	3	4
Freeman, R. F.....	1	1	0	0	Reynolds, R. F.	6	5	0	0
	21	21	26	12		40	35	27	12

## INNINGS.

CLUBS.	1	2	3	4	5	6	7	8	9	TOTALS.
English.....	1	2	0	5	2	2	1	6	2	—21
American.....	6	7	1	5	1	1	2	5	12	—40

Umpire—Colonel Jones, of the Washington Club.

Scorer—Mr. H. Chadwick.

Time of Game—2 hours 25 minutes.

First Base by Errors—English, 10 times; American, 13 times.

Runs Earned—English, 9; American, 19.

They previously played in Boston against a base ball nine, the score of runs each innings being as follows:—

CLUBS.	1	2	3	4	5	6	7	8	9	TOTALS.
American Nine.....	3	2	0	0	1	6	3	5	0	—20
English Nine.....	4	0	0	0	0	0	0	0	0	—4

Afterwards, in Philadelphia, they played a match with the Athletics, with the appended result of runs scored each innings:—

CLUBS.	1	2	3	4	5	6	7	8	9	TOTALS.
All England Nine....	0	2	0	1	2	1	2	1	2	—11
Athletic Nine.....	6	1	10	2	3	0	4	3	2	—31

The cricketers thought that they would have no difficulty in learning to play so apparently simple a game as base ball, but they soon found that it was a far more difficult task than they had anticipated.

### Noteworthy Contests of 1873.

The base ball season of 1873 in America was one of surprises in the instances of sharply-played contests

and small scores, as also in the number of games in which more than the usual quota of innings were played. The first of this class of contest occurred May 14, in the match between the Athletics and Philadelphias, thirteen innings being required to be played before a settlement could be arrived at, and then the winning club scored only 5 runs to their opponents' 4. The next game of the kind was on the occasion of the match between the Boston and Mutual Clubs, at Brooklyn, on June 3, when the Bostons won by a score of 6 to 5 only in a game of twelve innings. The third long game took place July 21, when the Baltimores defeated the Athletics by a score of 12 to 11 in a thirteen-innings game. From that date there was no contest of the kind up to Friday, September 12, when the unprecedented game of fourteen innings, marked by a score of only 3 to 2! was played on the Union Grounds, Brooklyn, N. Y., the contestants being the Philadelphia and Atlantic nines. The score of this unprecedented game was as follows:—

PHILADELPHIA.

ATLANTIC.

PLAYERS.	R.	1B.	P.O.	A.	PLAYERS.	R.	1B.	P.O.	A.
Cuthbert, L. F.....	1	1	5	0	Barlow, C.....	0	1	3	1
Wood, 2nd B.....	0	1	6	3	Pearce, S. S.....	1	2	1	8
Malone, C.....	0	2	7	1	Booth, R. F.....	1	1	1	0
Devlin, 3rd B.....	1	1	5	2	Ferguson, 3rd B	0	1	7	5
Bechtel, R. F.....	0	0	3	1	Burdock, 2nd B	0	2	4	6
Fulmer, S. S.....	0	0	4	8	Britt, .P.....	0	1	0	3
Tracy, C. F.....	1	0	1	0	Dehliman, 1st B	0	1	20	0
Mack, 1st B.....	0	4	10	0	Pabor, L. F.....	0	3	3	0
Zettlein, P.....	0	1	1	0	Remsen, C. F...	0	0	3	0
Totals.....	3	10	42	15	Totals.....	2	12	42	23



## INNINGS.

CLUBS.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	TOTALS.
Philadelphia.....	0	0	0	0	0	1	1	0	0	0	0	0	0	1	3
Atlantic.....	0	0	0	0	0	0	2	0	0	0	0	0	0	0	2

Umpire—Mr. Matthews, of the Mutual Club.

Time of Game—2 hours 10 minutes.

First Base by Errors—Philadelphia, 5 times ; Atlantic, 3.

Runs Earned—Philadelphia, 0 ; Atlantic, 2.

Total Fielding Errors—Philadelphia, 13 ; Atlantic, 10.

Below we give a record of the best played games of the professional season of 1873 in America, giving the palm to those marked by the smallest scores. We will preface the record by stating that the finest contest of the season was the fourteen-innings game played between the Philadelphia and Atlantic Clubs on September 12, at Brooklyn. We give none exceeding 9 runs on the winning side. The record shows how finely the game is played on the other side the Atlantic:—

June 14, Athletic vs Boston, at Boston .....	3	to 0
Sept. 12, Philadelphia vs Atlantic, at Brooklyn.....	3	2
Sept. 3, Atlantic vs Washington, at Brooklyn .....	4	2
Sept. 18, Mutual vs Athletic, at Brooklyn .....	4	2
May 26, Athletic vs Atlantic, at Brooklyn ..	4	3
Oct. 22, Athletic vs Atlantic, at Brooklyn.....	4	4
June 2, Boston vs Atlantic, at Brooklyn .....	5	0
May 24, Philadelphia vs Atlantic, at Philadelphia .....	5	1
July 2, Atlantic vs Washington, at Brooklyn .....	5	1
May 14, Philadelphia vs Athletic, at Philadelphia .....	5	4
July 12, Athletic vs Boston, at Philadelphia.....	5	4
Oct. 24, Athletic vs Boston, at Philadelphia .....	5	4
Oct. 4, Mutual vs Philadelphia, at Brooklyn. ....	5	4
May 12, Philadelphia vs Mutual, at Philadelphia .....	5	4

Aug. 7,	Baltimore vs Philadelphia, at Philadelphia	.....5	4
May 5,	Baltimore vs Mutual, at Brooklyn	.....6	1
July 28,	Baltimore vs Atlantic, at Brooklyn	.....6	1
May 14,	Mutual vs Washington, at Washington	.....6	2
May 20,	Philadelphia vs Resolute, at Waverly	.....6	3
May 29,	Philadelphia vs Baltimore, at Philadelphia	.....6	3
May 30,	Mutual vs Boston, at Boston	.....6	4
Aug. 11,	Mutual vs Philadelphia, at Philadelphia	.....6	4
May 7,	Atlantic vs Baltimore, at Brooklyn	.....6	5
June 3,	Boston vs Mutual, at Brooklyn	.....6	5
Aug. 23,	Atlantic vs Mutual, at Brooklyn	.....6	5
Sept. 8,	Philadelphia vs Athletic, at Philadelphia	.....6	5
Oct. 10,	Mutual vs Baltimore, at Brooklyn	.....7	0
Apr. 18,	Baltimore vs Washington, at Washington	.....7	1
May 26,	Philadelphia vs Resolute, at Philadelphia	.....7	2
Aug. 12,	Baltimore vs Mutual, at Baltimore	.....7	2
Aug. 23,	Athletic vs Washington, at Philadelphia	.....7	2
Sept. 13,	Mutual vs Philadelphia, at Brooklyn	.....7	2
May 10,	Baltimore vs Philadelphia, at Baltimore	.....7	4
July 26,	Mutual vs Atlantic, at Brooklyn	.....7	4
Sept. 13,	Boston vs Washington, at Washington	.....7	4
June 11,	Philadelphia vs Athletic, at Philadelphia	.....7	5
June 18,	Washington vs Resolute, at Washington	.....7	5
Sept. 4,	Mutual vs Athletic, at Philadelphia	.....7	5
Sept. 15,	Boston vs Philadelphia, at Philadelphia	.....7	5
May 27,	Baltimore vs Mutual, at Brooklyn	.....7	6
June 16,	Baltimore vs Washington, at Washington	.....7	6
Aug. 30,	Boston vs Athletic, at Boston	.....7	6
Sept. 29,	Athletic vs Philadelphia, at Philadelphia	.....7	6
May 15,	Boston vs Atlantic, at Boston	.....8	2
May 23,	Boston vs Baltimore, at Boston	.....8	2
Oct. 10,	Boston vs Washington, at Boston	.....8	2
May 6,	Baltimore vs Resolute, at Waverly	.....8	3
Sept. 25,	Mutual vs Philadelphia, at Philadelphia	.....8	4
April 23,	Philadelphia vs Boston, at Boston	.....8	5
Oct. 1,	Boston vs Atlantic, at Brooklyn	.....8	6

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Oct. 15, Atlantic vs Baltimore, at Brooklyn .....	8	6
June 9, Philadelphia vs Atlantic, at Brooklyn .....	8	7
June 10, Boston vs Mutual, at Brooklyn .....	8	7
Oct. 4, Boston vs Athletic, at Boston .....	8	7
Sept. 12, Mutual vs Washington, at Brooklyn .....	9	0
June 21, Mutual vs Resolute, at Brooklyn .....	9	1
Aug. 8, Washington vs Philadelphia, at Washington .....	9	2
May 28, Athletic vs Baltimore, at Philadelphia .....	9	4
June 25, Mutual vs Resolute, at Brooklyn .....	9	4
Aug. 19, Philadelphia vs Boston, at Chicago .....	9	4
Sept. 18, Philadelphia vs Atlantic, at Philadelphia .....	9	4
June 11, Boston vs Atlantic, at Brooklyn .....	9	5
July 12, Mutual vs Atlantic, at Brooklyn .....	9	5
May 24, Boston vs Baltimore, at Boston .....	9	7
June 20, Athletic vs Mutual, at Brooklyn .....	9	7
Aug. 27, Washington vs Atlantic, at Washington .....	9	7
Oct. 23, Boston vs Washington, at Washington .....	9	8

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### **The College Base Ball Clubs of America.**

One of the most noteworthy features of the base ball season of 1873, in America, was the brilliant play shown by the leading college nines of the country, the season's record showing contests which have never been equalled in the annals of the amateur arena. We are glad to note this fact, for, eventually, it will be to the college nines of the country, North, South, East, and West, that we shall have to look for the finest displays of the beauties of the game and the most exciting—because earnest and legitimate—contests of each season. The professional clubs will always have the material at command, no doubt, to make the best displays and

to play the strongest games, but, unfortunately, the evil influences which seem to be necessarily connected with some professional nines render it doubtful whether this class of players will at all times exert themselves to their utmost to win, and hence much of the interest which would otherwise be attached to their contests will be lost. This cannot occur in the cases of contests between rival college nines; *esprit du corps*, and the earnest desire to carry off the palm of superiority, must necessarily lead to the most strenuous efforts for success on every occasion of a match. We look forward to the day when the annual base ball matches between the leading nines of the American colleges will become as interesting and exciting as are the inter-collegiate contests at cricket in England.

At present Harvard could send over a base ball nine which could outplay any nine at that game which Oxford or Cambridge could present from her cricketers; but how long will this be the case?

The finest college match of 1873 was the game played at Boston in May of that year, the score of which we give below:—

PRINCETON.			HARVARD.		
PLAYERS.	R.	1B.	PLAYERS.	R.	1B.
Pell, P. ....	1	1	Eustis, R. F. ....	1	1
Ernst, 1st B. ....	0	0	Hodges, 2nd B. ....	0	1
Bruyere, 3rd B. ....	0	0	Cutter, L. F. ....	0	0
Williamson, L. F. ....	0	0	White, C. ....	0	0
Paton, C. F. ....	0	0	Hooper, P. ....	0	0
Davis, C. ....	1	1	Annan, S. S. ....	0	1
Fredericks, R. F. ....	1	0	Eastabrooks, C. F. ....	0	0
Beach, S. S. ....	0	0	Barker, 3rd B. ....	0	0
Lawrence, 2nd B. ....	0	1	Kent, 1st B. ....	0	0

## INNINGS.

CLUBS.	1	2	3	4	5	6	7	8	9	TOTALS.
Princeton.....	0	2	0	0	0	0	0	1	0	—3
Harvard.....	0	0	1	0	0	0	0	0	0	—1

Umpire—Ross Barnes, B. B. C.

Errors—Princeton, 5; Harvard, 10.

Time of Game—1 hour 35 minutes.



### Umpiring in Base Ball.

There is only one judge or umpire in the game of base ball, and he is the sole judge of fair and unfair play. It is almost unnecessary to remark that the first duty of an umpire is to enforce the rules of the game with the strictest impartiality. An all-important requisite, too, is familiarity with every point of the game. Experience has shown the fallacy of the opinion that because a man happens to be an excellent player, he must necessarily make a good umpire. We have seen too many instances in which almost the very reverse has been the case, to adopt that as a rule. It requires a man of considerable moral courage to act impartially in the position; and decision of character, coolness of judgment, and quickness in observation are also necessary qualifications. These several characteristics few possess, and consequently thoroughly competent umpires are to be found few and far between. The umpire should invariably render his decision in accordance with the *first impressions* of the point of play made on his mind. If he hesitates at all, the influence of any particular bias he may have will affect his judgment,

and very likely make his decision a partial one. Be prompt, therefore, to decide according to the very first impression made. Promptness in deciding is strong testimony in favour of impartial judgment, and is always satisfactory to contestants.

In no case has any player of a nine a right to question the decision of an umpire except the captain, and he only in the form of soliciting information in regard to a disputed point, and not as questioning the umpire's judgment. The captain alone is the spokesman of the nine. If a player should become cognizant of an error of the umpire's, requiring explanation, as sometimes occurs, let him call "Time," and point out the error to the captain. This should be done, however, only in rare instances, and where the error committed is a palpable one in interpreting the rules, and not an error of judgment. As a general rule, however, *silent acquiescence* in every decision of the umpire is the best policy, as it certainly is the one most characteristic of gentlemanly players. If an umpire commits an error, finding fault with him will not improve his judgment; on the contrary, it is very likely to prejudice him against the parties censuring him. The best way, when errors are committed, is to remember that the umpire is doing your club a favour in acting in the position, and to credit him with endeavouring to do his best to oblige. Above all, remember that your captain, as your representative, consented to his occupying the position, and that therefore he is not acting as umpire in opposition to the wishes of your club.

### General Hints to Umpires.

Never *hesitate* in giving a decision if you can possibly avoid it. There are, of course, times when the movements of the players are so rapid, and appeals are made on two or three points at once, where the umpire is very likely to become confused. When this occurs, never give a man out on a doubt. The players on the "in" side may be regarded as prisoners at the bar are in jury trials, and as such are to be given all the benefit of a doubt, and must be proved guilty before being punished. In the game a player must be plainly out, or he should be given in.

No one should accept the position of umpire who is not conversant with the amended rules of the game, for he is not competent unless he is. Those who have leisure time should familiarize themselves in the position by acting in practice games. Umpiring, like playing, requires practice.

If a player should, in the excitement of a game, dispute your decisions in any way, do not let the occurrence prejudice you to the extent of giving a decision against him, when he happens to be the defendant in the case of appeal. Such a petty revenge is unworthy of a ball player.

Keep cool ; watch the ball all the time, and decide by the first impression of the play, and you cannot go far wrong.

The rules immediately governing the position of the umpire are briefly as follows:—

*First.*—To see that the ball is of the right size and weight, and that the other materials of the game are of legal dimensions; and also that all the lines of the positions are properly marked out.

*Second.*—He is considered the sole judge of fair and unfair play, and alone possesses the power to determine all disputes.

*Third.*—He must call all foul balls and balks immediately they occur, without waiting for an appeal.

*Fourth.*—He must declare the winning club, or the result of the game, if it be drawn or suspended, before he leaves the ground, and record his decision in the score books of the contesting clubs.

*Fifth.*—He must see that each club has a scorer to record the game.

*Sixth.*—In suspending a game he must distinctly state that the game is so suspended, and not called. A just cause for suspension is a rain-storm, or darkness, or such interference by outside parties as prevents either of the contesting nines from discharging their duties in the field or at the bat.

*Seventh.*—When he suspends play the ball is dead until he calls "play" again, until which time no run can be scored, base run, or player be put out.

*Eighth.*—When he suspends play he must call "Time;" and when calling "Play," after such suspension, he must wait five minutes, and should either one of the contesting nines fail to take their appointed places, he must decide the game in favour of the nine ready to play, and award it as won by a score of 9 to 0.



*Ninth.*—When he “calls” a game, that ends it, and it cannot again be resumed under any circumstances.

*Tenth.*—Should the game terminate after five even innings have been played—no less number constituting a game of base ball—and under such circumstances as to oblige a closing of play while one side have yet to complete their innings, in such a case the score obtained in the uncompleted innings counts as the total score of that side, as much so as if they had completed their inning. But if the first part of the innings has not been completed and play terminates, in such a case the score of the last even innings only is to be counted as the score of the game.

*Eleventh.*—No suspended game can be resumed except during the day it was suspended.

*Twelfth.*—The umpire must remember that the rules prohibit him from reversing any decision except the same be a palpable infringement of the rules. And also that he cannot either reverse any decision on the testimony of any player, nor be guided or influenced in his decisions by any such testimony.

*Last.*—Should either party infringe any rules of the game in a match, it is the bounden duty of the umpire to “call” the game, and decide the game against the party infringing the rules, and in favour of their opponents by a recorded score of 9 to 0.

## ON CALLING BALLS.

There is no duty appertaining to the position of umpire requiring more judgment and discrimination than that of calling balls. Umpires should remember that the sole object of the rule of calling balls is to punish the pitcher for unfair delivery. Hitherto, umpires seem to have interpreted this rule as one calculated solely to oblige the pitcher to pitch balls just suited to the batsman. Were this the case, the pitcher would be deprived of all means of defence against the batsman. So long as the pitcher is prevented from sending in balls out of the fair and legitimate reach of the batsman—while the latter is standing in his regular position—the sole object of the rule is attained. Of course the pitcher is obliged to have some latitude allowed him for strategic play; at the same time, that latitude should not allow him the license of pitching wild balls which cannot be hit to the field, so as to give the batsman a chance to make a base. This fact must be borne in mind by the umpire when taking his position, and it would be well for him to draw an imaginary circle, within which every ball should be considered fair, and outside of which every ball should be regarded as the reverse.

## THE BATSMAN'S LEGITIMATE REACH.

The umpire, whenever the striker takes his position at the home base, should satisfy himself as best he can as to what constitutes the fair reach of the

batsman. No regular rule will apply, as a ball which would be within the legitimate reach of a tall, long-armed man would be out of the reach of a short man, and *vice versa*. Another point to be considered, too, in reference to deciding upon this legitimate reach, is whether the batsman is in the regular habit of striking either at a very high or a very low ball, the range of a fair delivery extending from shoulder high to within a foot of the ground, the pitcher not being required to pitch a ball lower than that height. The circle of the striker's legitimate reach being ascertained, the umpire will then find no difficulty in deciding the question whether the pitcher sends in balls within the striker's fair reach or not. Of course, in all cases where the striker is in the habit of striking at either extremely low or extremely high balls, the umpire should indicate to the pitcher at the very outset the limit of the batsman's legitimate reach; this done, the umpire has nothing more to say or do in the way of directing the pitcher as to what balls he should send in, but only to call balls on every ball sent in out of the fair reach indicated.



### **Base Hits and Earned Runs.**

#### **BASE HITS.**

There is no questioning the fact that *base hits* are the true criterion of effective batting, and that *earned runs* are alike the reward of such batting, and the correct test of skilful pitching. The im-

portant questions to be discussed and answered are, therefore: What constitutes a base hit, and what an earned run? With all due regard for the capabilities of the many intelligent and competent scorers who have had to decide upon the questions of base hits scored and runs earned during the base ball campaign of 1873, it is a fact well known that the majority are so involuntarily biassed by their connection with the clubs for which they score, that scarcely any two can be found who are in accord in their views on the subject of base hits and earned runs. When "doctors disagree," an outside individual, who is removed from party bias, must step in and decide the disputed point—as we propose to do in this article on base hits and earned runs. In rendering a decision likely to govern the matter, we shall be guided, as hitherto, solely by our efforts to promote the best interests of the game in bringing it up to the highest stand-point of a scientific field-sport, and we hope again to merit that attention to our views which has hitherto been accorded them. The first question to be answered is:—

#### WHAT IS A BASE HIT?

In reply to this query, we have merely to state that a base hit is a hit which earns for the striker either of the four bases, as the case may be. In order to give a clear definition of the term, however, we enumerate below the special instances in which base hits are made:—

1.—When a ball is hit fairly along the ground to

any part of the field out of possible reach of any of the fielders.

2.—When a ball is hit fairly over the heads of any of the in-fielders, and so as to fall short of allowing any of the out-fielders to catch it.

3.—When a high fly-ball is hit fairly over the heads and out of fair reach of the out-fielders.

4.—When a ball is hit so as first to touch the ground fairly in front of the foul ball lines, and then to rebound back of the lines out of timely reach of either catcher, the third or the first baseman, or the pitcher.

5.—When a ball is hit fairly, but in such a manner as to roll slowly to the centre of the triangle formed by the pitcher, striker, and first baseman's positions.

6.—When a ground or line ball is hit with such force from the bat as to render it almost a physical impossibility to stop or to hold it on the fly, or, if partially stopped, to grasp it in time to throw it accurately to a base player.

Now, no one will question the above decisions in regard to the first four instances quoted, as they are indisputably hits which earn bases. In regard to the fifth instance, we have to state that out of some thirty odd instances in which a ball has been hit in the manner described, we have seen but four successful efforts made to put the striker out, and then it was chiefly the result of slow running to the first base. The difficulty attendant upon fielding such a ball is that the pitcher cannot get it and throw it accurately to first base before the striker can reach

his base, while neither can the first baseman run and field it and return to his base in time, nor can the pitcher run across to first base and take such ball fielded by the first baseman, even if they should agree upon so fielding the ball, which they rarely do. It is rather an accidental hit, it is true—the result of hitting the ball by the bat near to the handle, thereby giving a weak blow to the right. Nevertheless, as it is a hit which effectually—in a large majority of instances—prevents the fielder from getting the ball in time to throw the striker out, it cannot be recorded otherwise than as a base hit.

In regard to the sixth instance, there will doubtless be some objection to the giving of a base hit for a missed fly-ball, or a failure to stop a ground ball. But if any man will realize by practical experience—as we have purposely done—the danger and difficulty of stopping a hot ground ball that has had a rifle-like twist imparted to it by the blow of the bat, or of securely holding a similarly batted fly-ball, he will not hesitate in awarding the batsman the credit of a base hit for any such ball, which the fielder finds it impossible to stop or to grasp in time to put the striker out. Of course, there are hot ground balls that should be stopped and picked up in time, and which, if not so fielded, do not yield base hits, as, also, hot line balls, which, if not caught, give bases on errors. But the hits we refer to are exceptional ones; and, when they are made, the batsmen are entitled to the credit of base hits. There are certain bounds to the ability of fielders to stop

and catch balls, and these bounds are exceeded in the special cases we refer to. The next question to reply to is:—

WHAT IS NOT A BASE HIT?

In reply to this query, we have first to state that no hit earns a base which affords any of the fielders a fair opportunity to put out either the striker or a player running the bases. But it is best to describe in detail what hits do not earn bases.

1.—No ball which is hit so as to admit of its being fairly caught on the fly can earn a base.

2.—No ball hit to any of the in-fielders in such a way as to admit of their picking it up and throwing it to any baseman in time to put an opponent out, can earn a base.

3.—No ball similarly hit to any in-fielder, and which is picked up neatly, but thrown too high or too low or wide to any baseman, can earn a base.

4.—No ball similarly hit, well picked up, and accurately thrown to a baseman, but which is muffed by the baseman, can earn a base.

5.—No ball hit so as to give an easy opportunity to any fielder for a catch can earn a base, if the fielder, through the failure of the captain to call him, or through any carelessness in fielding, fails to avail himself of the opportunity for making the catch.

Now, there is no questioning the fact that not one of the above hits is such as to be claimed as a base hit, or a hit that earns a base. The rule which prevents a base being earned by any hit that is

marked by a fielding error has its exception, and that exception is when the ball is sent so swiftly and sharply from the bat as to render it almost impossible for the pluckiest of fielders to stop or hold it. But all ordinary errors, such as dropped fly-balls, bad muffs, wild throws, and failures on the part of base players to hold balls thrown to them—all count in preventing base hits being made. A "hot" ball which is well stopped, but which, in the effort to grasp it, is fumbled, is in a majority of instances an error by the fielder, and prevents a base hit; while high or line balls to the out-field, which fielders run in for and fail to hold in their effort to catch while stooping low near the ground, cannot justly be regarded as errors, and in a majority of instances such hits earn bases. With such rules governing base hits as the above, therefore, to form a basis on which to judge of earned bases, we now proceed to the subject of—

#### EARNED RUNS.

In taking an account of earned runs in a game, two calculations have to be made—one of runs earned from opportunities offered by the pitcher for base hits, and the other of runs earned from chances given by the fielders for successful base-running. Of course, no runs can be earned off the pitching unless by base hits; and no runs can be earned by chances given for successful base-running through fielding errors, which include "dropped fly-balls," "wild throws," and "muffed" or "fum-



bled" balls. The definitions of the terms used for errors in fielding are as follows:—

#### A MISSED CATCH.

Any ball dropped by the fielder, fair or foul, which he had a chance to catch, must be recorded as a "missed catch." The fact of his merely handling a fly-ball does not necessitate the record of a miss; he must have had a fair chance offered him to catch the ball. On the other hand, the failure to touch the ball does not absolve him from being charged with a missed catch; for, if a high ball is hit which affords an easy chance for a catch, and the fielder, by lack of activity, or by a palpable error of judgment, fails to properly make an effort for the catch, he should be charged with the error.

#### A MUFFED BALL.

A fielder makes a "muff" when in his efforts to field a ball he only partially stops it, or fails to pick it up so as to throw it in time. This does not apply, however, to cases of failures to stop or hold very swiftly batted or thrown balls, but only to palpable errors in failing to field ordinary balls from the bat. A base player failing to hold a ball not thrown wide to him, makes a muff.

#### A FUMBLED BALL.

A fielder is said to "fumble" or "juggle" a ball when, after stopping it, he has to try two or three times to pick it up to throw it. It is a variation of the "muff," more frequently accidental than the result of unskilful play.

## A WIDE THROW.

Wide or "wild" throws are made in two ways—first, by inaccuracy of aim and unskilful throwing; secondly, by the difficulty of stopping and picking up a hot ball so as to throw it with comparative leisure. Hot balls to third base generally illustrate the difficulties attendant upon a good thrower's efforts to throw to the other bases accurately. A ball thrown over the head of a base player or fielder, or to either side of him out of reach, or on a low bound, is a "wide throw."

## A PASSED BALL.

Any ball on which a base is run, which is either allowed to pass the catcher, or which he either "muffs" or "fumbles," is a "passed ball." In the case of a very swiftly-pitched ball which the catcher holds on the fly or bound, but which he cannot gather himself in time to throw to a base to cut off a player, an error ought not to be charged, except, perhaps, on the part of the pitcher in delivering so swiftly when players are running bases.

## CALLED BALLS.

No called balls can be justly charged as pitching errors unless they come under the head of "wide balls," viz., balls pitched over the head of the batsman, or on the ground before reaching home base, or in any other way out of the batsman's *fair* and *legitimate* reach. All such balls as these are *unfair* balls in every respect, and as such are errors of the pitcher, and should be called whenever

delivered. But balls can be called—under the present rules—which, though not over the base, are yet within fair reach of the striker, though not at the height he calls for, and, in one sense, not within his reach. Such balls are delivered chiefly for strategic purposes, and cannot justly be classed among errors. In order, however, to do away with any chance for partiality, we do not calculate called balls in estimating base hits or earned runs. All other errors above enumerated, however, enter fully into the estimates of both base hits and earned runs, and therefore are included. It is not right that bases given on called balls should count in estimating earned runs. In the first place, the giving of a base on called balls depends too much upon the umpire's leniency or strictness in interpreting the rules, and it is difficult to judge fairly whether a base on called balls is due to the umpire's strictness, the pitcher's error, or the striker's obstinacy; and, as sometimes neither one is at fault, the best way is to ignore called balls altogether, as something not to be used in estimating an earned run. While it is no discredit to a batsman to take a base on called balls, it certainly is not an act to be proud of; and it may therefore be set down as neither for nor against the earning of a run, and consequently we leave it out altogether.

Runs earned from the pitcher include the following:—

- 1.—When four base hits, each giving only one base, are made in succession.

2.—When the striker makes a clean home run.

3.—When the first striker makes a first-base hit, and the second makes a three-base hit, or *vice versa*.

4.—When the first striker makes a first-base hit, the second a hit which, though limiting the striker to first base, enables the base-runner to get to third, and the third striker a simple first-base hit. Ordinarily, three first-base hits place only three men on bases without scoring a run.

5.—When the first striker makes a first-base hit, and the second striker is put out by a hit to the field which only admits of the striker being put out, and prevents the player, forced off, being put out by the ball being held at second, or by his being touched while running to second. In such case, should the third striker be similarly put out, thus allowing the base-runner to reach a third, a base hit by the fourth striker would yield an earned run, though only two first-base hits were made; and it would be earned off the pitching, as it is presumed to be a point of play on the part of the pitcher, in cases when the first striker makes his first base, to deliver the ball so as to force the batsman to hit the ball to an in-fielder, in order that the fielder may capture the base-runner "forced off;" and if he fails to do this he is to be charged with the style of punishment which an earned run gives.

Runs earned from the field differ from those earned off the pitching, to the extent that sharp base-running comes into play as a basis of earned runs off the fielding, while successful base-running does not enter

into the calculation of runs earned off the pitching alone. To illustrate the difference we will quote from actual play.

In the fifth inning of the Baltimore and Mutual match of May 5, 1873, six Baltimore men went to the bat; two runs were scored, and two base hits were made, yet not a single run was earned either off the pitching or the fielding. The play was as follows:—Pike went to the bat first and tipped out. McVey then hit a hot bounding ball to Gedney, who, had he fielded the ball as sharply as he usually does, would have kept McVey on his first base; but as he muffed the ball, McVey, in consequence, made his second base safely. Carey then hit a high ball to the left of centre field, which both Gedney and Eggler ran to catch. It was a ball either might have caught had either been designated to catch it, but as the captain did not call, both stopped, fearing a collision, and between them the chance for the catch was lost, and, by the error, Carey, instead of being put out, reached his base; and, by Gedney's poor throw in returning the ball, McVey scored his run. Hall then made a first-base hit, which also sent Carey to third base, and there he was when Mills was caught out on the fly. York then hit a ball to Hatfield, who first muffed it and then threw it late to Start, thereby enabling Carey to get in; and afterwards Hall was captured at home base in trying to get in on a passed ball. Now, if the fielding support in this inning had been up to the standard of first-class professional play, the result of the innings play

would have been a blank score—a success which would have been achieved as follows:—Pike, first striker and first out; McVey, second striker, and to first base by clean hit; Carey, third striker and second out, on the fly to centre field, keeping McVey on first base; Hall to first base by clean hit; and McVey to second with Mills third out on the fly, with the inning closed without a run, and with two men on bases. Here we see how runs can be scored simply by errors a little out of the ordinary run of fielding errors.

The following instance from actual play shows the difference between a run earned off the pitching and one earned off the fielding. It occurred in the match between the Mutuals and Athletics on the 24th of May, 1873.

In the third inning Hicks opened play with a safe fair-foul hit to left field, which earned him his first base. He then stole a second base, and he was there when a ball from Hatfield's bat enabled Fisher to throw out Hatfield at first base, Hicks in the interim reaching his third. Higham then hit safely to left field for two earned bases, sending Hicks home, the latter's run being earned off the fielding, but not off the pitching. Matthews then gave Murnan a chance for a fly-catch at centre field, which was not accepted, and before the third striker was put out Higham scored his run, he getting in on Murnan's dropping the fly-ball. Now, with fair fielding support, the pitching would have enabled the field to have closed the inning with a blank, as

had Hicks been kept on his first base, Hatfield's hit to Fisher would have forced Hicks out at second base, and perhaps given a double play, and Higham's hit would have but left two men on bases, as Murnan would have put out the second striker, and kept the base-runners to their positions. As it was, however, by allowing Hicks to steal a base, a run was earned off the field, while only two base hits were made off the pitching, runs being always earned off the fielding—when earned at all—whenever bases are allowed to be stolen, or points are allowed to be played by the base-runners, unassisted by direct fielding errors.

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## THE PLAYING RULES OF BASE BALL.

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### 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 woollen 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.

[The harder the ball the livelier it is, and the less advantage to the best fielding nines. A red cover is

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the best for the sight. A new white ball sent into the air on a sunny day is difficult to see.]

#### FURNISHING THE BALL.

2.—In all the games of a series the ball shall be furnished by the visiting club, and in all cases it shall become the property of the winning club, as a trophy of victory.

[The above rule is applicable to any series of games. The best two out of three games is the amateur rule.]

#### A LEGAL BALL.

3.—No ball shall be played with in any regular match game unless it be 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.

[This rule is intended to ensure a regular made ball being used.]

#### CHANGING THE BALL.

4.—When the ball, in the opinion of the umpire, has become so injured as to be unfit for fair use, a new ball shall be called for by the umpire, and the same shall be furnished by the club supplying the first ball used in the game.

[The ball to be thrown aside must have been ripped in its seams, or so injured as to be plainly useless for batting purposes.]

#### THE BAT.

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.

[Any metal on a bat renders it an illegal bat. Nothing but wood can be used. Light bats are the best for skilful players.]

#### THE BASES.

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.*

[The base should be fixed in the ground with one corner pointing towards the pitcher's position, so as to ensure the pitcher's having the full width of the home base to pitch over, instead of the one foot of width he would have were the base to be placed with the square side facing him.]

#### POSITION OF THE BASES.

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 positions, 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 three feet on each side of the base, and it shall be drawn parallel to a line extending from first to third base.

[If the base should become loose and be moved from its position, the player must stand on the base where it has been moved, and not on the corner where it should be.]



## RULE II.—THE GAME.

### THE INNINGS.

SECTION I.—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.

[The change in the above section will ultimately be that of substituting the word *ten* innings for nine.]

## NO GAME.

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 inning of a game, the umpire shall declare “no game.”

[Unless the second part of the fifth inning is not completed in a game, the result is “no match.”]

## DRAWN GAMES.

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.

[There can be no drawn game unless play is stopped by darkness or a storm when the score is even on both sides. No mutual agreement to draw a game holds good, unless the contest cannot be fairly longer prolonged.]

## IRREGULAR GAMES.

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 sides, whether by mutual consent or otherwise.

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[This and the section of the rule governing forfeited games render it impossible to violate any law of the game without forfeit of the match.]

FORFEITED GAMES.

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.

[The above section covers one special point only in regard to forfeited games. The general application of the rule of forfeited games will be found under the head of "Umpires' Duties."]

NO PLAY IN RAIN.

6.—No match shall be commenced when rain is falling, nor shall play in any game be continued after rain has fallen for five minutes. 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 suspend play directly; and such suspended game shall not be resumed until, in the opinion of the umpire, the ground is in fit condition for fair fielding.

[“In condition for fair fielding” is a sentence which admits of but one fair interpretation, and that is, that the ground shall be sufficiently dry as not to make the ball soaking wet, and not such as to render it slippery for base-running purposes.]

#### CALLING “PLAY” AND “TIME.”

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.

[This point is also referred to under the head of “Umpires’ Duties.”]

#### SUSPENDING PLAY.

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 innings played; unless one nine shall have completed their innings, 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.

[This rule is the only fair one that has been devised to prevent what is called "playing a game into the dark," a mean trick which it has completely put a stop to.]

#### ENDING A GAME.

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 that in suspending play they do not "call" the game, as to say "I call this game" is to legally end it.]



### 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 base ball club for sixty days prior to the date of the match they play in.

[In America the rules prohibit professionals from

playing in amateur matches. Of course an English base ball association would regulate this section to suit English customs.]

#### PLAYING IN A REGULAR MATCH.

2.—Every player taking part in a regular match game, no matter what number of innings be played, or whether he be an actual member 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 base ball clubs take part.

[No game is regarded as “regular” in the meaning of the American professional code, unless the contesting sides are players belonging to two professional clubs.]

#### INELIGIBLE PLAYERS.

3.—No person who shall have been legally expelled from another club for dishonourable conduct shall be competent to take part in any match game, until reinstated by the club he belonged to when expelled.

[“Legally expelled” means after a regular trial or investigation of the charges which have led to expulsion.]

#### ALL BETTING BY PLAYERS PROHIBITED.

4.—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 dishonourably 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 stringent rule was found requisite to put a stop to fraudulent play in "selling" games; in which some few players who bet on games were found to be engaged.]

#### POSITIONS OF PLAYERS.

5.—Positions 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 pitcher, who must occupy his appointed position.

[The rule, while admitting of the players being placed in any position calculated to improve their opportunities for disposing of their adversaries, does not admit of any placing of men in such positions as would render it next to impossible for them to field men out, thereby practically stopping play. The captain, for instance, can place most of his men in the in-field or most in the out-field; or put two



men behind the bat, etc. But the pitcher must always retain his position. The design of the rule is simply to afford additional facilities for strategic play in the field.]

SUBSTITUTES.

6.—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.

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 equi-distant from the first and the third bases. Each corner of the square shall be marked by a flat iron plate six inches square.

[This rule requires that four flat and square iron plates be used to mark the corners of the position.]

DELIVERING THE BALL.

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 outside

the lines of the pitcher's position. The ball must be delivered to the bat with the arm swinging nearly perpendicular to the side of the body.

[This rule prohibits the arm swinging out from the side of the body, like the round-arm bowlers do in cricket.]

#### A FOUL DELIVERY.

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.

[This admits of the style of underhand throwing in vogue in America].

#### FAIR BALLS.

4.—Every ball fairly 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 "fair ball" from the pitcher is one thing, a "fair ball" from the bat another; the latter being a ball which is sent from the bat in front of the foul ball lines].

#### WIDE BALLS.

5.—All balls delivered to the bat that are sent in over the striker's position, or on the ground in front of the home base, or on the side opposite to that which the batsman strikes from, or out of the reach of his bat, shall be considered wide balls; and every such wide ball must be called in the order of its

delivery after the first ball has been delivered, the first ball to each striker alone to be excepted. When three "wides" have been called, the striker shall take his first base; and every player occupying a base who is thereby forced to leave said base, shall also in such case take one base. No wide ball shall be called until it has passed the line of the home base.

[The above rule makes a difference between "wide" balls and called balls, the former being balls out of the regular reach of the bat, while "called" balls refer to those delivered within reach but not at the height called for, and not exactly over the home base. The umpire cannot do otherwise than call every wide ball that is delivered, while he has a certain latitude allowed him in judging of called balls.]

#### CALLED BALLS.

6.—All balls delivered to the bat which are not designated as "wide" balls, and yet are not sent in over the home base, or at the height from the ground called for by the batsman, shall be called in the order of every third ball thus unfairly delivered: and when three such balls shall have been called, the striker—and also all players occupying bases—shall take one base, as in the case of "wide" balls. No "ball" shall, however, be called until the ball has passed the line of the home base.

[This rule works as follows:—Suppose the first ball is delivered, and the second is over the base, but not "high" or "low," as called for, and the

third is at the right height, but not over the base, and the fourth is neither over the base nor high or low, as called for, the umpire in such case must call "one ball." If the fifth ball is a "wide," it must be called as the first "wide." If the sixth is a ball not over the base, but not out of reach, two balls must be called, and so on in just this order.]

#### BALKING.

7.—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 wide balls.

[Balks are generally made when the pitcher is trying to outwit the base-runners occupying first and second bases, and therefore the latter only are allowed to take bases.]

#### FOUL BALKS.

8.—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 ten runs to none.

[A foul balk is described in Section 3 of this rule, and it is made whenever the pitcher delivers the ball by an overhand throw, or by any form of round-arm delivery.]

## HITTING AT WIDE OR CALLED BALLS.

9.—Should the batsman strike at a ball on which a “wide” or “ball” shall have been called, such call shall be considered void, and the ball be regarded as fairly delivered.

[Should the umpire call “wide” and the ball be hit and caught, the wide goes for nothing, and the player must be decided out by the catch.]

## DEAD BALLS.

10.—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, shall be considered as dead balls, and no players be put out, base be run, or run be scored on any such ball.

[This rule is the only fair one in reference to dead balls, and it should be strictly enforced.]



## 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 three feet in front and behind of the line of the home base, and with its nearest line distant one foot from the home base.

[The position in question covers a space of ground

three feet square, on either side of the line of the home base, that is, three feet in front of it and three feet back, the nearest line being distant one foot from the home base. This gives the batsman sufficient space to move in, in making his preliminary movements to striking at the ball. He cannot stand nearer to the home base than one foot from it, nor farther off than the three feet of width of his position. Neither can he plant either foot more than three feet forward of the home base towards the pitcher, nor three feet back of it. He has the same extent of standing room as before, when obliged to stand astride the line of the home base, with this difference, that now, like the pitcher, he has a regular position to move in.]

#### A FAIR STRIKE.

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

[He cannot fairly strike at the ball unless standing within the space described in Section 1.]

#### A FOUL STRIKE.

3.—Should the batsman, when in the act of striking at the ball, step outside the lines of his position, the umpire must call "foul strike," and three such foul strikes shall put the batsman out. If a ball on which such a strike has been called be hit and caught—either fair or foul—the striker shall be declared out. But no base shall be run on such a strike; and 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 ORDER OF STRIKING.

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.

[A batsman may be the last to strike in one innings and the first to strike in the next, as follows:—If there be a base-runner on first base when the batsman hits a fair ball to short-stop, and when that ball is hit two men be already out, and the short-stop fields the ball to the second baseman to put out the base-runner trying to reach that base, then the same striker who closed the innings is the first to take the bat the next innings.]

#### FAILING TO TAKE POSITION.

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.

[The object of this rule is simply 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.

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.]

#### FAILING TO STRIKE AT FAIR BALLS.

7.—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 the first ball delivered to each batsman, except the ball be struck at; nor 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 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 under any other circumstances; 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, no strike can be called, as the ball is not then sent in fairly.]

#### THE FOUL BALL LINES.

8.—The foul ball lines shall be unlimited in length, and shall run from the centre of the home base through the centre of the first and the 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 foul ball posts should be fixed on the ground if possible; for the temporary occupation of a field, however, flags, on flagpoles about ten feet long, are used.]

#### A FAIR-HIT BALL.

9.—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.

[If the ball touches the ground *on* the line of the base it is a fair ball.]

## A FOUL-HIT BALL.

10.—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.]

## HITTING UNFAIR BALLS.

11.—Should the batsman strike at or hit any ball on which a “wide” or a “ball” has been called, the umpire shall disregard the call of such “wide,” or “ball,” and render his decision simply on the strike or hit made.

[Should the umpire call “wide,” and the batsman hit the ball, and it be caught, the batsman must be decided out. This should be the rule in cricket.]

## SPECIFYING BALLS.

12.—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 no 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.]

#### FAILING TO CALL.

13.—Should the batsman fail to call for either a high or a 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, at the legal height.]

#### HOW BATSMEN ARE PUT OUT.

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

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.

If a foul ball be similarly held, or if it be so held after touching the ground but once.

If a fair ball be 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.

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.

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 batsman wilfully strikes at the ball to hinder the ball from being caught.

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

#### WHEN BATSMEN BECOME BASE-RUNNERS.

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.



#### 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.

[No variation from this order is allowable, and should a player run ahead of another and touch any base before the base-runner preceding him in order has touched it, the former must go back to the base he last left, and which alone he had a right to; and in such case he can be put out by the ball being held there before he reaches it.]

#### VACATING BASES.

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 preceding him is not thus obliged to vacate his base.

#### PUT OUT WHEN FORCED OFF.

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 the player running to first base is put out, that moment the other base-runner 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 reached 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 touches the base, in such case that moment the base-runner standing there ceases to be obliged to vacate the base.]

#### OVERRUNNING FIRST BASE.

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 attempts to run to second base, he shall forfeit such exemption from being put out. After overrunning such base, the base-runner must return and re-touch said base at once, and after re-touching he can be put out as at any other base.

[In overrunning every other base, base-runners are liable to be put out when off the base.]

#### ALL BASES TO BE TOUCHED.

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 re-touch them in the reverse

order. No base shall be considered as having been occupied or held until it has been touched.

[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.]

#### RUNNING OUT OF THE LINE OF BASES.

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.

[When a home-run hit is made, base-runners necessarily run out of the line of the bases, as they have to make a circular run. So in running on three base hits, etc. For doing this, there is justly no penalty; it is only in such cases as those in which the base-runner runs from the regular line purposely to avoid a fielder trying to touch him with the ball while running from one base to another.]

#### WHEN A RUN IS SCORED.

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.

[Two men being out and players being on the bases and a man at the bat, if, when the ball is hit, a player attempts to run home, and fails to touch home base before the base-runner trying to make first base is put out, no run can be scored; but if the base-runner is put out after touching first base, and after the home base is touched, the run counts.]

#### TAKING BASES ON BALKS.

8.—When a “balk” is called by the umpire, every player running the bases shall take one base without being put out.

[The batsman does not benefit in the same way by this rule. If he were to, it would be easy for the pitcher to get rid of a strong hitter, by sending him to his base by a balk.]

#### TAKING BASES ON WIDE AND CALLED BALLS.

9.—When three “wide” or “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.]



## HOLDING A BASE.

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.

[To “hold a base” is not only to occupy it, but to have the right to remain upon it or return to it.]

## RUNNING BASES ON FAIR FLY-BALLS.

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 a score run. He shall not, however, be entitled to any base touched after the ball has been hit and before the catch is made.

[The above section embodies what was the wording of two different sections of last year’s rules. The last sentence of the 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 left when the ball was struck.]

## RUNNING ON FOUL BALLS.

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.

[This is the same rule as last year. The moment the pitcher holds a foul ball, that moment base players can leave their bases to make another base, but not before.]

#### PUT OUT IN RETURNING TO BASES.

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 re-touch 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.

[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.

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.

[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 the 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.

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.

[Substitutes, in running bases, 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.]

HOW BASE-RUNNERS ARE PUT OUT.

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.

If the ball be held by a fielder on the first base before the base-runner, after hitting a fair ball, touches that base, he shall be declared out; but if the ball be held by a fielder while touching first base at the same time the base-runner touches it, the latter shall not be declared out.

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.

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.

[This section covers every point of play in which a base-runner can be put out which is not referred to in the previous sections.]

**RULE VII.—THE UMPIRE AND HIS DUTIES.****SELECTING AN UMPIRE.**

**SECTION 1.**—The umpire shall be chosen by the captains or officers of the two contesting clubs, and he shall determine all disputes and differences between the contesting players which may occur during the game.

[As no contesting club is obliged to agree to having any particular person as an umpire, so, after selecting him, they should not grumble if they find him unequal to their expectations.]

**THE UMPIRE THE SOLE JUDGE.**

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

[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 all cases not named in the code of laws of the game.]

**CHANGING AN UMPIRE.**

**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 wilfully violated the written rules of the game.

[No umpire can be changed for giving erroneous decisions caused by a lack of judgment, but only when he shows gross partiality or wilfully gives decisions in violation of the written rules of play.]

#### THE UMPIRE'S SPECIAL DUTIES.

4.—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.

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.

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.

[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."

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.]

#### CALLING A GAME.

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.]

## SUSPENDING PLAY.

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 the sole judge of the conditions which warrant a suspension of play, such as the approach of a storm, the interruptions of an unruly crowd, etc., which prevents 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, 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 innings play is not ended.]



## REVERSING DECISIONS.

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, 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.

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.

[This rule works fairly at times when a field is crowded, and the players make catches out of the range of the umpire's sight.]

## INTERFERING WITH THE UMPIRE.

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.

[Clubs should see that the crowd is kept back from the umpire's position, and that the players do not annoy him by talking to him.]

#### APPEALING TO THE UMPIRE.

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 "wides," "balls," etc.

[The umpire 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 WIDE AND FOUL BALLS.

12.—The umpire shall call all wide balls whenever delivered, but not until the ball has passed the batsman. He shall call all foul balls the moment they are seen to be falling outside of 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 wide or foul ball, as he must call them at once without appeal.]

#### INTERFERING WITH PLAYERS.

13.—The umpire shall require the players on the batting side who are not at the bat, nor running the bases, to keep at a distance of not less than fifty feet from the line of 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 not less than fifty feet. In fact, the umpire can make them stand as far back as he thinks fair play warrants. The penalty, it will be seen, for any obstinate refusal to obey the law is forfeiture of the game.]

#### UNFAIR FIELDING.

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 any outside person not engaged in the game, the ball shall be similarly 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.

[By this rule play is practically stopped when a ball is unfairly stopped, except in the case of a player who is running a base when the ball was hit or in play, in which case he is allowed to take the one base he was running for. It is a fair rule.]

#### FORFEITED GAMES.

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 ten runs to none. But no game shall be forfeited by the failure of the umpire to discharge his duties.

[It will be seen that the umpire is now 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, where any section of the rules is openly neglected or ignored.]

## COMPENSATING THE UMPIRE.

17.—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.

[This is a new rule, and it has been introduced simply from the fact that the section prohibiting the paying of umpires was made a dead letter of last season. For one club to pay the umpire more than the other does in a match is to offer a premium for partiality.]

## MISINTERPRETING THE RULES.

18.—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.

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