

# CASSELL'S BOOK OF SPORTS AND PASTIMES.

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## MANLY GAMES AND EXERCISES.

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### CRICKET.

It would be idle here to hazard any conjectures as to the origin of cricket, since so much of its earliest history is buried in obscurity. A few remarks, however, on the progress of the game will not be without interest.

Premising that there is some reason to believe that cricket is an offshoot of tip-cat, but that as cricket it can be certainly traced back as far as 1743, it was at first confined to what is now known as "double wicket," for obviously the game of "single wicket" was merely an offshoot of the original pastime, introduced to suit the convenience of a lesser number of players, though governed by laws of a similar character. According to the definition of a well-known old writer, cricket was "performed by a person who, with a clumsy wooden bat, defends a wicket raised of two slender sticks with one across, which is attacked by another person, who endeavours to beat it down with a hard leather ball from a certain stand. The farther the distance to which the ball is driven, the oftener is the defender able to run between the wickets and the stand. This is called gaining so many notches, and he who gets the most is the victor." The difference even now is not so great as one would imagine. Only alter the number and arrangement of the sticks ("stumps"), and designate "notches," in the present vocabulary of terms, as "runs," and you will have a positive definition of the ruling purpose of cricket as it now exists. At present the game universally adopted is that of "double wicket," and it is only, indeed, on the very rarest occasions that "single wicket" is ever practised or witnessed.

The game of double wicket is so called by way of contradistinction, for it requires a double array of materials—two bats, two "wickets," two popping creases, two bowling creases, and in fact is in every way, as far as accessories are concerned, a duplicate of single wicket, which needs only one wicket, one bat, one popping crease, and one bowling crease (Fig. 1); although evidently there must in each be the same necessity for two contending parties, even if the numbers engaged may be different. Originally the wicket did not consist of three upright stumps, but was more after the fashion of a skeleton hurdle, formed of two small sticks, instead of three stumps as now; and in the place of the two bails that now surmount the top and connect the three stumps, there was then merely a thin piece of stick placed across, without groove or other support. Nor was the bat the shapely instrument that it is now, but rather a rough piece of wood, devised as best it could be for offensive purposes; the ball, too, was a very inferior sample of the article as it is now manufactured, and the scoring was done by the primitive method of cutting the notches on a piece of wood. There was, too, another arrangement that wanted alteration; for midway between the sticks at the base there was a hole cut, in which the

batsman was to ground his bat after running, before the fieldsman at the wicket could ground the ball.

The wickets are now formed of three upright stumps, made usually of ash of the best growth. Across these are two "bails," or pieces of wood neatly

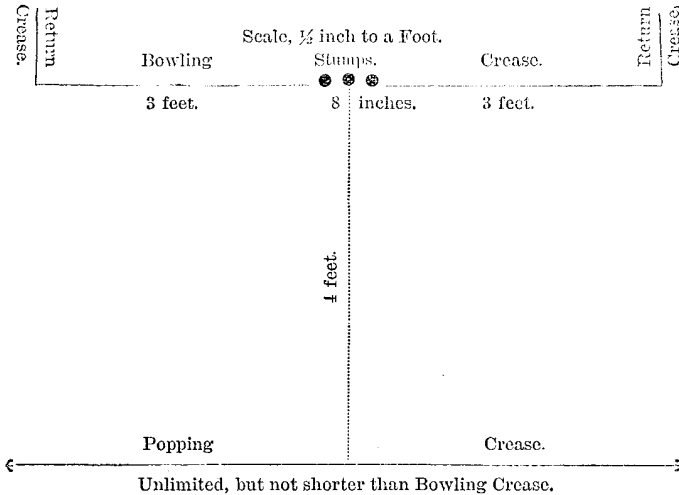


Fig. 1.—THE WICKET.

carved and turned, and made of almost similar material, each one of which connects two of the three stumps, the grooves on the top of each of the stumps serving to secure the ends of each bail. These are what is termed collectively a "wicket," and at each end of the ground, at a distance of twenty-two yards, three stumps are placed, the two erections serving to illustrate the distinction of "double wicket." In preparing for a match, the ground at each wicket must be laid out according to the annexed Diagram (Fig. 1). The "bowling crease" is meant to be a sort of check upon the bowler to prevent him from running past the stumps. Should he in delivering a ball place both feet on the outside of the bowling crease (that is, in front of the stumps), the ball so delivered is called a "no-ball." The "return crease" is intended to indicate the limit sidewise of the bowler's range. As for the "popping crease," it may be described as a kind of check upon the batsman, for should he not have one foot always within or on the crease the wicket-keeper may put down the wicket with the ball, and so "stump" the batsman. Accordingly, the striker should be very careful never to go out of his ground. Before facing the bowler, the batsman commonly "takes block" from the umpire. "Block" is a spot usually a bat's length from the middle stump, with which it is supposed to be exactly in a line, for the purpose of covering the wicket from the bowler's attack. Many batsmen prefer a block or guard from middle and off or middle and leg to a block from middle.

The old bat was curved in the form of a butter-knife, and was obviously of little use except for the purpose of hitting—blocking or scientific play being things at that time not dreamt of in the philosophy of a cricketer. The bowling

was what is known as underhand, and the mysteries of roundhand, of curves, spins, and the other secrets of attack now so skilfully employed, were utterly unknown, so that the great point of the game was to hit without thought of defence. And hit they did with a vengeance, if we can believe some of the traditions of our forefathers.

But what about the bats and balls of the present day? What about their method of usage and their different qualities? You need not trouble yourself about the ball, in the first place, for, by a wise arrangement of things, the selection and provision of balls, in the case of matches, falls on the management and exchequer of the chief club, and directly proceeds, like many other calls, from the public purse. But with the bat the case is different, for there are imperfections that should be avoided and as critically studied as the points of a horse. See that your own special taste is satisfied first, or you will do little or no good. You can rely on the judgment of honest bat-makers, of course, but it will be much better to be informed yourself of the principal things that should be noticed in the constitution of the article that is required. See that the wood is well seasoned and of good growth, for on this you will have to depend greatly if you want a bat that will do you any honest service. See that the wood is straight grained, if possible, and give it time before you determine to subject it to hard and persistent usage. A bat improves with keeping; do not use it if you can avoid so doing, until it has had a chance of getting mellow, and becomes well saturated with the oil that you have employed. The bats used now all have the advantage of cane handles, which of course greatly increase the force of repercussion, but many prefer to have an ordinary bat at first, and if suitable, afterwards make the addition of the cane handle, which can be easily done.

There are other implements necessary to the satisfactory outfit of a cricketer or a cricket club that suggest their own different spheres of usefulness without much description. If you are a wicket-keeper you will be able to estimate the advantage of gloves specially manufactured for that post. They are positively essential in the case of fast bowlers; and it would be mere foolhardiness to attempt to undertake the task without them in these days of lightning bowling. They are made of the best mock buckskin, and perforated, so as to give ventilation to the hands without interfering with the resistance given to the ball. Batting gloves, too, are now requisites, and are dispensed with only by the more reckless followers of the game. To play cricket and enjoy it you should lessen the risks of an ugly knock as much as possible, and unless you use these articles of defence you may get your hands or fingers injured for life. Experience has made these accessories as perfect as they could well be. They also are usually made of mock buckskin leather, and the palm of the hand is cut away so as to allow a firm grasp of the handle of the bat, a strip of elastic fastening each side at the wrist by means of a button. On the back of the hand on each finger are strips of thick tubular indiarubber, arranged so as to keep every portion likely to be hit by the bowler well protected. You will see that different provision is made for the two hands. In holding the bat, the back of the left hand being exposed to the bowler, almost every part is covered, the hoop of indiarubber preventing many a nasty crack in the neighbourhood of the wrist. As the thumb of this hand is guarded by the bat, no special protection is necessary for it; the risk to the right hand, on the contrary, is mostly about the knuckles and fingers, no other part being so much exposed. Cricket-shoes are obviously accompaniments that can hardly be spared, and spiked soles are not luxuries that can be dispensed with. Laced boots, though, are more the fashion, made of buckskin leather, and these are more useful, as giving a better support to the foot and ankle; nails, too, are very popular instead of spikes. It would seem superfluous to mention the necessity of leg guards. They are

padded with strips of cane, and reach well above the knee, so that all the lower part of the leg is thoroughly covered. You can get a good knock even with these stout coverings, so do not be foolish enough to play to any sort of bowling without them. Prudence in these matters is a virtue, and not a sign of cowardice.

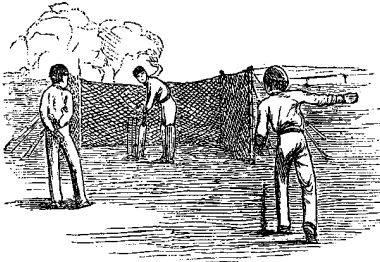


Fig. 2.—NET PRACTICE.

To complete the equipment of a cricket club, it will be necessary to provide a telegraph stand for announcing the scores, &c., and a set of nets for use in practice (Fig. 2). A cricket club should always have one of the latter. You cannot always get together a sufficient number of players every practice. By using nets, however, practice can nearly always be had, as it is not then so requisite to have several players. If you have a net with sides you will find yourself still further assisted, as most of the hits will thus be stopped, and no long-stop will be required, and one bowler and

two fieldsmen will enable you to have a good practice. If you determine to have a complete outfit, get the different articles of good stuff and of good makers. An unwise economy is an expensive luxury in the end.

You will find yourself much disappointed if you labour under any sort of impression that the science of cricket can be mastered except after the expenditure of much time and patience. Do not be misled by the idea that to be a good cricketer, either as batsman, bowler, or fieldsmen, is an inborn gift. Take the converse of that hackneyed proverb about a poet, and be assured that a cricketer is made, not born. It is in batting more than in the other branches of the game that you will find practice the great secret to success. You will ask

what is the first point that will have to be mastered before you can enter on the high road to success. The answer is, *Position*. Master this one great rudiment, and you are on the way to advancement. It is not so easily mastered, though; so take the best advice, and if you can possibly secure a favourable opportunity to watch an expert and well-tried batsman at work, do not fail to take advantage of the chance. If you are lucky enough to see one of the most eminent amateur or professional players at the wicket you will find the benefit that will accrue from such a practical illustration. Do not lose sight of the first necessity of acquiring a useful as well as proper attitude of batting. As in most things, an evil habit is the most expensive to a good beginner. An easy position is as capable of achievement as an ungraceful, cramped, and crooked attitude, though the bent may be more in the wrong direction. If you can secure a tutor who will show you what ought to be



Fig. 3.—PREPARING FOR ACTION.

done, and what ought to be left undone, you will not require an elaborate treatise for your edification.

Study with great perseverance the chief or stock position of a batsman (Figs. 3, 5). Try the effects of this attitude, and you will discover that you are much in the same state of preparation as is the fencer when *en garde*. You are practically, indeed, now ready for any emergency, and if you are bent on defence, and insist on a close imitation of the batsman whose attitude you have studied, it will be your own fault if your armour be not shot proof.

This position has been styled "preparing for action" (Fig. 3), and the denomination is by no means unsuitable. It is obvious enough, you will see for yourselves, that before you have sufficiently advanced to enable you to turn your thoughts to offensive movements, it is necessary that you shall have at least progressed so far as to master the ordinary plans of defence. It is essential that you shall at least be capable of maintaining your wickets erect before you venture on anything like an attack, and this you will find to be sure of attainment if you adhere without deviation to the imitation of the model here given.

The greatest preventive to your progress as a batsman will be that fatal propensity for playing with a crooked bat (Fig. 4), which has marred many a promising beginner. You had better commit any other mistake than show a tendency to use your bat in a fashion at all diverging from the perpendicular. Avoid falling into this most fatal of all errors. A player never won fame, or at least enduring fame, who did not play with a straight and upright bat. Exceptions there are, of course, and batters there have been who have for a time defied all laws made and provided, but none ever earned an undying reputation except he proved true to the great rule of batting.

Experienced "coaches" will tell you to keep the right leg firm as a rock, the left shoulder well forward; and some of them, under the influence of an honest enthusiasm, will even go so far as to see that there is an impediment so placed that it is impossible to move that same right leg away from the exact position assigned to it.

If you look at Fig. 3 closely, you will see that the bat is held tightly in both hands with the fingers of the right or lower hand clenched firmly, the thumb downwards, the left or upper hand equally rigid, but in this case so different that the back is chiefly presented to the bowler, instead of the thumb and knuckles, as is the case with the right hand.

The great secret, though, is to use the bat so as to suit varying circumstances; but as this can be bought by experience only, it will be sufficient to represent the manner of grasping the handle for general purposes.

Some few wield the bat cautiously enough to suit the most exacting critic, holding it at the very bottom of the handle, just where the insertion into the blade takes place. Others, of a more reckless temperament, are used to grasp it at the very top of the handle; but here again there should be moderation, and you will find generally that the player adopting this latter line of action usually belongs to the genus "slogger," and rarely lasts more than a couple of overs in the hands of an accomplished bowler.

Of two extremes choose the lesser, and play the free and open game rather than



Fig. 4. -PLAYING WITH A CROOKED BAT.

hold the bat in such a position that your attitude must be cramped and anything but graceful. You should make the most of your height, and stand so as to get well over the ball instead of playing over, and every now and again falling apparently over the wicket, as is the manner of some. Consequently a course midway between the two extremes may be chosen, and in this advice the support of no less an expert than Dr. William Gilbert Grace is here added. To use his very words:—"From my own experience I have always found it to my advantage to hold the bat half way up the handle, and this happy medium I recommend for adoption, as thereby you can control it as effectively as if held nearer to the blade, and the benefits incidental to the extra length are very important. To hold it higher in the handle neutralises this advantage, as the bat is not so well or so firmly grasped, and the power of hitting at a ball with certainty is considerably lessened." You have here the opinion of one of the most skillful batsmen that the game of cricket has ever produced, so that you can hardly stand in need of other counsellors.

The gift of a straight and upright style of play can never be acquired unless you adopt the primary conditions in the position. Any attempt to hold your bat so as to *show its full face to the bowler*, unless your left shoulder and elbow are properly placed, will end in ignominious failure.

You have been told what to do with your hands and arms, and now you must learn the method of arranging your legs and feet. You must first of all see that you form for yourself a position that will enable you to stand firmly without yielding an inch, while at the same time it affords the greatest facility for rapidity of motion either forwards or backwards. You must not indulge in eccentricities,



Fig. 5.—CORRECT POSITION (Side view).

after the fashion of the dancing bear, or your career will be brief. Above all things keep your right leg as firm as a rock, as this leg essentially forms the "pivot," to regulate the movements of the batsman, and you cannot adapt yourself readily to the varying necessities of the game if the muscles be relaxed, the knee bent, and the posture generally that of a cat militant. Be sure that you insist on this stout support for your actions, for the posture of the other leg will be of minor importance, or at the best a matter of choice. It is marvellous to see the contortions in which some batsmen indulge, and still more surprising the success that attends some of those who affect the most eccentric attitudes. There are men who stand with their legs separated to the full extreme, after the form of the letter V in an inverted state, and others who give you the idea that they pay rent for the use of the ground, and are determined to occupy the very smallest possible space, so cramped is their attitude.

Place your left foot about twelve inches in front of the right, and see that it is as nearly as possible at right angles with it (Fig 5). You will find that in this position your left eye will be just above the level of the left shoulder; and more than one batsman insists upon this as an absolute essential to the acquirement of a good position. Keep your bat well down, though not so close to the ground as to hinder your quick recovery in case of hitting; for mere defence of the wicket you will soon learn to consider tame and monotonous.

To know precisely when to play forward and when to play back at a certain style of ball is an achievement in itself; but to decide on the precise course to be

pursued, and to act with the requisite amount of resolution, is a feat that will take you some time to accomplish with anything like certainty. There are some batsmen who lunge out at every ball, and trust to their keenness of vision more than to any judgment in calculation to enable them to overthrow the best-laid schemes of a bowler—to divert balls, that might have secured the collapse of many a batsman of more genuine pretensions to fame, into the next parish by a mighty swing of a stalwart arm. You will find in every quarter some players who defy all recognised laws in the dispensation of cricket, and yet attain a success that is wanting to an honest and persevering disciple of the game.

Do not be misled by this species of sensational play, for you will find that it is only a species of lacquer that a little friction will very soon efface.

To get a batsman into what is called "two minds" is the main aim of a bowler; and it is this very player that renders him the most effectual help. Old Felix, one of the most thoroughly qualified writers who ever discoursed on cricket, speaks feelingly on this point:—"Every well-practised batsman knows there is a spot of ground—yes, there is a spot of ground—upon which if the ball should alight it produces an indescribable sensation; and this indescribable sensation seems to be caused by the difficulty of being able to decide at the instant whether or not you should lunge out to meet it, smother it and kill it, or take it upon the back play. For when once you throw your body forward, in vain (should your judgment be incorrect) will you recover yourself in time enough to overtake the ball."

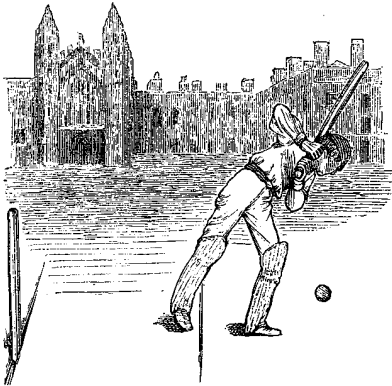


Fig. 7.—HURTING TO LEG.



Fig. 6.—PLAYING BACK.

As a main principle, when you are in any doubt whether to play forward or back, choose the latter course (Fig. 6). If you hesitate, you are in most cases lost; for it usually happens that in halting between two opinions you make up your mind to play forward, and your tardiness in allowing the ball a chance of rising from the ground causes you to return it gently into the hands of the bowler, to your intense mortification and the grim satisfaction of the enemy. A propensity to any excess in this habit of playing forward is one of the most agreeable sights that you can present to a crafty bowler. It is amusing to watch Alfred Shaw beguiling these innocent batsmen to inevitable ruin. See him gently dropping the ball by degrees more and more towards the desired spot, until the crash

comes. Of course, this method of allurements on the part of a bowler has to be altered to suit the differences of various batsmen, and it must not be imagined that one stereotyped mechanical style has to be acquired.

Defence, and not defiance, should be the motto of the young batsman, until he has proved himself able to take his own part against the attack from first to last with the same amount of confidence. Take care of the stumps, and the runs will take care of themselves. You must feel your way gently at the outset, until you have accustomed yourself to the style of the bowling to which you are opposed, and until you have begun to understand the plans of the attacking party. If you survive the first two or three overs, you will have done a great feat, and you will insensibly begin to feel that the ball seems to grow larger and larger as the eye becomes more used to its curves, and the nerves become, as a natural consequence, proportionately braced by the improvement of vision. Some of the best batsmen, at the end of a long innings, when some unlucky and unexpected incident has secured their downfall, bewail their fate in a comical manner: "What hard luck, when the ball was as big as a balloon!" To "get a good sight of the ball" is one of the most important aims of the batsman, and care at the commencement of an innings will soon enable you to more than counteract the schemes of the most wily bowler. You will generally find that the weakness of a batsman is in the protection of his "leg stump" (Fig. 7); and it is to this special subdivision of the wickets that most bowlers seek to direct their attack.

It will hardly be necessary to explain which of the stumps is so called, but none the less there be some so far uninitiated that a definition may not be out of place. The wickets are separately designated by the title of the "off-stump," that farthest from the batsman as he stands in position; the centre one is known as the "middle stump;" and that nearest to the batsman as the "leg-stump," from being most contiguous to his legs, from the obvious fact that he places himself on guard, just clear of the stumps, to prevent his body from being in front of the wicket. Many batsmen, as we hinted before, prefer to take their guard so as to cover the middle and leg stumps, rather than the middle stump alone; but this is, after all, a matter of taste, and the advantages or disadvantages are to be learnt only by experience.

Much depends on the curve or spin that is imparted to the bowling, and your style of play will have to be so suited as to best frustrate the craft of the enemy who aims at your destruction. The intentional bias given to the ball in its passage from bowler to batsman must cause, at any time, more disquietude than is occasioned when no deflection arises from the course of the ball, as obviously with a spinning ball the batsman has a double risk to his safety, namely, in the pitch as well as in the deviation of the ball. The caution before given you, to play steadily at first until you have become used to the peculiarities of the bowling, will help you here too, as you will soon be able to make allowance for the twist imparted to the ball, and to meet the bowler at his own game.

A left-handed bowler usually may be expected to break, or twist, from the off to a right-handed batsman, so that a rule may be taken as conclusive on this point, and you will at least have your weapons ready to your hand for this emergency. It will be like the telling of an old tale to some of you to reiterate the fact that with any of this style of curvilinear bowling, the great secret is to meet the ball and remove its sting before it has a chance of inflicting deadly injury. If you allow the ball to touch the ground, you give it an opportunity of indulging in its revolutions, as it will take a fresh direction the moment that it reaches the turf. You must "smother" it before you allow it a field for the practice of its vicious purposes, or you must play back, and rob it of much of its offensive action by the defensive policy of protecting your wicket with the full



width of your bat. To smother it, though, you must see that you do not overdo matters, for if you have the slightest hesitation or doubt, play back rather than endanger your position by an erroneous idea of forward play.

You must meet the ball before it can rise so as to touch the shoulder of the bat, or you will lessen considerably your chances of success. Estimate, if you can, an angle of  $45^{\circ}$ , and you will find the best limit to guide you in holding your bat so as to avoid the catastrophe of a catch. Even then you must keep your blade well forward, so as to prevent the possibility of the return of the ball into the hands of the bowler, and with the object of keeping it as much as possible on the ground and out of the clutches of the eleven hungry fieldsmen who seek to secure your fall. In playing forward (Fig. 8), too, you must look well after

the possibility of the insidious "shooter," as that ball is termed which hugs the ground and at times settles the pretensions of the most accomplished as well as experienced batsman. What a category of errors has this same shooter had to answer for since the institution of cricket! Did you ever know a batsman who did not ascribe his collapse to this much-maligned "shooter," when the ball has hit



Fig. 8.—PLAYING FORWARD.

the stump far nearer to the bails than to the base of the wicket? It would be interesting to see every accident attributed to the shooter inscribed in a volume, and then calculate the number of victims who have unjustly maligned and wofully injured this self-same ill-omened species of ball. It may be that to some there is apparently no disgrace in having to succumb to a shooter; but the very fact that this excuse is made is sufficient to prove that the apologists themselves have not maintained their bat in that absolute perpendicular which is rightly said to be the main essence in the art of batting. It is possible that some would like to play cricket with shooters omitted, but this principle would be both ridiculous and impracticable, while its advocates would forget that the more the odds against a long score, the greater the glory of the achievement. Do not grumble at giving the bowler one chance more in a game where, of late years, he seems to have had a little the worst of the exchange.

In hitting a ball hard, or "driving" it, to use the recognised expression, you have by this time been tutored with patience enough to render you so far a perfect batsman, but you still have a few miles left before you can hope to reach the end of your journey. You have still to learn the art of "cutting," as the action of hitting a ball by means of the wrist is usually denominated. You have still to learn one of the most effective hits in the possession of an expert batsman, and you can never hope to attain your diploma of the college of batsmen unless you have to some extent mastered this great necessity. Much of the efficacy of this hit depends obviously on the batsman's strength of wrist, but even with this faculty no great success can be achieved unless the eye be quick and the judgment ready to time the ball well as it rises from the ground.

There are two methods of cutting, known respectively as the "forward cut"

and the "late cut," though the latter is the more efficacious as well as the more elegant, and likely to confer the greater honour on the rising batsman. The forward cut resembles more the ordinary drive to the off, with a slight infusion of wrist, and indeed at times it puzzles the most learned observers whether to characterise those hits that pass just in front of point, as cuts or drives. You cannot mistake the true cut, though, for it is different in every way, and, moreover, its own special brilliance prevents the possibility of its identification or confusion with any other stroke (Fig. 9). Watch any batsman who has acquired eminence in his profession, and it will not be long before you see the ball spinning



Fig. 9.—THE CUT.

with a velocity that you could hardly believe it capable of, through the slips, careering past long-slip, and giving him a run, for which he is—you can see he is—extremely grateful. If you have taken the trouble to watch minutely, you will have discovered the precise method in which this graceful stroke was accomplished, and you will be able to try a little of the same species of stroke on your own account. You will find that it will take time to achieve, just as surely as many other lessons that seemed as simple; you will have to work with energy, and continue resolutely until you have overcome the difficulty. If you can learn at all from written precepts, you will do well to study the position that I give. Take notice that in this hit the relative uses of the two legs are reversed. To realise the cut proper you will have to make your left leg the pivot instead of the right, as is usual in most of the ordinary hits, and the right will have to be used, as occasion requires, to promote the correct timing of the ball. You will have necessarily to follow, as it were, the course of the ball, or rather to face it as you are in the act of hitting. Much of the secret of cutting consists in the judgment with which the ball is timed, and a few trials will convince you of the correctness of this assertion. If your eye and mind act well in concert, you need have little fear of failure, and practice will further enable you to make sure of your aim. It may be that you will never be so proficient as some who have become almost representative batsmen by reason of this one hit; for to cut brilliantly demands that you should be able to calculate the time and rise of the ball to the veriest nicety; and flexibility of wrist is required rather than the possession of anything like herculean strength. It is a stroke, none the less, that you should cultivate and endeavour to master, although there are reasons why even the cut should be administered with caution and never abused.

You will find here that a heavy bat will seriously interfere with the success of your efforts, so do not be misled by the idea that an addition of a pound or two avoirdupois will give you any advantage over the rest of your fellows. Some young players seem to think that it adds to their renown to wield a bat that more sensible plodding souls reject on utilitarian principles. In cutting you want a bat that you can raise with ease, not one that will cause the tendons of your wrist to ache for a week afterwards. You want a bat that you can command, so that you can slide your hands, if required, to the very end of the handle, for you will discover that sometimes you get a ball so wide that your fingers itch to smite, even under the direst risks, and your hands will insensibly glide along the

handle until you have got the bat stretched to its farthest limit. It is the ball just outside the off stump though, that you will find most available for cutting; and if you time it correctly you will marvel at the rapidity with which it glides away, twisting like a serpent, and leaving behind it a track such as no other style of hit has the power of producing.

There is a great consolation for you in learning this same secret of hitting, for if your physical powers be less marked than those of many of your fellows, you will not be placed on any inequality in this respect. Some of the most noted instances of famous cutting have been made by batsmen of insignificant stature, so that you need not be deterred by any want of muscularity.

Learn to time the ball first, for in this one point lies the real secret of all the brilliant hitting, either in the past or the present. Time the ball, then, so that you can calculate its course with sufficient certainty to know that it will bound well to the off; you will instinctively draw back as if you were preparing for the first attitude in fencing, and the bat will be raised up, straightened horizontally, instead of perpendicularly, as in the common order of events. You had better allow the ball to pass you rather than be anxious to anticipate its arrival. If you let fly too soon you are liable rather to retard than assist its progress, and unless the ground is such that the ball comes accurately to you, there is a great likelihood that you will find yourself placed in the ignominious position of succumbing to the dexterity of the fieldsman at point. Do not forget to hit with the blade of the bat turned slightly downwards, if you wish the ball to skim along the ground instead of soaring to the sky. If you fulfil this injunction, and wait well for the ball; timing it with any degree of accuracy, you will have the satisfaction of witnessing the ball glide on behind point, with a velocity that seems inexplicable. It will be useless for long-slip to attempt to prevent its passage, for it will be well out of his reach, though the glory of following it until it has realised four or perhaps six runs will surely fall to his lot.

Possibly the earliest ball in the experience of a cricketer is that which is professionally known as the "half volley"—the easiest, provided that your bat is not out of the perpendicular. You must understand the half volley proper to consist of a ball pitched so far up to the batsman that he can reach it easily, without inconvenience, as it rises from the ground. It is the most brilliant, the most effective, the most manly of all hits, if you have acquired the art of hitting it as it should be hit. You can put every particle of strength at your disposal into the manipulation of the half volley, and the firmer the stroke and the more accurate the timing, the greater the success that will attend your inspiration.

But a young player had better refrain from the hit altogether, and be content with playing the ball, unless he can make good terms for himself. If you have made up your mind, and are bent on striking, get your body well set, so as to give a good swing to the bat, and avoid irresolution, of all things. A determined hit will often prevent a downfall, even if the ball should be thoroughly miscalculated, when a tamer course would lead to inevitable ruin. The same remark applies equally to the half volley, whether it be on the off stump, straight to the centre, or directed towards the leg stump, though the circumstances may have to be slightly altered. The ruling principle is alike in each instance, that the ball should not be hit otherwise than at a certain height of the bat. Avoid hitting it too low on the face of the bat, for much of its rebound will be lost, unless it is allowed to get slightly above the level of the ground. Be equally cautious, on the other hand, against its contact with the bat above a certain height, as if it be straight there is a chance that it may be seized by the bowler, or if it be on the leg stump, that in hitting you may give an

opportunity for a catch either to short-leg or to long-stop. The intermediate course will be most serviceable, as you will soon discover. If you time the ball so that it meets the bat at about one foot from the bottom of the blade and just as it has risen about six inches from the ground, you will instil terror into your foes by the venom of your hits. Only do not jump to the conclusion, in a moment of self-satisfaction, that every ball is a half volley, or your fate will be sealed. You will have another such opening soon enough, if you only wait patiently and resist temptation.

Perhaps the greatest of all curses to a young batsman is the possession of any distinguished powers of hitting. The necessity of acquiring the great secret of successful batting in early life cannot be over-estimated, so continue until you have effectually secured this necessary accomplishment. If, though, you are a hitter beyond all hope of recovery, take a word of advice, too, in season. Do not leave your ground even to do this, for here you lose, without doubt, the best of the many chances in your favour. You see some good hitters run out at balls wide of the off-stump, and make one jump to give a lever to the stroke; but the twist comes, and they are irremediably stumped. You will have dangers enough in the risk of catches to eleven hungry fieldsmen, without adding stumping to the list of possible catastrophes. You should be careful, too, to play in a match the same as you do at practice, or rather to make your practice really a preparation for the important necessities of the match itself. You will find hundreds who seem determined to neglect this golden rule. It is not at all unlikely that you may derive substantial benefit from this advice, so do not treat it scoffingly, as the manner of some is. It is obvious that any injudicious policy in unsettling the tactics of a batsman should be strictly discouraged, and yet there are many who urge on their wild career headstrong and wilful when they are receiving practice from a bowler, unfitting them altogether for the urgent requirements of any important contest. It is common enough to see these same youths hitting away recklessly and foolishly, with their sole aim to knock the ball out of the ground, or to earn the distinction of hitting into some adjoining garden, defiant of possible accident or injury to unwary and innocent souls who love not cricket. Such tactics as the above should be rigidly avoided. In practice there should be the same studious adherence to rule and precept, or what good is to be derived therefrom? You are likely enough to make a mistake, from momentary forgetfulness in a match, and you will not then have the same chances of escape when there are eleven fieldsmen all thirsting for your blood. It may be amusing enough to gratify a few spectators with a taste of your prowess, with the possibility that you may also maim or frighten any chance women or children; but the records of a match are enduring, you will remember, and the glory of a good score will outlive millions of sensational strokes at the practice net.

To some few of us the very mention of a stolen run comes with a sort of pleasant fragrance of the past. If stolen fruit taste the sweetest, no more pleasurable sensation than that of stealing a run, when runs are wanted, and the whole field is on the alert, is known to the cricketer. You have to pit your judgment against that of the enemy, your activity against the agility of eleven antagonists, and all honour to you if you are on the right side. You will be surprised to find what you can do in the way of running between the wickets when your powers are put to the test. To a good judge there is nothing more distressing than the listless dawdle that seems to actuate the movements of certain batsmen when they go to the wickets, nothing more painful than to see them stand in their ground stiff as statues, motionless as sentries, instead of aiming to assist their side by the attainment of runs far from impracticable. Do not be misled because you see batsmen of any pretension saunter and stroll

between the wickets, as if the whole game were a business to be performed with as little trouble as possible, instead of an exercise to encourage the use of every limb, and the development of all the muscles. You should regard the loss of every possible run as an offence that should receive condign punishment. If you have a chance of getting in with a partner who understands you, and will act in concert with you, runs which seemed impracticable will lose all their difficulty, and you will find that the distance between the wickets reduces itself wonderfully the better the sympathy between your partner and yourself. To see Jupp and Thomas Humphrey run in the days when Surrey was at its best was a treat worth going miles to see. You seemed to enter into the spirit of the game itself when you saw how complete was the understanding that prevailed between the two old comrades. No loud shout of "Come!" or "Run!" to make the whole field on the alert, but a tacit understanding that did better than whole volumes of advice. It was just a shake of the head, or a nod, and the thing was done.

Directly the ball has left the bowler, be ready to make as much of your way as is prudent towards the ground of your partner. Do not be over-anxious, and avoid as much as possible any movement that may be likely to give the enemy an idea of your intentions; but be vigilant as well as resolute, and you cannot fail. You will see good runners invariably effect a run when the batsman has played the ball just in front of his bat, and the whole field applauds vigorously, as if the feat had been one of great difficulty, instead of one of comparative ease. You will find often that the runs which appear most hazardous are free from all risk, and this is a notable instance:—You have backed up well, and are midway between the wickets, so that it is easy for you to reach the batsman's end before the wicket-keeper can turn to assail your stumps. So far then you, at least, are safe, while your partner, provided that he act well in concert with you, has divined your intentions, and is well on his way towards the end that you have left, to the annoyance of the wicket-keeper, who either fumbles the ball, or fails to get in time, or, worst of all miseries, makes a shot at the wicket, with the likelihood of assisting your score materially by the aid of an overthrow. Remember, above all things, that in running, the man who hesitates is lost. It is of no value to you to learn afterwards that you might have saved yourself if you had only made up your mind at first, either to stay in your ground or to run at once, instead of vacillating between the two courses to your certain ruin. There is no midway passage open to you, as a rule. You must either run or give your partner a *decisive* word of command, so that he may be able to act on your order at once.

You will have to use your own discretion in many cases, for one fieldsman will place you in danger when you may be safe with all the rest of the side. You will have to make up your mind according as the ball is travelling, slowly or with speed into the hands of the fieldsmen. There is nothing more pleasing to good batsmen, or on the other hand more likely to tantalise and demoralise the whole field, than a run made when the ball is slowly trudging along on its way to mid-on. There is no surer run for you if you back up well, there is not the slightest risk in your own case, while your partner can presume on the same immunity, as the player who picks up the ball cannot possibly turn round to assail his wicket. You must be careful, though, not to use words that may be misunderstood when you call for a run. If you decide on not running, you will do well to communicate by means of the usual negative, "No!" or if bent on a run, signify as briefly as possible your intention with the word "Run!" You must be on the alert, with your gaze always fixed on the ball, or you will lose many a run that is perfectly feasible. It is ridiculous sometimes to see the chances that are allowed to escape, even by the best batsmen in the best matches. You will see players,

whose education should have been more highly finished, jog along between the wickets with their back turned to the ball, as if to effect one run alone was a feat arduous enough of itself, without having to expose themselves to the trouble of effecting a second. You can never tell what may occur if you "run the first run sharp." You may secure runs by good running that are utterly impossible from the bat when the bowling is well on the wicket. You have to keep your side, and you can materially benefit the cause by training yourself to be a good judge of runs. You will have to back up always on the assumption that the ball *may* possibly be muffed by one of the fieldsmen, even though they are the most expert representatives of the art. It is not enough that you should rely on the known skill of any special player, and count on the quick return of the ball, for a blade of grass or uneven piece of ground may entirely divert its course, and you will then have the dissatisfaction of learning that you have lost a run. You really cannot estimate the disastrous effects that may happen to a side even from one of these runs, when the game is at a critical point, and you are straining every nerve to prevent the better of the two batsmen who are in from securing the ball. You do not know how severe is the agony of a bowler at finding his analysis spoiled again and again by the achievement of these same sharp runs, with the possibility of overthrows to make matters still worse.

The best long-stops are often utterly unmanned by a good runner, a whole field thoroughly soured and demoralised, and a probable victory turned into a certain defeat solely by a batsman bent on making the best use of his time, and turning to good account every likely chance of a safe run. You will have to be cautious, though, and be careful not to overdo matters, or you will fail ignominiously instead of succeeding as you ought to succeed. You will have to use your discretion in running to certain fieldsmen; and beware how you run to a left-handed man, or your fate will be speedy! Nor is it wise or judicious to over-run your ground, as you will see many do, passing yards behind the wicket instead of planting their bat just within the crease, and turning at once in the hope of another run. You will soon be impressed, too, with the benefit of running with your bat well in front of you, and all along the ground, as by this means you will gain many a yard when it comes to the question of a close run. Lastly, do not over-run yourself, but take time to recover your breath, and do not let your eyesight suffer merely to effect a single run. Remember further that, if you hit the ball in *front* of the wicket, it is *your* business to judge the run; your *partner's* if the ball is hit *behind* the stumps.

#### BOWLING.

If you are under the impression that you have mastered the art of bowling because you have gained a certain amount of mechanical precision in directing the course of the ball, you are very much mistaken. You must banish for ever the notion that precision is all that is required to become a great bowler, or you will have wasted much time and labour that might have been more profitably spent. You must recognise at once the fact that to secure eminence as a bowler needs gifts that all do not possess, as well as a degree of nerve that practice and experience can alone produce. You need patience and resolution, as you well know, to become a good batsman; but you require, in addition, a keen perception, and a readiness to discover the weak points of your adversaries, or you will never mature into a bowler of the highest rank. It is not enough to peg away for an hour or more at the wicket with hardly a ball off the line, for the machine known as the catapult will satisfy you in this respect without the necessity of a more active foe. You can pick bowlers by scores with the greatest accuracy who can pound away without flagging, and give you excellent practice,

but still totally unfitted for the exigencies of a match, by reason of the same monotonous action, and the entire absence of anything like variety in either pitch or pace.

It is not difficult to deliver one ball out of six that would prostrate one or more of the stumps against which you have to direct your attack, but you want much more than that before you have passed your primary examination in the school of bowling. It is not always the strongest ball that is the most successful, nor is it the best balls that are the most likely to secure the downfall of a well-qualified batsman. Still, you must have thoroughly grounded yourself in the rudiments of the art, and gained at least a modicum of confidence, before you can venture to think of experimentalising on your own account.

Do not be misled with the idea that it is the bad bowling that succeeds, or you will have utterly misconstrued the meaning of these remarks. What is meant is that the head of a bowler will often avail as much as, or perhaps more than, his arm, and that study will help materially to improve your position as a bowler. Remember that a bad ball is more useful than a good ball at the proper time. You will find it a less easy task than you suppose to secure a facility in guiding the course of the ball, so be cautious, and do not disparage the advice of those who have plodded cheerfully over the same road. You must possess patience and perseverance, too, or you had better make up your mind to give up the quest as hopeless. If you want an instance to encourage you, it is certain that the veteran Lillywhite, one of the craftiest generals, as well as one of the most complete masters of the ball that cricket has ever produced, used to practise during the winter in a barn, labouring to achieve the greatness he ultimately gained. It is not sufficient that you should take the ball up once and again at lengthy intervals, but that you should make bowling an absolute study. You must be prepared to adhere to fixed principles, moreover, or you will seriously hinder your progress. Do not follow the pernicious example that is often set to young bowlers, and tear away until you are too fatigued to lift your arm, or move a muscle. It is essential that you should feel your way steadily, or you will find yourself gradually transforming what should be a pleasure into an annoyance, as well as pain. You must husband your strength until you have become inured to the exertion, or you will learn to your cost that you have overtaxed your powers beyond hope of recall. If you are bent on becoming a really useful bowler, you will do more good by bowling for a short time, with occasional spells of rest, than by labouring on until your arm is tired, or your hand so benumbed from stiffness as hardly to feel the hold of the ball. You must guard, too, as carefully against the policy of fast bowling on the part of a young aspirant, for this is a system equally pernicious. More good would arise from the practice of underhand bowling at the first than by encouraging the adoption of the round-arm delivery, until some degree of accuracy as well as power has been obtained.

There must be some little spot between the line of the wickets more vulnerable to a batsman than any other. You will have to direct your aim at this, though obviously you will have, in an absolute contest, to alter your tactics and vary your bowling as occasion requires, to trade on the exposed weakness of any special batsman. When you have so far progressed as to be able to maintain a continuous fire on this debatable ground, you can be sure of immediate promotion. You can easily make the precise place well defined by depositing a piece of paper on the ground, so as to prevent all chance of misdirection, and you will soon value the utility of having this distinctive mark. You will, first of all, have to master the power of holding the ball completely under control, before you can aim at higher flights; and this practice of accustoming yourself not to bowl without having some definite object for your target, will help you materially.

Do not over-bowl yourself at the outset, but try your strength with a low delivery, and a pace that will not tire or fatigue you. You will find at first that you will have some difficulty in pitching the ball far enough, though the distance does not seem very great until you have tried. You had better do anything than retain that fault, for short bowling is the worst of all, and even one long hop in an over is a fatal mistake that you must seek to overcome at all hazards. You will assist your future prospects, too, more than you can imagine, by selecting a neat and easy style of delivery. It may be that you have already formed a habit in this line that you cannot well eradicate, and in this case the advice may come a little too late. It is certain that the more easy and less exhaustive the style of action, the better the chance of a bowler retaining his skill for any length of time. If you have, unfortunately, contracted the habit of bowling spasmodically, without the measured steady swing that should mark the movements of a first-class bowler, you can hardly hope to last, although you may electrify the world perchance for a few brief seasons.

You have been fortunate, then, let us admit, in choosing a style of action that will be of permanent use to you, and you feel that you can bowl without contracting your muscles or cramping the play of your limbs. So far you have done well enough, but you will have to be careful, too, that you do not vary the action, even in practice, and that you adhere unflinchingly to the method that you have decided to adopt. It is essential that you should endeavour to make, at least, this part of your study mechanical, and that you should never allow yourself to be tempted into conflicting habits that will certainly mar for ever your chances of distinction as a bowler. Do not be lured into the error of howling even one ball on any other terms, for you can hardly guess the importance that may attach to the slightest relapse from the usual routine. Commence slowly, at a pace that will serve to give you confidence, instead of aiming at once at the accomplishment of a lightning speed that will inevitably bring you to grief.

Do not indulge in any fanciful contortion in the way of delivery, but keep your body as upright as possible, and endeavour as much as you can to present your full face to the batsman when you are about to set the ball on its way. You will have to keep the opposite wicket entirely in your line of sight, or you will fail, as does the billiard player who diverts his gaze from the object ball. Forget, to a certain extent, that you have the ball in your hand, and think only of the stumps that you have to attack, and you are sure to fall into a settled gait as well as an action that will in all likelihood become habitual.

You must train, as in batting, your hand and eye to act in concert if you are keen and enthusiastic in your pursuit of bowling.

It will do you infinite good to note the pace and style of celebrated performers with the ball, and you will see for yourself the almost mechanical perfection that practice and strict adherence to fixed principles can produce. You may derive a useful lesson from noticing the absolute ease of their movements in contrast with the laborious and stilted style of others, and you will recognise the value of the advice of maintaining one undeviating action at all times and under all circumstances.

You have by this time made your selection, and have profited so far by the instructions as to have fallen into a style of action that has become habitual by reason of persistent practice. So far you have done well, and mastered at least the most difficult of the early rudiments of the art. You have grounded yourself already in the more mechanical branches of the pursuit, so that now you will be able to devote your attention to the scientific application of your powers, and reach even to experiments. You will have to learn how best to hold the ball, for so much depends on its course after leaving your hand that every possible advantage in the manner of holding has carefully to be studied. It is obvious



that most of the rotatory tendency which proves so effectual in the case of some bowlers, is owing to the method in which the ball is held when it leaves the hand, so that no chance should be allowed to escape in this direction. There are some who deem it to their advantage to hold the ball in the palm of the hand, but the plan is injudicious, and will in no way assist the object in view.

If you come into close quarters with a bowler cunning in device, you will find that he has quite a tight grasp of the ball, allowing the tips of the fingers to touch the seam, in order to impart the greatest amount of "spin," on the assumption that the fingers have the chief power in ruling the delivery. You will, if you watch, see him sometimes, too, carefully (Fig. 10) pressing along each side of the seam with the nails of his fingers, with a view to raising the seams, and so imparting to the ball a certain extraneous influence, that may assist its course when the part so manipulated comes into contact with the ground. You will require something more than a mere facility for accuracy of bowling when you have to meet first-class players, so that you had better make all the necessary preparations as you advance, instead of having to retrace your steps to recover your losses.

"What sort of a bowler is So-and-so?" you may hear often enough, and the inevitable reply, "Oh! straight enough; but there's nothing in it." What you want is the talent for imparting to the ball a spin that will cause it to twist, jump, and take the greatest advantage of any inequalities of ground. It may be that at times there are fields so level, turf so well cultivated, and surface so perfect, that the best bowler cannot infuse the slightest break into a ball, but it is very rarely that you will be unable to discover something that will help you in giving impact to the ball. Certain peculiarities of action no doubt tend to enable bowlers to procure the desired spin, but generally it may be said to emanate from a certain mechanical combination of arm and wrist. You cannot hope, though, to fathom the mystery of this rotatory motion from any written treatise, so you must judge for yourself as much as possible by practical experiments, profiting, if within your reach, by the tuition of a well-qualified master. You can do much to help this spin if you study the matter thoroughly, for it is marvellous sometimes to witness the eccentric vagaries incidental to the course of the ball when it reaches the ground, propelled from the hand of a bowler who has reached perfection in this matter. You will see that the aim is to encourage, as it were, the action of the spin by a certain shove or jerk after delivery, as if under the impression that the tendency to rotation may be reduced if the process be not continued until the ball has finally left the hand. It is only, too, by care that you will be able to retain this twisting delivery, for overwork has the inevitable effect of deadening the feeling at the fingers' ends, and when this sensitiveness has gone, a bowler may be said to have reached the first step on his downward course.

"It often surprises me," remarks a bowler, well known in his day, "that there are not more bowlers of merit, as I am quite sure that a large majority of cricketers, both gentlemen and players, could bowl well enough to be of use in a match if they would only try. Of course, to become a skilful bowler requires much study, and I can safely say, from experience, that it is an art that must be cultivated for many a long day. Any cricketer possessed of a hand and eye quick enough for fielding, as well as a sufficiency of intelligence to bat well, cannot fail to bowl if he will only give the art of bowling some time and patience. As far as

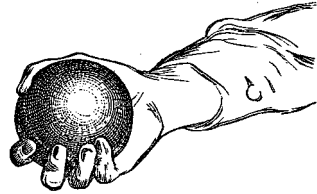


Fig. 10.—HOLDING THE BALL FOR THE SPIN.

I know, the art of bowling lies in managing the body in such a manner as to walk or run a few paces to the crease, and then, having the body and arm well balanced, to let the ball leave the hand *at the proper moment*. The actual movement is purely mechanical, dependent on precision, and the secret of success is, first, a true love of the sport, and secondly, great patience and practice.

"The spin of the ball, and the judgment requisite to puzzle a batsman, are matters entirely of experience, and can be learned only after the bowler has acquired the art of hitting the stumps with certainty. I do not think—the exceptions only serve to prove the rule—that the very fast or tear-away bowling is calculated to finish a match on a very good ground, unless the bowler is very superior, unless he can make the ball cut across the wicket, or unless the ball shoot from wet or other causes. Fast bowling is very expensive at times, in byes, and snicks through the slips; and a lucky player, by just turning the ball, may score five runs without any skill on his part. My idea is, that the bowler should bowl well within his strength, and should have as his main aim the attempt to weary the batsman's patience by a well-sustained attack. He must expect to be punished occasionally, but it is often the first sign of hitting in the play of a batsman that serves to encourage the bowler. Obviously, the first two points to be studied are precision and a certain command over the ball. Look at some of the best bowlers of the North of England, and consider how some of them have reached distinction. Why, I believe that the supremacy of the North over the South in the matter of bowling is due solely to the persistent study the Northerners give to the cultivation of the art. In the Northern and Midland Counties, perhaps from indirect causes, bowling is greatly fostered. I have in some parts myself seen colliers and labourers of all kinds, during their leisure hours, at practice with a ball at a stone or piece of coal on the road or on the moors, no matter where, so long as they can have something whereat to bowl, at the regulation distance of twenty-two yards; and the consequence is, that they can almost all bowl with accuracy, though I am inclined to think that they very unwisely consider perfection to be represented by swiftness of pace, and do not devote sufficient time to the cultivation of skill in slow and medium-paced delivery."

You will find hundreds of batsmen who can play fast bowling truly and well, but few who excel when pitted against men like Peate or Shaw, whose pace is so slow as to allow the batsman ample time to deliberate and fidget himself into a glorious state of irresolution. You may be able to produce exceptional instances, such as those of Spofforth, Ulyett, Morley, and Christopherson, where fast bowling has been to a certain extent placed in comparative subjection; but the cases on the other side of the question will be still stronger. If there were placed in opposition to you any bowler above the ordinary medium pace, you would feel at home, because you would have every now and again a ball that would enable you to give full scope to that favourite cut of yours, or a half volley that you could play forward for five or six, with the assurance that the fieldsmen were not placed deep as they are to accommodate the requirements of a slow bowler. You can play many a fast bowler, as you say yourself, "for a week," because you have acquired the requisite amount of mechanical proficiency to enable you to time the ball with the proper degree of accuracy; and the very fact that the ball so seldom deviates from the direct road from wicket to wicket imparts to your play a feeling of confidence which the peculiar gyrations of the ball, as it travels from the arm of a slow bowler, would seriously disturb. You are more likely to score, too, from fast bowling, and that is a feature that you are not likely to forget. One lunge, and you may make a hit for five, because the fieldsmen may happen to be just a foot out of the mark, and the ball travels at too rapid a pace for him to secure it at the right moment. You

know, too, that in pitch the excellence emphatically rests with the slow bowler, as his very action renders him less likely to tire; and to maintain a good pitch in fast bowling requires a rare amount of muscular power.

You are a medium-paced bowler, then, and you have reached a certain degree of accuracy in your own little sphere. You will have to give your attention now chiefly to studying the special differences that you may happen to note in the play of the several batsmen against whom you are contending. You have already learned to acquire proficiency in the method of delivering the ball, but you have still to discover the best means of applying your talents. You have to use your head, and to pit your perceptive faculties against those of many a different foeman, so that you have yet a lesson which must not be overlooked. In fact, it resolves itself now entirely into a question of *your* brains against those of the batsman, and it is undoubtedly your own fault if you fail to succeed. You will have many varieties of opposition to encounter, so that you will have need of all your discrimination. Beware of experimenting until you have to some extent sounded the depths you are approaching, for the ball that is easy as A B C to one may be the most difficult that you can give to another; and this cannot possibly be discovered until you have gained some idea of the different styles to which you will have to be opposed. See for yourself the various points that a bowler has to study, and you will be able to estimate the difficulties under which he labours. He must be patient, above all things, and not easily disheartened, or he may as well abandon all hope of distinction. You will find few bowlers who can maintain their position the same after being hit for six; but it is essentially this class of resolute players who do become famous, by means of the sheer dogged determination to succeed. You can no more rely on the bowler who collapses because short-slip allows a ball to pass between his legs, or because point, after fanciful contortions, gets so close to the ball as to make the spectators believe that it was a possible catch, than you can on his equally unfortunate fellow, who is a very demon at the practice nets, but the veriest impostor when called upon to display his form in a match.

If you aim at being an absolute expert in the way of bowling, you will have to cultivate other faculties than those with which the mere possession of a certain amount of bodily strength has endowed you. The science of batting has improved so much, and developed so marvellously with the proportionate improvement in the condition of cricket-grounds, that the old order of bowling has changed in a surprising manner, giving place to a new and vastly more intelligent state of things. Indeed, to be a skilful bowler nowadays requires a degree of mental acumen that was almost unnecessary in the past, when village commons were rough, and protective armour had not yet been invented to indemnify the batsman against any serious risks, and make his position at the wickets as pleasant of tenure as possible. You will have more than one style of batsman to meet, so that you must have all your wits about you, to adapt yourself to differing circumstances. You will have to face sometimes a batsman whom no amount of allurements will entice an inch beyond the limits of the popping crease, and at other times members of the "slogging" fraternity will confront you whose eyes are so keen, and shoulders so broad, that even your most cunningly-devised ball will be sent to the next parish. There are some batsmen of this impetuous order who will meet you almost half-way between the wickets.

You will find that practice will soon initiate you into the special weakness of every batsman with whom you have to cope, provided that you only take the trouble to learn, and are gifted with an ordinary amount of discernment. There will occasionally be times when you are punished severely; for it happens that a batsman has his own peculiar likes and dislikes, and your bowling may unfortunately come under the former category. You may have tried every *ruse*

common to the general run of bowlers, and without success. You have varied your pitch with consummate care, but still the play of the batsman has been varied too. You have altered your tactics then, and made the ball point from off to leg, instead of from leg to off, but with the same ill-fortune; and your artifices seem to be divined by intuition. In the light of a last hope, you have then determined to give a ball that shall be utterly devoid of break or spin, and it has sped straight from your arm into the wicket of your foe. You have always a material advantage over your adversary, in that he has at the most only a few seconds to deliberate on his movements, while you may have, in addition, a great help in any inequality of ground.

If you are wise, you will not continue to bowl when you have found that the batsman has thoroughly mastered you, but take a spell of rest, and return invigorated to the attack. Such a course will involve some self-sacrifice, for the best bowlers will feel aggrieved at being taken off, even when they are practically ruining their side. It is common enough to hear such a one complain of being so treated, and for this of all reasons that he felt certain he would secure a wicket in an over or two!

You must be cautious, above all things, to keep your bowling well up to the batsman, or your chances will be very scarce. It may be that now and then you suffer, but on the other hand you are little likely to do any great injury to the bat, unless you do preserve something more than a short pitch in your bowling. Remember that you have ten men to help you in the field, and that you have to consider them as much as, or even more, than yourself. The perfect condition of cricket-grounds nowadays, and the almost painful regularity that marks the course of each ball after the pitch, is very much against your chance of hitting the stumps themselves, so that you must utilise your forces as best you can. A far-pitched ball, or what is technically called a "yorker," will often secure the fall of an experienced batsman, before he has been in long enough to get his eye used to the sight, when thousands of short-pitched balls would be treated with contempt. Indeed, with short-pitched balls you lose altogether the great point of vantage that you have over the batsman, in giving him plenty of time to speculate on and determine his movements. Scores of fast bowlers, useful enough when the ground is rough, and the ball flies almost perpendicularly from the pitch, are practically valueless on a good and easy wicket, solely because their pitch is so short that every ball comes up easily to the bat, and is hit without difficulty, or so far from the point aimed at it, that it goes an inch or two over the stumps, instead of striking them.

You will learn, in course of time, that the very best batsman has his vulnerable place. You will discover that few are without some form of weakness, especially with balls pitched on the leg stump; and this is essentially the blind side, the most favourable for you to attack, if you are able to maintain anything like a continuous fire. Here, though, you must be very careful not to overdo matters by pitching the ball too near the bat, for it is decidedly easier to get rid of a ball well up on the leg stump than one of a lesser pitch. A short-pitched ball, straight on the leg stump, is the most difficult of all for the batsman, as it is the most likely to produce a catch. You will do well to experiment on this ground, for, as a general rule, the tendency to straight play is overcome by a succession of leg balls, and the patience of the batsman is exhausted, until he begins to show, not only signs of a crooked bat, but a desire to hit, whereupon he is inevitably lost. If you find that your opponent has a strong defence, that he plays straight, and is at all stiff or cramped in style, do not maintain a persistent attack at his stumps, but rather tempt him, and encourage him to forsake his prudential tactics. If you have tried him on the off side, and discover that he can hit well in that quarter, or can cut well, as most systematic blockers can,

give him one on the leg stump, and dispose the field, whom you have stationed at short leg, according to the manner in which he meets the new assault. You can do much in all probability by this simple *ruse*, for a good field at short leg will still more effectively cramp the movements of the bat; and if he be at all worthy of his onerous post, will be able to adapt himself as well to the requirements of the ball, and help materially the aim of the bowler.

You must remember, too, that you have to rely *greatly on the assistance* that you derive from the ten players who combine to constitute your field, so you will have to be cautious that you dispose them rightly, and that you work harmoniously with them, or you will be a serious loser yourself. If you are in good accord with them, you will find many a catch made that would otherwise perhaps never have been attempted.

Bowl always with the idea of getting a wicket, not of accomplishing another maiden over. Do not make excuses when you are asked to bowl, that it is not your day, or that the wind is too strong, that the hill is against you, or the ground too heavy for you to stand. Sink all such insignificant devices, and play the game as if it were a noble sport, instead of a mere vehicle for individual aggrandisement.

#### FIELDING.

In the majority of elementary treatises which have been written on Cricket, there has been little or no allusion made to fielding, which is certainly one of the most important qualifications in a good cricketer. A good bat may be unluckily caught, and a good bowler may not be on the spot for the day; and then, if bad men be in the field, they become mere clogs upon the other men on their side, and do more harm than good. It is not, therefore, by any means a waste of time on the part of a youthful cricketer if he steadily sets to work and learns his duties in the field, by carefully watching the movements of masters in the art. It must be borne in mind, however, that fielding is not, like many simpler things, picked up in one or two days; a perfect apprenticeship must be served, and the assistance of a quick eye and steady nerve must be enlisted on the tyro's side to bring about success.

Before going through the various places in the field at which glory can be gained, and reputations made, it may be as well to give a few hints upon fielding in general, as they may be useful to beginners. In the first place, it will be universally admitted that the primary object of a man standing at any place is to catch the batsman out or to save runs. But even with this laudable object in view, it is strange to see the awkward manner in which many so-called cricketers set about the task. Often in the case of a high catch they hurry up to the ball in a state of excitement, which prevents them from taking a steady look at it, and judging it properly. Their legs straddle under them, and their hands are wide apart. Holding a catch in such a position is only a matter of chance, and it is frequently the case that the lucky fieldsman is even more astonished at his success than the lookers-on. A golden rule for catching high hits is to get as *well under* the ball as possible, and judge where you think the ball will pitch. Keep your wrists almost together on a level with the lower part of your chest, but a little distance away from it, with the palms of your hands facing each other, and the tips of the fingers upwards, and about eight inches apart. By



Fig. 11.—CATCHING.

this means you will have a sort of box to catch the ball in, and the position of your hands will give you a chance of hugging it to your body, if you do not catch it clean, and the ball tries to elude your grasp (Fig. 11). In the case of sharp catches, quickness of eye alone is of avail, and there is generally little time to make elaborate preparations. It therefore necessitates a field near the wickets keeping a very sharp look-out, or the chance will have been given and missed, before he fairly knows anything about it.

Backing up the wicket-keeper, or the bowler, or another field, in cases where the ball is thrown in, or hit to them sharply, is the bounden duty of the careful field, and a conscientious carrying out of this work has saved many a match from being lost. It is not by any means necessary for a field to wear himself out by too great exertions, and running after another man's ball; but the virtue of backing up should never be lost sight of.

The last important point in fielding is throwing-in to the wicket-keeper, and many a good field in other respects is simply a nuisance to his side from the carelessness of his throwing-in. On all occasions the ball should be thrown in as low as possible, provided it does not roll along the ground, but reaches the wicket-keeper in one or two hops. The perfection of throwing-in consists in sending in the ball without any spin on it, about six inches above the bails, and in *one hop*. Of course this is not always possible, but still many fieldsmen manage to do it pretty often. There is no necessity for throwing-in with all one's might, when men are not running, or even if they are, when there is plenty of time to get them out. A violent "peg at the wickets" is always foolish, and frequently results in an overthrow, whilst a soft



Fig. 12.—THE WICKET-KEEPER (TAKING A LEG-BALL).

return when a hard one is not necessary is an act of consideration to the wicket-keeper, whose hands are often tender from bruises gained at his post.

The most important places in the field are, after bowler, those of wicket-keeper, long-stop, point, cover-point, and long-leg; but there is no place where a good man is not sure to come to the front and distinguish himself if he simply takes pains to do so, and so once more the tyro must bear in mind that he has only himself to blame if he neglects the practice which alone can make him perfect.

The *wicket-keeper* has not only an honourable but a dangerous position, for he is often injured by a quickly-rising ball which he miscalculates. The art in wicket-keeping is to "take" leg-balls well, and this is quite impossible if a correct position is not assumed. To enable him to take a leg-ball the left foot should not be placed in front of the right one, but about one foot behind it, and about three feet apart from it (Fig. 12). By placing the right foot near the wicket, and with his legs in this position, the wicket-keeper, when he stoops down, can watch the progress of the ball with ease, and is able to "take it" if it comes near enough to him without changing the position of his feet to any great degree. A wicket-keeper must have a good eye and a good temper, and should be above making perpetual appeals to the umpire on frivolous grounds, a habit which only makes the latter suspicious of him when a genuine appeal is made.

*Point* is a position requiring a quick eye and steady nerve as well. He should stand almost on a level with the wicket for fast bowling, but get nearer the bowler for slow bowling. He should not, however, run in needlessly. He should not stand in closer than he can see clearly.

*Cover-point* stands farther from the wicket than point, and has almost similar duties to perform. He must bear in mind that there is a tendency in balls coming to him to break towards slip after they touch the ground.

*Long-Stop's* place is behind the wicket-keeper, and his duty is to prevent byes from being gained.

*Long-Leg* has often the hardest place in the field for overs at a time, and the variety of different styles in hitting to leg always makes his situation an anxious one. He should be placed square with the wicket, or even in front of it for slow bowling, and move his position in the direction of the long-stop, in proportion to the increase of a bowler's pace. There is a break on the balls received at long-leg towards long-stop which must be allowed for.

*Long-Slip*, too, has a break on the balls he receives, and this, like *Cover-point's*, is towards the long-stop.

*Short-Leg* has also a break, and his, like *Long-leg's*, is in the direction of the long-stop. His position in the field must be regulated by the bowler's pace.

Changes have to be made in a field when left-handed batsmen appear at the wicket. It is then usual for point and short-leg to occupy each other's places, which obviates the constant passing to and fro of these fieldsmen every time a run is scored. The other men usually alter their positions in like manner to suit the circumstances of the case, but the umpire at the batsman's end always crosses over and stands in a line with the crease near short-leg.

The duties of an *Umpire* are to decide upon all disputed questions of catching, stumping, or running out. In cases of catches the umpire at the bowler's end is the one to decide, and in stumping the one at the batsman's end. In running out cases the appeal is of course made to the umpire at the end where the wickets are put down. The umpire has also to keep a record of the balls bowled in each over, and to call over when the number agreed upon has been bowled. It may be remarked that they usually keep their reckoning straight by holding a number of coins in one hand at the commencement of the over, which are passed singly from one hand to the other as each ball is bowled; when all the coins have changed hands "Over" is called. The umpire has also to call "no ball" or "wides" when they are bowled (these do not count in the over as balls). In the case of the ball striking a player's person and not his bat, and a run being scored, it is a leg-bye, and not an ordinary bye; this the umpire communicates to the scorer.

The *Scorers* are generally two in number, and their duties are to record the runs obtained, on specially designed scoring sheets. In many cases what is termed an analysis of the bowling is also kept, and this consists of a record of every ball bowled, and the fate that befel it. It is usual to signify a ball that no run is scored off by a dot, and one that is scored off by a figure representing the number scored, and one that takes a wicket by a big W (Fig. 13).

BOWLER'S NAME.

Jones ... ..	•	3	w	•	1	•	•			
	1	2	•	W	•	•				
Smith ... ..	•	•	n.-b.	•	1					
	•	•	•	•	•					

Fig 13.—A BOWLING ANALYSIS.

From this diagram it will be seen that Jones has bowled three overs; the first produced 6 runs—viz., 3 from the second ball, 1 from the fourth, and 2 from the fifth.

His second over commenced with a wide (marked by a small w), off the second ball no run was made (this is practically the first of the five balls forming the over), then 1 run, then two dots, then a wicket. His third over is a "maiden," no runs being scored. Smith opens with a maiden; the first ball of his second over is a no-ball, from the second no run is scored, the third is hit for one; from the remaining three balls neither runs nor wickets are obtained. Wides and no-balls do not count in reckoning an over, so that in a five-ball over, a bowler who sends down a wide has to bowl six balls to that over. The

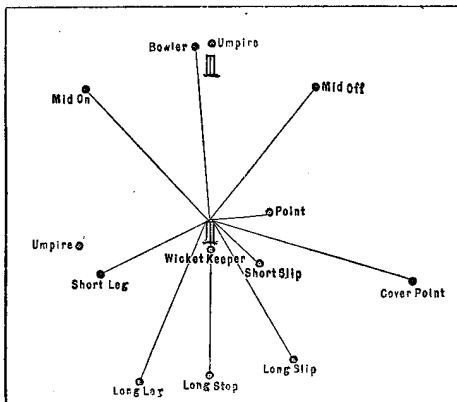


Fig. 14.—FIELD SET FOR FAST BOWLING.

state of the game is usually communicated by the scorers to the public and those concerned by means of what is called a "telegraph." This consists of a black-board or frame raised some feet above the ground; on this are three rows of

hooks, three hooks being on the top and bottom rows, and two on the middle; on these hooks metal numbers are hung, which show the state of the game. The top row shows the total score, the middle gives the number of wickets down; the bottom tells the runs scored by the last man out. It is customary to change the top line every ten runs, and always to re-arrange it on the fall of a wicket. The "telegraph" should be diligently attended to, for when left to be looked after by anybody, it is usually neglected altogether, and is really in such cases of no use. This kind of slovenliness is by no means rare.

The places in the field being dependent on the bowler's peculiarities, we give plans which represent the disposition of the field in fast (Fig. 14),

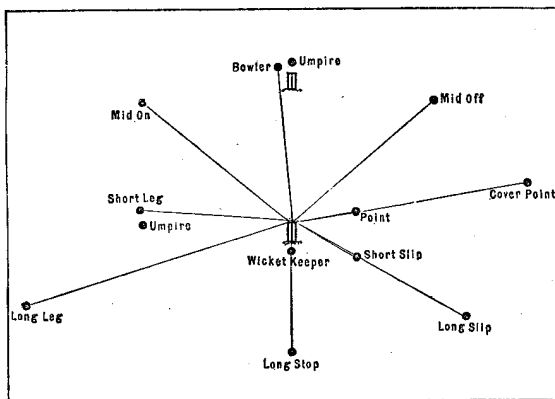


Fig. 15.—FIELD SET FOR MEDIUM BOWLING.



medium (Fig. 15), and slow (Fig. 16) bowling. Such arrangements can be modified to meet the requirements of any special case.

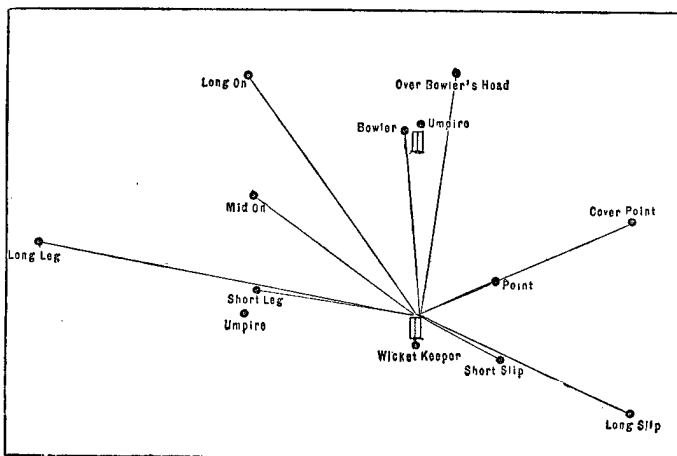


Fig. 16.—FIELD SET FOR SLOW BOWLING.

#### THE LAWS OF CRICKET, AS REVISED BY THE MARYLEBONE CLUB.

1.—**The Game.** A match is played between two sides of eleven players each, unless otherwise agreed to; each side has two innings, taken alternately, except in the case provided for in Law 33. The choice of innings shall be decided by tossing.

2.—**Runs.** The score shall be reckoned by runs. A run is scored:—

1st. So often as the Batsmen after a hit, or at any time while the ball is in play, shall have crossed, and made good their ground, from end to end.

2nd. For penalties under Laws 16, 31, 41, and allowances under 41.

Any run or runs so scored shall be duly recorded by scorers appointed for the purpose.

The side which scores the greatest number of runs wins the match. No match is won unless played out or given up, except in the case provided in Law 45.

3.—**Appointment of Umpires.** Before the commencement of the match two Umpires shall be appointed; one for each end.

4.—**The Ball.** The Ball shall weigh not less than five ounces and a half, nor more than five ounces and three-quarters. It shall measure not less than nine inches, nor more than nine inches and one-quarter in circumference. At the beginning of each innings either side may demand a new ball.

5.—**The Bat.** The Bat shall not exceed four inches and one-quarter in the widest part; it shall not be more than thirty-eight inches in length.

6.—**The Wickets.** The wickets shall be pitched opposite and parallel to each other at a distance of twenty-two yards. Each wicket shall be eight inches in width, and consist of three stumps, with two bails upon the top. The stumps shall be of equal and sufficient size to prevent the ball from passing through, twenty-seven inches out of the ground. The bails shall be each four inches in length, and when in position, on the top of the stumps, shall not project more than half-an-inch above them. The wickets shall not be changed during a match, unless the ground between them become unfit for play, and then only by consent of both sides.

7.—**The Bowling Crease.** The Bowling Crease shall be in a line with the stumps: six feet eight inches in length; the stumps in the centre; with a Return Crease at each end, at right angles behind the wicket.

8.—**The Popping Crease.** The Popping Crease shall be marked four feet from the wicket, parallel to it, and be deemed unlimited in length.

9.—**The Ground.** The Ground shall not be rolled, watered, covered, mown, or beaten during a match, except before the commencement of each innings and of each day's play, when, unless the In-side object, the ground shall be swept and rolled for not more than ten minutes. This shall not prevent the Batsman from beating the ground with his bat, nor the Batsman nor Bowler from using sawdust in order to obtain a proper foothold.

10.—**The Bowler. No Ball.** The Ball must be bowled; if thrown or jerked, the Umpire shall call "*No Ball.*"

11.—The Bowler shall deliver the ball with one foot on the ground behind the bowling crease, and within the return crease, otherwise the Umpire shall call "*No Ball.*"

12.—**Wide Ball.** If the Bowler shall bowl the ball so high over or so wide of the wicket that in the opinion of the Umpire it is not within reach of the Striker, the Umpire shall call "*Wide Ball.*"

13.—**The Over.** The Ball shall be bowled in Overs of four balls from each wicket alternately. When four balls have been bowled, and the ball is finally settled in the Bowler's or Wicket-keeper's hands, the Umpire shall call "*Over.*" Neither a "*No Ball*" nor a "*Wide Ball*" shall be reckoned as one of the "*Over.*"

14.—The Bowler may not change ends more than twice in the same innings, nor bowl more than two Overs in succession.

15.—The Bowler may require the Batsman at the wicket from which he is bowling to stand on the side of it which he may direct.

16.—**Scoring off No Balls and Wide Balls.** The Striker may hit a "*No Ball,*" and whatever runs result shall be added to his score; but he shall not be out from a "*No Ball,*" unless he be run out or break Laws 26, 27, 29, 33. All runs made from a "*No Ball,*" otherwise than from the bat, shall be scored "*No Balls,*" and if no run be made one run shall be added to that score. From a "*Wide Ball*" as many runs as are run shall be added to the score as "*Wide Balls,*" and if no run be otherwise obtained one run shall be so added.

17.—**Bye.** If the ball, not having been called "*Wide*" or "*No Ball,*" pass the Striker, without touching his bat, or person, and any runs be obtained, the Umpire shall call "*Bye;*" but if the ball touch any part of the Striker's person (hand excepted), and any run be obtained, the Umpire shall call "*Leg Bye,*" such runs to be scored "*Byes,*" and "*Leg Byes,*" respectively.

18.—**Play.** At the beginning of the match, and of each innings, the Umpire at the Bowler's wicket shall call "*Play;*" from that time no trial ball shall be allowed to any Bowler on the ground between the wickets, and when one of the Batsmen is out, the use of the bat shall not be allowed to any person until the next Batsman shall come in.

19.—**Definitions.** A Batsman shall be held to be "*out of his ground,*" unless his bat in hand or some part of his person be grounded within the line of the Popping Crease.

20.—The wicket shall be held to be "*down,*" when either of the bails is struck off, or, if both bails be off, when a stump is struck out of the ground.

The STRIKER is out—

21.—**The Striker.** If the wicket be bowled down, even if the ball first touch the Striker's bat or person :—"*Bowled.*"

22.—Or, if the ball, from a stroke of the bat or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher :—"*Caught.*"

23.—Or, if in playing at the ball, provided it be not touched by the bat or hand, the Striker be out of his ground, and the wicket be put down by the Wicket-keeper with the ball or with hand or arm, with ball in hand :—"*Stumped.*"

24.—Or, with any part of his person he stop the ball, which in the opinion of the Umpire at the Bowler's wicket, shall have been pitched in a straight line from it to the Striker's wicket and would have hit it :—"*Leg before Wicket.*"

25.—Or, if in playing at the ball he hit down his wicket with his bat or any part of his person or dress :—"*Hit Wicket.*"

26.—Or, if under pretence of running, or otherwise, either of the Batsmen wilfully prevent a ball from being caught :—"*Obstructing the field.*"

27.—Or, if the ball be struck, or be stopped by any part of his person, and he wilfully strike it again, except it be done for the purpose of guarding his wicket, which he may do with his bat, or any part of his person, except his hands :—"*Hit the ball twice.*"

EITHER BATSMAN IS OUT—

28.—**The Batsmen.** If in running, or at any other time while the ball is in play, he be out of his ground, and his wicket be struck down by the ball after touching any Fieldsmen, or by the hand or arm, with ball in hand, of any Fieldsmen :—"*Run out.*"

29.—Or, if he touch with his hands or take up the ball while in play, unless at the request of the opposite side :—"*Handled the ball.*"

30.—Or, if he wilfully obstruct any Fieldsmen :—"*Obstructing the field.*"

31.—If the Batsmen have crossed each other, he that runs for the wicket which is put down is out; if they have not crossed, he that has left the wicket which is put down is out.

32.—The Striker being caught, no run shall be scored. A Batsman being run out, that run which was being attempted shall not be scored.

33.—A Batsman being out from any cause, the ball shall be "*Dead.*"

34.—**Lost Ball.** If a ball in play cannot be found or recovered, any Fieldsmen may call "*Lost Ball,*" when the ball shall be "*dead;*" six runs shall be added to the score; but if more than six runs have been run before "*Lost Ball*" has been called, as many runs as have been run shall be scored.

35.—After the ball shall have been finally settled in the Wicket-keeper's or Bowler's hand, it shall be "*dead;*" but when the Bowler is about to deliver the ball, if the Batsman

at his wicket be out of his ground before actual delivery, the said Bowler may run him out; but if the Bowler throw at that wicket and any run result, it shall be scored "No Ball."

36.—A Batsman shall not retire from his wicket and return to it to complete his innings after another has been in, without the consent of the opposite side.

37.—Substitute. A substitute shall be allowed to field or run between wickets for any player who may, during the match, be incapacitated from illness or injury, but for no other reason, except with the consent of the opposite side.

38.—In all cases where a substitute shall be allowed the consent of the opposite side shall be obtained as to the person to act as substitute, and the place in the field which he shall take.

39.—In case any substitute shall be allowed to run between wickets, the Striker may be run out if either he or his substitute be out of his ground. If the Striker be out of his ground while the ball is in play, that wicket which he has left may be put down and the Striker given out, although the other Batsman may have made good the ground at that end, and the Striker and the substitute at the other end.

40.—A Batsman is liable to be out for any infringement of the Laws by his substitute.

41.—The Fieldsman. The Fieldsman may stop the ball with any part of his person, but if he wilfully stop it otherwise, the ball shall be "dead" and five runs added to the score; whatever runs may have been made, five only shall be added.

42.—Wicket-keeper. The Wicket-keeper shall stand behind the wicket. If he shall take the ball for the purpose of stumping before it has passed the wicket, or, if he shall incommodate the Striker by any noise, or motion, or if any part of his person be over or before the wicket, the Striker shall not be out, excepting under Laws 26, 27, 28, 29, and 30.

43.—Duties of Umpires. The Umpires are the sole judges of fair or unfair play, of the fitness of the ground, the weather, and the light for play; all disputes shall be determined by them, and if they disagree, the actual state of things shall continue.

44.—They shall pitch fair wickets, arrange boundaries where necessary, and the allowances to be made for them, and change ends after each side has had one innings.

45.—They shall allow two minutes for each Striker to come in, and ten minutes between each innings. When they shall call "Play" the side refusing to play shall lose the match.

46.—They shall not order a Batsman out unless appealed to by the other side.

47.—The Umpire at the Bowler's wicket shall be appealed to before the other Umpire in all cases except in those of stumping, hit wicket, run out at the Striker's wicket, or arising out of Law 42, but in any case in which an Umpire is unable to give a decision, he shall appeal to the other Umpire, whose decision shall be final.

48.—If the Umpire at the Bowler's end be not satisfied of the absolute fairness of the delivery of any ball, he shall call "No Ball."

48a.—The Umpire shall take especial care to call "No Ball" instantly upon delivery; "Wide Ball" as soon as it shall have passed the Striker.

49.—If either Batsman run a short run, the Umpire shall call "One Short," and the run shall not be scored.

50.—After the Umpire has called "Over," the ball is "dead," but an appeal may be made as to whether either Batsman is out; such an appeal, however, shall not be made after the delivery of the next ball, nor after any cessation of play.

51.—No Umpire shall be allowed to bet.

52.—No Umpire shall be changed during a match, unless with the consent of both sides, except in case of violation of Law 51; then either side may dismiss him.

53.—Following Innings. The side which goes in second shall follow their innings, if they have scored eighty runs less than the opposite side.

#### ONE DAY MATCHES.

1.—The side which goes in second shall follow their innings if they have scored 60 runs less than the opposite side.

2.—The Match, unless played out, shall be decided by the First Innings. Prior to the commencement of a match it may be agreed:—that the Over consist of 5 or 6 balls.

#### SINGLE WICKET.

*The Laws are, where they apply, the same as the above, with the following alterations and additions:—*

1.—One wicket shall be pitched, as in Law 6; with a Bowling Stump opposite to it, at a distance of twenty-two yards. The bowling crease shall be in a line with the bowling stump; and drawn according to Law 7.

2.—When there shall be less than five Players on a side, bounds shall be placed twenty-two yards each in a line from the off and leg stump.

3.—The ball must be hit before the bounds to entitle the Striker to a run, which run cannot be obtained unless he touch the bowling stump or crease in a line with his bat, or some part of his person, or go beyond them, and return to the popping crease.

4.—When the Striker shall hit the ball, one of his feet must be on the ground behind the popping crease, otherwise the Umpire shall call "No Hit," and no run shall be scored.

5.—When there shall be less than five Players on a side, neither Byes, Leg Byes, nor Overthrows shall be allowed, nor shall the Striker be caught out behind the wicket, nor stumped.

6.—The Fieldsman must return the ball so that it shall cross the ground between the wicket and the bowling stump, or between the bowling stump and the bounds; the Striker may run till the ball be so returned,

7.—After the Striker shall have made one run, if he start again he must touch the bowling stump or crease, and turn before the ball cross the ground to entitle him to another.

8.—The Striker shall be entitled to three runs for lost ball, and the same number for ball willfully stopped by a Fieldsman, otherwise than with any part of his person.

9.—When there shall be more than four Players on a side there shall be no bounds. All Hits, Byes, Leg Byes, and Overthrows shall then be allowed.

10.—There shall be no restriction as to the ball being bowled in Overs, but no more than one minute shall be allowed between each ball.

The Marylebone Cricket Club (the M.C.C., as it is generally styled) is the supreme legislative assembly for devotees of the willow. Its laws are universally accepted, though in some minor particulars a certain amount of latitude is allowed. For instance, the 13th Law would be held to apply rigidly only in first-class matches. In most other matches an over consists of five, or even of six balls, but the former number is more commonly adopted. It may be admitted that few, if any, bowlers would now be found to allege that five balls to the over were excessive, though many would probably urge that six balls are an undesirable number, inasmuch as they subject some bowlers to too much fatigue and strain. Considering that the bowling department is the arm in which the greater proportion of clubs is seriously defective, regard should invariably be paid to the just claims of the bowler. That being so, cricketers will be almost unanimously of opinion that five balls to the over is a number that a bowler may be reasonably expected to "send down" for a considerable period without becoming wild. An over of four balls is excellently adapted to two or three-day matches, but is not so well suited to whole or half-day contests, because too much time is occupied (and lost) in the mere change of field every fourth ball.

In concluding this article on Cricket, we would most earnestly insist upon the supreme importance of discipline. A club which is weak in this respect does not possess the essential elements of stability, even though in batting or bowling it should be exceptionally strong. Composed, as it commonly is, of players who have perhaps never met before, and who possibly do not see anything of each other during the week, a club ought to be captained by a member whose knowledge of the game, and of the individual capacities of his fellow-members, is thorough, but who, in addition to these important requisites, is able to secure the undoubted respect of his club. A cricketer who is domineering, unsocial, haughty, mean, unsympathetic, may be an admirable player, but will never make a good captain. The captain's responsibilities in the field are very grave. He must be quick to discern how his bowlers, and the batsmen to whom they are opposed, are getting on. He must not hesitate to change the bowling whenever it has "ceased to pay," and when he himself takes the ball in hand, he must have the courage to take himself off with the same promptitude as he would another, in the event of his not being on the spot. Judgment and foresight, as well as tactical skill, are imperatively demanded of every captain. How very absurd it is to change the bowling many minutes after the alteration ought to have been made! In these minutes mischief may have been done beyond recall. The notion prevails in some quarters that the captain sets the field; within limits this is permissible, but the bowler must *always* be allowed to place the men to suit his bowling. So much for the leader of a club. To the members we have only to say that they must render unhesitating obedience to their captain. Even in cases where it is all but conclusive that his instructions are injudicious, they should nevertheless be carried out—though in such an extreme case as this representation of his error may fairly be made to the captain.

Cricket—which is *facile princeps* of all out-door games—offers not only the most healthful recreation to players, but presents to those who know the game one of the most pleasant means of spending their leisure hours in the open air. In a moral aspect, no game stands higher, and we sincerely hope that our readers may long be spared to take an active delight in this noble pastime,