

ODALL

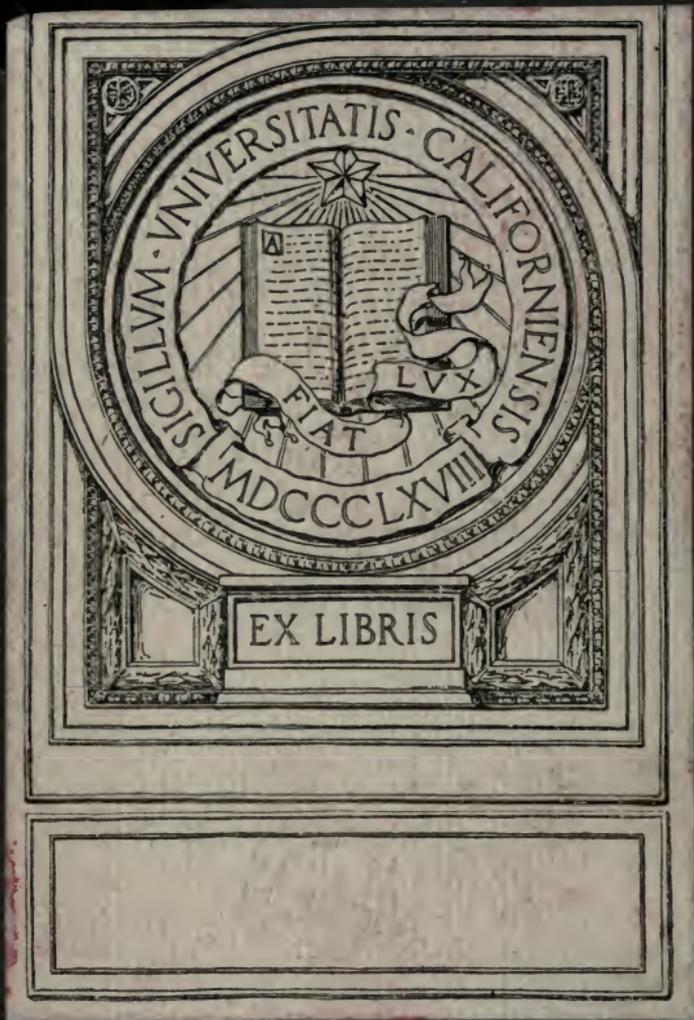
GV
867
.M25

UC-NRLF

#B 281 782



YB 19653



EX LIBRIS

No. 30 - FOX'S ATHLETIC LIBRARY

BASE BALL

HOW TO PLAY THE GAME

by

JOHN McGRAW



OFFICIAL
RULES
FOR
1913

PRICE 10 CENTS

RICHARD K. FOX
PUBLISHING COMPANY
NEW YORK CITY



Digitized by the Internet Archive
in 2007 with funding from
Microsoft Corporation



RICHARD K. FOX

SCIENTIFIC BASEBALL

By JOHN J. MCGRAW

Manager-Captain of the New York Club
National League

ALSO THE

Official Rules for 1913

AND SCHEDULE OF GAMES TO BE PLAYED

FULLY ILLUSTRATED

RICHARD K. FOX PUBLISHING COMPANY

FRANKLIN SQUARE, NEW YORK CITY

GV867
.M25

Copyright 1913

BY RICHARD K. FOX PUBLISHING COMPANY.

NO. 1000
ANNAPOLIS, MD.

2100

CONTENTS.

	PAGE.
Schedules for National, American and Intern'l League Games for 1913	8
Concerning Pitchers.....	15
The Man Behind the Bat.....	37
Playing First Base.....	43
On Second Base.....	47
The Third Baseman.....	51
Shortstop.....	55
At the Bat.....	57
The Outfielders.....	63
Rules.....	67
Umpires and Their Duties.....	89
Rules for Post-season Championship Games.....	100
World's Championship Series, 1912.....	104
National League Records, 1912.....	105
National League Batting Averages, 1912.....	106
National League Pitching Averages, 1912.....	107
American League Records, 1912.....	108
American League Batting Averages, 1912.....	109
American League Pitching Averages, 1912.....	110
Pacific Coast League Records, 1912.....	111
Pacific Coast League Batting Averages, 1912.....	112
Pacific Coast League Pitching Averages, 1912.....	113

INDEX TO ILLUSTRATIONS.

	PAGE.
Richard K. Fox.....	2
John J. McGraw.....	16
How Ball is Grasped for Start of Fade-away	18
Position of Hand as Ball Leaves it.....	18
The Drop-curve.....	20
The Out-curve	20
How to Throw a High Fast Ball	22
The Spit Ball.....	22
The In-curve.....	24
The Slow Straight Ball.....	24
Christy Mathewson.....	36
Joe Wood	40
Frank Chance	44
Ty Cobb... ..	50

SCHEDULES

OF THE

National, American and
International Leagues

For 1913

AND THE

OFFICIAL RULES
for Professional Baseball

*Adopted by the Joint Playing Rules Committee of the National
and the American Leagues at New York, February 16, 1913*

BASEBALL SCHEDULE FOR 1913

National League.

American League.

Boston at home vs.

Brooklyn.
April 22, 23, 24, 25. May 29, 30, 31. Oct. 2, 3, 4.

New York.
April 17, 18, 19, 21. May 24, 26, 27, 28. Sept. 29, 30.

Philadelphia.
April 26, 28, 29, 30. June 21, 23, 24. Sept. 4, 5, 6, 8.

Pittsburgh.
May 6, 7, 8, 9. July 12, 14, 15, 16. Aug. 25, 26, 27.

Cincinnati.
May 15, 16, 17, 19. July 22, 23, 24. Aug. 16, 18, 19, 20.

Chicago.
May 20, 21, 22. July 17, 18, 19, 21. Aug. 12, 13, 14, 15.

St. Louis.
May 10, 12, 13, 14. July 8, 9, 10, 11. Aug. 21, 22, 23.

Brooklyn at home vs.

Boston.
May 1, 2, 3, 5. June 30. July 1, 2, 3. Aug. 28, 29, 30.

New York.
April 26, 28, 29, 30. July 4, 4, 5, 7. Sept. 25, 26, 27.

Philadelphia.
April 9, 18, 19, 21. May 24, 26, 27, 28. Sept. 1, 1, 2.

Pittsburgh.
May 20, 21, 22, 23. July 17, 18, 19, 21. Aug. 13, 14, 15.

Cincinnati.
May 10, 12, 13, 14. July 8, 9, 10, 11. Aug. 21, 22, 23.

Chicago.
May 6, 7, 8, 9. July 12, 14, 15, 16. Aug. 25, 26, 27.

St. Louis.
May 15, 16, 17, 19. July 22, 23, 24. Aug. 16, 18, 19, 20.

Chicago at home vs.

St. Louis.
April 24, 25, 26, 27. June 21, 22, 23, 24, 25. Sept. 26, 27.

Detroit.
April 21, 22, 23. May 4, 29, 30, 31. June 1. Aug. 30, 31.

Cleveland.
April 17, 18, 19, 20. May 24, 25. June 26, 27, 28, 29. Sept. 28.

Washington.
May 7, 8, 9, 10. July 20, 21, 22, 23. Aug. 24, 25, 26.

Philadelphia.
May 11, 12, 13, 14. July 16, 17, 18, 19. Aug. 21, 22, 23.

New York.
May 15, 16, 17, 18. July 9, 10, 11. Aug. 14, 15, 16, 17.

Boston.
May 19, 20, 21, 22. July 12, 13, 14, 15. Aug. 18, 19, 20.

St. Louis at home vs.

Chicago.
April 13, 14, 15, 16. July 3, 4, 4. Sept. 4, 5, 6, 7.

Detroit.
April 10, 11, 12. May 24, 25, 26, 27, 28. July 5, 6, 7.

Cleveland.
April 30. May 1, 2, 3, 4. June 30; July 1, 2. Aug. 29, 30, 31.

Washington.
May 11, 12, 13, 14. July 16, 17, 18, 19. Aug. 21, 22, 23.

Philadelphia.
May 7, 8, 9, 10. July 20, 21, 22, 23. Aug. 24, 25, 26.

New York.
May 19, 20, 21, 22. July 12, 13, 14, 15. Aug. 18, 19, 20.

Boston.
May 15, 16, 17, 18. July 9, 10, 11. Aug. 14, 15, 16, 17.

BASEBALL SCHEDULE FOR 1913

National League.

American League.

New York at home vs.

Boston.
April 10, 11, 12. June 25, 26,
27, 28. Sept. 1, 1, 2, 3.

Brooklyn.
April 14, 15, 16. June 21, 23,
24. Sept. 4, 5, 6, 8, 24.

Philadelphia.
April 22, 23, 24, 25. May 29,
30, 30, 31. Oct. 2, 3, 4.

Pittsburgh.
May 15, 16, 17, 19. July 22,
23, 24. Aug. 16, 18, 19, 20.

Cincinnati.
May 6, 7, 8, 9. July 12, 14,
15, 16. Aug. 25, 26, 27.

Chicago.
May 10, 12, 13, 14. July 8, 9,
10, 11. Aug. 21, 22, 23.

St. Louis.
May 20, 21, 22, 23. July 17, 18,
19, 21. Aug. 13, 14, 15.

Philadelphia at home vs.

Boston.
April 14, 15, 16. July 4, 4, 5,
7. Sept. 24, 25, 26, 27.

Brooklyn.
April 10, 11, 12. June 2, 25, 26,
27, 28. Sept. 29, 30. Oct. 1.

New York.
May 1, 2, 3, 5. June 30. July
1, 2, 3. Aug. 28, 29, 30.

Pittsburgh.
May 10, 12, 13, 14. July 8, 9,
10, 11. Aug. 21, 22, 23.

Cincinnati.
May 20, 21, 22, 23. July 17,
18, 19, 21. Aug. 13, 14, 15.

Chicago.
May 15, 16, 17, 19. July 22,
23, 24. Aug. 16, 18, 19, 20.

St. Louis.
May 6, 7, 8, 9. July 12, 14,
15, 16. Aug. 25, 26, 27.

Detroit at home vs.

Chicago.
April 29, 30. May 1, 2, 3.
June 30. July 1, 2. Oct. 3,
4, 5.

St. Louis.
April 17, 18, 19, 20. June 26,
27, 28, 29. Sept. 1, 1, 28.

Cleveland.
April 24, 25, 26, 27, 28. Sept.
6, 7, 26, 27. Oct. 1, 2.

Washington.
May 15, 16, 17, 18. July 9,
10, 11. Aug. 14, 15, 16, 17.

Philadelphia.
May 19, 20, 21, 22. July 12,
13, 14, 15. Aug. 18, 19, 20.

New York.
May 7, 8, 9, 10. July 20, 21,
22, 23. Aug. 21, 22, 23.

Boston.
May 11, 12, 13, 14. July 16,
17, 18, 19. Aug. 24, 25, 26.

Cleveland at home vs.

Chicago.
April 10, 11, 12. May 26, 27,
28. July 5, 6. Sept. 1, 1, 2.

St. Louis.
April 21, 22, 23. May 29, 30,
30, 31. June 1. Oct. 3, 4, 5.

Detroit.
April 13, 14, 15, 16. June 21,
22. July 3, 4, 4. Sept. 4, 5.

Washington.
May 19, 20, 21, 22. July 12,
13, 14, 15. Aug. 18, 19, 20.

Philadelphia.
May 15, 16, 17, 18. July 9,
10, 11. Aug. 14, 15, 16, 17.

New York.
May 11, 12, 13, 14. July 16,
17, 18, 19. Aug. 24, 25, 26.

Boston.
May 7, 8, 9, 10. July 20, 21,
22, 23. Aug. 21, 22, 23.

BASEBALL SCHEDULE FOR 1913

National League.

American League.

Pittsburg at home vs.

Boston.
June 2, 3, 16, 17, 18, 19. Aug. 7, 8, 9. Sept. 15, 16.

Brooklyn.
June 9, 10, 11. July 30, 31. Aug. 1, 2. Sept. 9, 20, 22, 23.

New York.
June 12, 13, 14, 20. Aug. 4, 5, 6. Sept. 10, 11, 12, 13.

Philadelphia.
June 4, 5, 6, 7. July 25, 26, 28, 29. Sept. 17, 18, 19.

Cincinnati.
April 17, 18, 19. May 26, 27, 28. July 7. Sept. 1, 1, 2, 3.

Chicago.
April 25, 26. May 24, 29, 30, 30, 31. Aug. 29, 30. Sept. 24, 25.

St. Louis.
April 30. May 1, 2, 3. July 3, 4, 4, 5. Sept. 4, 5, 6.

Cincinnati at home vs.

Boston.
June 12, 13, 14, 15. Aug. 3, 4, 5, 6. Sept. 10, 11, 13.

Brooklyn.
June 3, 4, 5, 7. July 26, 27, 28, 29. Sept. 17, 18, 19.

New York.
June 1, 16, 17, 18, 19. Aug. 7, 8, 9, 10. Sept. 20, 21.

Philadelphia.
June 8, 9, 10, 11. July 30, 31. Aug. 1, 2. Sept. 14, 15, 16.

Pittsburgh.
April 10, 11, 12. May 4, 25. June 21, 22, 23, 24. July 6. Sept. 7.

Chicago.
April 20, 21, 22, 23. June 25, 26, 27, 28, 29. Sept. 27, 28.

St. Louis.
April 13, 14, 15, 16. May 24. June 30. July 1, 2. Aug. 29, 30, 31.

Washington at home vs.

Chicago.
June 12, 13, 14, 16. Aug. 4, 5, 6, 7. Sept. 13, 15, 16.

St. Louis.
June 3, 4, 5, 6. July 25, 26, 28, 29. Sept. 20, 22, 23.

Detroit.
June 7, 9, 10, 11. July 30, 31. Aug. 1, 2. Sept. 17, 18, 19.

Cleveland.
June 17, 18, 19. Aug. 8, 9, 11, 12. Sept. 9, 10, 11, 12.

Philadelphia.
April 14, 15, 16. June 2, 25, 26, 27, 28. Sept. 29, 30. Oct. 1.

New York.
April 10, 11, 12. June 20, 21, 23, 24. Sept. 4, 5, 6, 8.

Boston.
April 22, 23, 24, 25. May 29, 30, 30, 31. Oct. 2, 3, 4.

Philadelphia at home vs.

Chicago.
June 17, 18, 19. Aug. 8, 9, 11, 12. Sept. 9, 10, 11, 12.

St. Louis.
June 7, 9, 10, 11. July 30, 31. Aug. 1, 2. Sept. 17, 18, 19.

Detroit.
June 3, 4, 5, 6. July 25, 26, 28, 29. Sept. 20, 22, 23.

Cleveland.
June 12, 13, 14, 16. Aug. 4, 5, 6, 7. Sept. 13, 15, 16.

Washington.
April 26, 28, 29, 30. May 24, 26, 27, 28. Sept. 1, 1, 2.

New York.
April 22, 23, 24, 25. May 29, 30, 30, 31. Oct. 2, 3, 4.

Boston.
April 17, 18, 19, 21. June 20, 21, 23, 24. Sept. 4, 5, 6.

BASEBALL SCHEDULE FOR 1913

National League.

American League.

Chicago at home vs.

Boston.
June 4, 5, 6, 7. July 26, 27,
28, 29. Sept. 17, 18, 19.

Brooklyn.
June 12, 13, 14, 15. Aug. 3,
4, 5, 6. Sept. 10, 11, 13.

New York.
June 8, 9, 10, 11. July 30, 31.
Aug. 1, 2. Sept. 14, 15, 16.

Philadelphia.
June 16, 17, 18, 19. Aug. 7,
8, 9, 10. Sept. 20, 21, 22.

Pittsburgh
April 13, 14, 15. April 27,
28. June 30. July 1, 2.
Aug. 31. Oct. 4, 5.

Cincinnati.
April 29, 30. May 1, 2, 3.
July 3, 4, 4, 5. Sept. 5, 6.

St. Louis.
April 10, 11, 12. May 4, 25,
26, 27. July 6. Sept. 7, 8, 9.

St. Louis at home vs.

Boston.
June 8, 9, 10, 11. July 30,
31. Aug. 1, 2. Sept. 20, 21,
22.

Brooklyn.
June 16, 17, 18, 19. Aug. 7,
8, 9, 10. Sept. 14, 15, 16.

New York.
June 3, 4, 5, 7. July 26, 27,
28, 29. Sept. 17, 18, 19.

Philadelphia.
June 12, 13, 14, 15. Aug. 3,
4, 5, 6. Sept. 10, 11, 13.

Pittsburgh.
April 20, 21, 22, 23. June 25.
26, 27, 28, 29. Sept. 27, 28.

Cincinnati.
April 24, 25, 26, 27, 28. May
29, 30, 30, 31. Oct. 4, 5.

Chicago.
April 17, 18, 19. June 1, 20,
21, 22, 23. Sept. 1, 1, 2.

New York at home vs.

Chicago.
June 7, 9, 10, 11. July 30, 31.
Aug. 1, 2. Sept. 17, 18, 19.

St. Louis.
June 17, 18, 19. Aug. 8, 9,
11, 12. Sept. 9, 10, 11, 12.

Detroit.
June 12, 13, 14, 16. Aug. 4,
5, 6, 7. Sept. 13, 15, 16.

Cleveland.
June 3, 4, 5, 6. July 25, 26,
28, 29. Sept. 20, 22, 23.

Washington.
April 17, 18, 19, 21. July 4,
4, 5, 7. Sept. 25, 26, 27.

Philadelphia.
May 1, 2, 3, 5. June 30. July
1, 2, 3. Aug. 28, 29, 30.

Boston.
April 26, 28, 29, 30. May 24,
26, 27, 28. Sept. 29, 30. Oct. 1.

Boston at home vs.

Chicago.
June 3, 4, 5, 6. July 25, 26,
28, 29. Sept. 20, 22, 23.

St. Louis.
June 12, 13, 14, 16. Aug. 4,
5, 6, 7. Sept. 13, 15, 16.

Detroit.
June 17, 17, 18, 19. Aug. 8,
9, 11. Sept. 9, 10, 11, 12.

Cleveland.
June 7, 9, 10, 11. July 30,
31. Aug. 1, 2. Sept. 17, 18,
19.

Washington.
May 1, 2, 3, 5. June 30. July
1, 2, 3. Aug. 28, 29, 30.

Philadelphia.
April 10, 11, 12. July 4, 4,
5, 7. Sept. 24, 25, 26, 27.

New York.
April 14, 15, 16. June 25, 26,
27, 28. Sept. 1, 1, 2, 3.

BASEBALL SCHEDULE FOR 1913

International League.

Toronto at home vs.

Montreal.
June 9, 10, 11, 11. July 10,
11, 12, 12. Sept. 8, 9, 10.

Buffalo.
June 5, 6, 7, 7. June 30. July
1, 1, 2. Sept. 11, 12, 13.

Rochester.
June 2, 3, 4, 4. July 17, 18,
19, 19. Sept. 15, 16, 17.

Baltimore.
May 15, 16, 17, 19. July 21,
22, 23, 24. Aug. 28, 29, 30.

Providence.
May 21, 22, 24, 24. July 29,
30, 31. Aug. 1, 21, 22, 23.

Newark.
May 6, 7, 8, 9. July 25, 26,
26, 28. Aug. 18, 19, 20.

Jersey City.
May 10, 12, 13, 14. Aug. 2,
2, 4, 4. Aug. 25, 26, 27.

Montreal at home vs.

Toronto.
May 25, 26, 27, 28. June 12,
13, 14. July 13, 14, 15, 16.

Buffalo.
June 1, 2, 3, 4. July 17, 18,
19, 20. Sept. 15, 16, 17.

Rochester.
June 5, 6, 7, 8. June 30. July
1, 1, 2. Sept. 12, 13, 14.

Baltimore.
May 21, 22, 24, 24. July 25,
26, 27, 28. Aug. 18, 19, 20.

Providence.
May 6, 7, 8, 9. Aug. 2, 3,
4, 4. Aug. 25, 26, 27.

Newark.
May 10, 11, 13, 14. July 29,
30, 31. Aug. 1, 22, 23, 24.

Jersey City.
May 16, 17, 18, 19. July 21,
22, 23, 24. Aug. 29, 30, 31.

Buffalo at home vs.

Toronto.
May 29, 30, 30, 31. July 5,
7, 8, 9. Sept. 1, 1, 2.

Montreal.
July 3, 4, 4. Sept. 3, 4, 5, 6,
18, 19, 20, 20.

Rochester.
May 26, 27, 28. June 12, 13,
14, 14. July 14, 15, 15, 16.

Baltimore.
May 10, 12, 12, 13, 14. Aug.
2, 2, 4, 25, 26, 27.

Providence.
May 15, 16, 17, 19. July 25,
26, 26, 28. Aug. 18, 19, 20.

Newark.
May 20, 21, 22, 24. July 21,
22, 23, 24. Aug. 28, 29, 30.

Jersey City.
May 6, 7, 8, 9. July 29, 30,
31. Aug. 1, 21, 22, 23.

Rochester at home vs.

Toronto.
July 3, 4, 4. Sept. 3, 4, 5,
6, 18, 19, 20, 20.

Montreal.
May 29, 30, 30, 31. July 5,
7, 8, 9. Sept. 1, 1, 2.

Buffalo.
June 9, 10, 10, 11. July 10,
11, 12, 12. Sept. 8, 9, 10.

Baltimore.
May 6, 7, 8, 9. July 29, 30,
31. Aug. 1, 21, 22, 23.

Providence.
May 10, 12, 13, 14. July 21,
22, 23, 24. Aug. 28, 29, 30.

Newark.
May 15, 16, 17, 17, 19. Aug.
2, 2, 25, 25, 26, 27.

Jersey City.
May 20, 21, 22, 24. July 25,
26, 26, 28. Aug. 18, 19, 20.

BASEBALL SCHEDULE FOR 1913

International League.

Baltimore at home vs.

Toronto.
April 30, May 1, 2, 3, 3. June
27, 28, 28. Aug. 5, 6, 7.

Montreal.
April 21, 22, 23, 24. June 19,
20, 21. Aug. 11, 12, 13, 14.

Buffalo.
April 25, 26, 28, 29. June 23,
24, 25, 26. Aug. 15, 16, 16.

Rochester.
April 16, 17, 18, 19. June 16,
17, 17, 18. Aug. 8, 9, 9.

Providence.
June 6, 7, 7. July 3, 4, 4,
5. Sept. 11, 12, 12, 13.

Newark.
May 26, 27, 28, 29. June 30.
July 1, 2. Sept. 1, 1, 2, 3.

Jersey City.
June 2, 3, 4, 5. July 10, 11,
12, 12. Sept. 4, 5, 6.

Providence at home vs.

Toronto.
April 25, 27, 28. June 23, 24,
25, 26. Aug. 8, 9, 10.

Montreal.
April 16, 17, 18, 19. June 15,
16, 17, 18. Aug. 15, 16, 17.

Buffalo.
April 30, May 1, 3, 4. June
27, 28, 29. Aug. 11, 12, 13, 14.

Rochester.
April 20, 22, 23, 24. June 19,
20, 21, 22. Aug. 5, 6, 7.

Baltimore.
May 30, 30, 31. June 1. July
6, 7, 8, 9. Sept. 19, 20, 21.

Newark.
June 2, 3, 4, 5. July 10, 11,
12. Sept. 4, 5, 6, 7.

Jersey City.
May 25, 26, 27, 28. June 30.
July 1, 2. Sept. 1, 1, 2, 3.

Newark at home vs.

Toronto.
April 16, 17, 18, 19. June 15,
16, 17, 18. Aug. 15, 16, 17.

Montreal.
April 25, 26, 27, 28. June 23,
24, 25, 26. Aug. 8, 9, 10.

Buffalo.
April 20, 22, 23, 24. June 19,
20, 21, 22. Aug. 5, 6, 7.

Rochester.
April 30, May 1, 3, 4, 18.
June 28, 29. Aug. 3, 12, 13,
14.

Baltimore.
May 25. June 8, 9, 10, 11.
July 13, 14, 15. Sept. 8, 9,
10.

Providence.
June 12, 13, 14. July 17, 18,
19, 20. Aug. 31. Sept. 15,
16, 17.

Jersey City.
May 5, 30 (a.m.), 31. June 1.
July 4 (p.m.), 7, 8, 9.
Sept. 12, 20, 21.

Jersey City at home vs.

Toronto.
April 20, 22, 23, 24. June 19,
20, 21, 22. Aug. 12, 13, 14.

Montreal.
April 30, May 1, 3, 4. June
27, 28, 29, 29. Aug. 5, 6, 7.

Buffalo.
April 16, 17, 18, 19. June 15,
16, 17, 18. Aug. 8, 9, 10.

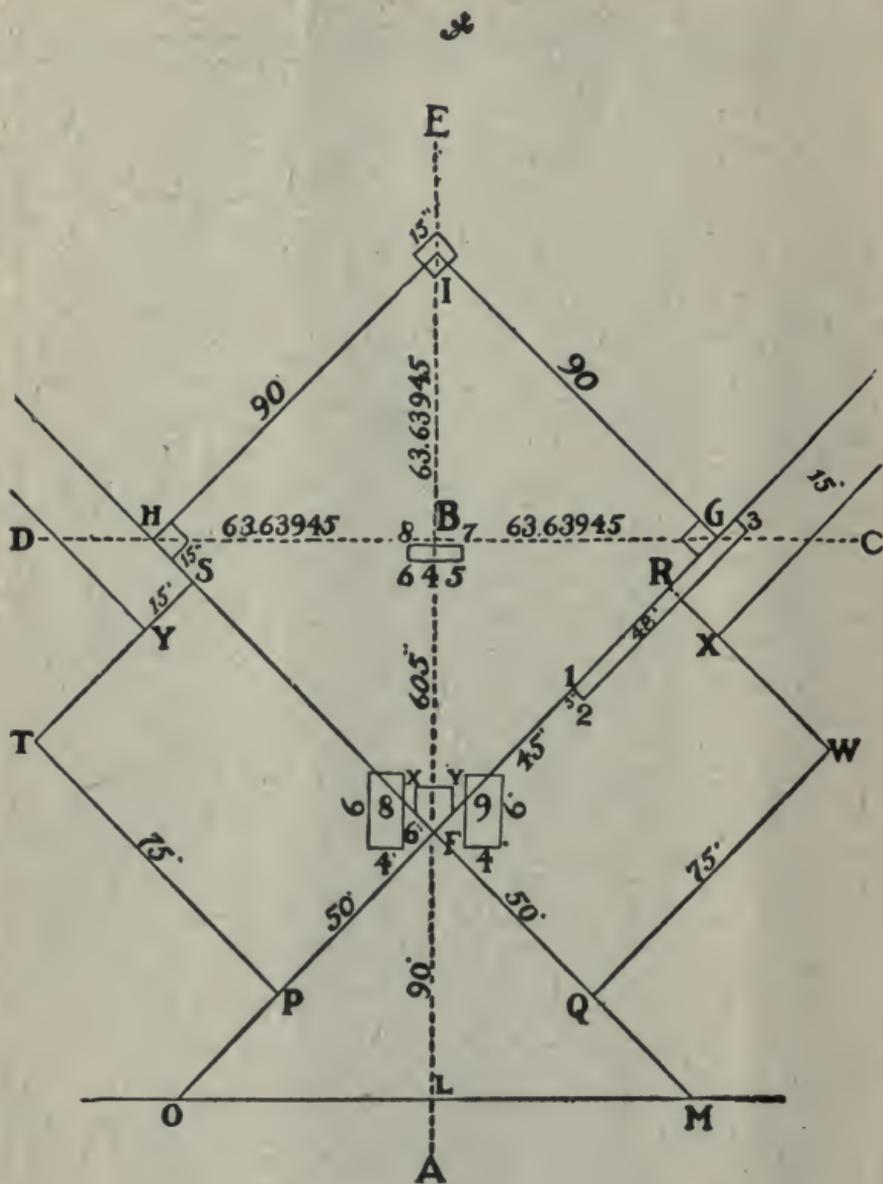
Rochester.
April 25, 26, 27, 28. June 23,
24, 25, 26. Aug. 15, 16, 17.

Baltimore.
June 12, 13, 14. July 17, 18,
19, 20. Sept. 7, 15, 16, 17.

Providence.
June 8, 9, 10, 11. July 13, 14,
15, 16. Sept. 8, 9, 10.

Newark.
April 29. May 30 (p.m.). June
6, 7. July 3, 4 (a.m.), 5.
6. Sept. 13, 14, 19.

OFFICIAL DIAGRAM OF A BASEBALL FIELD.



For further information see Rules from
No. 2 to No. 12.

CONCERNING PITCHERS

Christy Matthewson, who is probably the most successful pitcher in the business, is a man who all young fellows in the game might well follow, for he has mastered the science of the game from the pitcher's standpoint. Here is something he has said that will be of great interest to the baseball student. Read it over many times and then practice until you have attained perfection. That's the only way.

The value of a pitcher is almost invariably measured by his ability to change his pace or mix up the style of ball he is capable of delivering. Unless he can mix them up pretty well he is of little use against a clever team.

Of the various balls used by latter day pitchers the fast ball, which may have an inward shoot, outward shoot or upward shoot at the end of it, comes first. All pitchers must be able to use this ball with more or less success. Then comes the absolutely slow ball, which does not curve or revolve; the drop curve, one of the most popular curves of the day; the out curve, which is very seldom used



JOHN J. MCGRAW.

in the big leagues; the raise ball, an underhand curve, used with very little success by any one except McGinnity; the fall away, or fade away, which I have used with greater effectiveness than any other pitcher, and the spit ball, a style of delivery the science of which cannot be explained and one very difficult to control.

For two or three years I relied almost entirely upon the drop curve, fast ball and fall away, and these I shall explain fully, as I believe they are the most useful to pitchers under the present system of playing the national game.

In the first place, it takes a good physical specimen of manhood to make a successful twirler. Knotted muscles, however, are not an essential to a great pitcher, as the ball is propelled mainly by a swing of the body and the bulk of the power is derived from the back and shoulders, the arm acting as a whipcord to snap the ball. In fact, the more a pitcher can learn to get the power from his body the more he will save his arm and the longer he will be able to do himself justice in the box.

I attribute a great deal of my success to my ability to get most of the propelling force from the swing of the body.

When mastered there is no more successful



HOW BALL IS GRASPED FOR START OF FADE-AWAY.



POSITION OF HAND AS BALL LEAVES IT.

ball than the drop, or drop curve. It is a ball that can be made to break very abruptly or a gradual break can be put to it. When it breaks quickly the batter invariably hits over it and misses it entirely. It is the ball I usually rely upon when there is a man on third base and no one out.

To deliver this ball the arms must be thrown high above the head. As the pitching arm rapidly descends straight forward the arm is turned slightly outward, and when the arm is horizontal the hand is turned slightly outward and the snap, a hard one, is given by the wrist, and the greater the snap the faster will be the curve.

In holding the ball the first two fingers are above it and the thumb below. The ball is held rather loosely. When the twist or snap of the wrist takes place at the moment of delivery the hand turns so that the thumb is on top of the ball and the first two fingers below it. A full arm swing is used. The body is bent far forward so that all the weight of the body is behind the ball, and as the arm descends with a mighty swing the weight of the body is shifted from the right foot to the left. Under no circumstances use moisture when delivering this great puzzler to batsmen. On leaving the hand the ball travels in a straight



HOLD THE BALL LIKE THIS FOR A DROP CURVE.



HOW TO START THE OUT-CURVE.

line until just before it reaches the plate, when it breaks sharply downward in front of the batter.

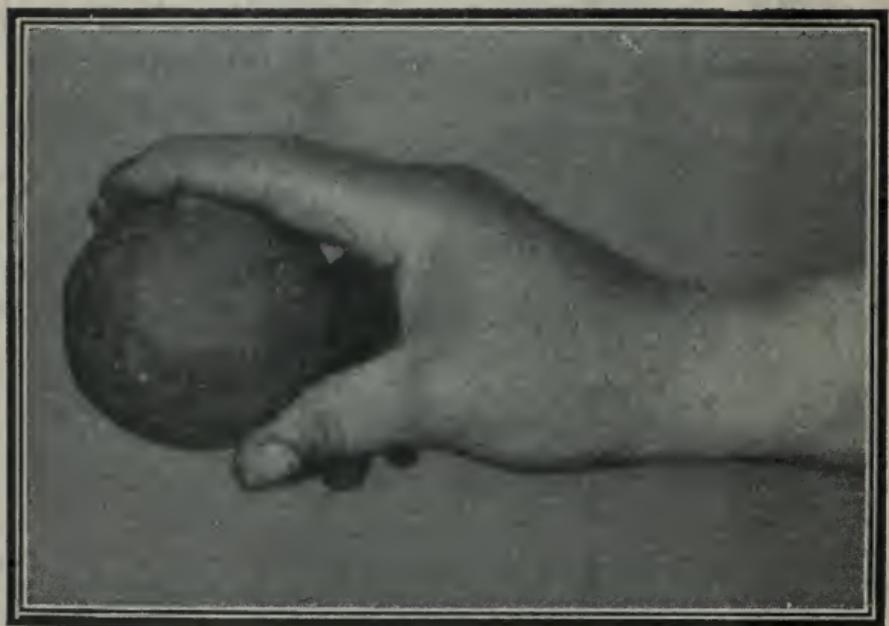
As can be well guessed such a ball is a great strain on the muscles of the arm when delivered with all the power a pitcher possesses. Like all curves the ball can be used at varying speeds. When men are not on bases it is a fine ball to pitch if it is desired to make the batter send out a grounder that can be easily fielded. In fact any curve can be used fast or slow with this purpose in view.

By not bringing the ball quite so high above the shoulder when starting to make the throw an outdrop can be attained. I seldom consider it necessary, however, to try the outdrop. It has less space in which to be called a fair ball when passing over the plate, and is therefore more risky. The regular drop curve has all the space between the batter's shoulders and knees to make the batter score a strike, while the outcurve has but the width of the plate.

When delivering this or any other curve the position of the feet is important. It comes natural to most of us, but if a pitcher begins wrong it is apt to injure his effectiveness. The feet should be about eighteen inches apart, with the toes squarely to the front when the pitcher is swinging his arms preparatory



HOW TO THROW A HIGH FAST BALL.



HOW TO THROW SPIT BALL.

to delivering the ball. Then as the arms are outstretched overhead a long stride forward should be taken with the left foot. As the ball leaves the hand the right foot is pulled off the ground and all the weight of the body is on the left foot. As soon as the ball is delivered the feet are again placed side by side about eighteen inches apart, and in this position the pitcher is in a good position to handle a sharp hit or to start quickly after a bunt.

The hardest thing about the drop curve for a novice to learn is to not make the ball break too quickly. It is the correct twist of the wrist that accomplishes the desired result, so the twist requires the most study.

The beginner had better refrain from attempting any speed, as there is no ball that will create such havoc with the arm if used indiscreetly.

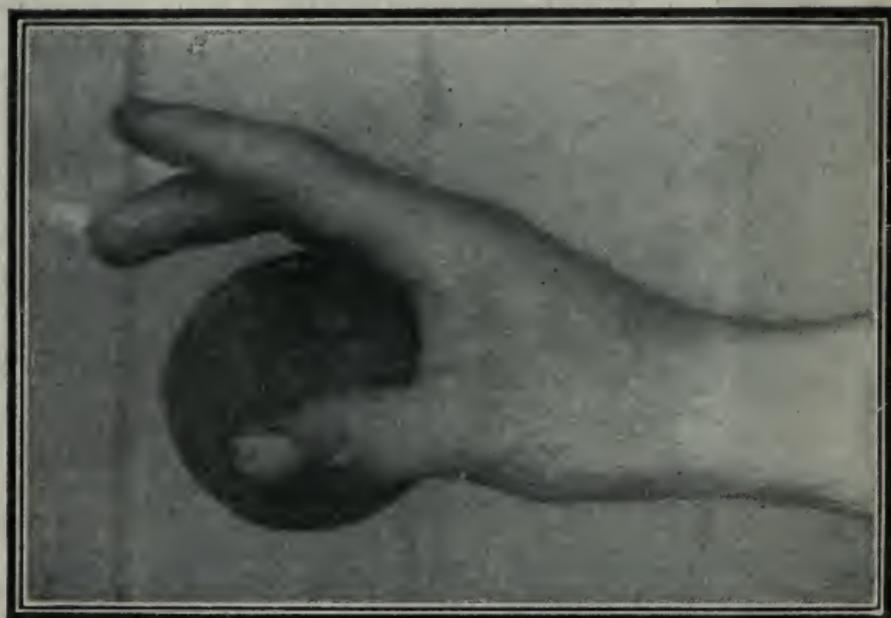
No pitcher with a good assortment of curves should be required to play in more than two games a week. A great amount of tissue is broken down in the arm that does the work, and it takes a lot of time to rebuild it.

The fall away, or fade away, ball is the most effective style of throwing a baseball that I have yet discovered.

So far as I know, I am the only pitcher in League baseball to-day that habitually uses



SENDING IN AN IN-CURVE.



THE DECEPTIVE SLOW STRAIGHT BALL.

this method of pitching. There was a twirler a few years ago who had some success with it, but he is no longer in the game. It took me considerable time to master it with any degree of perfection, but it came more or less natural to me. To others it seems to be a very hard ball to master. I have tried to teach it to several players, but none of them ever succeeded in getting it down well enough to make practical use of it in a game.

Even after they have grasped the idea and know fairly well how to send it across the plate, they lack the confidence to use it in a contest. Two pitchers that I could mention have been trying to add it to their accomplishments for two years, and they are now about ready to give it up. For this reason I believe the fade away is the ball that comes most natural to my own particular build of muscle, or perhaps I am a poor coach.

I regard the fade away as my most effective ball. I use it in every game, and it has never failed me in recent years when my control was in working order. It is the ball that has won for me all my honors in baseball, and I regard it as the best and most deceptive style of delivery that a pitcher could possess.

After a few drop curves and fast balls have been used there is no better ball than the fade

away for a change of pace. It is really an exceptionally slow ball, and it serves to relieve the strain on the pitcher as well as to puzzle batsmen. A simple definition for the fade away is that it is a ball that curves out from a left-handed batter when it is pitched by a right-handed pitcher.

In starting the fade away a pitcher goes through practically the same motions that he uses for a fast drop curve. The ball is also held in the same way as for the drop curve, and these two things serve to mystify the man at the bat at the very start. The ball is held very loosely at the tips of the fingers, the first two fingers being above the ball and the thumb below it. The arms are thrown high above the head, as for the drop curve, but when the pitching arm begins to start the horsehide on its way the arm is brought out from the side of the body and raised to an angle of about 45 degrees. This motion is gone through so quickly, however, that it is practically impossible for the batsman to detect the fact that he is going to get something very different from a drop curve. In the drop curve the arm descends straight down in front, but in the fade away the motion of the arm from its position at an angle of 45 degrees is a small outward swing. When the arm gets in front of the

pitcher just about on the level with his chin the hand is given a sharp twist inward, or to the left, which brings the back of the hand on top, and the loosely held ball, which is revolving from the rapid action of the arm, slips out sideways or off the second finger. At the same time there is a rotary motion given to the hand. When the ball leaves the hand the arm is so twisted that the palm of the hand faces outward.

The ball sails through the air at a deceptive gait until it gets about six feet from the batsman, where it begins to curve both outward and downward. It is the rotary motion of the hand just before the ball is let go that imparts the outward curve to the ball. As the ball passes the batsman it is revolving at a great rate, and its course, as I've said, is both outward and downward.

It can be easily imagined that such a ball is calculated to deceive the greatest wielder of a bat that ever strode the diamond. He is deceived at the start as to the speed of the ball. As it rushes towards him it looks like a fast high ball; six feet away from him, when it begins to drop, it has the appearance of a slow drop ball, and then as he swings at it it is travelling in two directions at once.

Another good feature of the fade away is

that it can be delivered fast as well as slow, although it never attains the speed of what we baseball players call the fast ball.

The ball often puzzles umpires, but when rightly placed it is invariably called a strike. The reason for this is that the ball has a good big target in which to score a strike. The diagonal break gives it about two feet of travel across the plate.

Another thing that increases its effectiveness is its tremendous curve. In using it I generally lure the batsman into the idea that he is about to receive a fast ball of some sort. He prepares to meet such a ball, and is therefore wide of the mark when he strikes at a sphere with a two-foot curve on it. It is particularly effective against left-handed batters, for if they meet it at all they will catch it on the end of the bat and either score a little pop fly or make a weak, dribbling hit toward the pitcher or third base.

Right-handed batters are puzzled just as much by it, and I never hesitate to use it at any time. Many batsmen have a pretty good idea of the direction it will take when they guess what is coming, but they also know how hard it is to connect with and this lessens their confidence in their own skill.

I invariably use the ball when two men are

on bases, and the opposing batsmen know it. The knowledge, however, does them little good, the ball being so hard to hit.

No pitcher can be very effective in the box without having a fast ball at his command; and it is, in fact, the ball that amateurs who aspire to be professionals should thoroughly master before perfecting their control of any other mode of pitching.

If a pitcher depended entirely on slow balls and curves, he would weaken his effectiveness at least twenty-five per cent. The opposing batsmen would soon learn to anticipate what was coming, and base hits would be made with bewildering frequency.

A fast ball may travel as straight as a surveyor's tape into the glove of the catcher, but the most effective way to use it is to make it shoot in one of several directions. If delivered by a straight overhand movement, and with great force, it may sometimes jump upward, perhaps only an inch, but that may be enough of a jump to make the batsman hit under it or hit it so that it goes straight up in the air, where the catcher or pitcher can easily secure it when it descends.

If delivered by a side arm snap, or, in other words, with the arm horizontal to the ground, it may shoot in toward the handle of a right-

handed batter. Some amateurs have been wont to call this shoot an incurve. It is not a curve, but a distinct shoot. At other times it may shoot in exactly the opposite direction; and, in fact, there is no telling what a fast ball will do.

It therefore can be easily conceived that the fast ball is a very wicked ball; and, in the hands of a pitcher with an attack of wildness, a very dangerous one. Pitchers often hit batsmen when using the fast ball, even when they have perfect control, for the ball is liable to take an unusually big shoot at any time. It is a ball calculated to rattle the man at the bat, for it is impossible for him to guess which way an extremely fast ball will jump when delivered overhand.

In many respects it is a simple sort of delivery to learn. The ball is clutched in the same way as the fade away and drop curve balls; that is to say, it is held by the two first fingers and the thumb, the latter being beneath the ball. There is one important exception, however. When delivering the drop curve and fade away, the ball is clasped so loosely that it moves about in the hand, while when the fast ball is desired the sphere is pressed tightly against the thumb.

This pressure prevents the ball making a

curve. When the ball is started on its way with the overhand swing, the whole body must go behind the ball, and no sudden jerk should be given to the arm. Neither is there any snap of the wrist when the ball leaves the hand. When the ball starts for the plate the wrist is exactly on a level with the rest of the arm, which is extended out as straight as possible horizontally to the ground. The ball leaves the hand at terrific speed and travels straight as a die. When it is about three feet from the batter it may shoot for six inches or more, either outward or inward.

When the ball is rightly delivered the speed is so great that the time is too short for a batsman's eye to judge it. He is compelled to either strike at random or step back out of harm's way.

When using the fast ball it is essential to take care that no jerk of the arm or snap of the wrist occurs. The tremendous power put in the swing is apt to lead to a strain if the motion of the arm be not as smooth as possible. The slightest jerk of the arm is apt to cause it to ache for some time.

Control is, of course, the most important feature of the fast ball. When a pitcher has good control of it, it will be as useful against a clever team as any ball he could employ. If a

pitcher knows that a batsman hits weakly at a high ball, he must have the control to send the ball across the plate exactly at the height of the batter's shoulders, so that if an attempt is made to bat the ball it will be a strike. Some batsmen are very weak at hitting low balls when they pass over either the inside edge or the outside edge of the plate, and these men are easily struck out by a pitcher having perfect control of the fast ball.

A good ball to use in connection with the fast ball is what is known in the profession as the slow ball, also known as the palm ball. This is thrown with exactly the same motion as the fast ball, and is therefore a gay deceiver to all but exceptionally clever batsmen. When a pitcher desires to use the palm ball he places the horsehide in the palm of his hand and makes the same swing as for the fast ball; that is, bringing the arm well back over the head, and then straight forward at full length, but puts very little effort in the delivery. The slow ball has no curve, and very often does not revolve when on its way to the plate.

It is this ball that is often described as looking "big as a house" when approaching the batsman. In fact, some sharp-eyed batters say that they can see the seam when the slow ball is used. It is a great ball to use when

you are sure that the fellow with the willow in his hands is expecting something speedy.

A great deal has been written about the spit ball, and it is doubtless a very useful thing to those who have mastered it. I took the trouble to master this ball, and, like many other pitchers, I have had some success with it. I do not use it very often, for the reason that I am more successful with the other styles of delivery I have described in these articles. The spit ball is delivered in about the same manner as the fast ball, and it has a little more speed than the slow or palmed ball. It is not a curve, but makes an abrupt shoot downward when within two or three feet of the plate. It does not revolve when on its way to the batsman. Just why it takes that abrupt drop, even the scientists who take an interest in baseball have been unable to explain. The ball gets its undignified name from the fact that the first two fingers are thoroughly moistened with saliva, so that the ball glides over them without revolving.

I might say in conclusion that it takes careful living and careful training to remain a first-class pitcher. A man may train conscientiously, yet fail to maintain his prestige in the pitcher's box, owing to a lack of knowl-

edge of the art of taking care of his salary wing, as ball players put it. I make it a point to give my arm a thorough rest several months each year, and I have found that this proves the wisest thing to do in the end.

CHRISTY MATTHEWSON.

[THE SPIT BALL.]

The spit ball, which is probably the most deceptive ball that a batter ever struck at, is thrown at medium speed. If thrown fast it loses its effect. It must be carefully judged, for if it is too slow it will break too soon and probably hit the ground before it reaches the catcher

To throw a spit ball wet the first and second fingers, so it will slip away instead of rolling away. With the latter movement the curve is sharp, but with the former it is sudden and sometimes startling.

It will be found difficult at first to control the ball, and the beginner is apt to be discouraged because of his wild throws.

Bear in mind one thing: In ordinary and curve pitching the ball leaves the thumb first and the fingers last; with the spit ball this is reversed, and the thumb is made to control the ball instead of the fingers.

The wetting of the two fingers is only for

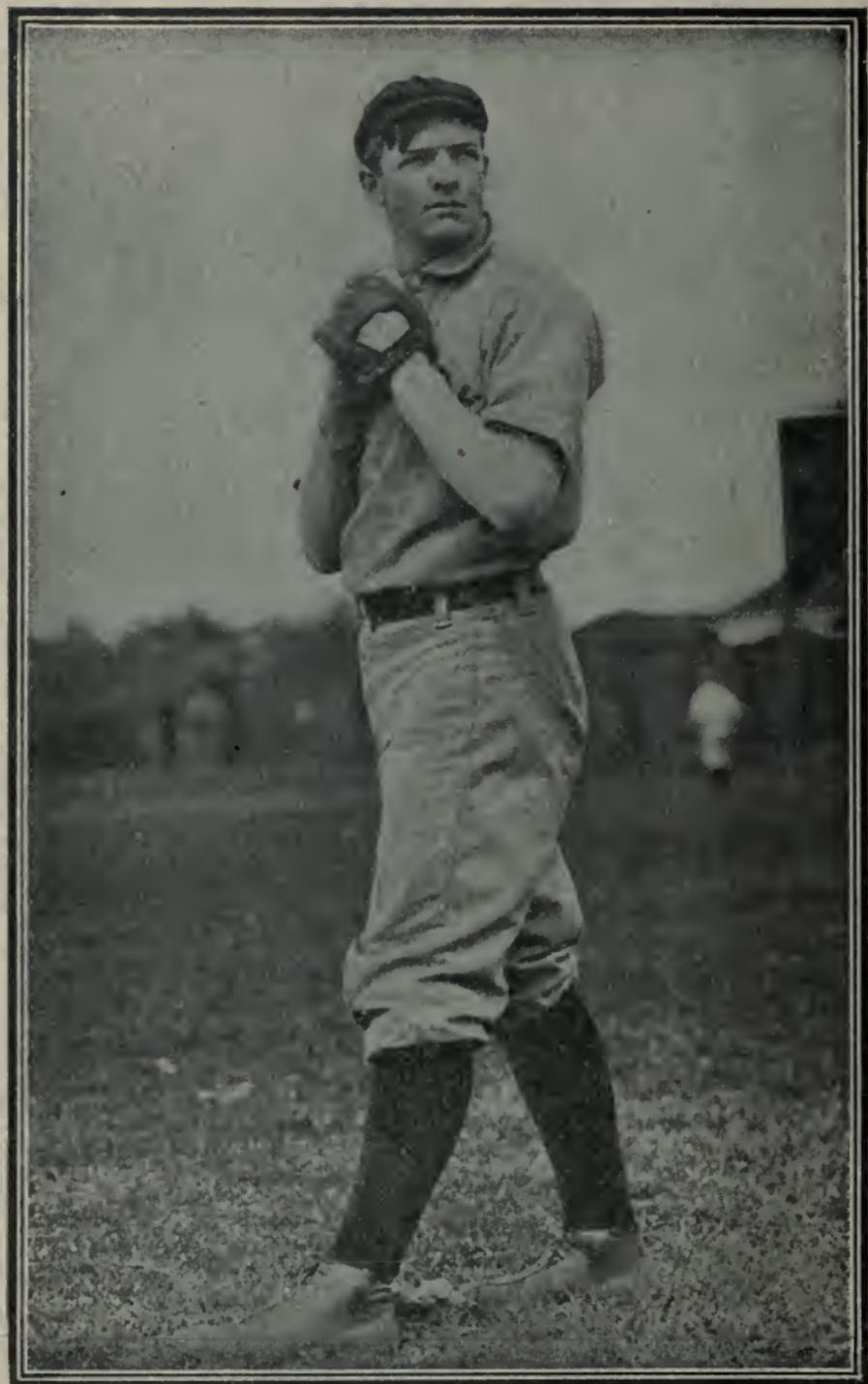
the purpose of allowing the ball to slip away from them easily.

Very little rotary motion is imparted to the spit ball. It comes up big and slow and the batter can almost see the seams. Just as he draws back to hit the ball seems to receive new impetus and drops or jumps as if struck down from behind. If the batter hits where he aimed he misses it probably a foot.

That is what has caused so many former heavy hitters to become disheartened and declare that uowadays, the batter is lucky if he hits .250 on the season. It certainly has cut down the hitting so much in one season that already a change in the rules is contemplated.

Unlike an ordinary curved ball, the pitcher cannot be certain of the side direction the ball will take as it breaks downward. The perfect spit ball drops from the batter's hips to his knees or below in perhaps two feet of forward motion.

The side breaks are determined by the manner in which the ball leaves the pitcher's hand. If the hand is turned with the arm facing down and to one side the break at the plate will be different than if the ball left the hand with the palm not turned over so far. There are a great many angles to deliver the ball from, and different arm motions, but they must be studied out.



CHRISTY MATHEWSON, THE PHENOMENAL PITCHER.

THE MAN BEHIND THE BAT.

With pitchers studying out new and puzzling curves, throwing first fast and then slow, with drops, in-shoots, out-shoots, and rising balls, the position of catcher becomes trebly important, and his work increased accordingly. He must have a quick eye, strong hands, and good nerve, for all three are necessary to good play in that particular position.

Even in the most favorable light, the position is not an easy one, and it is always in the danger zone.

Many a good catcher has pulled his team out of a hole at a critical moment, and has helped the pitcher to steady himself. The catcher is the man who is practically in control of the field, because his position faces every player, and, consequently, not a move should escape him. By a system of signals he can notify the pitcher of every move made by the base runner, and when and where to throw a ball to catch a man napping. A long reach is almost indispensable for a catcher, for by its means he will be the better enabled to handle wild pitches which come his way.

A catcher who can hold the balls, no matter how fast or erratic they come, is bound to inspire a pitcher with confidence, to say nothing of the good effect his work will have upon the rest of the team.

A catcher with weight is bound to have a great advantage over a lighter man, because with nerve and pounds he will be better enabled to block a base runner who is willing to take all kinds of chances. He is bound to have nerve, anyhow, if he expects to be successful behind the bat, because it is a great strain to be compelled to face the rapid-fire work of a good pitcher, watch the field, look after fouls, and protect the home plate.

The catcher should never weaken in his work. If he is up against a fast, strong pitcher, he must take the balls as they come, and not be afraid of them.

For this the best thing is practice, and keep at it. His hands should never be allowed to grow soft. The good catcher will let nothing go past him; he must be able to throw accurately, and he must have a brain that acts quickly. He must watch the bases closely and head off a runner.

Many a game has been lost by the wild throw of a catcher who wasn't well up in the game; and there is no position on the team that calls for harder work.

He must be thoroughly familiar with signals, and be able to use them in such a manner that they will not be learned by any of the opposing players.

There is style in catching, just as there is style in anything else. There is a way to stand and a place to stand, as well as a way to throw.

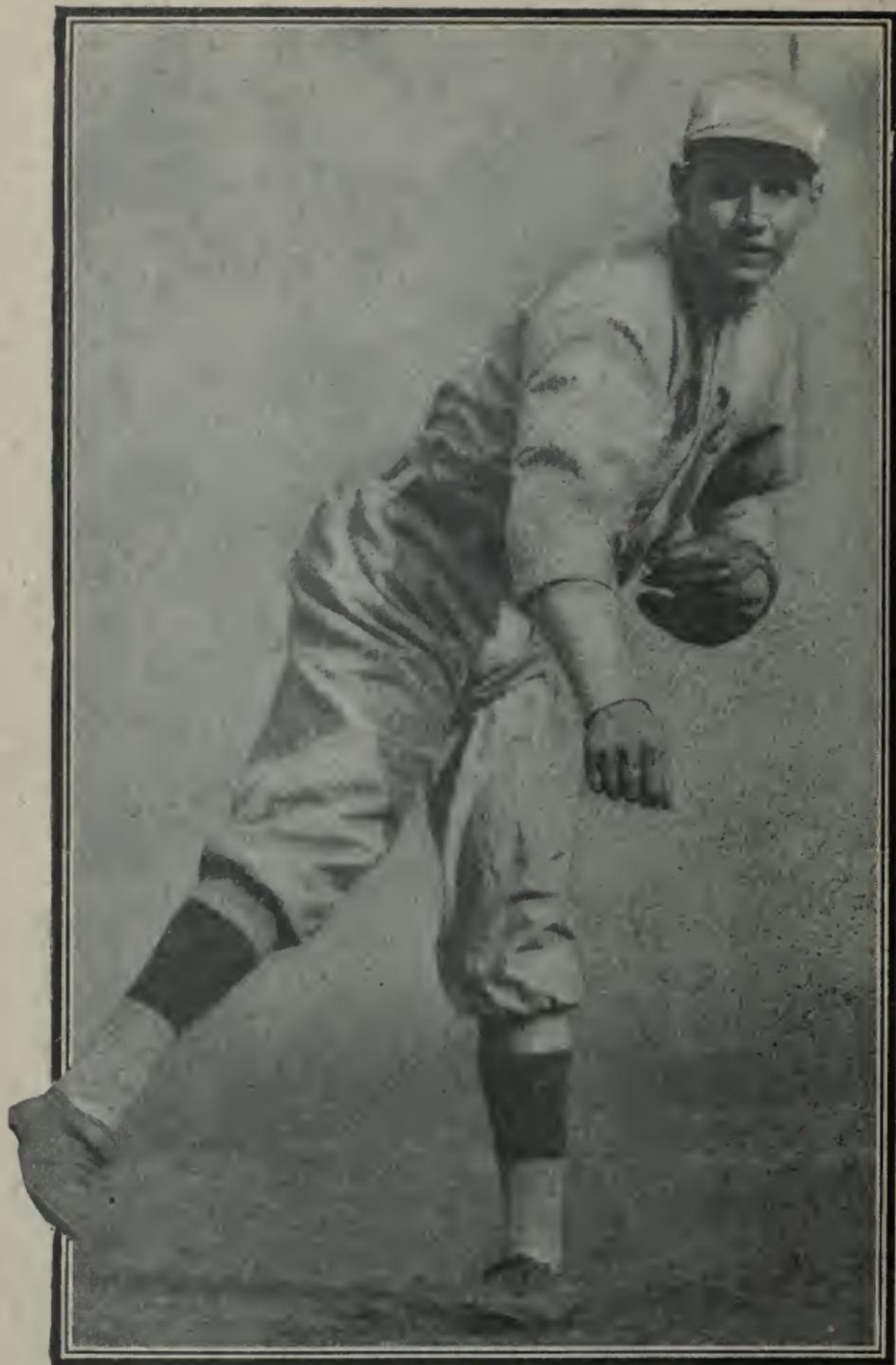
In standing, the body should be bent well forward from the hips, with the knees straight, or almost so. The object is to assume such a position that the ball can be readily handled at any point from the ground up.

Don't crouch, but assume an easy position.

Don't make any more work than is necessary, as energy is a good thing to take care of.

Keep your feet fairly close together—never more than 12 inches apart—and always be prepared for a quick throw. Bear in mind that the catcher must be prepared for every kind of an emergency, and he must be in form to make a long throw, stop a low ball, a high ball, or get to a foul at an instant's notice.

The catcher and the pitcher should thoroughly understand each other, and after the signal the hands should be held in such a position that the batter will not have any reason to suspect which kind of a ball is coming at the next throw; so never give any of the opposing team any advantage in that direction.



JOE WOOD.

The position of the catcher can always be changed when the pitcher is ready to deliver the ball, and he can then prepare himself to hold it.

Too much importance cannot be placed upon throwing accurately and promptly to the bases, and here again is where practice will make the good player. One of the best catchers in the business has this to say:

“When about to catch a ball which is to be immediately thrown, be in a position to receive the ball on the right side; take one short step with the left foot, and in throwing, send the ball straight from the shoulder without drawing the arm too far back.”

There isn't a great lot of speed in a ball of that character, but there is less time spent in starting it on the way, and that more than equalizes matters.

In making long throws the ball should be sent overhand, but in throwing to first and third bases the snap throw will be found to be best.

Don't catch with a stiff arm, as it is liable to injure the hands. Relax the muscles and let the hands give with the ball. Don't meet it with a jolt and increase the strain.

The good catcher will be careful to keep his hands in good condition, and take no chances of having them crippled.

Now a word as to foul flies.

It looks easy from the outfield or grand stand for a catcher to get under a foul, but it takes a quick, alert player to handle them successfully. They are usually hit behind him, and it is sometimes very confusing to have to turn around too quickly. But here is where practice comes in again, and it doesn't do any harm to practice on fouls.

There have been many arguments as to where a catcher should stand when guarding the home plate, and there is a considerable difference of opinion on this point. Some stand a couple of feet back of the line and near the plate, contending that this makes it impossible for the runner to slide around them. But the majority seem to concede that the proper position is in front of the plate and about two feet toward third base.

Courage is most essential in a catcher's makeup, and he must be quick to think and quick to act.



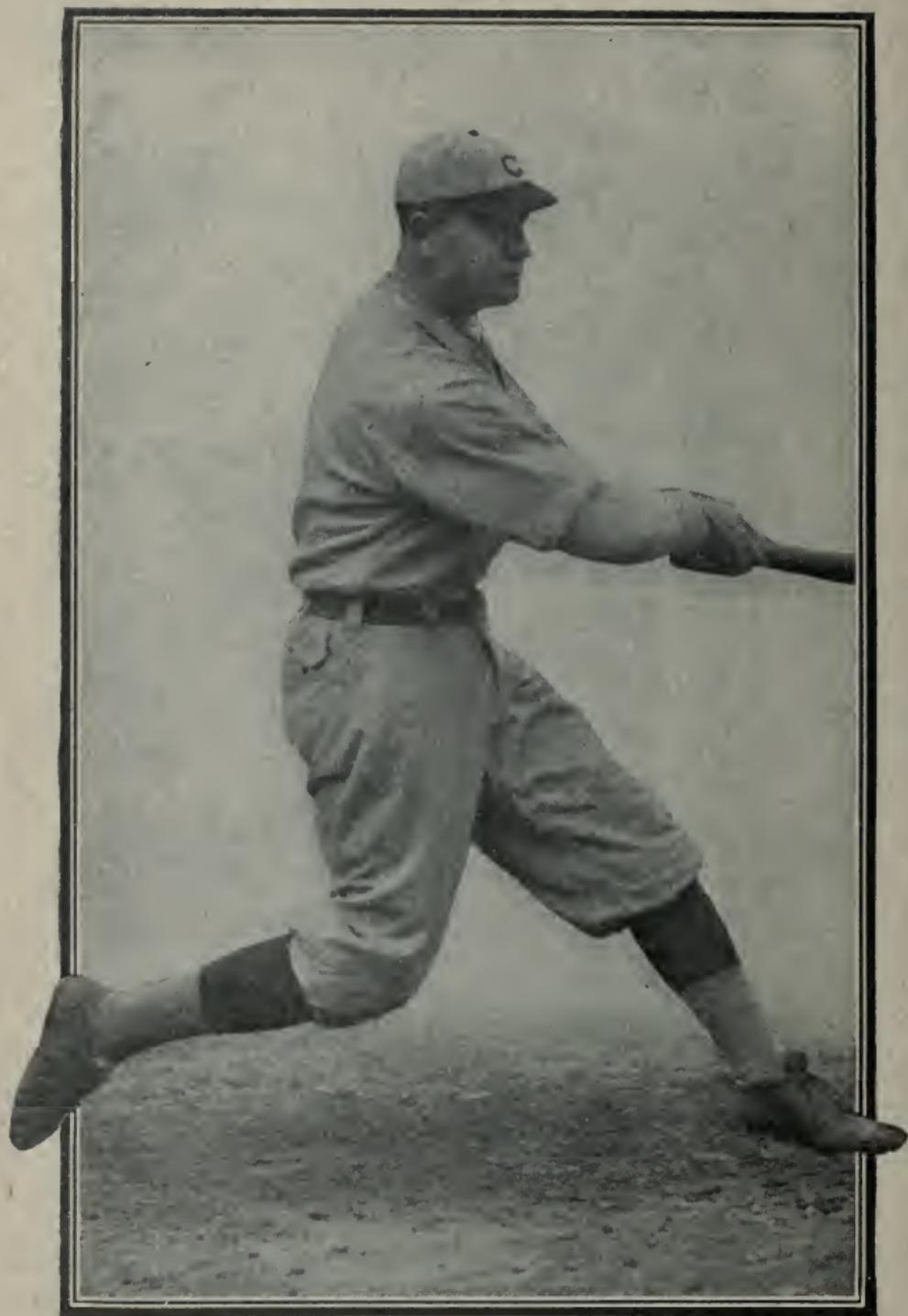
PLAYING FIRST BASE.

There was a time, years ago, when the position of first baseman was not nearly so important as it is to-day, and so the man who defends that bag must be a particularly alert player. This may be more readily understood when the fact is stated that a large percentage of the balls thrown go to this point. With more than one man on bases his place is liable to be a critical one.

It is considered good policy to cut off a player at third instead of the man who has just been at the bat, and who is trying to reach first, but the play should be made quickly. There are plenty of opportunities to make a double play, but many times they end in disaster, and allow the man on second base to get to third. So remember the old rule—that one out is better than none out.

Watch the man at the bat.

When the bases are vacant play well into the field, in order to get hits that would otherwise be safe, and depend upon the pitcher to cover the base. In the event of fielding the ball at a short



FRANK CHANCE.

distance from the base, if the pitcher is covering it don't make the mistake of a swift overhand throw, which is liable to be muffed.

In case the base is occupied, watch the batter closely, and if he bunts the ball toward first, run in and get it and throw it to second, on the chance that it may be returned promptly enough to head off the man who is trying to make first.

Too much importance cannot be attached to this play, which has been adopted by all good first basemen.

But don't hurry.

Take your time, and make your throw accurate, and then get to your base, where you will be ready to receive the return throw.

But before you throw, be sure that you will head the runner off. Make a sure-thing play of it, and if there should be any doubt about it, bear in mind that you can at least put out the batter.

One of the most essential qualifications of a man playing first is his ability to successfully handle low balls, and a good clean pick up has retired many a runner at this point.

A long reach is a good thing for any ball player to have, no matter in what position he plays, and its advantages in handling wild throws is self-evident. It is sometimes a difficult matter for a fielder to gauge a long throw, and the best position is to stand with both feet in front of the

base, so that the position may be readily changed from one side to the other, according as the ball may come.

Foul flies come within the province of the first baseman, and in order to handle them he must be a speedy sprinter and always on the alert.

And, finally, go after the ball—never wait for it to come to you.

Above all, don't stand behind your base when you expect to be in the play, because there is a good chance that the ball will reach you at the same time the runner arrives at the base, and he will be safe.

Go forward to meet the ball, if possible, and be where you can command control of the bag.



ON SECOND BASE.

It requires a cool head for second base, as well as a thorough familiarity with the signals, and many a man holding down second has brought disaster to his side by going up in the air at a critical moment.

Assuming that the first and third bases are occupied, and that the man on first is trying to steal to second, the man on second will give the signal to the catcher for a long throw, while the short stop will back him up.

Then, if the man on third attempts to score, a wide-awake second baseman will return the ball to the home plate and cut him off.

Then, assuming that the man on third does not try to score, the second baseman will allow the ball to go to the short stop, who has temporarily covered the base, and put out the runner from first to second.

This is more or less of a trick play, when made under these circumstances, in order to induce the runner on third base to attempt to score.

This play has caused more criticism among the experts than any other on the diamond, but it is given here in the way it is played by those second basemen who rank as stars.

Quick judgment is absolutely necessary to this position, for with a runner on first, and the ball hit out to near him, a man hasn't got a great while to think what to do. Here is his chance for a double play, which he ought readily to make, if he keeps his head. But this, of course, with the understanding that no one, or perhaps one man, is out.

The proper place to stand is just inside of the line, two or three feet from the base, unless, of course, the runner happens to be a diver or a slider, when it is advisable to play behind the line.

The object of playing inside the line is to be nearer the ball on a short throw from the catcher, and gathering in a grounder quickly.

A great many flies come to the second baseman's territory, and many of them are extremely difficult to handle. He may have to go to center or right field, or he may have to run in almost to the pitcher. In cases of this kind there is always the chance of two men, both after the same ball, colliding. To avoid this, if he is reasonably sure of getting the fly, he should shout:

"I'll take it!"

No reply is necessary to this, as the other player assumes that everything is all right.

And then, on the other hand, unless this is done, both players may stop running for the ball, each one assuming that the other will take it, and both will miss it.

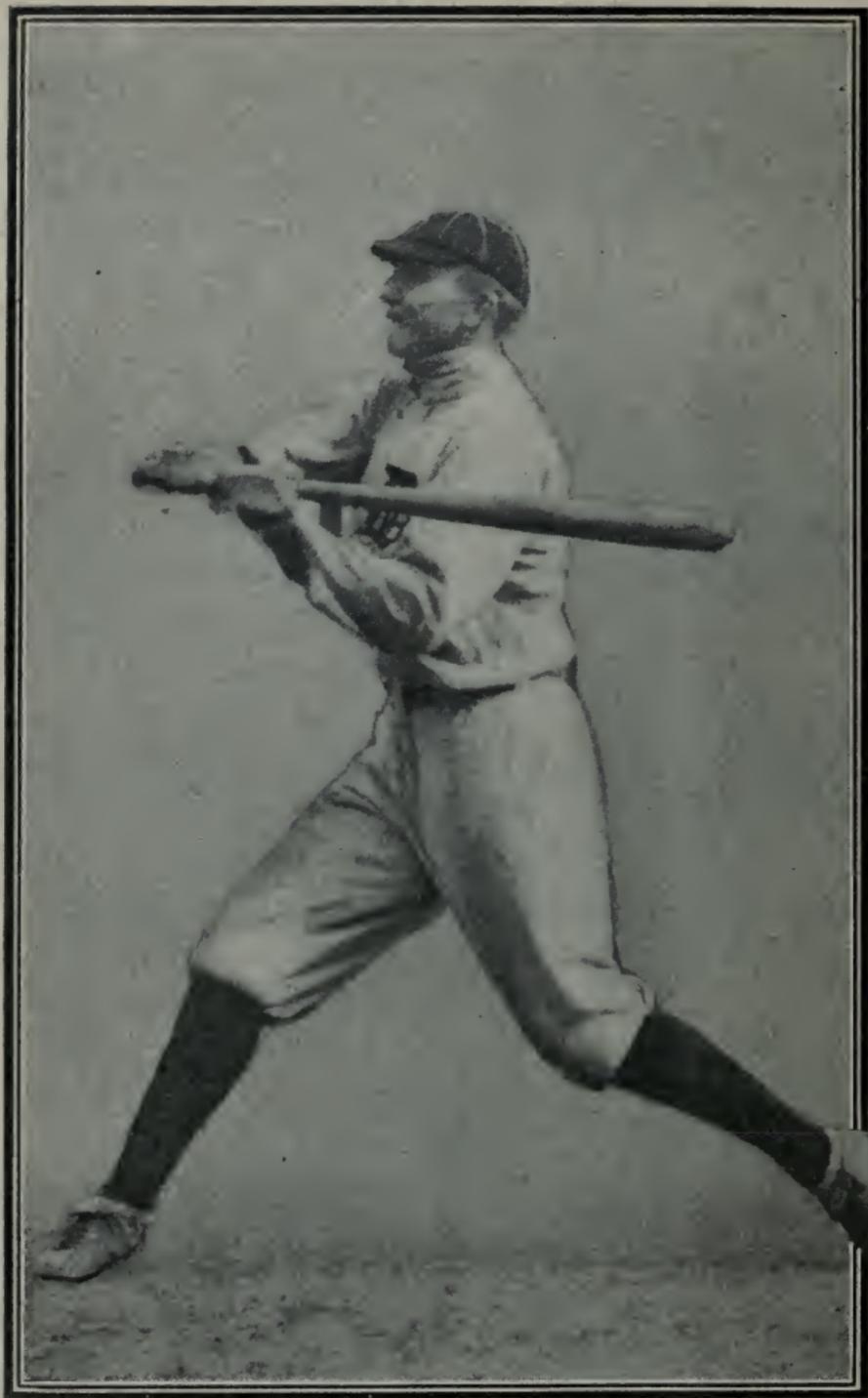
Many an easy fly has proved a safe hit because of a misunderstanding between players in the field.

A little practice and experience will soon prove to a player whether he can get the ball or not, and if his colleague has the better chance, he should allow him by all means to take the ball.

Don't try for a grand stand play at the expense of the game.

Don't call out that you will take the ball unless it is almost a certainty that you can take it.





TY COBB.

THE THIRD BASEMAN.

The third baseman is right in line with some of the hardest hits, which it takes no little amount of nerve and courage to face.

Besides this, he occupies what is considered by many experts one of the most difficult positions on the diamond.

When a runner is on third base, the temptation to steal home is very great, and here is where the third baseman's alertness comes into play. With one run needed to win, or tie the score, his position is indeed a trying one, and it frequently happens that the game is in his hands.

A good man on third can make the position a comparatively easy one, just the same as a good man anywhere can do any kind of work with less exertion than one who may be less capable.

The good man on third will study the peculiarities of the men at the bat, and become just as familiar with them as the pitcher. He will pick

out the bunters, and try, as far as is possible, to anticipate the play. The toughest proposition he has to face is the expert with the willow, who is not only a scientific batter, but a sprinter of ability.

He must make up his mind that the batter is just as clever as he is, and will try and deceive him, if possible.

Such a batter will do all in his power to induce the baseman to play in close by pretending to bunt, and will then make a safe hit.

So the man on third who expects to be really good in the position must know to a certain extent about what is going to happen—in advance.

He should field all of the easy, slow hits, instead of the short stop, with whom he must have a complete understanding. And as in every other position on a nine, team work counts for a great deal in the long run. But he shouldn't conflict with the short stop by endeavoring to reach a ball that ought to be fielded by the latter.

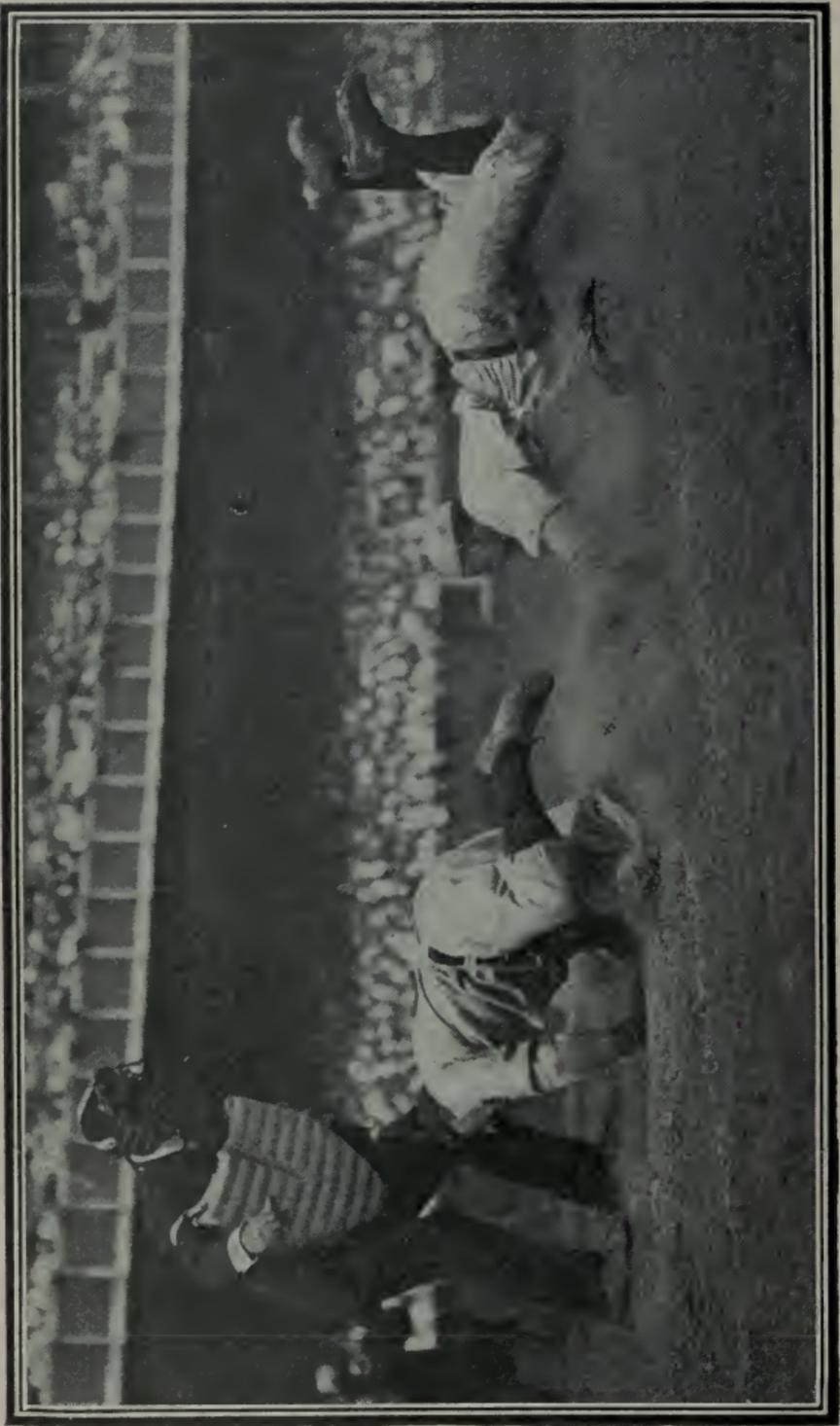
He should also watch the bases, and when he throws the ball, throw it to the right place at the right time.

If it should so happen, as it frequently does, that a runner is on first base, and a hit is made to third, he should throw the ball to second, from whence it will go to first, with two out as the result. But

if there is no chance for a double play, he should give the throw to second the preference, by all means.

There are many intricacies in this position which will soon be mastered by an earnest, intelligent, ambitious player, if he will study them.





WAGNER BEATING THE THROW HOME.

SHORT STOP.

This means an exceedingly active man, good at a sprint, quick to get in action, and just as quick to stop; a good and accurate thrower, and the more ability he has to throw a ball the better will he be able to support a very trying position.

He is also an emergency second and third baseman, and must be always ready to get to either one very quickly when he is wanted.

The short stop covers a territory in which it is very easy for an experienced batter to send the ball, and he must, perforce, keep all his wits about him. It frequently happens that he will have to field the ball on a run. He must then make a dead stop and send it to first without delay.

The position of short stop offers many opportunities for individual star plays, and the work of a good man will have no little effect upon the score card.

And here, again, a word of caution, which seems to be particularly appropriate. Don't throw the ball until you are sure you are going to get it to the hands of the man who is waiting to receive it, and don't be over anxious. Wild throws and fumbles are inexcusable errors, which should never be made.

Better not throw the ball at all, than throw it wild, and give the runner a chance to make another base, or perhaps score.

The duty of a short stop includes that of taking part in the play when a runner is caught between the bases, and he assists the baseman in running the player down. Don't make too many throws in play. Start off at full speed, and get the runner in action, and then make the throw to the fielder who is in front of the man. A few throws will generally do the trick, and a lot of surplus energy will be saved.

The short stop should thoroughly familiarize himself with the system of signals of the team, especially those which are used between the catcher and the first and second basemen, so that he will be informed of approaching plays, and be able to back them up promptly and effectively.

He is supposed to be an all-around man, and he is; and his business is to help the other players on the team whenever and wherever it is possible to do so.

AT THE BAT.

In many games the batting tells the story, and while a player may be a star in almost any position on the nine, yet he is liable to be weak when at the bat.

The way to learn how to handle the bat is to go up against a good pitcher and try and hit him. Practice is everything, but in batting there is a great deal more to be learned than would seem at first glance. The veriest tyro can take a ball and a bat and knock flies and grounders, and he can become so proficient that he will be able to send the sphere a long distance. But put him up against a good pitcher, and he will fan the air for a few minutes and then go and take a seat on the bench and give somebody else a chance.

So to all baseball players this advice is given:

Learn how to bat pitched balls, and train the eye to follow the ball and gauge it accurately.

There are very few young men who, if they hit a ball fairly, cannot send it a great distance; they have muscle enough for that, so that it isn't a ques-

tion of strength alone; but the thing is to hit it, and the science of it all is to put it in a good safe spot, whether it is in the infield or the outfield.

And now assume that the game has begun, and you are at the bat. Don't be in a hurry; there is plenty of time. Watch the pitcher, and when he delivers the ball shift your eyes to it.

Stand firm, with the legs not too far apart, and within easy reaching distance of the plate.

Be confident.

Don't let the pitcher get your nerve.

When the pitcher is about to deliver the ball be prepared to meet it, and try and make up your mind whether it is a fast ball or a slow ball.

Study his delivery, and try to discover what he is going to do next.

Rather let a ball go and have a strike, than miss it, because nothing is so discouraging as to hit at a ball and miss it. The weight should be on the forward foot, and once the ball has been started don't attempt to change your position, and don't make a wild swing or reach for it.

A trained eye and close calculation will do more for the man at the bat than the muscles of Sando; and be careful not to take a long step on the spur of the moment in going after what seems an easy ball. Keep all the advantage of height in order to bat a moderately high ball.

The secret of a long hit is not muscle ; it's knack. It lies in the hitting of the ball at precisely the proper moment, with a sharp, quick stroke, and adding to it the impetus given by the shoulders.

It isn't necessary to swing hard, either ; in fact, in many cases, it is a fatal error, and it robs the batter of his judgment of distance and accuracy.

Don't look for a home run. The base hit is what pulls the batting average up.

Study the field, and master the ability to send the ball into a certain territory, rather than to try and send it a great distance ; and don't forget that flies are fatal to the batter in many instances.

It is conceded that the bat should hit the ball not more than six inches from the end.

The weight of the bat doesn't make a very great difference—that is at the option of the player.

It is a hard matter to define just how the bat should be held, because many good players have their own opinion on this subject ; but you will not be very far out of the way if you keep the hands slightly apart, and in a position that the bat may be readily and easily handled.

One of the most important things to learn is scientific hitting. For this the hands should be much further apart, and the player should lean forward and wait for a low ball, which is the best for this purpose. The trouble with a high

ball is that the batter is liable to pop up an easy fly, which can be easily caught by the infield.

The ability to place a ball in any certain territory—it should be called an art—cannot be overestimated, and too much attention cannot be given to it.

This particular chapter is one of the most important in this book, because it applies to all players, no matter what their positions on the nine may be. Every man has to bat, while only two or three have to pitch, or occupy certain positions on the field.

And, above all, be confident.

Don't be afraid of being hit with the ball. Remember you are about to engage in a contest in which you will have nine men against you, and you have every chance of winning, notwithstanding the apparently unequal odds.

For the batter, confidence is half the game; and he shouldn't fear a pitched ball; the fact of being hit by a ball shouldn't get a man's nerve. It's all in the game, and if a player is enthusiastic over the great national game he will be willing to take the few hard knocks that go with it.

If your eyes are at all bad, don't play ball, for you will never succeed. Every ball player needs two good eyes, and he must use them all the time, and more especially when he is at the bat.

Nothing will so rattle a man as a wild pitcher, especially one who delivers a speedy ball, and many pitchers throw wild occasionally in order to make a batter nervous. But wait until the ball comes that you want. Make up your mind that you want to hit the ball if the opportunity offers, and don't hope and expect to be sent to your base on balls.

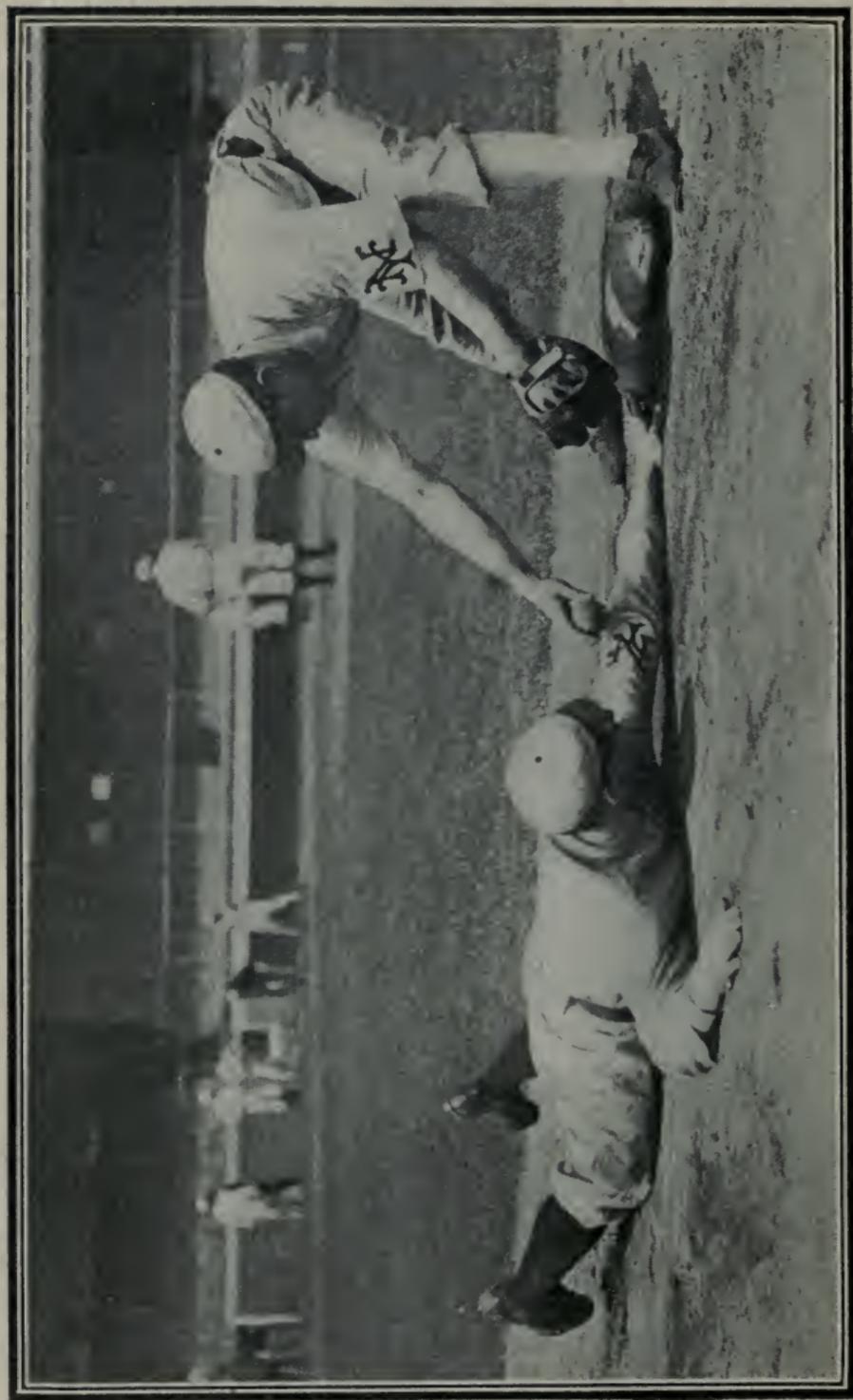
The player who stands in the correct position at the plate will not often be hit, because he will be able to dodge and side step readily.

When a player is at the bat, the only thing he has to consider is the ball, as it comes from the pitcher, and he shouldn't shrink back every time a fast ball comes near him.

Bunting to-day has become a distinct feature, and the man who knows the science of bunting is a valuable acquisition on any team, no matter what his other qualifications may be.

The man who bunts the ball can usually place it in any territory he desires, for the simple reason that he is better able to gauge an easy hit than if he were going to slug.

And it is important that the bunter should know just when to bunt and where to put the ball, in order that it may do the most good.



A CHANCE FOR ANY UMPIRE TO MAKE AN ERROR.

THE OUTFIELDERS.

The player who is a good outfielder is a valuable and important addition to any team. His motto should be, "Don't wait, but get there."

There are two essential qualifications, and they must be well developed—a strong arm and the ability to sprint.

Of course, it is understood that a fielder must possess other good points, but these come first, and without them he might as well try some other position, for he will never make a success in the field.

Practice and good judgment will tell the story, for a man never knows what he can do until he tries.

It isn't everyone who can get under a fly and hold it, or who can field a bounding grounder and throw it accurately and swiftly to the proper base.

The fielder must think quick and act quick. He must take the sun and the wind into consideration, as well as the nature of the ground upon which he is working. A slight inequality will often divert the course of a grounder that would

otherwise come his way, and he must allow for that.

He should know, the instant the ball is hit by the batter, just about where it will go, and he should not confine himself to too small a territory.

Fielding' alone will not win a game, but if successfully done its influence will be shown on the score of the opposing team.

Don't hold the ball, but throw it at once to the proper place, and be accurate about it, too, for a wild throw from the outfield is usually disastrous, and gives the runner a chance to advance.

It is a good rule for the center fielder, as well as the left fielder, to throw to second base, if there is a man on first, and to throw to third if there is a man on second.

With the right fielder it is different, but it is too long a throw to third from where he would probably field the ball, and with a man on first his play would be to send the ball to second; and with no men on bases, to throw it to first.

Another point for fielders is that the fielders should not interfere with each other. Go for the ball if you have any kind of a chance to get it, and if you are reasonably sure you can handle it, announce the fact as you are running. If not, it is just as well to call to any of the other fielders who may be going for it, "You take it!"

This not only prevents confusion, but prevents the possibility of the ball dropping uncaught between two players, which has been known to occur.

A good fielder will know as soon as a ball is hit just about where it will go, especially if it is a long fly; and if he is a good man, and he judges the fly will go over him, he will not keep backing and stumbling, but he will instantly gauge it, and, turning his back on it, will run to the place where he expects it will land. Here is where speed comes in, for the sooner he reaches the desired point the more time he will have to get directly under it in its drop.

But such work as this can come only from long practice. It is worth the while in the end, and it will more than repay the ambitious ball player. Of course, it is easier to run in for a ball than out for it, but batters do not hit a ball to be caught, and the conscientious fielder will find that there is plenty of work cut out for him.

In fielding a grounder, don't wait until it comes to you, but go after it, and get it, if possible, on a short bound.

Always back up the play of another fielder. No man is infallible, and he is liable to miss a ball; but with two men the chances of missing are minimized, and besides, it will serve to make the runners stick to their bases a little closer.

Another thing: a man who is backed up will have more confidence in his work.

Good support is invaluable in every part of the game of baseball.

Help each other, and remember, again, that good team work will tell in the long run.



RULES.

Rule 1. The Ball Ground.

The ball ground must be enclosed. To obviate the necessity for ground rules, the shortest distance from a fence or stand on fair territory to the home base should be 235 feet and from home base to the grandstand 90 feet.

Rule 2. To Lay Off the Field.

To lay off the lines defining the location of the several bases, the catcher's and the pitcher's position and to establish the boundaries required in playing the game of baseball, proceed as follows:

Diamond or Infield.

From a point, A, within the grounds, project a straight line out into the field, and at a point, B, 154 feet from point A, lay off lines B C and B D at right angles to the line A B; then, with B as a center and 63.63945 feet as a radius, describe arcs cutting the lines B A at F and B C at G, B D at H and B E at I. Draw lines F G, G E, E H, and H F, which said lines shall be the containing lines of the Diamond or Infield.

Rule 3. The Catcher's Lines.

With F as a center and 10 feet radius, describe an arc cutting line F A at L, and draw lines L M and L O at right angles to F A, and continue same out from F A not less than 10 feet.

Rule 4. The Foul Lines.

From the intersection point, F, continue the straight lines F G and F H until they intersect the lines L M and L O, and then from the points G and H in the opposite direction until they reach the boundary lines of the ground, and said lines shall be clearly visible from any part of the diamond and no wood or other hard substance shall be used in the construction of said lines.

Rule 5. The Players' Lines.

With F as center and 50 foot radius, describe arcs cutting lines F O and F M at P and Q; then, with F as center again and 75 feet radius, describe arcs cutting F G and F H at R and S; then, from the points P, Q, R and S draw lines at right angles to the lines F O, F M, F G and F H, and continue the same until they intersect at the points T and W.

Rule 6. The Coacher's Lines.

With R and S as centers and 15 feet radius, describe arcs cutting the lines R W and S T at X and Y, and from the points X and Y draw lines parallel with the lines F H and F G, and continue same out to the boundary lines of the ground.

Rule 7. The Three-foot Line.

With F as a center and 45 feet radius, describe an arc cutting the line F G at 1, and from 1 to the distance of three feet draw a line at right angles to F G, and marked point 2; then from point 2, draw a line parallel with the line F G to a point three feet beyond the point G, marked 3; then from the point 3 draw a line at right angles to line 2, 3, back to and intersecting with F G, and from thence back along the line G F to point 1.

Rule 8. The Batsman's Lines.

On either side of the line A F B describe two parallelograms six feet long and four feet wide (marked 8 and 9), their longest side being parallel with the line A F B, their distance apart being six inches added to each end of the length of the diagonal of the square within the angle F, and the center of their length being on said diagonal.

Rule 9. The Pitcher's Plate.

SECTION 1. With point F as center and 60.5 feet as radius, describe an arc cutting the line F B at line 4, and draw a line 5, 6, passing through point 4 and extending 12 inches on either side of line F B; then with line 5, 6, as a side, describe a parallelogram 24 inches by 6 inches, in which shall be located the pitcher's plate.

SEC. 2. The pitcher's plate shall not be more than 15 inches higher than the base lines or the home plate,

which shall be level with the surface of the field, and the slope from the pitcher's plate to every base line and the home plate shall be gradual.

Rule 10. The Bases.

SECTION 1. Within the angle F, describe a five-sided figure, two of the sides of which shall coincide with the lines F G and F H to the extent of 12 inches each, thence parallel with the line F B $8\frac{1}{2}$ inches to the points X and Y, a straight line between which, 17 inches, will form the front of the home base or plate.

SEC. 2. Within the angles at G, I and H describe squares, whose sides are 15 inches in length, two of such sides of which squares shall lie along the lines F G and G I, G I and I H, I H and H F, which squares shall be the location of the first, second and third bases respectively.

Rule 11.

The Home Base at F and the Pitcher's Plate at 4 must each be of whitened rubber, and so fixed in the ground as to be even with its surface.

Rule 12.

The First Base at G, the Second Base at E, and the Third Base at H must each be a white canvas bag filled with soft material and securely fastened in place at the point specified in Rule 10.

Rule 13.

The lines described in Rules 3, 4, 5, 6, 7 and 8 must be marked with lime, chalk or other white material, easily distinguishable from the ground or grass.

Rule 14. The Ball.

SECTION 1. The ball must weigh not less than five nor more than five and one-quarter ounces avoirdupois, and measure not less than nine nor more than nine and one-quarter inches in circumference. A league ball must be used in all games played under these rules.

SEC. 2. Two regulation balls of the make adopted by the league of which the contesting clubs are members shall be delivered by the home club to the umpire at or before the hour for the commencement of a championship game. If the ball placed in play be batted or thrown out of the grounds or into one of the stands for spectators or, in the judgment of the umpire, becomes unfit for play from any cause, the umpire shall at once deliver the alternate ball to the pitcher and another legal ball shall be supplied to him, so that he shall at all times have in his control one or more alternate balls. Provided, however, that all balls batted or thrown out of the ground or into a stand for spectators until the field be given into the custody of the umpire immediately and become alternate balls, and so long as he has in his possession two or more alternate balls, he shall not call for a new ball to replace one that has gone out of play. The alternate balls shall become the ball in play in the order in which they were delivered to the umpire.

SEC. 3. Immediately upon the delivery to him of the alternate ball by the umpire, the pitcher shall take his position and on the call of "Play," by the umpire, it shall become the ball in play. Provided, however, that play shall not be resumed with the alternate ball when a fair batted ball or a ball thrown by a fielder goes out of the ground or into a stand for spectators until the base-runners have completed the circuit of the bases unless compelled to stop at second or third base, in compliance with a ground rule.

Discolored or Damaged Balls.

SEC. 4. In the event of a ball being intentionally discolored by rubbing it with the soil or otherwise by any player or otherwise damaged by any player, the umpire shall forthwith demand the return of the ball and substitute for it another legal ball as hereinbefore described; and impose a fine of five dollars upon the offending player.

Home Club to Provide Balls.

SEC. 5. In every game the balls played with shall be furnished by the home club, and the last in play shall

become the property of the winning club. Each ball shall be enclosed in a paper box, which must be sealed with the seal of the President of the League and bear his certificate that he has examined, measured and weighed the ball contained therein, and that it is of the required standard in all respects. The seal shall not be broken by the umpire except in the presence of the captains of the contesting teams after "Play" has been called.

Reserve Balls on Field.

SEC. 6. The home club shall have at least a dozen regulation balls on the field during each championship game, ready for use on the call of the umpire.

Rule 15. The Bat.

The bat must be round, not over two and three-fourths inches in diameter at the thickest part, nor more than 42 inches in length and entirely of hardwood, except that for a distance of 18 inches from the end twine may be wound or a granulated substance applied to the handle.

Rule 16. Number of Players in a Game.

The players of each club actively engaged in a game at one time shall be nine in number, one of whom shall act as captain; and in no case shall more or less than nine men be allowed to play on a side in a game.

Rule 17. Positions of the Players.

The players of the team not at bat may be stationed at any points of the field on fair ground their captain may elect, regardless of their respective positions, except that the pitcher, while in the act of delivering the ball to the bat, must take his position as defined in Rules 9 and 30; and the catcher must be within the lines of his position as defined in Rule 3 and within 10 feet of home base, whenever the pitcher delivers the ball to the bat.

Rule 18. Must Not Mingle with Spectators.

Players in uniform shall not be permitted to occupy seats in the stands, or to mingle with the spectators.

Rule 19. Uniforms of Players.

Every club shall adopt two uniforms for its players, one to be worn in games at home and the other in games abroad, and the suits of each of the uniforms of a team shall conform in color and style. No player who shall attach anything to the sole or heel of his shoe other than the ordinary baseball shoe plate, or who shall appear in a uniform not conforming to the suits of the other members of his team, shall be permitted to play.

Rule 20. Size and Weight of Gloves.

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over 10 ounces and not over 14 inches around the palm.

Rule 21. Players' Benches.

SECTION 1. Players' benches must be furnished by the home club and placed upon a portion of the ground not less than twenty-five (25) feet outside of the players' lines. One such bench shall be for the exclusive use of the visiting team and the other for the exclusive use of the home team. Each bench must be covered with a roof and closed at the back and each end; a space, however, not more than six (6) inches wide may be left under the roof for ventilation. All players and substitutes of the side at bat must be seated on their team's bench, except the batsman, base-runners and such as are legally assigned to coach base-runners. Under no circumstances shall the umpire permit any person except the players and substitutes in uniform and the manager of the team to be seated on the bench.

Penalty for Violation.

SEC. 2. Whenever the umpire observes a violation of the preceding section he shall immediately order such player or players as have disregarded it to be seated. If the order be not obeyed within one minute, the offending players shall be fined \$5 each by the umpire. If the order be not obeyed then within one minute, the

offending player or players shall be barred from further participation in the game and shall be obliged forthwith to leave the playing field.

Rule 22. A Regulation Game.

Every championship game must be commenced not later than two hours before sunset and shall continue until each team has had nine innings, provided, however, that the game shall terminate:

(1) If the side at bat scores less runs in nine innings than the other side has scored in eight innings.

(2) If the side last at bat in the ninth inning scores the winning run before the third man is out.

SEC. 3. If the game be called by the umpire on account of darkness, rain, fire, panic or for other cause which puts patrons or players in peril.

Rule 23. Extra-Inning Game.

If the score be a tie at the end of the nine (9) innings for each team, play shall be continued until one side has scored more runs than the other in an equal number of innings, provided, that if the side last ^{at bat} score the winning run before the third man is out in any inning after the ninth, the game shall terminate.

Rule 24. Drawn Games.

A drawn game shall be declared by the umpire if the score is equal on the last even inning played, when he terminates play, in accordance with Rule 22, Section 3, after five or more equal innings have been played by each team. But if the side that went second to bat is at the bat when the game is terminated, and has scored the same number of runs as the other side, the umpire shall declare the game drawn without regard to the score of the last equal inning.

Rule 25. Called Games.

If the umpire calls a game in accordance with Rule 22, Section 3, at any time after five innings have been completed, the score shall be that of the last equal innings played, except that if the side second at bat shall have scored in an unequal number of innings, or before

the completion of the unfinished inning, at least one run more than the side first at bat, the score of the game shall be the total number of runs each team has made.

Rule 26. Forfeited Games.

A forfeited game shall be declared by the umpire in favor of the club not in fault in the following cases:

SECTION 1. If the team of a club fail to appear upon the field, or being upon the field, refuse to begin a game for which it is scheduled or assigned, within five minutes after the umpire has called "Play" at the hour for the beginning of the game, unless such delay in appearing, or in commencing the game, be unavoidable.

SEC. 2. If, after the game has begun, one side refuse to continue to play, unless the game has been suspended or terminated by the umpire.

SEC. 3. If, after play has been suspended by the umpire, one side fails to resume playing in one minute after the umpire has called "Play."

SEC. 4. If a man employ tactics palpably designed to delay the game.

SEC. 5. If, after warning by the umpire, any one of the rules of the game be wilfully and persistently violated.

SEC. 6. If the order for the removal of a player, as authorized by Rules 21, 58 and 64, be not obeyed within one minute.

SEC. 7. If, because of the removal of players from the game by the umpire, or for any cause, there be less than nine players on either team.

SEC. 8. If, after the game has been suspended on account of rain, the orders of the umpire be not complied with as required by Rule 29.

SEC. 9. If, when two games are scheduled to be played in one afternoon, the second game be not commenced within ten minutes of the time of the completion of the first game. The umpire of the first game shall be the timekeeper.

SEC. 10. In case the umpire declare the game forfeited, he shall transmit a written report thereof to the president of the League within twenty-four hours thereafter. However, a failure on the part of the umpire

to so notify the president shall not affect the validity of his award of the game by forfeiture.

Rule 27. No Game.

"No game" shall be declared by the umpire if he terminates play in accordance with Rule 22, Section '3, before five innings are completed by each team. Provided, however, that if the club second at bat shall have made more runs at the end of its fourth inning than the club first at bat has made in five completed innings of a game so terminated, the umpire shall award the game to the club having made the greater number of runs, and it shall count as a legal game in the championship record.

Rule 28. Substitutes.

SECTION 1. Each side shall be required to have present on the field during a championship game a sufficient number of substitute players in uniform, conforming to the suits worn by their team-mates, to carry out the provisions of this code which requires that not less than nine players shall occupy the field in any inning of the game.

SEC. 2. Any such substitute may at any stage of the game take the place of a player, whose name is in his team's batting order, but the player whom he succeeds shall not thereafter participate in that game.

SEC. 3. A base-runner shall not have another player whose name appears in the batting order of his team run for him except by the consent of the captain of the other team.

SEC. 4. Whenever one player is substituted for another, whether as batsman, base-runner or fielder, the captain of the side making the change must immediately notify the umpire, who in turn must announce the same to the spectators. A fine of \$5 shall be assessed by the umpire against the captain for each violation of this rule, and the President of the League shall impose a similar fine against the umpire who, after having been notified of a change, fails to make proper announcement. Play shall be suspended while announcement is being made, and the player substituted shall become actively engaged in the game immediately upon his captain's notice of the change to the umpire.

Rule 29. Choice of Innings—Fitness of Field for Play.

The choice of innings shall be given to the captain of the home club, who shall be the sole judge of the fitness of the ground for beginning a game after a rain; but, after play has been called by the umpire, he alone shall be the judge as to the fitness of the ground for resuming play after the game has been suspended on account of rain.

THE PITCHING RULES.

Rule 30. Delivery of the Ball to the Bat.

Preliminary to pitching, the pitcher shall take his position facing the batsman with both feet squarely on the ground and in front of the pitcher's plate; and in the act of delivering the ball to the bat he must keep one foot in contact with the pitcher's plate defined in Rule 9. He shall not raise either foot until in the act of delivering the ball to the bat, nor make more than one step in such delivery.

Rule 31. A Fairly Delivered Ball.

A fairly delivered ball is a ball pitched or thrown to the bat by the pitcher while standing in his position and facing the batsman; that passes over any portion of the home base before touching the ground, not lower than the batsman's knee, nor higher than his shoulder. For every such fairly delivered ball the umpire shall call one strike.

Rule 32. An Unfairly Delivered Ball.

An unfairly delivered ball is a ball delivered to the bat by the pitcher while standing in his position and facing the batsman, that does not pass over any portion of the home base between the batsman's shoulder and knee, or that touches the ground before passing home base unless struck at by the batsman, or, with the bases occupied any ball delivered by the pitcher while either foot is not in contact with the pitcher's plate. For every unfairly delivered ball the umpire shall call one ball. A ball that hits the ground in front of the plate is not a strike under any circumstances.

(NOTE.—If, with any of the bases occupied, the pitcher delivers the ball while either foot is not in contact with the pitcher's plate, as required by Rule 30, the "Balk" rule applies.)

Rule 33. Delaying the Game.

SECTION 1. If, after the batsman be standing in his proper position ready to strike at a pitched ball, the ball be thrown by the pitcher to any player other than the catcher when in the catch's lines and within 10 feet of the home base (except in an attempt to retire a base-runner), each ball so thrown shall be called a ball.

SEC. 2. The umpire shall call a ball on the pitcher each time he delays the game by failing to deliver the ball to the batsman for a longer period than 20 seconds, excepting that at the commencement of each inning, or when a pitcher relieves another, he may occupy one minute in delivering not to exceed five balls to catcher or infielder, during which time play shall be suspended.

SEC. 3. In event of the pitcher being taken from the game by either manager or captain the player substituted for him shall continue to pitch until the batsman then at bat has either been put out or has reached first base.

Rule 34. Balking.

A balk shall be:

SECTION 1. Any motion made by the pitcher while in position to deliver the ball to the bat without delivering it, or to throw to first base when occupied by a base-runner, without completing the throw.

SEC. 2. Throwing the ball by the pitcher to any base to catch the base-runner without stepping directly toward such base, in the act of making such throw.

SEC. 3. Any delivery of the ball to the bat by the pitcher while either foot is back of the pitcher's plate.

SEC. 4. Any delivery of the ball to the bat by the pitcher, while he is not facing the batsman.

SEC. 5. Any motion in delivering the ball to the bat by pitcher while not in position defined by Rule 30.

SEC. 6. Holding of the ball by the pitcher, so long as, in the opinion of the umpire, to unnecessarily delay the game.

SEC. 7. Making any motion to pitch while standing in his position without having the ball in his possession.

SEC. 8. Making any motion of the arm, shoulder, hip or body the pitcher habitually makes in his method of delivery, without immediately delivering the ball to the bat.

SEC. 9. Delivery of the ball to the bat when the catcher is standing outside the lines of the catcher's position as defined in Rule 3.

If the pitcher shall fail to comply with the requirements of any section of this rule, the umpire shall call a "balk."

Rule 35.

Dead Ball.

A dead ball is a ball delivered to the bat by the pitcher, not struck at by the batsman, that touches any part of the batsman's person or clothing while he is standing in his position.

Rule 36.

Ball Not in Play.

In case of an illegally batted ball, a balk foul strike, foul, hit ball not legally caught, interference with the fielder or batsman, dead ball, or a fair hit ball, striking a base-runner or umpire before touching a fielder, touching a base-runner, the ball shall not be considered in play until it be held by the pitcher standing in his position, and the umpire shall have called "Play."

Rule 37.

Block Balls.

SECTION 1. A block is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game.

SEC. 2. Whenever a block occurs the umpire shall declare it, and base-runners may run the bases without liability to be put out until the ball has been returned to and held by the pitcher in his position.

SEC. 3. If the person not engaged in the game should retain possession of a blocked ball, or throw or kick it beyond the reach of the fielders, the umpire shall call "Time" and require each base-runner to stop at the base last touched by him until the ball be returned to the pitcher in his position and the umpire shall have called "Play."

THE BATTING RULES.

Rule 38. The Batsman's Position.

Each player of the side at bat shall become the batsman and must take his position within the batsman's lines (as defined in Rule 18) in the order that his name appears in his team's batting list.

Rule 39. The Order of Batting.

The batting order of each team must be on the score card and must be delivered before the game by its captain to the umpire at the home plate, who shall submit it to the inspection of the captain of the other side. The batting order delivered to the umpire must be followed throughout the game, unless a player be substituted for another, in which case the substitute must take the place in the batting order of the retired player.

SEC. 2. When the umpire announces the pitcher prior to commencement of the game, the player announced must pitch until the first batsman has either been put out or has reached first base.

Rule 40. The First Batsman in an Inning.

After the first inning the first striker in each inning shall be the batsman whose name follows that of the last man who completed his "time at bat" in the preceding inning.

Rule 41. Players Belong on Bench.

When a side goes to the bat its players must immediately seat themselves on the bench assigned to them as defined in Rule 21, and remain there until their side is put out, except when called to the bat or to act as coachers or substitute base-runners.

Rule 42. Reserved for Umpire, Catcher and Batsman.

No player of the side "at bat," except the batsman, shall occupy any portion of the space within the catcher's lines as defined in Rule 3. The triangular space back of the home base is reserved for the exclusive use of the umpire, catcher and batsman, and the umpire must prohibit any player of the side "at bat" from crossing the same at any time while the ball is in

the hands of the pitcher or catcher or passing between them while standing in their positions.

Rule 43. Fielder Has Right of Way.

The players of the side at bat must speedily abandon their bench and hasten to another part of the field when by remaining upon or near it they or any of them would interfere with a fielder in an attempt to catch or handle a thrown or a batted ball.

Rule 44. A Fair Hit.

A fair hit is a legally batted ball that settles on fair ground between home and first base or between home and third base or that is on fair ground when bounding to the outfield past first or third base, or that first falls on fair territory beyond first or third base or that touches the person of the umpire or a player while on or over fair ground.

Rule 45. A Foul Hit.

A foul hit is a legally batted ball that settles on foul territory between home and first base or home and third base, or that bounds past first or third base on foul territory or that falls on foul territory beyond first or third base or while on or over foul ground touches the person of the umpire or a player.

Rule 46. A Foul Tip.

A foul tip is a ball batted by the batsman while standing within the lines of his position, that goes sharp and direct from the bat to the catcher's hands and is legally caught.

Rule 47. A Bunt Hit.

A bunt hit is a legally batted ball not swung at but met with the bat and tapped slowly within the infield by the batsman. If the attempted bunt results in a foul not legally caught a strike shall be called by the umpire.

Rule 48. Balls Batted Outside the Ground.

SECTION 1. When a batted ball passes outside the ground or into a stand the umpire shall decide it fair or foul according to whether the point at which it leaves the playing field is on fair or foul territory.

SEC. 2. A fair batted ball that goes over the fence or into a stand shall entitle the batsman to a home run

have come to bat had the players been put out by ordinary play in the preceding inning.

SEC. 2. If he fail to take his position within one minute after the umpire has called for the batsman.

SEC. 3. If he make a foul hit other than a foul tip, as defined in Rule 46, and the ball be momentarily held by a fielder before touching the ground; provided, it be not caught in a fielder's cap, protector, pocket or other part of his uniform, or strike some object other than a fielder before being caught.

SEC. 4. If he bat the ball illegally, as defined in Rule 50.

SEC. 5. If he attempt to hinder the catcher from fielding or throwing the ball by stepping outside the lines of the batsman's position, or in any way obstructing or interfering with that player.

SEC. 6. If, while first base be occupied by a base-runner, the third strike be called on him by the umpire, unless two men are already out.

SEC. 7. If, while attempting a third strike, the ball touch any part of the batsman's person, in which case base-runners occupying bases shall not advance, as prescribed in Rule 55, Section 5.

SEC. 8. If, before two hands are out, while first and second, or first, second and third bases are occupied, he hit a fly ball, other than a line drive, that can be handled by an infielder. In such case the umpire shall, as soon as the ball be hit, declare it an infield or outfield hit.

SEC. 9. If the third strike be called in accordance with Rule 49, Section 5.

Batsman Must Obey Call.

SEC. 10. The moment a batsman's term at bat ends, the umpire shall call for the batsman next in order to leave his seat on the bench and take his position at the bat, and no player of the batting side shall leave his seat on the bench until so called, except to become a coacher or substitute, base runner, to take the place of a player on his team's batting list to comply with the umpire's order. The batsman shall be declared out if he steps from one batsman's box to the other while the pitcher is in his position and ready to pitch.

BASE-RUNNING RULES.

Rule 52. Legal Order of Bases.

The Base Runner must touch each base in legal order, viz., First, Second, Third and Home Bases; and when obliged to return while the ball is in play, must retouch the base or bases in reverse order. He can only acquire the right to a base by touching it, before having been put out, and shall then be entitled to hold such base until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding base runner. However, no base runner shall score a run to count in the game ahead of the base runner preceding him in the batting order, if there be such preceding base runner who has not been put out in that inning.

Rule 53. When the Batsman Becomes a Base Runner.

The batsman becomes a base runner:

SECTION 1. Instantly after he makes a fair hit.

SEC. 2. Instantly after "Four Balls" have been called by the umpire.

SEC. 3. Instantly after "Three Strikes" have been declared by the umpire.

SEC. 4. If, without making any attempt to strike at the ball, his person or clothing be hit by a pitched ball unless, in the opinion of the umpire, he plainly makes no effort to get out of the way of the pitched ball.

SEC. 5. If the catcher interfere with him in or prevent him from striking at a pitched ball.

Rule 54. Entitled to Bases.

The base runner shall be entitled, without liability to be put out, to advance a base in the following cases:

SECTION 1. If, while the batsman, he becomes a base runner by reason of "four balls" or for being hit by a pitched ball, or for being interfered with by the catcher in striking at a pitched ball, or if a fair ball strikes the person or clothing of the umpire or a base runner or a fair grounder.

SEC. 2. If the umpire awards to a succeeding batsman a base on four balls, or for being hit by a pitched ball,

or being interfered with by the catcher in striking at a pitched ball and the base runner be thereby forced to vacate the base held by him.

SEC. 3. If the umpire call a "Balk."

SEC. 4. If a ball delivered by the pitcher pass the catcher and touch any fence or building within ninety (90) feet of the home base.

SEC. 5. If he be prevented from making a base by the obstruction of a fielder, unless the latter have the ball in hand ready to touch the base runner.

SEC. 6. If the fielder stop or catch a batted ball with his cap, glove or any part of his uniform, while detached from its proper place on his person.

SEC. 7. If a thrown or pitched ball strike the person or clothing of any umpire on foul ground, the ball shall be considered in play and the base runner or runners shall be entitled to all the bases they can make.

Rule 55. Returning to Bases.

The base runner shall return to his base without liability to be put out:

SECTION 1. If the umpire declare any foul not legally caught.

SEC. 2. If the umpire declares an illegally batted ball.

SEC. 3. If the umpire declares a dead ball, unless it be also the fourth unfair ball, and he be thereby forced to take the next base, as provided in Rule 54, Section 2.

SEC. 4. If the person or clothing of the umpire interfere with the catcher in an attempt to throw or the umpire be struck by a ball thrown by the catcher or other fielder to intercept a base runner.

SEC. 5. If a pitched ball at which the batsman strikes, but misses, touch any part of the batsman's person.

SEC. 6. If the umpire be struck by a fair hit ball before touching a fielder; in which case no base shall be run unless necessitated by the batsman becoming a base runner, and no run shall be scored unless all the bases are occupied.

SEC. 7. If the umpire declare the batsman or another base runner out for interference.

Rule 56. When Base Runners Are Out.

The base runner is out:

SECTION 1. If, after three strikes have been declared

against him while the batsman, the third strike ball be not legally caught, and he plainly attempts to hinder the catcher from fielding the ball.

SEC. 2. If, after having made a fair hit while batsman, such fair hit ball be momentarily held by a fielder before touching the ground or any object other than a fielder; provided, it be not caught in a fielder's hat, cap, protector, pocket or other part of his uniform.

SEC. 3. If, when the umpire has declared "Three Strikes" on him while the batsman, the third strike ball be momentarily held by a fielder before touching the ground; provided, it be not caught in a fielder's cap, protector, pocket or other part of his uniform, or touch some object other than a fielder before being caught.

SEC. 4. If, after three strikes or a fair hit, he be touched with the ball in the hand of a fielder before he shall have touched first base.

SEC. 5. If, after three strikes or a fair hit, the ball be securely held by a fielder while touching first base with any part of his person before such base runner touch first base.

SEC. 6. If, in running the last half of the distance from home base to first base, while the ball is being fielded to first base, he run outside the three-foot lines, as defined in Rule 7, unless he do so to avoid a fielder attempting to field a batted ball.

SEC. 7. If, in running from first to second base, from second to third base, or from third to home base, he run more than three feet from a direct line between a base and the next one in regular or reverse order to avoid being touched by a ball in the hands of a fielder. But in case a fielder be occupying a base runner's proper path in attempting to field a batted ball, then the base runner shall run out of direct line to the next base and behind said fielder and shall not be declared out for so doing.

SEC. 8. If he fail to avoid a fielder attempting to field a batted ball, in the manner described in sections 6 and 7 of this rule, or in any way obstruct a fielder in attempting to field a batted ball, or intentionally interfere with a thrown ball; provided, that if two or more fielders attempt to field a batted ball, and the base runner come in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not decide the base runner out

for coming in contact with a fielder other than the one the umpire determines to be entitled to field such batted ball.

SEC. 9. If at any time while the ball is in play, he be touched by the ball in the hands of a fielder, unless some part of his person be touching the base he is entitled to occupy; provided, however, that the ball be held by the fielder after touching him, unless the base runner deliberately knock it out of his hand.

SEC. 10. If, when a fair or foul hit ball (other than a foul tip as defined in Rule 46) be legally caught by a fielder, such ball be legally held by a fielder on the base occupied by the base runner when such ball was batted, or the base runner be touched with the ball in the hands of a fielder, before he retouch such base after such fair or foul hit ball was so caught; provided, that the base runner shall not be out in such case, if after the ball was legally caught as above, it be delivered to the bat by pitcher before the fielder hold it on said base, or touch base runner out with it; but if base runner, in attempting to reach a base, detach it from its fastening before being touched or forced out, he shall be declared safe.

SEC. 11. If, when the batsman becomes a base runner, the first base, or the first and second bases, or the first, second and third bases be occupied, any base runner so occupying a base shall cease to be entitled to hold it, and may be put out at the next base in the same manner as in running to first base, or by being touched with the ball in the hands of a fielder at any time before any base runner following him in the batting order be put out, unless the umpire should decide the hit of the batsman to be an infield fly.

SEC. 12. If a fair hit ball strike him before touching a fielder, and, in such case, no base shall be run unless necessitated by the batsman becoming a base runner, but no run shall be scored or any other base runner put out until the umpire puts the ball back into play.

SEC. 13. If, when advancing bases, or forced to return to a base, while the ball is in play, he fail to touch the intervening base or bases, if any, in the regular or reverse order, as the case may be, he may be put out by the ball being held by a fielder on any base he failed to touch, or by being touched by the ball in the hands of a

fielder in the same manner as in running to first base; provided, that the base runner shall not be out in such case if the ball be delivered to the bat by the pitcher before the fielder hold it on said base or touch the base runner with it.

SEC. 14. If, when the umpire call "Play," after the suspension of a game, he fail to return to and touch the base he occupied when "Time" was called before touching the next base; provided, the base runner shall not be out, in such case, if the ball be delivered to the bat by the pitcher, before the fielder hold it on said base or touch the base runner with it.

SEC. 15. If with one or no one out and a base runner on third base, the batsman interferes with a play being made at home plate.

SEC. 16. If he pass a preceding base runner before such runner has been legally put out he shall be declared out immediately upon passing the preceding base runner.

Overrunning First Base.

SEC. 17. The base runner in running to first base may overrun said base after touching it in passing without incurring liability to be out for being off said base, provided he return at once and retouch the base, after which he may be put out as at any other base. If, after overrunning first base, he turn in the direction of or attempt to run to second base, before returning to first base, he shall forfeit such exemption from liability to be put out.

SEC. 18. If, while third base is occupied, the coacher stationed near that base shall run in the direction of home base or near the base line while a fielder is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, and thereby draws a throw to home base, the base runner entitled to third base shall be declared out by the umpire for the coacher's interference with and prevention of the legitimate play. If one base runner passes another on the paths, the runner so passing shall be declared out.

SEC. 19. If one or more members of the team at bat stand or collect at or around a base for which a base runner is trying, thereby confusing the fielding side and adding to the difficulty of making such play, the base

runner shall be declared out for the interference of his team-mate or team-mates.

SEC. 20. If with one or none out and a runner on third base, the batsman interferes with the catcher, the base runner shall be declared out.

Rule 57. When Umpire Shall Declare an Out.

The umpire shall declare the batsman or base runner out, without waiting for an appeal for such decision, in all cases where such player be put out in accordance with any of these rules, except Sections 13 and 17 of Rule 56.

Rule 58. Coaching Rules.

The coacher shall be restricted to coaching the base runner, and then only in words of assistance and direction in running bases. He shall not, by words or signs, incite or try to incite the spectators to demonstrations, and shall not use language which will in any manner refer to or reflect upon a player of the opposite club, the umpire or the spectators. Not more than two coachers, who must be players in the uniform of the team at bat, shall be allowed to occupy the space between the players' and the coachers' lines, one near first and the other near third base, to coach base-runners. If there be more than the legal number of coachers or this rule be violated in any respect, the umpire must order the illegal coacher or coachers to the bench, and if his order be not obeyed within one minute, the umpire shall assess a fine of \$5.00 against each offending player, and upon a repetition of the offense, the offending player or players shall be debarred from further participation in the game, and shall leave the playing field forthwith.

Rule 59. The Scoring of Runs.

One run shall be scored every time a base-runner, after having legally touched the first three bases, shall legally touch the home base before three men are put out; provided, however, that if he reach home on or during a play in which the third man be forced out or be put out before reaching first base, a run shall not count. A force-out can be made only when a base-runner legally loses the right to the base he occupied by reason of the batsman becoming a base-runner and he is thereby obliged to advance as the result of a fair hit ball not caught on the fly.

UMPIRES AND THEIR DUTIES.

Rule 60. Power to Enforce Decisions.

The umpire is the representative of the League and as such is authorized and required to enforce each section of this code. He shall have the power to order a player, captain or manager to do or omit to do any act which in his judgment is necessary to give force and effect to one or all of these rules and to inflict penalties for violations of the rules as hereinafter prescribed. In order to define their respective duties, the umpire judging balls and strikes shall be designated as the "Umpire-in-Chief"; the umpire judging base decisions as the "Field Umpire."

Rule 61. The Umpire-in-Chief.

SECTION 1. The Umpire-in-Chief shall take position back of the catcher; he shall have full charge of and be responsible for the proper conduct of the game. With exception of the base decisions to be made by the Field Umpire, the Umpire-in-Chief shall render all the decisions that ordinarily would devolve upon a single umpire, and which are prescribed for "the umpire" in these Playing Rules.

SEC. 2. He shall call and count as a "ball" any unfair ball delivered by the pitcher to the batsman. He shall also call and count as a "strike" any fairly delivered ball which passes over any portion of the home base, and within the batsman's legal range as defined in Rule 31 whether struck at or not by the batsman; or a foul tip which is caught by the catcher standing within the lines of his position, within 10 feet of the home base; or which, after being struck at and not hit, strikes the person of the batsman; or when the ball be bunted foul by the batsman; or any foul hit ball not caught on the fly unless the batsman has two strikes, provided, however, that a pitched ball shall not be called or counted a "ball" or "strike" by the umpire until it has passed the home plate.

SEC. 3. He shall render base decisions in the following instances: (1) If the ball is hit fair with a runner on first, he must go to third base to take a possible decision; (2) with more than one base occupied, he

shall decide whether or not a runner on third leaves that base before a fly ball is caught; (3) in case of a runner being caught between third and home, when more than one base is occupied, he shall make the decision on the runner nearest the home plate.

SEC. 4 The Umpire-in-Chief alone shall have authority to declare a game forfeited.

Rule 62. The Field Umpire.

SECTION 1. The Field Umpire shall take such positions on the playing field as in his judgment are best suited for the rendering of base decisions. He shall render all decisions at first base and second base, and all decisions at third base except those to be made by the Umpire-in-Chief in accordance with Section 3,

SEC. 2. He shall aid the Umpire-in-Chief in every manner in enforcing the rules of the game and, with the exception of declaring a forfeiture, shall have equal authority with the Umpire-in-Chief in fining or removing from the game players who violate these rules.

Rule 63. No Appeal from Decisions Based on Umpire's Judgment.

There shall be no appeal from any decision of either umpire on the ground that he was not correct in his conclusion as to whether a batted ball was fair or foul, a base-runner safe or out, a pitched ball a strike or ball, or on any other play involving accuracy of judgment, and no decision rendered by him shall be reversed, except that he be convinced that it is in violation of one of these rules. The captain shall alone have the right to protest against a decision and seek its reversal on a claim that it is in conflict with a section of these rules. In case the captain does seek a reversal of a decision based solely on a point of rules, the umpire making the decision shall, if he is in doubt, ask his associate for information before acting on the captain's appeal. Under no circumstances shall either umpire criticize or interfere with a decision unless asked to do so by his associate.

Rule 64. Duties of Single Umpire.

If but one umpire be assigned, his duties and jurisdiction shall extend to all points, and he shall be per-

mitted to take his stand in any part of the field that in his opinion will best enable him to discharge his duties.

Rule 65. Must Not Question Decisions.

Under no circumstances shall a captain or player dispute the accuracy of the umpire's judgment and decision on a play.

Rule 66. Clubs Cannot Change Umpires.

The umpire cannot be changed during a championship game by the consent of the contesting clubs unless the official in charge of the field be incapacitated from service by injury or illness.

Rule 67. Penalties for Violation of the Rules.

SECTION 1. In all cases of violation of these rules, by either player or manager, the penalty shall be prompt removal of the offender from the game and grounds, followed by a period of such suspension from actual service in the club as the President of the League may fix. In the event of removal of player or manager by either umpire, he shall go direct to the club house and remain there during progress of the game, or leave the grounds; and a failure to do so will warrant a forfeiture of the game by the umpire-in-chief.

SEC. 2. The umpire shall assess a fine of \$5 against each offending player in the following cases: (1) If the player intentionally discolor or damage the ball; (2) if the player fail to be seated on his bench within one minute after ordered to do so by the umpire; (3) if the player violate the coaching rules and refuse to be seated on his bench within one minute after ordered to do so by the umpire; (4) if the captain fail to notify him when one player is substituted for another.

SEC. 3. In cases where substitute players show their disapproval of decisions by yelling from the bench, the umpire shall first give warning. If the yelling continues he shall fine each offender \$10.00, and if the disturbance is still persisted in he shall clear the bench of all substitute players; the captain of the team, however, to have the privilege of sending to the club house such substitutes as are actually needed to replace players in the game.

Rule 68. Umpire to Report Violations of the Rules.

The umpire shall, within twelve hours after fining or removing a player from the game, forward to the therefor.

Rule 69.

Immediately upon being informed by the umpire that a fine has been imposed upon any manager, captain or player, the President shall notify the person so fined and also the club of which he is a member; and, in the event of the failure of the person so fined to pay to the Secretary of the League the amount of said fine within five days after notice, he shall be debarred from participating in any championship game or from sitting on a player's bench during the progress of a championship game until such fine be paid.

Rule 70.

When the offense of the player debarred from the game be of a flagrant nature, such as the use of obscene language or an assault upon a player or umpire, the umpire shall within four hours thereafter forward to President a report of the penalty inflicted and the cause the President of the League full particulars.

Rule 71. Warning to Captains.

The umpire shall notify both captains before the game, and in the presence of each other, that all the playing rules will be strictly and impartially enforced, and warn them that failure on their part to co-operate in such enforcement will result in offenders being fined, and, if necessary to preserve discipline, debarred from the game.

Rule 72. On Ground Rules.

SECTION 1. Before the commencement of a game the umpire shall see that the rules governing all the materials of the game are strictly observed.

SEC. 2. In case of spectators overflowing on the playing field, the home captain shall make special ground rules to cover balls batted or thrown into the crowd, provided such rules be acceptable to the captain of the visiting club. If the latter object, then the umpire shall

have full authority to make and enforce such special rules, and he shall announce the scope of same to the spectators.

SEC. 3. In all cases where there are no spectators on the playing field, and where a thrown ball goes into a stand for spectators, or over or through any fence surrounding the playing field, or into the players' bench (whether the ball rebounds into the field or not), the runner or runners shall be entitled to two bases. The umpire in awarding such bases shall be governed by the position of the runner or runners at the time the throw is made.

SEC. 4. The umpire shall also ascertain from the home captain whether any other special ground rules are necessary, and if there be he shall advise the opposing captain of their scope and see that each is duly enforced, provided they do not conflict with any of these rules and are acceptable to the captain of the visiting team.

Rule 73. Official Announcements.

The umpire shall call "Play" at the hour appointed for the beginning of a game, announce "Time" at its legal interruption and declare "Game" at its legal termination. Prior to the commencement of the game he shall announce the batteries, and during the progress of the game shall announce each change of players. In case of an overflow crowd, he shall announce the special ground rules agreed upon, and he shall also make announcement of any agreement entered into by the two captains to stop play at a specified hour.

Rule 74. Suspension of Play.

The umpire shall suspend play for the following causes:

1 If rain fall so heavily as in the judgment of the umpire to prevent continuing the game, in which case he shall note the time of suspension, and should rain fall continuously for thirty minutes thereafter he shall terminate the game.

2 In case of an accident which incapacitates him or a player from service in the field, or in order to remove from the grounds any player or spectator who has vio-

lated the rules, or in case of fire, panic or other extraordinary circumstances.

3. In suspending play from any legal cause the umpire shall call "Time"; when he calls "Time," play shall be suspended until he calls "Play" again, and during the interim no player shall be put out, base be run or run be scored. "Time" shall not be called by the umpire until the ball be held by the pitcher while standing in his position.

Rule 75.**Field Rules.**

No person shall be allowed upon any part of the field during the progress of a game except the players in uniform, the manager of each side, the umpire, such officers of the law as may be present in uniform, and such watchmen of the home club as may be necessary to preserve the peace.

Rule 76.

No manager, captain or player shall address the spectators during a game except in reply to a request for information about the progress or state of the game or to give the name of a player.

Rule 77.

Every club shall furnish sufficient police force to preserve order upon its own grounds, and in the event of a crowd entering the field during the progress of a game, and interfering with the play in any manner, the visiting club may refuse to play until the field be cleared. If the field be not cleared within 15 minutes thereafter, the visiting club may claim and shall be entitled to the game by a score of nine runs to none (no matter what number of innings has been played).

Rule 78.**General Definitions.**

"Play" is the order of the umpire to begin the game or to resume it after its suspension.

Rule 79.

"Time" is the order of the umpire to suspend play. Such suspension must not extend beyond the day.

Rule 80.

"Game" is the announcement of the umpire that the game is terminated.

Rule 81.

"An inning" is the term at bat of the nine players representing a club in a game and is completed when three of such players have been legally put out.

Rule 82.

"A Time at Bat" is the term at bat of a batsman. It begins when he takes his position, and continues until he is put out or becomes a base-runner. But a time at bat shall not be charged against a batsman who is awarded first base by the umpire for being hit by a pitched ball or on called balls or when he makes a sacrifice hit, or for interference by the catcher.

Rule 83.

"Legal" or "Legally" signifies as required by these rules.

Rule 84.**The Scoring Rules.**

To promote uniformity in scoring championship games the following instructions are given and suggestions and definitions made for the guidance of scorers, and they are required to make all scored in accordance herewith.

Rule 85.**The Batsman's Record.**

SECTION 1. The first item in the tabulated score, after the player's name and position, shall be the number of times he has been at bat during the game, but the exceptions made in Rule 82 must not be included.

SEC. 2. In the second column shall be set down the runs, if any, made by each player.

SEC. 3. In the third column shall be placed the first base hits, if any, made by each player.

The Scoring of Base Hits.

SEC. 4. A base hit shall be scored in the following cases:

When the ball from the bat strikes the ground on or within the foul lines and out of the reach of the fielders.

When a fair-hit ball is partially or wholly stopped by a fielder in motion, but such player cannot recover himself in time to field the ball to first before the striker reaches that base or to force out another base-runner.

When the ball be hit with such force to an infielder or pitcher that he cannot handle it in time to put out the batsman or force out a base-runner. In a case of doubt over this class of hits, a base hit should be scored and the fielder exempted from the charge of an error.

When the ball is hit so slowly toward a fielder that he cannot handle it in time to put out the batsman or force out a base-runner.

In all cases where a base-runner is retired by being hit by a batted ball, unless batted by himself, the batsman should be credited with a base hit.

When a batted ball hits the person or clothing of the umpire, as defined in Rule 54, Section 2.

In no case shall a base hit be scored when a base-runner is forced out by the play.

Sacrifice Hits.

SEC. 5. In the fourth column shall be placed the sacrifice hits.

A sacrifice hit shall be credited to the batsman who, when no one is out or when but one man is out, advances a runner a base by a bunt hit, which results in the batsman being put out before reaching first, or would so result if it were handled without error.

Fielding Records.

SEC. 6. A sacrifice hit shall also be credited to a batsman who, when no one is out or when but one man is out, hits a fly ball that is caught, but results in a run being scored. This rule will produce higher batting averages for the team worker and is framed so that justice may be done to the man who works for his side.

SEC. 7. The number of times, if any, each player assists in putting out an opponent shall be set down in the sixth column. An assist should be given to each player who handles the ball in aiding in a run out or any other play of the kind, except the one who completes it.

An assist should be given to each player who handles the ball in aiding in a run-out or any other play of the

kind, even though he complete the play by making the put-out.

And generally an assist should be given to each player who handles or assists in any manner in handling the ball from the time it leaves the bat until it reaches the player who makes the put-out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such a way that a put-out results, or would result if no error were made by a team-mate.

Assists should be credited to every player who handles the ball in the play which results in a base-runner being called "out" for interference or for running out of line.

Errors.

SEC. 8. An error shall be given in the sixth column for each misplay which prolongs the time at bat of the batsman or allows a base-runner to make one or more bases when perfect play would have insured his being put out. But a base on balls, a base awarded to a batsman by being struck by a pitched ball, a balk, a passed ball, or wild pitch, shall not be included in the sixth column.

An error shall not be charged against the catcher for a wild throw in an attempt to prevent a stolen base, unless the base runner advance an extra base because of the error.

An error shall not be scored against the catcher or an infielder who attempts to complete a double play, unless the throw be so wild that an additional base be gained.

In case a base-runner advance a base through the failure of a baseman to stop or try to stop a ball accurately thrown to his base, the latter shall be charged with an error and not the player who made such throw, provided there was occasion for it. If such throw be made to second base the scorer shall determine whether the second baseman or shortstop shall be charged with an error.

In event of a fielder dropping a fly, but recovering the ball in time to force a batter at another base, he shall be exempted from an error, the play being scored as a "force-out."

Stolen Bases.

SEC. 9. A stolen base shall be credited to the base-runner whenever he advances a base unaided by a base

hit, a put-out, a fielding or a battery error, subject to the following exceptions:

In event of a double steal or triple being attempted, where either runner is thrown out, the other or others shall not be credited with a stolen base.

In event of a base-runner being touched out after sliding over a base, he shall not be regarded as having stolen the base in question.

In event of a base-runner making his start to steal a base prior to a battery error, he shall be credited with a stolen base.

In event of a palpable muff of a ball thrown by the catcher, when the base-runner is clearly blocked, the infielder making the muff shall be charged with an error and the base-runner shall not be credited with a stolen base.

SEC. 10. A wild pitch is a legally delivered ball, so high, low or wide of the plate that the catcher cannot or does not stop and control it with ordinary effort, and as a result the batsman, who becomes a base-runner or such pitched ball, reaches first base, or a base-runner advances.

A passed ball is a legally delivered ball that the catcher should hold or control with ordinary effort, but his failure to do so enables the batsman, who becomes a base-runner on such pitched ball, to reach first base, or a base-runner to advance.

Rule 86.

The Summary shall contain:

SECTION 1. The score made in each inning of the game and the total runs of each side in the game.

SEC. 2. The number of stolen bases, if any, by each player.

SEC. 3. The number of sacrifice hits, if any, made by each player.

SEC. 4. The number of sacrifice flies, if any, made by each player.

SEC. 5. The number of two-base hits, if any, made by each player.

SEC. 6. The number of three-base hits, if any, made by each player.

SEC. 7. The number of home runs, if any, made by each player.

SEC. 8. The number of double and triple plays, if any,

made by each side and the names of the players participating in the same.

SEC. 9. The number of innings each pitcher pitched in.

SEC. 10. The number of base hits, if any, made off each pitcher and the number legal at-bats scored against each pitcher.

SEC. 11. The number of times, if any, the pitcher strikes out the opposing batsmen.

SEC. 12. The number of times, if any, the pitcher gives bases on balls.

SEC. 13. The number of wild pitches, if any, charged to the pitcher.

SEC. 14. The number of times, if any, the pitcher hits a batsman with a pitched ball, the name or names of the batsman or batsmen so hit to be given.

SEC. 15. The number of passed balls by each catcher.

SEC. 16. The time of the game.

SEC. 17. The name of the umpire or umpires.

RULES FOR POST-SEASON CHAMPIONSHIP GAMES.

SEC. 1. The pennant-winning club of the National League and the pennant-winning club of the American League shall meet annually in a series of games for the professional baseball championship of the world.

SEC. 2. The emblem of the professional baseball championship of the world shall be a silver cup of suitable size and appropriate design, jointly contributed by the two leagues.

SEC. 3. The games shall be played under the supervision, control and direction of the National Commission.

SEC. 4. The event shall take place at the end of the championship season of each year. Seven games shall constitute a complete series.

SEC. 5. The games shall be conducted according to the playing rules as provided for by the National Agreement.

SEC. 6. The National Commission shall promulgate schedule for the event. Three games shall be scheduled in each of the cities of the contesting clubs, unless the commission should otherwise decide. In case it becomes necessary to play the seventh game to decide the event, the commission shall determine the city in which the game is to be played.

SEC. 7. The clubs entitled to contest for the world's honor shall be represented by the Presidents of their respective leagues and clubs. The Secretary of the National Commission will be required to notify all of the players of the contesting teams that they will be held amenable by the commission to all rules governing baseball and will be subject to discipline regardless of contracts.

SEC. 8. The clubs shall continue to play each day according to the authorized schedule until one of them

has won four games, when the contest shall end, and the club winning shall be entitled to hold the emblem of the world's championship during the ensuing baseball season.

SEC. 9. The National Commission shall reserve to itself the right to terminate the series at any time that it deems the interest of baseball demands it, and to declare one of the contesting clubs the winner of the championship regardless of previous performances.

SEC. 10. Each of the clubs participating in the event shall guarantee to the National Commission in such manner as the latter may prescribe, that they will faithfully carry out all of the provisions of these rules and regulations and such others as the commission may hereafter make to govern the games, and that they will not exercise an arbitrary right or privilege of abandoning the series until it has been completed or the championship determined.

SEC. 11. There shall be two umpires who shall be invested with the authority and discretion that the playing rules confer, and they shall observe the same general instructions with reference to maintaining order and discipline upon the ball field during these contests that govern them in the performance of their duties in all other games in their respective leagues.

SEC. 12. The President of the National League and the President of the American League shall each select one umpire from their respective leagues, and the umpires so chosen shall be assigned to duty and be subject to the orders of the Chairman of the National Commission.

SEC. 13. The compensation of the umpires shall be fixed by the National Commission.

SEC. 14. The expenses of the National Commission pertaining to these games, the salaries of the umpires, and other miscellaneous and contingent expenses in connection therewith, shall be paid out of the funds to be received by the commission from these games. Should these funds prove insufficient to this purpose, the balance shall be paid out of the regular funds of the commission, and should there be a surplus in these funds it shall be credited each year to the regular funds of the commission. All other expenses of both clubs.

such as hotel bills and traveling expenses, balls, advertising, policing of grounds, ticket sellers and takers, incidentals, etc., shall be paid by the club incurring the same. Should any difference arise at any time as to the latter expense, the same shall be submitted to the commission for adjudication and its finding shall be conclusive.

SEC. 15. Each contesting club shall preserve its constitutional rights during games played upon its own grounds with reference to the conduct of its business affairs in connection therewith, but the visiting club shall also be allowed its inherent rights and whatever representation and facilities it may require to properly protect the interests of the club and its players.

SEC. 16. The rates of admission and the conditions governing the same shall be fixed by and be under the control of the National Commission.

SEC. 17. The receipts from the games shall be divided as follows:

1. Ten per cent. of the gross receipts from all games shall be paid to the National Commission.

2. — per cent. of the balance, from the first four games shall form a pool for the players of the two teams, to be divided 75 per cent. to the winner and 25 per cent. to the loser of the contest.

3. After the 10 per cent. deductions for the commission and the two leagues from all the games and that which forms the players' pool from the first four games, the balance of the gross receipts shall be divided equally between the two clubs.

4. The amount to be paid into the players' pool as provided by this section shall be paid to the commission, and the same shall be distributed to the players through the Secretary of the commission.

SEC. 18. In the event that the schedule for a world's championship series extends beyond the player's contract season, then the salaries of the players who properly belong to the pennant-winning clubs shall continue, at the contract rate, to the end of the series of games scheduled, although only four or more games be played.

SEC. 19. The free list shall be suspended during the

contest except to representatives of the press and club officials of the two leagues.

SEC. 20. The winning team shall receive a pennant and the individual players suitable trophies emblematic of the championship.

SEC. 21. All questions arising out of the playing for the world's championship not provided for herein nor covered by the playing rules shall be dealt with and decided by the National Commission.

SEC. 22. All clubs of both leagues, whether holding the cup or challenging for it, hereby agree absolutely to conform strictly to all the articles of these rules, and in any cases not herein provided for, to conform to the decisions of the National Commission.

SEC. 23. These same rules may apply to all other games played between National and American League clubs upon application being made to the National Commission, except as to the division of the receipts exclusive of the amount to be paid to the National Commission and the two leagues, which shall be mutually agreed upon between the clubs participating in such games, provided, all players shall be paid at their contract prices for all games of this character that they are obliged to play after the expiration of their contracts.

SEC. 24. After the adoption of this agreement by the National and American Leagues copies of the same shall be prepared by the respective leagues and sent to the President of each club, who shall, on or before the 10th of March of each year, mail a copy to each player of his club.

WORLD'S CHAMPIONSHIP SERIES

FOR 1912

New York Nationals vs. Boston Americans.

First Game—At New York, Oct. 8. Boston 4, New York 3. Batteries—Wood and Cady for Boston; Tesreau, Crandall and Myers for New York.

Second Game—At Boston, Oct. 9. Tie game, 6 to 6 (eleven innings). Batteries—Collins, Hall, Bedient and Carrigan for Boston; Mathewson and Wilson for New York.

Third Game—At Boston, Oct. 10. New York 2, Boston 1. Batteries—Marquard and Myers for New York; O'Brien, Bedient and Carrigan for Boston.

Fourth Game—At New York, Oct. 11. Boston 3, New York 1. Batteries—Wood and Cady for Boston; Tesreau, Ames and Myers for New York.

Fifth Game—At New York, Oct. 12. Boston 2, New York 1. Batteries—Bedient and Cady for Boston; Mathewson and Myers for New York.

Sixth Game—At New York, Oct. 14. New York 5, Boston 2. Batteries—Marquard and Myers for New York; O'Brien, Collins and Cady for Boston.

Seventh Game—At Boston, Oct. 15. New York 11, Boston 4. Batteries—Tesreau and Wilson for New York; Wood, Hall and Cady for Boston.

Eighth Game—At Boston, Oct. 16. Boston 3, New York 2. Batteries—Bedient, Wood and Cady for Boston; Mathewson and Myers for New York.

ATTENDANCE AND RECEIPTS.

	Attendance.	Receipts.
New York, first game.....	35,730	\$75,127.00
Boston, second game.....	30,148	58,369.00
Boston, third game.....	34,624	63,142.00
New York, fourth game.....	36,502	76,644.00
Boston, fifth game.....	34,683	63,201.00
New York, sixth game.....	30,622	66,654.00
Boston, seventh game.....	32,694	57,196.00
Boston, eighth game.....	17,034	30,500.00
Total	252,037	\$490,833.00

PREVIOUS SERIES FOR THE WORLD'S CHAMPIONSHIP.

1884	Providence
1885	Chicago
1886	Chicago
1887	Detroit
1888	New York
1889	New York
1890	Brooklyn
1903	Boston
1905	New York
1906	Chicago Americans
1907	Chicago
1908	Chicago
1909	Pittsburg
1910	Athletics
1911	Athletics
1912	Boston Americans

NATIONAL LEAGUE

STANDING OF CLUBS' AT CLOSE OF SEASON.

Club.	N.Y.	Pitts.	Chi.	Cin.	Phil.	St.L.	Bklyn.	Bos.	Won.	P.C.
New York	12	9	16	17	15	16	18	103	.682	
Pittsburgh	8	..	13	11	14	15	14	18	93	.616
Chicago 13	8	..	11	10	15	17	17	91	.607	
Cincinnati	6	11	10	..	8	13	16	11	75	.490
Philadelphia	5	8	10	14	..	11	13	12	73	.480
St. Louis 7	7	7	7	9	11	..	10	12	63	.412
Brooklyn 6	8	5	6	9	11	..	13	58	.379	
Boston 3	4	5	11	10	10	9	..	52	.340	
Lost.....	48	58	59	78	79	90	95	101		

The Chicago-Pittsburgh game at Chicago, October 2, was protested by the Pittsburgh club and thrown out of the records, taking a victory from the Chicago club and a defeat from the Pittsburgh club.

CHAMPIONSHIP WINNERS IN PREVIOUS YEARS.

1871—Athletics759
1872—Boston830
1873—Boston729
1874—Boston717
1875—Boston899
1876—Chicago788
1877—Boston646
1878—Boston683
1879—Providence702
1880—Chicago798
1881—Chicago667
1882—Chicago655
1883—Boston643
1884—Providence750
1885—Chicago770
1886—Chicago726
1887—Detroit637
1888—New York641
1889—New York659
1890—Brooklyn667
1891—Boston630
1892—Boston680
1893—Boston667
1894—Baltimore695
1895—Baltimore669
1896—Baltimore698
1897—Boston795
1898—Boston685
1899—Brooklyn682
1900—Brooklyn603
1901—Pittsburgh647
1902—Pittsburgh741
1903—Pittsburgh650
1904—New York693
1905—New York668
1906—Chicago765
1907—Chicago704
1908—Chicago643
1909—Pittsburgh724
1910—Chicago675
1911—New York647
1912—New York682

CLUB BATTING.

Club.	G.	AB.	R.	H.	TB.	2B.	3B.	HB.	SH.	SB.	PC.
N. York..	154	5067	823	1451	2002	231	88	48	152	319	.286
Pittsb'gh.	152	5252	751	1493	2090	222	129	39	181	177	.284
Chicago	152	5048	756	1398	1951	245	91	42	182	164	.277
Boston ..	155	5361	693	1465	1933	227	68	35	168	137	.273
St. Louis	153	5092	659	1366	1791	190	77	27	166	193	.268
Brooklyn..	153	5141	651	1377	1839	220	73	32	159	179	.268
Phila.....	152	5077	670	1354	1861	245	68	42	179	159	.267
Cincin....	155	5115	656	1310	1732	183	91	19	175	248	.256

INDIVIDUAL BATTING AVERAGES.

Name and Club.	G.	AB.	R.	H.	SB.	PC.
Zimmerman, Chicago	145	557	95	207	23	.372
Meyers, New York.....	126	371	60	133	8	.358
Sweeney, Boston	153	593	84	204	27	.344
Evers, Chicago	143	478	73	163	16	.341
Bresnahan, St. Louis ...	48	108	8	36	4	.333
McCormick, New York ...	42	39	4	13	1	.333
Doyle, New York	143	558	98	184	36	.330
Knisely, Cincinnati	21	67	10	22	3	.328
Lobert, Philadelphia	65	257	37	84	13	.327
Wiltse, New York	28	46	5	15	1	.326
Wagner, Pittsburgh	145	558	91	181	26	.324
Hendrix, Pittsburgh	46	121	25	39	1	.322
Kirke, Boston	103	359	53	115	7	.320
Kelly, Pittsburgh	48	132	20	42	8	.318
Marsans, Cincinnati	110	416	59	132	35	.317
Kling, Boston	81	252	26	80	3	.317
Donlin, Pittsburgh	77	244	27	77	8	.316
Stengel, Brooklyn	17	57	9	18	5	.316
Paskert, Philadelphia	145	540	102	170	36	.315
Konetchy, St. Louis	143	538	81	169	25	.314
Crandall, New York	50	80	9	25313
Titus, Philadelphia-Boston	141	502	99	155	11	.309
Merkle, New York	129	479	82	148	37	.309
Daubert, Brooklyn	145	559	81	172	29	.308
W. Miller, Chicago.....	86	241	45	74	11	.307
S. Magee, Philadelphia ..	132	464	79	142	30	.306
Wheat, Brooklyn	123	453	70	138	16	.305
Huggins, St. Louis	120	431	82	131	35	.304
Carey, Pittsburgh	150	587	114	177	45	.302
Edington, Pittsburgh ...	15	53	4	16	..	.302
Simon, Pittsburgh	42	113	10	34	1	.301
J. Wilson, Pittsburgh ...	152	583	80	175	16	.300
Campbell, Boston	145	624	102	185	19	.296
Hoblitzell, Cincinnati ...	148	558	73	164	23	.294
Burns, New York	29	51	11	15	7	.294
Lee Magee, St. Louis	128	458	60	133	16	.290
M. Brown, Chicago	16	31	3	9	1	.290
Devlin, Boston	124	436	59	126	11	.289
Bates, Cincinnati	81	239	45	69	10	.289
A. Wilson, New York ...	65	121	17	35	2	.289
Hyatt, Pittsburgh	46	97	13	28	2	.289
Byrne, Pittsburgh	130	528	99	152	20	.288
Saier, Chicago	122	451	74	130	11	.288
Shafer, New York	78	163	48	47	22	.288
Phelps, Brooklyn	52	111	8	32	1	.288
Graham, Philadelphia ...	24	59	6	17	1	.288
J. Smith, Brooklyn	128	486	75	139	22	.286
Houser, Boston	108	332	38	95	1	.286
Cravath, Philadelphia ...:	130	436	63	124	15	.284

PITCHING AVERAGES

Name and Club.	G.	PO.	A.	E.	PC.
Robinson, Pittsburgh	33	5	40	..	1000
C. Brown, Boston	31	4	42	..	1000
Willis, St. Louis	31	3	26	..	1000
Wiltse, New York	28	5	40	..	1000
Adams, Pittsburgh	28	2	36	..	1000
Rixey, Philadelphia	23	4	35	..	1000
C. Smith, Chicago	21	2	29	..	1000
Rucker, Brooklyn	45	5	82	1	.989
Marquard, New York	34	2	58	1	.984
Brennan, Philadelphia	27	7	53	1	.984
Ames, New York.....	33	6	53	1	.983
Leifield, Pittsburgh-Chicago.....	19	10	31	1	.976
Steele, St. Louis	41	10	66	2	.974
Harmon, St. Louis	43	11	87	3	.970
Hendrix, Pittsburgh	39	7	91	3	.970
Benton, Cincinnati	50	13	78	3	.968
Alexander, Philadelphia	46	10	75	3	.966
Sallee, St. Louis	48	17	61	3	.963
O'Toole, Pittsburgh	37	3	75	3	.963
Suggs, Cincinnati	42	14	82	4	.960
Cheney, Chicago	42	4	67	3	.959
Reulbach, Chicago	39	8	60	3	.958
Mathewson, New York	43	15	74	4	.957
Crandall, New York	37	4	41	2	.957
Curtis, Philadelphia-Brooklyn	29	3	37	2	.952
Hess, Boston	33	11	47	3	.951
Knetzer, Brooklyn	33	4	34	2	.950
Tyler, Boston	42	15	75	5	.947
Lavender, Chicago	42	8	64	4	.947
Stack, Brooklyn	28	2	34	2	.947
Ragan, Brooklyn	36	11	40	3	.944
M. Brown, Chicago	15	1	15	1	.941
Camnitz, Pittsburgh	41	4	59	4	.940
Kent, Brooklyn	20	2	29	2	.939
Barger, Brooklyn	16	2	29	2	.939
Allen, Brooklyn	20	2	28	2	.938
Donnelly, Boston	37	7	51	4	.935
Tesreau, New York	36	9	63	5	.935
Humphries, Cincinnati	30	6	33	3	.929
Seaton, Philadelphia	44	9	55	5	.928
Perdue, Boston	37	6	45	4	.927
Moore, Philadelphia	31	4	34	3	.927
Richie, Chicago	39	2	57	5	.922
Geyer, St. Louis	41	7	49	5	.918
Dickson, Boston	36	4	63	6	.918
Fromme, Cincinnati	43	7	76	9	.902
Yingling, Brooklyn	25	7	36	5	.896
Cole, Chicago-Pittsburgh	20	1	21	3	.880
Dale, St. Louis	19	3	10	2	.867
Shultz, Philadelphia	22	4	17	4	.840
Keefe, Cincinnati.....	17	3	18	4	.840
Woodburn, St. Louis	20	2	10	5	.706

AMERICAN LEAGUE

STANDING OF CLUBS AT CLOSE OF SEASON.

Club.	Bos.	Wash.	Phila.	Chic.	Clev.	Det.	St. L.	N. Y.	Won	P.C.
Boston	12	15	16	11	15	17	19	105	.691
Washington ..	10	..	7	13	18	14	14	15	91	.599
Philadelphia .	7	13	..	10	14	13	16	17	90	.592
Chicago	6	9	12	..	11	14	13	13	78	.506
Cleveland	11	4	8	11	..	13	15	13	75	.490
Detroit	6	8	9	8	9	..	13	16	69	.451
St. Louis	5	8	6	9	7	9	..	9	53	.344
New York ...	2	7	5	9	8	6	13	..	50	.329
Lost	47	61	62	76	78	84	101	102		

CHAMPIONSHIP WINNERS IN PREVIOUS YEARS.

1900—Chicago607
1901—Chicago610
1902—Athletics610
1903—Boston659
1904—Boston617
1905—Athletics621
1906—Chicago614
1907—Detroit613
1908—Detroit588
1909—Detroit645
1910—Athletics680
1911—Athletics669
1912—Boston691

CLUB BATTING AVERAGES.

Club.	G.	AB.	R.	H.	2B.	3B.	HR.	SH.	SB.	P.C.
Philadelphia .	.153	5111	779	1442	203	108	22	201	259	.282
Boston154	5069	794	1403	268	85	28	190	186	.277
Cleveland155	5148	676	1404	220	75	10	208	195	.273
Detroit154	5146	720	1374	192	87	18	151	275	.267
New York ..	.153	5089	630	1321	170	78	18	152	245	.260
Washington .	.154	5070	698	1299	197	86	17	144	262	.256
Chicago158	5183	638	1319	176	79	17	211	212	.254
St. Louis157	5085	552	1262	165	70	19	139	176	.248

INDIVIDUAL BATTING AVERAGES.

Name and Club.	G.	AB.	R.	H.	SB.	PC.
Cobb, Detroit	140	553	119	227	61	.410
Jackson, Cleveland	152	572	121	226	35	.395
Speaker, Boston	153	580	136	222	52	.383
Borton, Chicago	31	105	15	39	1	.371
Lajole, Cleveland	117	448	66	165	18	.368
Lelivelt, New York	36	149	12	54	7	.362
Collins, Philadelphia	153	543	137	189	63	.348
Baker, Philadelphia	149	577	116	200	40	.347
Veach, Detroit	23	79	8	27	2	.342
Cree, New York	50	190	25	63	12	.332
McInnes, Philadelphia ..	153	568	83	186	27	.327
Crawford, Detroit	149	581	81	189	41	.325
D. Murphy, Philadelphia	36	130	27	42	8	.323
Henriksen, Boston	37	56	20	18	..	.321
Williams, Washington ..	56	157	14	50	2	.318
E. Murphy, Philadelphia.	33	142	24	45	7	.317
Gardner, Boston	143	517	88	163	25	.315
Chapman, Cleveland	31	109	29	34	10	.312
Easterly, Chicago	93	241	22	75	4	.311
Laporte, Washington ...	119	402	45	125	10	.311
Brief, St. Louis.....	15	42	9	13	2	.310
Turner, Cleveland	103	370	54	114	19	.308
Krug, Boston	15	39	6	12	2	.308
Milan, Washington	154	601	105	184	88	.306
Gandil, Washington	117	443	59	135	21	.305
Griggs, Cleveland	89	273	29	83	10	.304
Pratt, St. Louis	151	570	76	172	24	.302
Stahl, Boston	95	326	40	98	13	.301
Oldring, Philadelphia ...	98	395	61	119	17	.301
Wolverton, New York ..	33	50	6	15	1	.300
McConnell, New York ...	42	91	11	27	..	.297
Bodie, Chicago	137	472	58	139	12	.294
Jones, Detroit	97	316	54	93	16	.294
Lapp, Philadelphia	90	281	26	82	3	.292
Williams, St. Louis	64	216	32	63	18	.290
Shotten, St. Louis	154	580	87	168	35	.290
Collins, Chicago	153	579	75	168	26	.290
Wood, Boston	43	124	17	36	..	.290
Strunk, Philadelphia ...	120	412	58	119	29	.289
Paddock, New York	46	157	26	45	9	.287
Ford, New York	39	112	15	32	2	.286
Delehanty, Detroit	78	266	34	76	9	.286
Schalk, Chicago	23	63	7	18	2	.286
Foster, Washington	154	618	98	176	27	.285
Lewis, Boston.....	154	581	85	165	9	.284
Gardner, New York	43	160	14	45	11	.281
Compton, St. Louis	100	268	26	75	11	.280
Johnson, Cleveland.....	43	164	22	46	8	.280
Mullen, Detroit	37	90	13	25	..	.278
Moeller, Washington ...	132	519	90	143	30	.276
Dubue, Detroit	36	105	16	29	..	.276
Carisch, Cleveland	24	69	4	19	3	.275
Chase, New York	131	522	61	143	33	.274
Daniels, New York	133	496	72	136	37	.274
Wagner, Boston	144	504	75	138	21	.274
C. Walker, Washington	36	110	22	30	11	.273
Hartzell, New York ...	123	416	50	113	20	.272
Rath, Chicago	157	591	104	161	30	.272
Callahan, Chicago	111	408	45	111	19	.272
Steen, Cleveland	22	48	5	13	4	.271

INDIVIDUAL BATTING AVERAGES—Continued.

Ryan, Cleveland	93	328	53	89	12	.271
Sweeney, New York	110	351	37	94	6	.268
Plank, Philadelphia	34	90	5	24	..	.267
Lord, Chicago	151	570	81	152	28	.267

AMERICAN LEAGUE PITCHING AVERAGES.

Name and Club.	G.	PO.	A.	E.	PC.
Coombs, Philadelphia	54	16	66	..	1000
Plank, Philadelphia	34	6	68	..	1000
White, Chicago	28	5	46	..	1000
Baumgardner, St. Louis	28	4	61	1	.985
Cashion, Washington	33	15	40	1	.982
Quinn, New York	16	4	39	1	.977
Wood, Boston	43	41	110	4	.974
Bedient, Boston	34	6	67	2	.973
Dubuc, Detroit	36	12	91	3	.972
Kahler, Cleveland	32	12	46	2	.967
Brown, Philadelphia	30	10	72	3	.965
Johnson, Washington	53	15	93	4	.964
Engle, Washington	15	..	27	1	.964
Collins, Boston	26	3	45	2	.960
Hall, Boston	32	9	59	3	.958
Baskette, Cleveland	19	4	19	1	.958
Blanding, Cleveland	36	9	77	4	.956
Bender, Philadelphia	26	6	36	2	.955
Ford, New York	34	13	88	5	.953
Steen, Cleveland	22	7	34	2	.953
Peters, Chicago	23	6	52	3	.951
O'Brien, Boston	35	10	83	5	.949
Willett, Detroit	37	12	113	7	.947
E. Brown, St. Louis	21	2	31	2	.943
Cicotte, Chicago	26	10	69	5	.940
Lake, Detroit	33	4	73	5	.939
Caldwell, New York	39	2	59	4	.938
Vaughn, Washington	22	5	53	4	.935
Houck, Philadelphia	25	7	50	4	.934
Hamilton, St. Louis	36	9	57	5	.930
Mullen, Dertoit	37	8	70	6	.929
Gregg, Cleveland	33	10	61	6	.922
Powell, St. Louis	31	3	52	5	.917
McConnell, New York	42	9	75	8	.913
Fisher, New York	16	3	38	4	.911
Walsh, Chicago	61	22	140	15	.910
Allison, St. Louis	27	4	46	5	.909
Groome, Washington	42	13	77	9	.909
Lange, Chicago	36	6	42	5	.906
Warhop, New York	37	3	64	7	.905
Hughes, Washington	30	6	57	7	.900
Works, Detroit	22	2	51	6	.898
Benz, Chicago	38	10	77	10	.897
Mitchell, Cleveland	22	8	30	6	.864

PACIFIC COAST LEAGUE

STANDING OF CLUBS AT CLOSE OF SEASON.

Club.	Won.	Lost.	P.C.
Oakland	120	83	.591
Vernon	118	83	.587
Los Angeles	110	93	.542
Portland	85	100	.459
San Francisco	89	115	.436
Sacramento	73	121	.376

CHAMPIONSHIP WINNERS IN PREVIOUS YEARS.

1903—Los Angeles630
1904—Tacoma589
1905 { Tacoma (1st series)*583
{ Los Angeles (2d series)604
1906—Portland657
1907—Los Angeles608
1908—Los Angeles585
1909—San Francisco622
1910—Portland567
1911—Portland589
1912—Oakland591

* In play-off Los Angeles won.

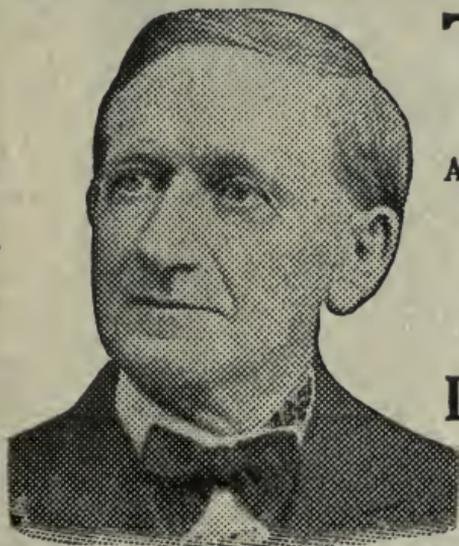
INDIVIDUAL BATTING AVERAGES.

Name and Club.	G.	AB.	R.	H.	SB.	PC.
Bryam, Sacramento	16	30	4	12	..	.400
McIntyre, San Francisco ..	41	152	24	58	..	.382
D. Howard, San Francisco	98	344	42	123	19	.358
Fitzgerald, Portland	52	155	27	55	13	.355
Cunningham, Portland	11	36	7	13	..	.361
Heitmuller, Los Angeles....	151	556	68	186	27	.335
Daley, Los Angeles	174	639	90	212	54	.332
R. Williams, San Francisco..	15	25	2	8	..	.320
Bayless, Vernon	199	716	118	228	44	.318
Lindsay, Portland	89	318	33	101	7	.318
Nagle, Los Angeles	23	38	6	12	1	.316
R. Brashear, Vernon	192	692	108	217	27	.314
Van Buren, Sacramento ...	127	383	48	120	15	.314
Kane, Vernon	169	616	124	191	66	.310
Delmas, Oakland	16	42	5	13	1	.310
Doane, Portland	146	505	65	156	47	.309
Delhi, San Francisco	16	39	4	12	1	.308
Pope, Oakland	10	13	1	4	..	.308
Rodgers, Portland	184	705	84	216	28	.306
Zimmerman, San Francisco	69	255	25	78	11	.306
Patterson, Oakland	138	515	85	157	30	.305
Hartley, San Francisco ...	119	422	38	129	18	.305
Sharpe, Oakland	101	357	29	107	4	.300
Krueger, Portland	162	586	73	175	28	.299
Hetling, Oakland	202	708	95	210	33	.297
Coy, Oakland	184	639	115	190	25	.297
Butler, Portland	52	192	23	57	10	.297

PITCHING AVERAGES.

Name and Club.	G.	PO.	A.	E.	PC.
Munsell, Sacramento	19	3	44	..	1000
Pernoll, Oakland	19	4	39	..	1000
Gaddy, Sacramento	18	..	14	..	1000
Leverenz, Los Angeles.....	52	13	83	1	.990
Christian, Oakland	48	16	63	1	.988
Slagle, Los Angeles	42	17	60	1	.987
Schwenck, Sacramento	22	6	50	1	.983
Parkin, Oakland	26	9	47	1	.982
Baum, Vernon	37	8	81	2	.978
Klawitter, Portland	57	21	108	3	.977
John Williams, Sacramento	41	9	79	2	.977
Ables, Oakland	45	10	73	2	.976
Arellanes, Sacramento	43	25	101	4	.969
Suter, Portland	21	5	26	1	.960
Arlett, San Francisco	11	8	22	1	.968
Chech, Los Angeles	50	17	97	4	.966
Killilay, Oakland.....	20	4	44	2	.960
Brackenridge, Vernon	34	20	76	5	.950
Stewart, Vernon	39	21	47	3	.958
Henley, San Francisco	45	16	74	4	.957
Halla, Los Angeles	40	14	85	5	.952
Malarkey, Oakland	40	7	52	3	.952
Carson, Vernon.....	45	9	66	4	.949
Raleigh, Vernon	35	13	76	5	.947
Gray, Vernon	46	9	41	3	.943
Hitt, Vernon	42	19	94	7	.942
Gilligan, Sacramento	43	13	81	6	.940
Fanning, San Francisco	35	15	47	4	.939
Harkness, Portland	39	13	48	4	.938
Higginbotham, Portland	42	18	69	6	.935
Koestner, Portland	53	18	101	9	.930
Fitzgerald, Sacramento	28	7	58	5	.929
Castleton, Vernon	31	8	55	5	.926
Delhi, San Francisco	16	12	23	3	.921
Tozer, Los Angeles	40	20	72	8	.920
Byram, Sacramento	16	3	29	3	.914
Miller, San Francisco	47	14	69	8	.913
Gregory, Oakland	37	17	99	10	.913
Flater, Los Angeles	15	1	20	2	.913
Perritt, Los Angeles	11	4	27	3	.912
Vernon, Los Angeles	10	..	10	1	.909
Nagle, Los Angeles	23	5	34	4	.907
McCorry, San Francisco	45	6	58	7	.901
Baker, San Francisco	40	12	58	8	.897
Toner, San Francisco	27	5	38	5	.896
Bonner, San Francisco	10	1	14	2	.882
Olmstead, Oakland	10	..	7	1	.875
Durbin, Oakland	15	2	18	3	.870
Gregg, Portland	30	5	31	6	.857
Pope, Oakland	10	1	11	2	.857
Temple, Portland-Vernon	19	4	14	5	.782

DON'T WEAR A TRUSS!



After Thirty Years' Experience
I Have Produced An Appliance for Men, Women or
Children That Cures
RUPTURE.

I Send It On Trial

If you have tried most everything else, come to me. Where others fail is where I have my greatest

C. E. Brooks, Inventor, of the Appliance

success. Send attached coupon today and I will send you free my illustrated book on Rupture and its cure, showing my Appliance and giving you prices and names of many people who have tried it and were cured. It gives instant relief when all others fail. Remember I use no salves, no harness, no lies.

I send on trial to prove what I say is true. You are the judge and once having seen my illustrated book and read it you will be as enthusiastic as my hundreds of patients whose letters you can also read. Fill out free coupon below and mail today. It's well worth your time whether you try my Appliance or not.

FREE INFORMATION COUPON

Mr. C. E. Brooks, 1560 State St. Marshall, Mich.

Please send me by mail, in plain wrapper, your illustrated book and full information about your Appliance for the cure of rupture.

Name

Address

City State

MEN ANY AGE

Made strong and vigorous. Get Turko Giant Ointment. Applied direct, strengthens, develops, invigorates. Strongly recommended for Lost Vitality, Impotency, Atrophy, Wasting, Varicocele or any form of weakness. Perfectly harmless. We guarantee to give satisfaction, or money back. Small box, sealed in plain wrapper, 20c.; large box, \$1.00; 3 boxes, \$2.50. Sent anywhere prepaid. Call or write.

DEAN & DEAN

Dept. R

634 Third Avenue

New York

SUPERIOR TO COPAIBA & INJECTIONS
SANTAL
CAPSULES
MIDY
RELIEVES IN 24 HOURS

HER-CU-LIN STRENGTH AND VIGOR FOR MEN

HER-CU-LIN, the giant developer for men's vitality, that gives results. If you still have ambition to enjoy life get Her-cu-lin, the "Improved Method." Powerful Virile invigoration quickly secured. Strongest kind of endorsements from cured men. \$1.00.  25 cents brings you proving size at once from

— B. A. OSWALD CO. —
318-320 WEST 42d ST. NEW YORK

CONFESSIONS

of

Estelle Ramon, Some Other Girls and Daisy

The Warmest little book ever published. Contains nearly 150 pages and 32 vivid pictures in Darkest Chicago. Price 25c. Remit in any form that suits your convenience, except stamps.

ADDRESS

Kentucky Book Company

P. O. Box 565

PHILPOT, KENTUCKY

Classy Den Pictures GENUINE PHOTOGRAPHS OF BEAUTIFUL WOMEN!

Exquisite Art Studies in Bewitching Poses! Portraying Exactly the Rich, Warm Beauty of the Living Models

By ordering from this ad. you will receive no prints or cheap trash, as we sell nothing but REAL PHOTOS of Female Loveliness made by a regular photographer. Far from the ordinary—Exquisite portrayals of real art!

A large part of these photos were made in France and cannot be surpassed in this country at any price.

Cabinet size ($3\frac{1}{2} \times 5\frac{1}{2}$), on best quality double weight photo paper; 3 for 25c.; 8 for 50c. Our dollar special: 8 of the cabinet size, two $2\frac{3}{4} \times 3\frac{1}{2}$, eight $1\frac{3}{4} \times 2\frac{3}{4}$, six, $1\frac{3}{4} \times 2$, 68 small ones, one "Love in Three Acts," and one fine large $6\frac{1}{2} \times 8\frac{1}{2}$ photo for framing; every one a genuine photograph. The whole lot for only \$1.00 postpaid. Enclose 10c. extra for sealed postage. Your money back if not exactly as represented!



TEN BOOKS FOR 10 CENTS

1-Big Joke Book, 2-Book on Magic, 3-Book on Toy Making, 4-Book on Courtship, 5-Baseball Book, 6-Dream Book and Fortune Teller, 7-Book Letter Writer, 8-Cook Book, 9-Home Entertainer, 10-White Slave Story Book. All the above by mail for 10 cents. Address

S. S. KING CO., ANDOVER, OHIO

Black-Caps

FOR MEN:

A QUICK, SAFE AND POSITIVE TREATMENT FOR GONORRHOEA AND GLEET

THOUSANDS HAVE USED AND FOUND IT THE ONE BEST REMEDY

Discharges, Inflammations and Irritations of the Kidneys, Bladder and Urinary Organs permanently relieved in 2 to 5 days. Warranted harmless, Non-Injective. Stricture impossible. Bona-fide Guarantee to cure or money back.

PRICE, 50 CENTS—The Box of 50 Caps

Sold by all druggists or sent postpaid in plain wrapper

THE SAFETY REMEDY CO., BOX C.
CANTON, OHIO

Black-Caps



GEDNEY'S PEARLS

**Insist on GEDNEY'S PEARLS
Take Nothing Else**

Trade Mark Reg. U. S.
Pat. Office

GUARANTEED TO CHECK all unnatural discharges of the urinary organs in 24 hours. A **SAFE, SPEEDY** and **PERMANENT CURE**, PRESCRIBED by Celebrated **DOCTORS**. **QUICK RELIEF FOR KIDNEY** and **BLADDER** trouble. Clears up cloudy or thick urine. One bottle will prove its value. **GEDNEY'S PEARLS** the only genuine. Known as the old reliable over **75 YEARS**. Write **TO-DAY** for booklet, mailed free, plain sealed envelope. All Druggists, or bottle by mail \$1.00 Plain Package.

J. W. GEDNEY, 767 E. 133d St., New York, U.S.A.

Guaranteed by J. W. GEDNEY under Pure Food and Drugs Act, June 30, 1906, as pure and unadulterated.

INJECTION **BROU**

for

GONORRHOEA and GLEET

No Other Treatment Required

SOLD BY ALL DRUGGISTS

BE A GOOD MIXER, BY ALL MEANS

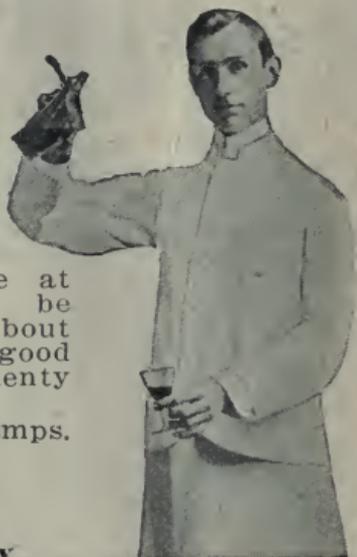
Hoffman House Bartender's Guide

By CHARLEY MAHONEY

This is a little different from the rest because it tells more and tells it better. There is no part of the business which is not explained here from the buying and stocking of a saloon to the temperature at which wines ought to be kept, to say nothing about the recipes for all of the good and popular drinks. Plenty of pictures, too.

Sent for fifteen 2-ct. stamps.

**RICHARD K. FOX
PUBLISHING CO.
Franklin Sq., N. Y. City**



A WIT TAKES HIS PEN IN HAND

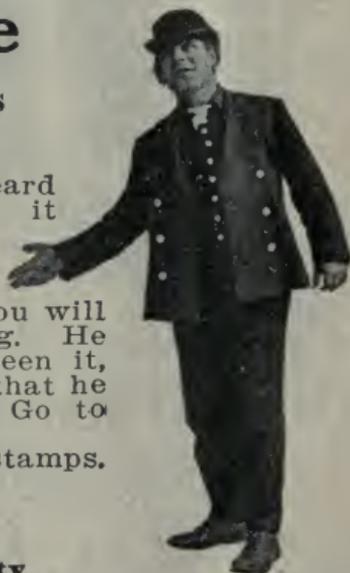
Bowery Life

By CHUCK CONNORS
Mayor of Chinatown

You may never have heard of Chuck Connors, but it makes no difference for you will know him intimately after you have read this little book and you will wish it was twice as big. He writes of life as he has seen it, and the best part of it is that he writes just as he talks. Go to it.

Sent for fourteen 2-ct. stamps.

**RICHARD K. FOX
PUBLISHING CO.
Franklin Sq., N. Y. City**



IT'S ALL FIGURED OUT FOR YOU

Blocking and Hitting

By **GEORGE McFADDEN**

Known as the greatest defensive boxer in the world.

A good many punches are stopped with the face, but McFadden has changed all that. He shows how to block cleverly, how to punch swiftly, how to avoid punishment and wear the other fellow out by his own efforts. What he has written he has actually done in the ring; also, he posed for the illustrations.

Sent for 7 2-ct. stamps.

**RICHARD K. FOX
PUBLISHING CO.**

Franklin Sq., N. Y. City



DO YOU WANT A 46-INCH CHEST

UNITED STATES NAVY DRILL

By **TOM SHARKEY**

One of the strongest and best developed men who ever jumped over the ropes is Tom Sharkey, and he says he got his big chest, his broad back and his strong arms from the drilling he went through in the navy. He says every young fellow can be an athlete and he tells how here. He posed for the pictures—28 of them—and they're worth looking over. A lesson with each one.

Sent for seven 2-cent stamps.

**RICHARD K. FOX
PUBLISHING CO.**

Franklin Sq., N. Y. City



INTRODUCING THE CLEVEREST OF ALL

Scientific Boxing

By JAMES J. CORBETT

With Fifty Illustrations and
Photographs

The wonderful boxer who beat John L. Sullivan for the championship explains a few things in the game and shows the right way to send in the hooks and jabs to get the best possible results. The world couldn't have a better teacher, could it? Get the book and see.

Sent for 7 2-cent stamps.

**RICHARD K. FOX
PUBLISHING CO.**
Franklin Sq., N. Y. City



HERE'S AN INTERESTING EXERCISE

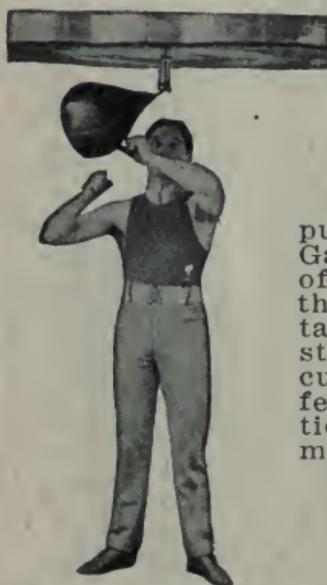
Scientific Bag Punching

By HARRY SEEBACK

The champion of all bag punchers, holder of the Police Gazette Medal and challenger of the world. Beginning with the simplest moves, the author takes the pupil along the line, step by step, to the most difficult feats known to the profession. There's an illustration with every lesson, which makes it simple.

Sent for seven 2-cent stamps.

**RICHARD K. FOX
PUBLISHING CO.**
Franklin Sq., N. Y. City



IT IS KEPT UP TO DATE ALWAYS



The
**Life and Battles
of Jack Johnson**

The latest edition is now out and tells of the struggles of the first black champion of the world to attain the much-coveted title; it is an interesting story and is full of facts, to say nothing of the illustrations, many of which are remarkably interesting.

Sent for seven 2-cent stamps.

**RICHARD K. FOX
PUBLISHING CO.**
Franklin Sq., N. Y. City

HAVE THE FIGURE OF A SOLDIER

Army Exercises

By **FRANK IDONE**

Formerly of the Tenth Field
Battery

An unusually intelligent artilleryman has put on paper the system of physical culture used in the United States Army and the result is this book. To make it more interesting and complete he has posed for the illustrations so that every position is shown by a plate.

**RICHARD K. FOX
PUBLISHING CO.**
Franklin Sq., N. Y. City



EVERY MAID CAN BE A VENUS

Physical Culture FOR WOMEN

By BELLE GORDON

Police Gazette Champion Bag
Puncher

Artists have raved over Miss Gordon's curves and she is very proud of them because she helped make them; she would like to have other women like her, hence the book. She shows before the camera the movements and exercises necessary to produce physical perfection and it's all very interesting because she is not only a smart woman, but a great poser.

Sent for 7 2-cent stamps.

**RICHARD K. FOX
PUBLISHING CO.**

Franklin Sq., N. Y. City



YOU WANT TO PLAY TO WIN, OF COURSE

POKER, How to Win

Together with official and latest rules of the games of Stud, Draw, Straight, Freezout and Whiskey.

It is the percentage in poker that tells the story and if you know the value and chances of the draw you are bound to come out the top man in any game—if it is square. If you



play poker every night or once a year you want this book; and if you know all about the game from the deuce up, you want it just the same, for it can show you something that you never knew before, and that is bound to improve your play. Sent for six 2-cent stamps.

RICHARD K. FOX PUBLISHING CO., N. Y. CITY

WHEN YOU DO HIT, HIT HARD



The Recognized Authority on

BOXING AND HOW TO TRAIN

This tells it all, beginning with a man who is out of condition and who knows nothing; if he is thin it puts meat on his bones; if he is fat, it takes it off; then it teaches him how to lead with the left; after that the right; then the counter, until it finally turns him out a boxer. Many of the champions have posed to show the different punches and it is good.

Sent for fourteen 2-ct. stamps.

**RICHARD K. FOX
PUBLISHING CO.**

Franklin Sq., N. Y. City

WHY NOT BE A PERFECT MAN?

PHYSICAL CULTURE

by means of

Muscular Resistance and Breathing Exercises

By **PROF. EDWARD ITTMANN**

Profusely illustrated with plates made from photographic poses by the famous author who shows what can be done without paraphernalia.
Sent for 7 2-cent stamps.

**RICHARD K. FOX
PUBLISHING CO.**
Franklin Sq., N. Y. City



YOU CAN LEARN TO BE A WRESTLER

WRESTLING

By **FRANK GOTCH** with photographs posed for by the Champion of the World author, **Hackenschmidt** and many other celebrities of the mat. All of the difficult holds shown by pictures, making it easy for the pupil to learn how.

Sent on receipt of seven 2-cent stamps.

**RICHARD K. FOX
PUBLISHING CO.
Franklin Sq., N. Y. City**



HERE IS THE ROAD TO HEALTH



PROF. ATTILLA'S Five Pound Dumb-bell Exercise

The teacher of Sandow, the world's greatest athlete, explains his system in plain language and illustrates his lesson with photographs posed for by his pupils. Thirty lessons, with thirty half-tone plates.

Sent for 7 2-cent stamps.

**RICHARD K. FOX
PUBLISHING CO.
Franklin Sq., N. Y. City**

HERE IS A MINE OF KNOWLEDGE

The Official
Book of Rules
for
All Sports

This tells it all, settles all doubts, prevents heated arguments and shows you how to do the right thing at the right time. Rules for everything from the shot-put to rat killing. No one should be without a copy.

Sent for seven 2-cent stamps.

RICHARD K. FOX
PUBLISHING CO.
Franklin Sq., N. Y. City



TRULY A GREAT MAN ON THE MAT

**SCIENTIFIC
WRESTLING**

By
GEO. BOTHNER

For many years the holder and defender of the lightweight championship and the Police Gazette belt. He has put brains into this book as well as lessons and pictures and the result is all that there is to be told about the game.

Sent for fourteen 2-ct. stamps.

RICHARD K. FOX
PUBLISHING CO.

Franklin Sq., N. Y. City



WHEN IN DOUBT, TURN TO THE BOOK

Fox's Barber's Book of Recipes

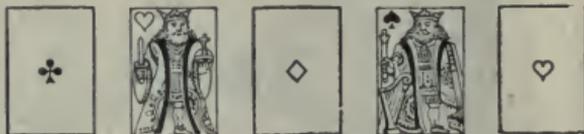
Good for the barber who wants to make his own Cosmetics, Hair Tonics, Perfumes, Etc., because he wants them pure and unadulterated. A fine trade demands fine goods and the wise barber knows it. That is the reason this book is now in its tenth edition and is still selling. You can be a manufacturer, if you like and have the necessary energy, and sell the goods to other barbers who prefer to take it easy and let the other fellow make the most money. Sent on receipt of fourteen 2-cent stamps.

RICHARD K. FOX PUBLISHING CO., N. Y. CITY

YOU CANNOT KNOW TOO MUCH

BRIDGE and WHIST

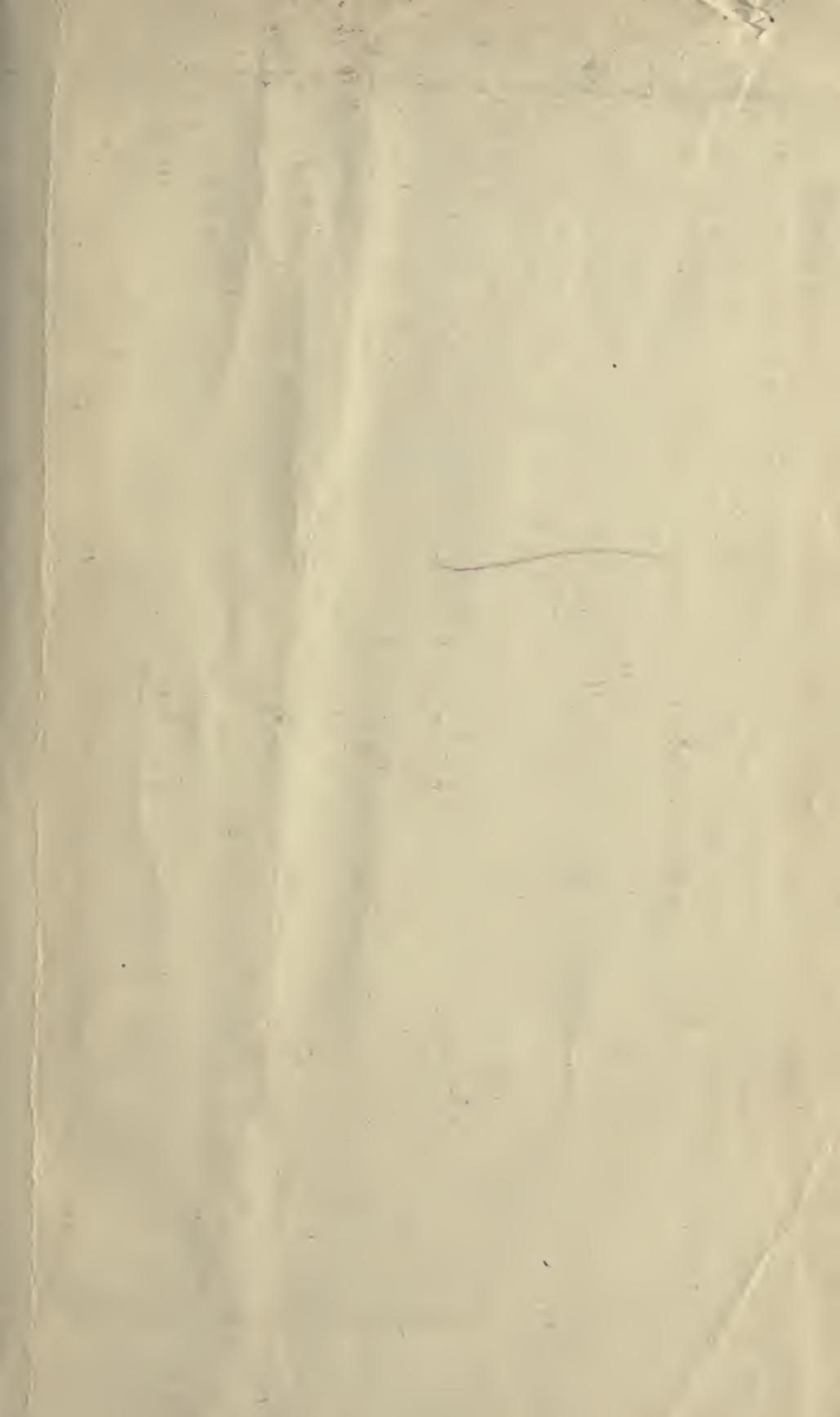
The most popular game in America and England to-day



It has been the rage on two continents because it is a great game. The clever, scientific player will win nine games out of ten; the others will be consistent losers. To deliver the goods a book like this is necessary. It is all so plain and simple that you will not have to sit up all night to study it. If you are going to play cards at all play them close up and to win. To do that get the book.

Send for six 2-cent stamps.

RICHARD K. FOX PUBLISHING CO., N. Y. CITY



<p>11248</p>	<p>TYPE OF REQUEST:</p> <p>SEARCHED _____</p> <p>SERIALIZED _____</p> <p>INDEXED _____</p> <p>FILED _____</p>
<p>2</p>	<p>SEARCHED _____</p> <p>SERIALIZED _____</p> <p>INDEXED _____</p> <p>FILED _____</p>
<p>3</p>	<p>SEARCHED _____</p> <p>SERIALIZED _____</p> <p>INDEXED _____</p> <p>FILED _____</p>
<p>4</p>	<p>SEARCHED _____</p> <p>SERIALIZED _____</p> <p>INDEXED _____</p> <p>FILED _____</p>
<p>5</p>	<p>SEARCHED _____</p> <p>SERIALIZED _____</p> <p>INDEXED _____</p> <p>FILED _____</p>
<p>6</p>	<p>SEARCHED _____</p> <p>SERIALIZED _____</p> <p>INDEXED _____</p> <p>FILED _____</p>
<p>7</p>	<p>SEARCHED _____</p> <p>SERIALIZED _____</p> <p>INDEXED _____</p> <p>FILED _____</p>
<p>8</p>	<p>SEARCHED _____</p> <p>SERIALIZED _____</p> <p>INDEXED _____</p> <p>FILED _____</p>
<p>9</p>	<p>SEARCHED _____</p> <p>SERIALIZED _____</p> <p>INDEXED _____</p> <p>FILED _____</p>

JUL 21 1955

JUL 5 1955

UNIVERSITY OF CALIFORNIA LIBRARY

SPRINGFIELD N.Y.
1842-1843

YB 19853

6690a
Museum
QV867
1925

UNIVERSITY OF CALIFORNIA LIBRARY

