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UPPINGHAM SCHOOL

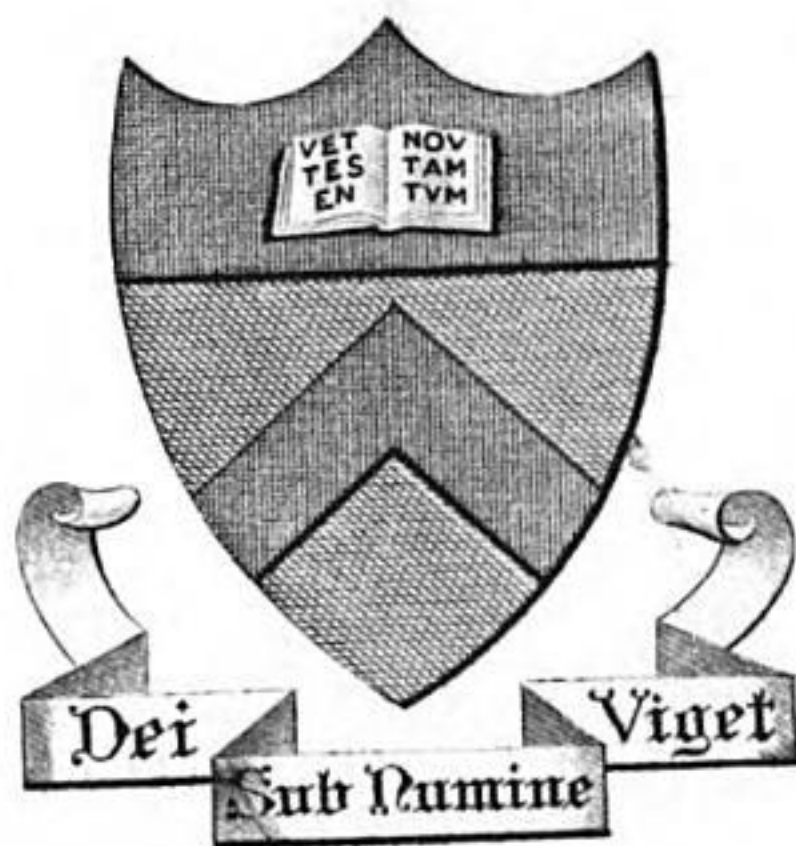
GENERAL RULES  
FOR FOOTBALL

- 1871 -

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Presented by

Harold Jantz

Uppingham  
Bucknall  
Ge. 1871

THE FOLLOWING  
ARE THE  
General Rules  
FOR  
FOOTBALL,  
AT  
Uppingham School.

October, 1871.



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October, 1871.

Committee of Games,  
1871.



H. E. GILMAN, *Captain of Games.*  
C. R. BINGHAM, *Captain of School.*  
R. L. HARRISON, *Captain of Eleven.*  
E. POWELL, *Captain of Football.*

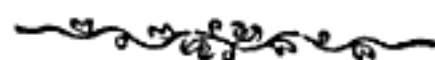
J. H. MAUDE.

M. C. MACMILLAN.

J. G. CHESTER.

## RESOLUTIONS

PASSED NOVEMBER, 1857.



THAT the Committee be formed of the Captain of the School, the Captain of the Eleven, and five others.

That this Committee have the management of all games, and that all disputes be settled finally by them.

That at least one game of Football be played in the week.

That whenever a game is to be played, the School shall be informed of it by a list of the sides placed on the Hall door some time before dinner on the day in question.

That any one whose name is down on the lists of the sides must attend, if the Head of his side consider his

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presence necessary; unless he can show some good cause to the contrary.

That each player (in the Upper Club) wear a jersey, red or white, according to the colour of his side.

That only in cases of extreme emergency, and only by permission of the Heads of the sides, shall any one be permitted to leave the field after calling over, and consequently that all dressing take place before that time.

That every one of the School be obliged to have a copy of these Rules.

That the Head of each side must bring a copy of these Rules into the field at each game.



# FOOTBALL RULES.



## I.

THE game is commenced by one side having a fair kick off at quarter distance.

## II.

OFF-SIDE.—A player is put off-side by the ball being touched by a friend, when he is between his enemy's goal and the ball.

He is put on-side again by the ball being touched by a friend or opponent, when he is between his own goal and the ball.

When a player is off-side he is to consider himself out of the game, and is not to kick or touch the ball, or in any way interfere with an opponent, but must return behind the ball as soon as possible.

When a player is between the ball and his opponents' goal, he must not charge or wilfully obstruct an opponent.

### III.

If any player kicks off-side, the opposite side may claim a fair kick from the place where it was kicked off-side.

### IV.

No player being off his side may catch the ball and run.

## V.

When the ball is kicked into touch, the player who kicked it in must go after it, and bring it towards play, level with the spot at which it entered touch, and kick it straight into the middle of the game.

## VI.

The goal must be 40 ft. wide by 7 ft. high, and midway between quarter-distance and goal a red flag must be placed.

## VII.

A goal can only be won in the open field by the ball being kicked under the cross-bar and between the upright poles.

## VIII.

If the goal-keeper, or one of his side, kick the ball out between the red flag and his goal, the other side may claim a bully at half-quarter distance.

## IX.

But if one of the other side kick the ball out as above (Rule VIII.), there is a fresh kick off at quarter distance.

## X.

If whilst the ball is in a bully any of the players fall down, the bully must be stopped at once, and begin again from the place where the ball is. No kicking is allowed in the bullies.

## XI.

The discretion of sending into goal, or giving any other orders, rests with the Heads of sides, or the deputies appointed by them.

## XII.

If any player kick the ball behind his own goal, it counts as a goal for the opposite side.

## XIII.

Any player who catches the ball in the air, or at first bound, may either kick it as best he can, or run with it towards the enemy's goal: provided that he is liable to be stopped by any means except tripping up: and if stopped or held, he must at once *kick* or *put down* the ball.

N.B.—If the ball touch the ground after a player has touched it, he may not run with it.

## XIV.

A player may not, in any case, run with the ball in or through touch.

## XV.

No player to be held unless he is himself holding the ball.

## XVI.

No use of hands or elbows to stop or otherwise impede players allowed. No tripping up ever allowed.

## XVII.

No charging allowed, except when your adversary is running directly at the ball, or to catch one of your own side whilst running with the ball, according to Rule XIII. In this latter case you may not charge, unless you were behind the player when he caught the ball.

## XVIII.

No charging allowed when a player is off-side; that is, *immediately the ball is behind him.*

## XIX.

No ball ever to be *struck* or *thrown* with the hand, or lifted from the ground. Stopping a ball alone allowed.

## XX.

No ball ever to be kicked during play whilst in the air.

## XXI.

No player ever to kick except directly at the ball.

## XXII.

No player may wear projecting nails or iron plates on the heels



or soles of his boots or shoes.  
No padding allowed.

## XXIII.

No kicking with the heel or  
above the knee is fair.

## XXIV.

No player to stand within six  
paces of the kicker when he is  
kicking out of touch, or kicking  
off.

## XXV.

No charging with the head  
down allowed in any case.

*N.B.—Advice to Players.*

There should be as little kicking of the ball into the air as possible in the middle of the field.

The game is to carry the ball in a body across the field, and try to force it through goal; consequently no one, except the goal keepers, should try to kick it into the air. No time should be lost in looking at the ball, or considering about a kick. *Rush in at once*: every second lost is so much gain to your adversaries.

Players should always try to be behind the line of the ball, so as always to be *on their side*. When the ball is kicked behind them by the enemy's goal-keeper, they should immediately move back,

and not lurk about the enemy's goal, *which is unfair play.*

When you are off your side, let your adversary have his fair kick, and do not interfere with him. It is an unfair advantage.

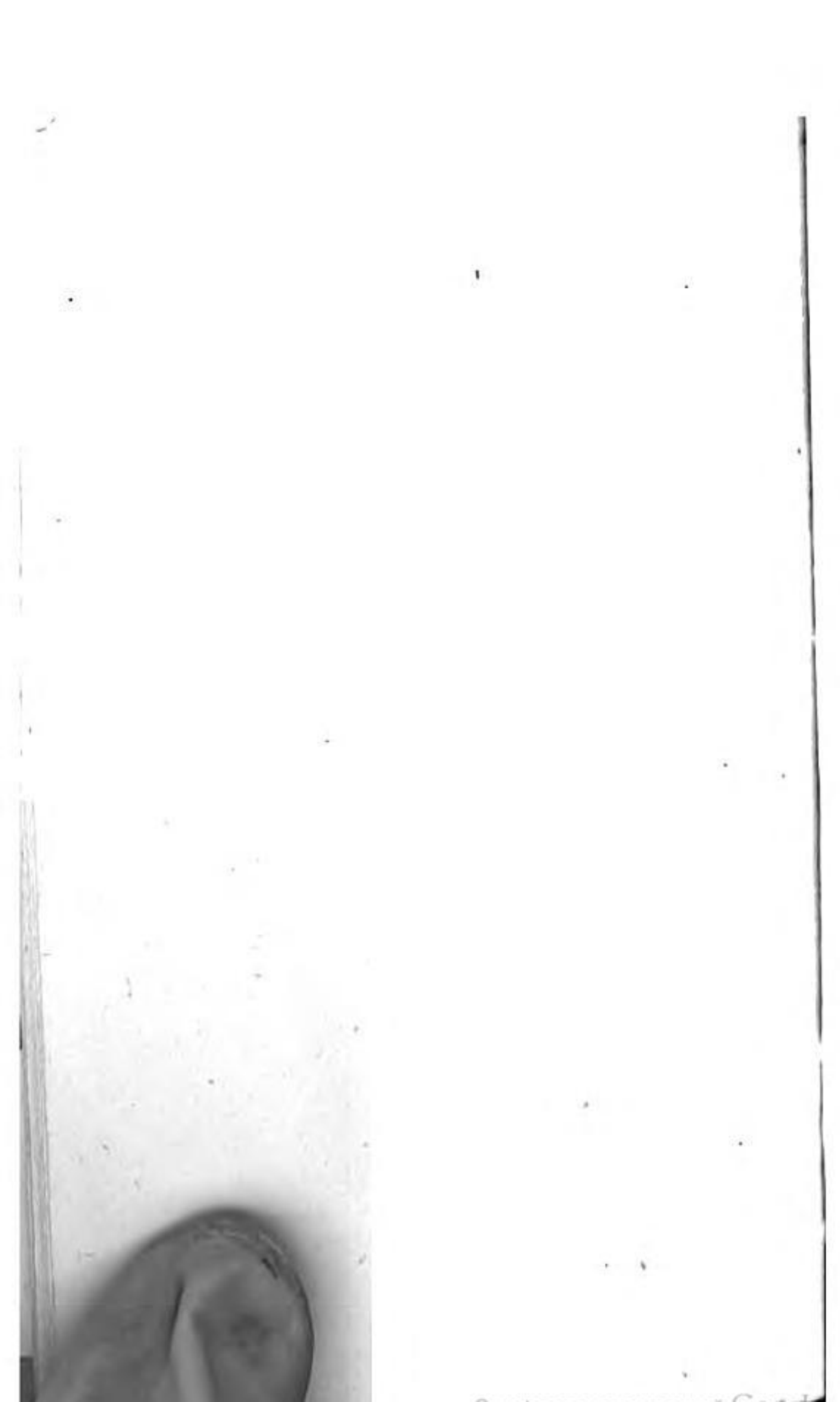
When one of your own side has got the ball well across towards the enemy's goal, follow him up, so as to be ready to carry the ball on, in case he loses it. Never let the player who has the ball be alone, but play well together.

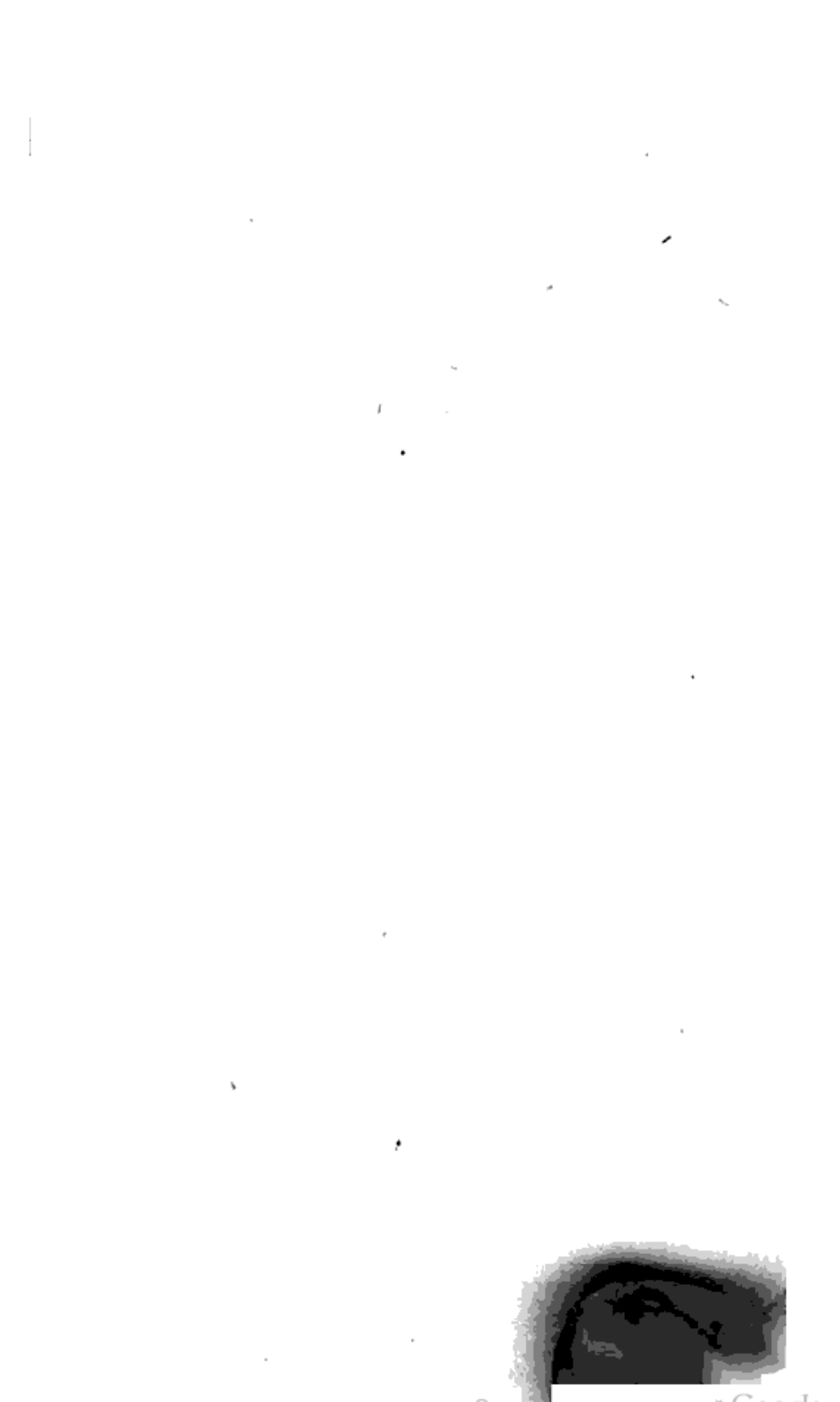
Be particular about keeping Rules XXI. and XXII., as their violation is often dangerous.

No player should stay in goal except the appointed goal-keepers, and no player should ever get in the way of his goal-keeper, or interfere with his kick. When the ball is near your goal, get

back as quickly as possible, so as to back up your goal-keeper, but on no account interfere with his kick.

Finally, do not be content with one kick at the ball, but rush in and follow up your kick, and take the ball on with you as far as you can.





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