

A MARKERS DUTIES



A good Marker will make a game whilst a bad Marker can ruin a game, so players have the right to expect the best standards you can reach. Try not to cause the players to have to wait for you when carrying out your tasks.

You should have the following equipment with you:

- ✓ Chalk spray and/or chalk
- ✓ A measure
- ✓ Three or four wedges
- ✓ A pen or pencil for completing the scorecard
- ✓ A coin to toss for start of the game
- ✓ A scorecard and scorecard holder
- ✓ Have the “Umpires Case” to hand

In the absence of an umpire, the marker shall control the game in accordance with the Laws of the Sport of Bowls.

“In the absence of an umpire, the marker shall, before play commences, examine all bowls for the imprint of the World Bowls Stamp, such imprint to be clearly visible, and ascertain by measurement the width of the rink of play. (It is not necessary to enforce this in domestic competitions unless any one player so desires)”.

It is polite that the opponent, not challenger, chooses "Heads or Tails" and the winner is on the top of the scoreboard and left on the card, except where some other rules may apply.

Trial Ends.

Check if trial ends are being played and if so how many woods will be bowled.

During trial ends indicate to the players the distance of the bowl in front or past the jack using either hand signals or a clear voice.

Once a wood has been delivered place the bowls at the back of the rink in a tidy group. Placing each player's bowls on opposite sides of the centre line.

When the trial ends are finished, shake the players hands as you cross to take up your position at the end of the rink ready for the start of the game.

The Game.

The marker shall centre the jack and shall place a full-length jack 2 metres from the ditch in compliance with Law 25.

The marker shall ensure that the jack is not less than 23 metres from the mat line, after it has been centred.

The marker shall stand at one side of the rink, and to the rear of the jack. Keep still and quiet, unless required to mark a toucher, check the head or answer a question.

The marker shall answer any specific question relating to the existing state of the head while the player is in possession of the rink and when requested clearly indicate the shot if possible.

Only answer questions to the player in possession of the rink, remembering that possession of the rink passes to the opponent immediately after a bowl has come to rest, but allowing time for marking a toucher. Don't answer questions that have not been asked.

Note: The marker does not volunteer by word or intimate by sign ANY information whatsoever OTHER than that specifically requested by the player in possession of the Rink. The marker must, at all times, preserve an attitude of strict neutrality.

But the marker may exercise common sense in response to a question and give any information reasonably expected to be relevant.

For example, if asked "Am I holding?" it would be reasonable to say yes you are holding two or no you are two down rather than just a yes or no answer. As this will prevent the need for a second or third question from the player which slows down the game.

The marker shall mark all touchers immediately they come to rest or in any case before the next bowl to be delivered comes to rest. The marker shall also remove the chalk marks from any non-touchers.

With the agreement of both opponents, the marker shall remove any dead bowls from the green and the ditch.

The marker shall mark the position of the jack and touchers which are in the ditch (See laws 29 & 36).

At the conclusion of an end the marker shall not move, or cause to be moved, either jack or bowls until each player has agreed the number of shots.

At the completion of an end keep out of the head while the players decide the result. **It is not the markers job to decide the number of shots.** Both players should be in agreement. If you are asked to measure ensure that you know which bowls you are being asked to measure, and request the players to remove all bowls not in contention.

Don't measure unless asked.

Have wedges to hand if there is a leaning bowl that may be in the count, and wedge before measuring, **remembering that if one of the players requests it, 30 seconds must first elapse from the time the last bowl came to rest** before wedging the wood(s).

Only indicate the bowl you believe is shot after completing your measure. **DO NOT move it** as the players may wish to call an Umpire, or a third party, for confirmation.

The marker shall measure carefully all doubtful shots when requested by either player. If unable to come to a decision satisfactorily to the players, the marker shall call an umpire. If any official umpire has not been appointed, the marker shall select one.

If an Umpire is available, try to indicate the equipment they will need. Give the Umpire as much information as they need about the shots which may have already been conceded and indicate what they are measuring.

The decision of the umpire shall be final.

Record the score at the completion of each end played. The best time to complete the scorecard is after you have reached the other end of the rink. The marker shall remove the mat from the previous end if necessary.

Don't feel rushed. Don't be distracted from keeping the scorecard up to date.

The marker shall enter the score at each end and in the absence of a scoreboard shall intimate to the players from time to time the state of the game.

The End of the Game.

After the game congratulate the winning player and commiserate with the loser.

When the game is finished, the marker shall see that the scorecard containing the names of the players is signed by the players and the time of the conclusion of the game is recorded on the card and the card is then deposited according to the rules of the competition.

HAPPY MARKING