



## DUTIES OF A MARKER

This note only covers the basics of marking bowls and is not comprehensive.

If you are uncertain about anything including the rules of bowls call in the umpire if available; or if you have any questions about local competition rules ask the competition organiser.

### **Equipment**

Normally you will only need the following items with you on the green:

- Chalk spray and/or chalk
- A box measure
- Three or four wedges
- A pen or pencil is essential for completing the scorecard (a pencil is better if it is raining)
- A coin to start the game or start of sets
- Wrist watch with a second hand or digital second timer
- Scorecard in a scorecard holder
- Do not carry items that could easily be dropped or will be a distraction, especially mobile telephones
- Extra equipment such as callipers can be found in the club's umpire box.

### **Where to Stand During the Game**

After you have checked the mat is centred and the jack has been delivered, centre the jack & check the length is legal. If in doubt measure the length

- You should not obstruct a player's view of any legal markers they may use on the bank; however, you should be in a position where you can view and act upon anything that happens at the head
- The ideal position is 2 metres to the rear and 2 metres to one side of the jack
- Remember not to move when a player is on the mat ready to deliver their bowl
- Ensure that you are alert at all times and try to anticipate questions so that you have answers ready.



### **Questions about the Head**

Only answer questions to the player in possession of the rink

- You must answer specific questions, do not answer questions that have not been asked
- However, you should provide enough information to avoid further questioning and to avoid misleading the player
- Equally do not elaborate too much and do not give the player instructions.

### **Moving Bowls**

Never move any bowl except for the one declared 'dead' – these should be removed before the next bowl is delivered.

- Do not stop or catch bowls which are about to enter the ditch, even if it looks as though they may disturb another bowl or the jack in the ditch. Let them fall – ensuring that you know the position of any bowl or jack that would need replacing if it were to be moved.

### **Completion of an End**

Keep out of the head while the players decide the result.

- Both players should agree the result
- Under NO circumstance should a marker move a bowl at the completion (real or perceived) of an end
- If you are asked to measure ensure that you know which bowls you are being asked to measure, and request the players remove, where practicable, 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
- If a measure is too close to decide, players can measure or call in an umpire. If no umpire is available ask an experienced player to measure. An umpire or acting umpire's decision is final
- Only indicate the bowl you believe is shot after completing your measure. DO NOT move it as the players may wish to call in the umpire for confirmation.

### **Calling in the Umpire during an official match**

You have to call the umpire in when:

- using a box measure you cannot decide which bowl is shot



- a jack may have been cast less than 23 metres and you need to assist the umpire in using the 30 metre tape
- the distance between the jack and the bowl is less than 15cm or greater than 100cm. In the case of the former the umpire will use the callipers and for the latter you will assist him in the use of the box measure or string measure
- the bowl may have been cast less than 14 metres from the mat line and you will need to assist the umpire in using the 30 metre tape
- a jack may have come to rest less than 20 metres when measured in a straight line from the centre of the mat line. You need to assist the umpire in using the 30 metre tape
- a bowl may be outside the boundary of the rink
- clarification is required on the rules of the game.

### **Scorecards**

Make yourself familiar with the layout of the card before the game starts

- Use a scorecard holder if you are comfortable carrying them during a game. Otherwise keep the card securely in a pocket
- Never have the scorecard poking out the top of a jacket or shirt pocket. Make sure that the pen or pencil cannot fall out of your pocket
- Ensure that the players' names are entered correctly on the card, do this when you introduce yourself to the players
- Be familiar with the colour of each player's stickers and each player's side of both the scorecard and scoreboard
- Record the score at the completion of each end played. Make sure that the scoreboard and the scorecard are aligned
- Check every three ends or so to ensure that the scorecard has been accumulated correctly.

### **At the End of the Game**

When the game has been completed, you should:

- Congratulate the winning player and commiserate with the loser
- Check the scorecard contains the correct scores and the total is entered at the bottom



- Check the scorecard contains the names and signatures of both players
- Check the scorecard contains the time at which the game was completed
- Check the scorecard is handed to the umpire (if there is one) who shall check and sign it and who will hand it to the competition organiser.

### **Marking Do's**

Do stand on the side of the rink away from the sun so that your shadow is not cast across the head. Be aware of the head on the next rink to try and avoid casting a shadow on their head

- Do stay on one side of the rink whenever possible
- Do keep the same position in relation to the jack on each end where possible
- Do keep still and quiet, unless required to mark a toucher, check the head or answer a question
- Do be alert, decisive and unobtrusive
- Do respond to a player courteously while ensuring that your conversation does not distract their opponent
- Do make adjacent rinks aware of any imminent drive and use them to contain bowls as necessary.

### **Marking Don'ts**

Do not obscure the rink boundary markers or the centre marker

- Do not stand directly behind the jack
- Do not leave the confines of the rink unless necessary, e.g. do not stand on the bank
- Do not move or fidget (especially with the score card)
- Do not engage in conversation with the scoreboard turners, officials, spectators or the players unnecessarily
- Do not answer questions from players that are not in possession of the rink.