



Markers

Guide for Beginners

CONTENTS

DUTIES OF A MARKER

- 1. INTRODUCTION**
- 2. DRESS**
- 3. BEFORE STARTING THE GAME**
- 4. TRIAL ENDS**
- 5. LAYING THE MAT**
- 6. DELIVERING THE JACK**
- 7. DURING PLAY**
- 8. TOUCHER**
- 9. BOWL OR JACK NOT TO BE STOPPED**
- 10. DEAD BOWLS AND NEUTRAL OBJECTS**
- 11. GAME INTERRUPTED**
- 12. JACK MOVEMENT**
- 13. BOWL PLAYED OUT OF TURN**
- 14. PLAYING THE WRONG BOWL**
- 15. BOWL LEFT UNPLAYED**
- 16. DETERMINING THE SCORE**
- 17. SCORING**
- 18. NO SCORE**
- 19. REMOVING THE MAT**
- 20. COMPLETION OF THE GAME**

1. INTRODUCTION

This information is to be read with the Laws of Bowls. Every marker should have a thorough knowledge thereof. In the absence of an umpire the marker will control the game in accordance with the Laws of Bowls. Marking is a skill, which can be acquired by any bowler. A competent marker is an asset to Bowls, and adds to the enjoyment of the game by both players as well as spectators. A marker is involved in a game, albeit in a neutral way. A competent marker is a competent measurer. Some players may prefer to measure their own shots, which they are entitled to do. A competent marker earns the players confidence. A competent marker reads the head, and anticipates the next shot to be played while standing unobtrusively in the background. He anticipates what the players might expect from him, but only moves into the head to do what is necessary and then moves out leaving the players to get on with their game.

2. DRESS

Markers should be properly dressed, as prescribed by the Laws of Bowls, by-laws of your club or district.

3. BEFORE STARTING THE GAME

- 3.1 Make sure that you have a piece of chalk, as well as a suitable string measure (i.e. a Bullet measure, Terry measure or a Club Hawk) a watch with a second hand, props for bowls and the jack, and a pen or pencil.
- 3.2 Obtain the scorecard from the Umpire, Tournament

Official or Competition Secretary.

- 3.3 Find out who will be Umpire on duty on your green, if flip boards are being used, introduce yourself to the flip board operators who will be doing duty on your rink.
- 3.4 Determine from the Umpire what should be done in the event of inclement weather.
- 3.5 Introduce yourself to the players.
- 3.6 Write the names of the players on the scoreboard in the same sequence as on the scorecard.
- 3.7 Acquaint yourself with the distinctive markings on the two sets of bowls, and ensure that these markings are the same on both sides. Report any irregularities to the umpire.
- 3.8 Ensure that bags or any other object, including the scoreboard and mat are placed not closer than the number plate, and corner pegs, from the edge of the bank.
- 3.9 Tell the players that you intend marking a toucher as soon as it has come to rest.
- 3.10 Obtain the agreement of both players that you can remove a dead bowl from the green or ditch as soon as it has come to rest.

4. TRIAL ENDS

- 4.1 Ask the players whether they intend to play one or two trial ends. It should be noted that either player is entitled to play one trial end of four bowls, or fewer, in each direction, even if his opponent does not wish to do so.

- 4.2 The players must toss and the winner decides who shall play first.
- 4.3 Centre the jack at the length requested by the player on the mat, and ensure it is not less than 23 metres from the centre of the mat line nor less than 2 metres from the front ditch.
- 4.4 Centre the jack as indicated by the player on the mat, using your hands, as it is more precise.
- 4.5 Do not stop a bowl, or place your foot on the jack during trial ends to prevent a delivered bowl from moving it. Allow the jack or any bowl to come to rest, or run into the ditch if necessary. The player is entitled to see the full effect of his delivered bowl.
- 4.6 Replace the jack on the centre line if it has been moved.
- 4.7 Indicate to the player the distance every bowl stops short of, or runs beyond the jack.
- 4.8 Remove each bowl with your hands after it has come to rest.

5. LAYING THE MAT

If the mat has not been properly centred, draw the player's attention thereto and, if necessary, assist the player to centre the mat.

6. DELIVERING THE JACK

- 6.1. When the jack is delivered, allow it to come to rest before centering it, and when doing so, do not let your shadow fall on the jack, and do not obscure the number plate.

- 6.2 Remember the jack must be centred before its distance from the mat is measured. (In this regard, remember that the coloured pegs should only be used as a rough guide.)
- 6.3 If, before the first bowl has been played, you are in doubt as to whether the jack, after it has been centred, is less than 23 metres from the centre of the mat line, call the umpire to measure the distance, after consultation with the players. If either player requests you to call the umpire, you are obliged to do so.
- 6.4 Assist the umpire with the tape measure at the mat if requested to do so. (If the umpire requires assistance take up your position at the mat end.)
- 6.5 If the jack is delivered out of bounds, that is to say into or beyond the ditch, or if it comes to rest wholly beyond either side boundary, or less than 23 metres from the centre of the mat line it must be returned to the players. The opposing player then has the right to re-lay the mat and deliver the jack. If the jack is again delivered out of bounds, you must centre it 2 metres from the front ditch. The player, who is first to play, may place the mat where he wishes on the centre line subject to the mat being not less than 25 metres from the front ditch.
- 6.6 If the jack is delivered to less than 2 metres from the front ditch, it must be centred at 2 metres from that ditch.
- 6.7 No one shall be permitted to challenge the legality of the original position of the jack after the first to play has delivered the first bowl.

- 6.8 Play after the first end of a game.
After the first end of a game, the winner of the previous end shall have the option to either:
- a) place the mat, deliver the jack and play first, OR
 - b) allow the opponent to place the mat, deliver the jack and play first.

7. DURING PLAY

- 7.1 You must control the game in accordance with the Laws of Bowls. If you note any infringement of the laws, draw the umpire's attention to the infringement.
- 7.2 Having centred the jack, take a step to one side and two steps back and remain perfectly still. Ensure that you do not obscure the player's view of the corner peg or the number plate and also ensure that your shadow does not fall on the jack or on the jack of the adjoining rink.
- 7.3 Ensure that at all times you pay attention to the game. This enables you to mark touchers before the next bowl is delivered and you can answer any questions directly.
- 7.4 Do not approach the head unless it is to mark a toucher, or erase a chalk mark on a bowl or indicate a toucher or non-toucher or answer a question.
- 7.5 Answer specific questions of a player who is in possession of the rink (though he need not necessarily be on the mat) relating to the head as it is at that moment. Once a player's bowl has come to rest

and time has been allowed for marking the toucher, possession of the rink passes to the opponent and he is not permitted to ask any question until it is his turn to play again.

- 7.6 Do not by any gesture indicate to the players that there has been a change in the head, unless there was a change after you answered a player's question (e.g. a bowl fell over and changed the situation), in which case you must indicate to the players.
- 7.7 Observe strict impartiality, give no advice whatsoever to either player or give any information not specifically requested or in any way guide or direct the play or either player. Do not by any word or action, give the impression that you favour either of the players or that you are pleased or disappointed with any shot. Do not commiserate with or congratulate either player until the end of the game.
- 7.8 Give your full attention to the game. Do not engage in conversation with spectators or a marker or players on the adjoining rink.

8. TOUCHERS

- 8.1 Mark a toucher neatly on the running surface (not across the rings, dimples, or emblem) as soon as it has come to rest and before the next bowl is delivered, even through the next player is already on the mat and ready to deliver his bowl (he is not yet in possession of the rink). Remember that a bowl is a toucher if, after it

has stopped it falls over then touches the jack before the next bowl is delivered. In such a case mark it as soon as the next bowl is delivered.

- 8.2 Erase chalk marks on any played bowl, which does not again become a toucher. Do not lift a bowl to erase a chalk mark, but mark it with an “O” if the chalk mark is under the bowl.
- 8.3 Indicate to the players that a bowl is a toucher but that it is not being marked for fear of disturbing it. Indicate similarly a non-toucher, which has not had a previous mark, erased, for fear of disturbing it.
- 8.4 Note the position of touchers and the jack in the ditch by drawing lines, north, south, east and west from them.

9. BOWL OR JACK NOT TO BE STOPPED

- 9.1 Do not stop any bowl or jack from running into the ditch or over the side boundary of the rink. A bowl played on its wrong bias, or a bowl running on its correct bias but played so narrow that it crosses the side boundary, should be stopped as soon as possible after having crossed the side boundary. A bowl running on its correct bias but played so wide that it cannot return to the rink in its natural course, should not be stopped, but removed as soon as it has come to rest.
- 9.2 If a bowl from an adjacent rink, running on its correct bias, is likely to displace a bowl at rest in the head, the latter bowl must be lifted to let the neutral bowl pass and then it should be replaced. If such a neutral bowl is

likely to displace the jack STOP the bowl and return it to be replayed.

10. DEAD BOWLS AND NEUTRAL OBJECTS

- 10.1 Remove dead bowls from the rink or ditch and place them on the bank not closer than the number plate and corner pegs, from the bank edge.
- 10.2 See that the ditch and rink are kept clear of any neutral jack, bowl, or other objects.

11. GAME INTERRUPTED

- 11.1 If a game is interrupted for any valid reason (other than an arranged interval), note the time (on the back of the scorecard) and whether the end has been completed or not. Ask the players to initial the scorecard against the last completed end, and initial it yourself. The game is resumed with the same score, irrespective of how long it has been interrupted. An end commenced, but not completed, shall be dead. If a game has been interrupted because of inclement weather, no additional trial ends will be allowed if the game is restarted on the same day (even if conditions have changed drastically). If the game is restarted on another day, the normal trial ends will be allowed. An end not measured or decided, at the time the players left the green is a dead end even if all bowls had been played.
- 11.2 Remain at the same end of the rink if an end has to

be replayed, unless both players agree to play in the opposite direction.

11.3 There shall be no interval during a singles match.

12. JACK MOVEMENT

If the jack, as a result of legitimate play, is moved to a position, which you think is less than 20 metres from the centre of the mat line, call the umpire and have the distance measured before the next bowl is delivered. If either player requests you, you must call the umpire. If the distance from the centre of the mat line is less than 20 metres, the end must be restarted. This may happen at any time during the course of the end, even after the last bowl has been delivered.

13. BOWL PLAYED OUT OF TURN

Draw the attention of the players to a bowl played out of turn immediately it has been delivered but do not stop it unless requested to do so by the opposing player.

14. PLAYING THE WRONG BOWL

Do not stop the bowl if a player has delivered his opponent's bowl. Let it come to rest and then replace it with the player's own bowl. If you are afraid of disturbing the head in the process, or inexperienced in the technique to be used, call the umpire.

15. BOWL LEFT UNPLAYED

Before determining the score, make sure that all bowls have

been played, and if there is still a bowl to be played, provided it is the last bowl, draw the attention of the player concerned to his bowl still to be played, which he must either play or declare.

16. DETERMINING THE SCORE

- 16.1 (Golden rule – do not touch or remove any bowl at any time)**
- 16.2** Remain at the head until both players are present, and have agreed to the number of shots. Measure for shots **ONLY** when requested to do so by either player. Whilst measuring do not allow either player to interfere with or assist you. Remember that the players may also do their own measuring if they so desire. Do not suggest to the players that there is a possibility of another shot as you have no authority in determining the number of shots. It is the duty of the players to determine the number of shots.
- 16.3** Under no circumstances may you remove any bowl from any head, either before, or after, measuring. The only people that may break up the head are the players, or the umpire, after measuring.
- 16.4** If you inadvertently displace either the jack or a bowl while measuring, replace it as near as possible to its former position.
- 16.5** Allow both players to see you measuring and ensure that both are satisfied. Remember that either player may appeal to the umpire against your decision. If

you consider it necessary to prop any bowl, inform the players of your intention to do so. Allow thirty seconds to elapse from the time the last bowl comes to rest, before propping the bowl. The same applies if the player requests you to prop a bowl.

16.6 Do not hesitate to call the umpire:

- (a) When you have any doubts.
- (b) When you are unable to make a decision, or it is a close measure, or one with which you experience difficulty.
- (c) When either player is dissatisfied with your ruling in regard to a shot or any other debatable point.
- (d) When you require assistance in measuring.

16.7 Do not move, or allow to be moved, either the jack or any bowl, until both players have agreed as to the number of shots, or the umpire has given a decision.

16.8 Do not break up the head. This should be done by the players, or by the umpire, if the latter was called to measure for shot.

16.9 Do not assist in gathering up the bowls.

17. SCORING

17.1 Write and check the score on the scoreboard and the scorecard immediately at the conclusion of each end, that is before centering the jack, for the next end. This will enable you to stand still and concentrate on the game after the jack has been centred.

- 17.2 Do not announce the score, unless requested, by either player.
- 17.3 Write only 21 shots on the scorecard and scoreboard even though the winner has scored more than 21 shots after determining the score in the last end: e.g. 22-15 is wrong, it should be 21-15.

18. NO SCORE

If, after all the bowls have been delivered, or the last bowl declared, the nearest bowl of each player is touching the jack, or is determined to be equidistant from it, (in both cases you must call the umpire). If the umpire decides there is no score, the end is drawn and it is counted as a played end so that the score must be brought down unchanged. The next end is played in the opposite direction and is started by the same player who played first in the drawn end.

19. REMOVING THE MAT

Remove the mat at the conclusion of each end if left on the rink by the players, and place it on the bank no closer than the number plate, and corner pegs, from the bank edge.

20 COMPLETION OF THE GAME

- 20.1 Complete the scorecard and check it against the scoreboard.
- 20.2 Sign the scorecard and have it signed by both players.
- 20.3 Hand the scorecard to the umpire, or the official on duty.

20.4 The time, at the completion of the game, is to be entered onto the scorecard.

CONCLUSION

REMEMBER:

**WHENEVER IN DOUBT CALL THE
UMPIRE AND NEVER TOUCH OR
REMOVE BOWLS IN THE HEAD.**