



Guidelines For Markers

THE ROLE OF A MARKER

The role of a marker in a singles game is to assist the players and enable them to enjoy a competitive, quality match.

Good markers are at a premium, especially in early rounds of club singles competitions, and it is important to have a sound knowledge of the requirements and skills necessary to mark a game of singles.

All players who enter a club singles competition should make themselves familiar with Law 55, "The marker's duties", and Law 1.3.26, "Position of bowl in relation to jack (definition of 'Jack High')". These laws are reproduced at the end of this document, together with Law 35, "Possession Of The Rink".

Not only as players would they learn some finer points of the game and relevant questions they may ask a marker (when in possession of the rink), but they would become better equipped to act as markers in subsequent rounds if eliminated.

Players appreciate having a good marker who enables a singles game to flow without undue interruption. Similarly, it is a rewarding experience for any marker, at the conclusion of a match, to know that his or her job has been well done.

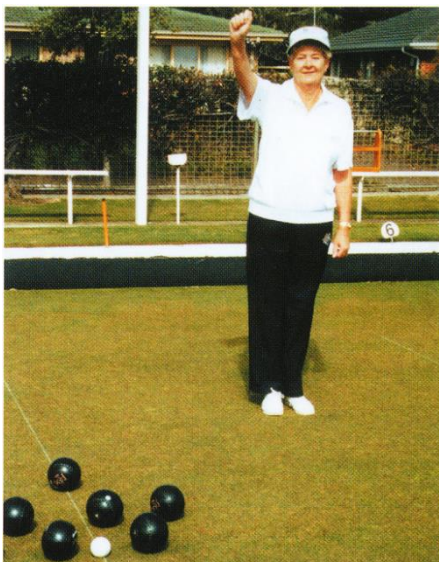
The following paragraphs are summarised on one page at the end of the document as "Do's and Don'ts For Markers".

HELPFUL HINTS

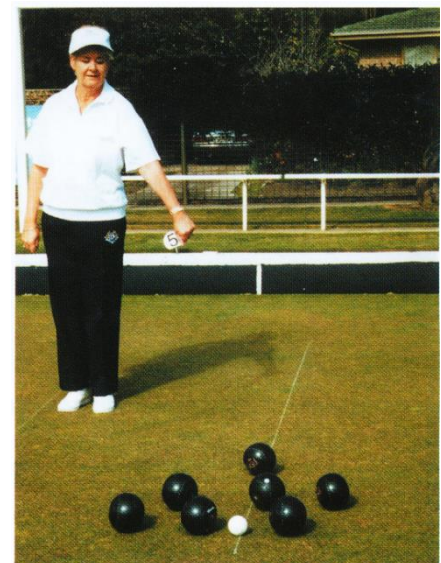
- Stand with feet slightly apart in a relaxed manner.
- If the game is a long one, gently ease your body weight off the heels and/or wriggle your toes unobtrusively.
- Throughout the match, check your scorecard with the scoreboard. Your card shows the official score, so accuracy in addition is essential. Extra care is required for proportional games (i.e. 100 up). Remember, the handicap is played off first.
- Always mark a toucher on the smooth surface of the bowl with a spray marker or chalk.
- A marker should not move from his or her position except to see if a bowl is likely to become a toucher or to answer a question requiring closer inspection. Remember, if you fail to prepare, you prepare to fail. A little homework and some forward thinking will pay dividends. Also, look professional and you will act in a professional manner.

PREPARATION

- Be physically fit, 'Sun Smart', have good hearing and drink adequate water.
- Carry spare marking equipment (pen, chalk, spray marker, card and small wedge - few players carry a wedge or cord to chock a leaning bowl and will ask to use your chalk or pen).
- Wear a garment with good sized pockets and wear your most comfortable shoes.
- If you are marking a game where there are spectators, and the Club has scoring bats, use these to indicate the number of shots scored; walk with arm extended at or above shoulder height.
- Read and re-read the “Do's and Don'ts for Markers”, Law 55 and Law 1.3.26.
- Learn signal answers to signal questions, as in the examples below.



You are holding shot



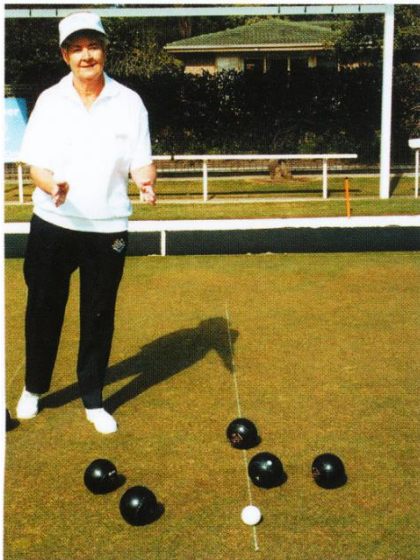
You are not holding shot

PROCEDURE

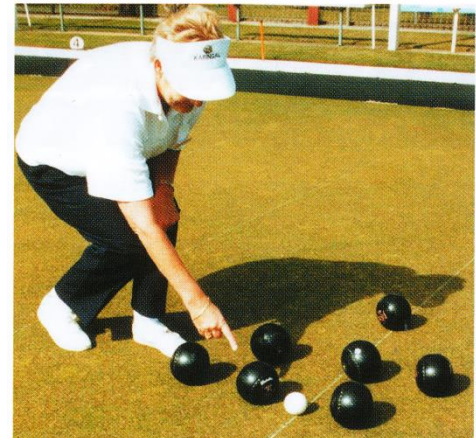
- Arrive early, collect card from tournament convenor and proceed to the allocated rink with your spare equipment.
- Introduce yourself to the players, note engravings on each player's bowls, then establish their preference for answers to questions (verbal and/or signal).
- Check that the scoreboard is set at zero and familiarise yourself with the scoreboard format.
- Wish the players well and walk briskly up the correct side of the rink, midway between the boundary and the centre of the rink, looking over your shoulder for the rolling jack. Be on the side away from the sun.

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- Align the delivered jack at right angles to the centre line of the rink.
- Position yourself about 1.5 metres from the centre line of the rink with hands behind your back - be careful not to obscure the boundary peg.
- Stand at least two metres behind the jack and on the correct side of the rink. You must be careful your shadow does not fall across the head of your rink, or across the head of the adjoining rink.
- Stand motionless with eyes fixed on the player on the mat, watching for signals from that player. Concentrate all the time. A good marker can anticipate a question from a player.
- Recognise if a bowl is 'short of' or 'past' jack high and, if asked, signal as the case may be.



"Your bowl is this far past jack high"



"This is the shot bowl"

- Answer verbal questions briefly with a clear voice and without supplementary information.
- At all times, observe each bowl until it comes to rest and be ready to chalk a toucher. Possession of the rink then passes to the opponent.
- Only answer questions from the player in possession of the rink.
- If the jack goes into the ditch, place the indicator upright on top of the bank directly above the jack.
- Adjust the scoreboard every second end as soon as the first bowl is delivered. Watch the bowl in case it becomes a toucher.
- NOTE: A marker may at his own discretion measure an end if so requested by both players. Should he elect to do so, his decision is final. There shall then be no recourse to an umpire. It is suggested it would be better not to determine the shot if an umpire has been appointed.



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BE MINDFUL

- Do not stop the jack before it comes to rest, in particular, when it is delivered past the two metre mark.
- Align the jack by hand (not the foot) and check that the mat has been placed on the centre line of the rink.
- Take care with a bowl on or near the boundary line. The players will determine if it is dead.
- Following agreement by both players, remove dead bowls from the green and ditch and place them on the bank.
- If a tied end results, no score is recorded and the end is counted as a played end. The player who played first in the tied end shall again play first.
- Do not tell players who has shot when they arrive at the head, or how many. They determine the result of the end.
- Don't signify when the jack is placed on the two metre mark.
- Record the score at every end and advise players of the totals - call the score as recorded on the card.
- When the game is finished, have the players check and sign the scorecard. You hand it in to the controlling body.
- If a player's question has been poorly worded, ask for it to be rephrased.
- It is usual to answer a signalled question with a signalled answer.
- Be alert and prevent disturbance of the head from outside objects (e.g. bowl/s or jack from adjoining rinks).
- Don't say the shot is doubtful if it is not really so and avoid giving a misleading answer to a badly worded question.



DO'S FOR MARKERS

- Be correctly attired.
- Introduce yourself to both players.
- Be conversant with the different engraving on each competitor's bowls.
- Align the jack AFTER it has come to rest.
- Note that the mat is correctly laid and aligned before aligning the jack.
- Centre the jack at right angle to centre of the rink.
- Retire to a position about 2-3 metres behind the head & 1.5 metres on one side.
- Keep your shadow away from the head and that of the adjoining rink.
- Stop any bowl entering from an adjoining rink likely to disturb a bowl(s) or jack on your rink.
- Remain motionless, with eyes fixed on the player in possession of the mat.
- Watch for signals from the player in possession.
- Be alert and in position to observe if a bowl becomes a toucher.
- Chalk touchers immediately they come to rest.
- Mark the position of the jack in the ditch by placing a white disk on top of the bank.
- Answer all questions briefly, with "yes" or "no" provided the answer is not misleading, and only to the player whose turn it is next to bowl.
- If requested, indicate the distance of any bowl from the jack or which bowl is thought to be shot.
- Walk from end to end midway between the centre of the rink and the boundary.
- Remove a dead bowl immediately - take care with one on or near a boundary line. **THE PLAYERS WILL DETERMINE IF THIS IS DEAD.**
- Keep clear of the head when the players arrive - **THEY DETERMINE THE RESULT, NOT YOU.**
- Call the score card every end, naming first the player who won the end.
- Place the score on the board every second end.
- Sign the score card after each player has done so and hand to the proper official.



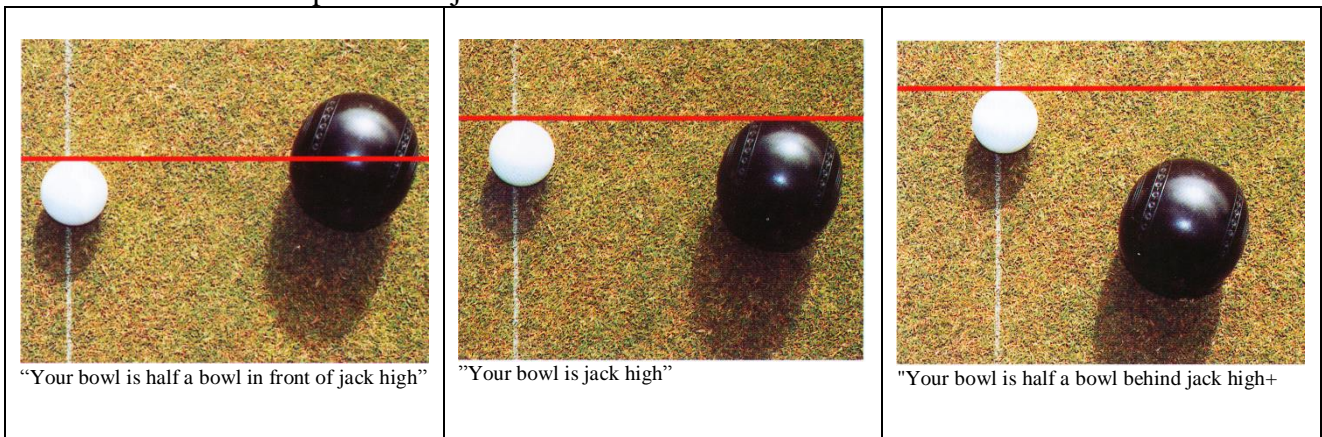
DON'TS FOR MARKERS

- Move about when a player is on the mat.
- Stop a prematurely played bowl **UNLESS REQUESTED BY THE OPPONENT.**
- Stand among the bowls.
- Stop the jack before it completes rolling.
- Move in to see who has the shot unless asked.
- Answer questions being asked in an adjacent rink.
- Say a shot is doubtful if it is really not so.
- Invite the player to inspect the head.
- Give a misleading answer to a badly worded question - ask for the question to be rephrased.
- Supplement your answer with information not requested.
- Watch the game alongside.
- Talk to spectators on the bank.
- Applaud either player.
- Lean over sideways to "assist" a bowl wick or miss.
- Stop a bowl played out of turn, **UNLESS REQUESTED BY EITHER PLAYER.**
- Tell the players who has the shot when they arrive at the head, or how many.
- Remove the shot bowl or disturb the head in any way.
- Signify when the jack is placed on the 2 metre mark unless asked.
- Challenge the length of a head.

RELEVANT LAWS MARKERS SHOULD KNOW

***Law 1.3.26 - Position Of Bowl In Relation To Jack
(Definition Of 'Jack High')***

Jack high or jack level: the nearest part of a bowl is in line with and at the same distance from the mat line as the nearest part of the jack.



Law 35 - Possession Of The Rink

- 35.1 Possession of the rink will belong to the player or team whose bowl is being played.
- 35.2 As soon as each bowl comes to rest, possession of the rink will transfer to the opposing player or team after allowing time for marking a toucher as soon as it comes to rest.
- 35.3 If the umpire, either by their own observation or on appeal by one of the skips or opponents in Singles, decides that the players in possession of the rink are being interfered with, annoyed or distracted in any way by their opponents,
 - 35.3.1 the first time this happens the umpire should:
 - 35.3.1.1 warn the offending player, while the skip is present; and
 - 35.3.1.2 tell the manager or the coach, if they are present, that the player has received a warning.
 - 35.3.2 on each occasion after this, the umpire should have the bowl last played by the offending player or team declared dead. If that bowl has disturbed the head, the opponent should choose whether to:
 - 35.3.2.1 replace the head;
 - 35.3.2.2 leave the head as altered; or
 - 35.3.2.3 declare the end dead.

**Law 55 - The Marker's Duties**

- 55.1 In the absence of an umpire, the marker should:
- 55.1.1 make sure that all aspects of play are carried out in line with the Laws of the Sport of Bowls;
 - 55.1.2 make sure, before the game starts, that:
 - 55.1.2.1 all bowls have a clearly visible, valid World Bowls Stamp imprinted on them;
 - 55.1.2.2 the rink of play is the correct width in line with law 5.1 by measuring it; and
 - 55.1.2.3 the pegs or discs on the side banks in the direction of play are the correct distances in line with law 5.12 by measuring them.
- 55.2 The marker should:
- 55.2.1 centre the jack;
 - 55.2.2 make sure that the jack is at least 23 metres from the mat line after it has been centred;
 - 55.2.3 place a jack that comes to rest less than 2 metres from the front ditch as described in law 22.2;
 - 55.2.4 stand to one side of the rink, behind the jack and away from the head;
 - 55.2.5 answer any specific question about the state of the head which is asked by the player in possession of the rink;
 - 55.2.6 when asked, tell or show the player in possession of the rink the position of the jack;
 - 55.2.7 when asked, tell or show the player in possession of the rink which bowl or bowls the marker considers to be shot;
 - 55.2.8 when authorised by the Controlling Body, signal to players and spectators (using the appropriate number and colour of shot indicators or some other suitable method) which player's bowl or bowls the marker considers to be shot;
 - 55.2.9 mark all touchers with chalk and remove the chalk marks from non-touchers as soon as they come to rest;
 - 55.2.10 stop any bowl that is from a neighbouring rink and could move a jack or bowl that is at rest;
 - 55.2.11 if both players agree, remove all dead bowls from the rink of play;



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- 55.2.12 mark the position of a jack and any touchers which are in the ditch as described in laws 24.4 and 29.2;
 - 55.2.13 not move, or cause to be moved, either the jack or any bowls until the players have agreed the number of shots scored; and
 - 55.2.14 measure any disputed shot or shots when asked to do so by either player. If the players are not satisfied with the marker's decision, the marker should ask the umpire to do the measuring. If the Controlling Body has not appointed an umpire, the marker should choose a competent neutral person to act as the umpire. The umpire's decision is final.
- 55.3 When each end has been completed, the marker should:
- 55.3.1 record the score on the score card;
 - 55.3.2 tell the players the running totals of the scores; and
 - 55.3.3 remove from the rink the mat used during the previous end, if necessary.
- 55.4 When the game has been completed, the marker should make sure that the score card:
- 55.4.1 contains the names and signatures of the players;
 - 55.4.2 contains the time at which the game was completed; and
 - 55.4.3 is dealt with in line with the Conditions of Play.