



DUTIES OF A MARKER

Updated November 2020

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THE DO'S

Be correctly attired and equipped (chalk, pen, card).

Introduce yourself to all players.

Be conversant with the ownership of bowls.

Ask the players if they agree to you removing dead bowls from the ditch and placing them on the bank.

Align the jack AFTER it has come to rest.

Challenge the length of the jack roll if in doubt, (is that long enough?) and if players agree it is short, return the jack for re-delivery. If they don't agree (or you still think it is short), call the Umpire. (min. 21 metres).

Check that the mat is correctly laid and aligned before play starts.

Retire to a position about 2 metres behind the head and 1.5 metres on one side. Keep your shadow away from the head or that of the adjoining rink.

Remain motionless, with eyes fixed on the player in possession of the mat.

Watch for signals from the player in possession.

Stop any bowl from an adjoining rink that is likely to disturb the head.

Be alert and in a position to observe if a bowl becomes a toucher.

Mark all touchers immediately they come to rest, unless instructed otherwise by a player who wishes to 'indicate' a toucher until it is safe to mark it without displacing it, and remove chalk marks from non-touchers.

Mark on the bank the position of the jack and any touchers in the ditch. Chalk a toucher in the ditch as soon as it comes to rest.

Answer all questions briefly, with "yes", "no" if the answer is not misleading, and only to the player whose turn it is next to bowl.

When asked, tell or show the player in possession of the rink which bowl or bowls the marker considers to be shot, (do not use your feet).

When asked, tell or show the player in possession of the rink the position of the jack.

Immediately advise the player if a bowl falls over and alters the position after a question has been answered or an inspection of the head has been made by the player.

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Remove all dead bowls immediately from the ditch. The status of bowls near the boundary should be determined by agreement between the players, they determine the result – NOT YOU - if they do not agree they should call the umpire.

Keep clear of the head when the players arrive – they determine the result, not you.

Walk from end to end midway between the centre of the rink and the boundary.

Update the score on the scoreboard every second end.

Make sure the score card contains the name and signature of each player – the time the game was completed and hand it to the proper official after you the marker have signed it.

It is suggested it would be better for a marker not to measure (determine the shot) if a National Umpire has been appointed.

In the event of you agreeing to measure, if the Skips do not agree with your decision YOU should call the Umpire.

It is rare for a bowl to be exactly 'jack high', a marker may answer just short of, or just past 'jack high', to a players question concerning a bowls position relative to the jack. (NOTE: A Bowl is 'jack high' when the nearest part of the bowl and the nearest part of the jack are both the same distance from the mat)

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THE DON'TS

DON'T Move about when the player is on the mat.

DON'T Stand among the bowls.

DON'T Stop the jack before it completes rolling.

DON'T Raise the jack above your head before you place it on the "T" mark 2.m from the front ditch.

DON'T Move in to see who has the shot unless asked. Answer questions being asked in an adjacent rink.

DON'T Lift a bowl on your rink to allow passage of a bowl from a neighboring rink, unless so directed by one of your players.

DON'T Say a shot is doubtful if it is not really so. Invite the player to inspect the head.

DON'T Give a misleading answer to a badly worded question; ask the player to rephrase the question.

DON'T Supplement your answer with information not asked for.

DON'T Watch the game alongside.

DON'T Talk to spectators on the bank.

DON'T Applaud either player.

DON'T Lean over sideways to "assist" a bowl to wick or miss.

DON'T Sit on the bank or a seat. If you're tired get a replacement marker.

DON'T Remove the shot bowls or disturb the head in any way.

DON'T Tell the players who has the shot when they arrive, or how many.

DON'T Carry more equipment than you need.

DON'T Indicate a bowl with your feet.