

## WHAT THE LAWS SAY ABOUT THE MARKER

extracted from *Laws of the Sport of Bowls, Crystal Mark 2nd Edition, 2011*

### THE MARKER'S DUTIES (LAW 55)

1. In the absence of an umpire, the marker should check that all bowls have a World Bowls (or equivalent) stamp, check the width of the rink, and check the 'hog lines'. The marker makes sure that the game is played in accordance with the Laws.
2. The marker should centre the jack; make sure that it is at least 21 meters from the mat line, after it is centered; and place a full length jack 2 meters from the ditch, in compliance with law 22.2.
3. The marker should stand at one side of the rink and behind the jack, but should be prepared to stop any bowl from a neighbouring rink which could move the jack or any bowl **at rest** on the rink. (See also law 28.6.2.)
4. The marker should provide the following information when asked by the player in possession of the rink:
  - a. Answer any specific question relating to the existing state of the head;
  - b. Indicate the position of the jack; and
  - c. Indicate the bowl or bowls the marker considers to be shot.
5. The marker should mark all touchers as soon as they come to rest, and remove the chalk marks from non-touchers. If the marker moves the bowl when marking it, the marker should decide on its former position, in compliance with law 28.4.2.
6. **With the agreement of both players**, the marker should remove all dead bowls from the rink and the ditch.
7. The marker should mark the position of the jack and touchers which are in the ditch, as described in laws 24.4 and 29.2.
8. The marker should not move, or cause to be moved, either jack or bowls until each player has agreed to the number of shots.
9. **When requested by either player**, the marker should measure carefully any disputed shots. If the marker displaces the jack or any bowls during measuring, the marker shall decide on their former positions, in compliance with laws 28.4.2 and 33.4.2.
10. If the players are not satisfied with the marker's measure, the marker shall ask an umpire to measure. If there is no umpire, the marker should choose a competent neutral person to do the measuring. The decision of the umpire is final.
11. At the completion of each end the marker should:
  - a. Record the score;
  - b. Tell the players the running totals of the scores; and
  - c. Remove from the rink the mat used in the previous end, if necessary.
12. Upon completion of the game the marker should make sure that the scorecard:
  - a. Contains the names and signatures of the players;
  - b. Contains the time at which the game was completed; and
  - c. Is returned to the recipient designated by the Conditions of Play.

## **LAWS REFERRED TO IN LAW 55**

### **DELIVERING THE JACK (LAW 22.2)**

If the delivered jack comes to rest less than 2 meters from the front ditch, it should be placed on the centre line with the nearest portion of the jack to the mat line being 2 meters from the edge of the front ditch. The jack should be placed either on a pre-set mark or by setting it alongside the edge of a 2-meter stick. The **entire** jack should be within 2 meters of the front ditch.

### **TOUCHERS (LAW 24.4)**

The position of a toucher in the ditch should be marked with a **coloured** indicator, placed vertically against the face of the bank or on top of the bank, directly above the toucher.

If possible, the position of the toucher should be indicated with lines drawn around the toucher on the surface of the ditch.

### **BOWL DISPLACEMENT WHEN BEING MARKED AS A TOUCHER OR DURING MEASURING (LAW 28.4)**

If the marker moves the bowl when marking it, or if the equipment being used by the marker during measuring displaces any bowls, the marker should put the bowls back to a position agreed to by the players. If the players can't agree, the marker shall decide on their former positions (law 28.4.2).

### **LIVE JACK IN THE DITCH (LAW 29.2)**

The position of a jack in the ditch should be marked with a **white** indicator, placed vertically against the face of the bank or on top of the bank, directly above the jack.

If possible, the position of the jack should be indicated with lines drawn around the jack on the surface of the ditch.

### **JACK DISPLACEMENT DURING MEASURING (LAW 33.4)**

If the equipment being used by the marker during measuring displaces the jack, the marker should put the jack back to a position agreed to by the players. If the players can't agree, the marker shall decide on its former position (law 33.4.2).

### **JACK DISPLACEMENT BY A NON-TOUCHER (LAW 33.5)**

If a jack at rest on the rink is displaced by a non-toucher rebounding from the face of the bank, an opponent or the marker should restore it to its former position (law 33.5.2).

If a jack at rest in the ditch is displaced by a non-toucher entering the ditch, an opponent or the marker should restore it to its former position (law 33.5.3).

## **OTHER LAWS TO KNOW**

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## OTHER LAWS TO KNOW

### Law 18 - Trial ends and tossing for opening play

- The winner of the coin toss decides whether to place the mat and deliver the jack and the first bowl in the first trial end or to give it away; the option chosen for the first trial end also applies to the first end of the game.
- In trial ends only:
  - Players can use any combination of bowls.
  - When each bowl comes to rest the **marker** can remove it and place it near the front ditch.
  - If a bowl moves the jack, the jack should be restored to its former position.
  - The opponent of the player that started the first trial end starts the second trial end.

### Law 19 – Placing the mat

- The player to play first in each end should centre the mat and place the front of the mat (mat line) at a distance of at least 2 meters from the rear ditch and at least 23 meters from the far ditch (the near 'hog line'). If, before the jack is delivered, a player or the **marker** finds that the mat is not placed at a legal distance, the player on the mat should correct the mat position.
- If, after the jack has been delivered but before the first bowl has been delivered, a player or the **marker** finds that the mat is not at a legal distance, the opposing player repositions the mat and re-delivers the jack.
- After the first player has delivered their first bowl, nobody can challenge the distance of the mat line from the front and rear ditches.
- The mat can be straightened relative to the centre line at any time.
- If groundsheets are in use, the mat line is placed at the rear edge of the groundsheet.
- At the completion of an end, a player or the **marker** should lift the mat and place it completely on the bank.

### Law 23 – Improper delivery of the jack

- The jack is improperly delivered if it comes to rest:
  - In the ditch;
  - Outside the rink boundaries;
  - At a distance less than 21 meters from the mat line;
  - On the rink after hitting the backboard;
  - On the rink after contacting any object or person outside the rink boundaries.
- If the first to play improperly delivers the jack, their opponent re-delivers the jack but does not play first.
- If the jack has been delivered improperly once by each player, it is placed at the 2 meter mark and the first to play places the mat at any legal distance.

### Law 24 – Touchers

- A bowl in its original course which touches the jack is a live bowl and is called a toucher if it comes to rest anywhere within the rink boundaries.
- A bowl is also a toucher if it stops and then falls, touching the jack, before the next bowl is delivered.
- In the case of the last bowl in an end, the bowl is also a toucher if it stops and then falls, touching the jack, within the first 30 seconds.

### Law 25 – Marking a toucher

- The **marker** should mark a toucher with chalk as soon as the bowl comes to rest.
- The **marker** may nominate a bowl as a toucher if it is likely that the bowl could be moved in the process of chalking it.

- If a non-toucher has a chalk mark from a previous end, the **marker** should remove the chalk mark as soon as the bowl comes to rest, or nominate the bowl as a non-toucher.

#### **Law 26 – Movement of touchers**

- The position of a toucher in the ditch can be altered by a jack or another toucher in play, or by a non-toucher that is partly on the rink and partly overhanging the ditch.

#### **Law 27 – Dead bowl**

- A bowl is dead if:
  - It is not a toucher and rests in the ditch;
  - It is not a toucher and rebounds onto the rink after contacting the backboard or the ditch;
  - It comes to rest at a distance less than 14 meters from the mat line;
  - In its original course, it passes outside a side boundary on the wrong bias;
  - In its original course, it comes to rest outside a side boundary even if it is in contact with a line jack; or
  - It passes outside the rink boundaries after being hit during play.

#### **Law 28 – Bowl displacement**

- If a bowl at rest or a toucher in the ditch are displaced by a rebounding non-toucher, an opponent or the **marker** should restore it to its former position (law 28.5.3).
- For any other situation with respect to displacement of a bowl in its original course, in motion or at rest (other than when being marked as a toucher or during measuring, as previously covered in law 28.4), the **marker** does not have a role to play – it is up to the players to decide. If the players cannot agree, the end is declared dead.

#### **Law 29 – Live jack in the ditch**

- The position of a jack in the ditch can be altered by a toucher in play, or by a non-toucher that is partly on the rink and partly overhanging the ditch.

#### **Law 30 – Dead jack**

- If the jack is moved by a bowl in play, it is dead if it:
  - Passes over the bank;
  - Passes outside a side boundary;
  - Comes to rest in any hollow in the bank; or
  - Comes to rest at a distance less than 18 meters from the mat line.
- If the jack is dead, the end is dead.
- [Note: In sets play, or if the Conditions of Play allow the jack to be re-spotted, the jack would be re-spotted in these instances and the end would not be dead.]

#### **Law 31 – Dead end**

- A dead end is not counted as a completed end.
- A dead end should be replayed in the same direction unless both players agree otherwise.
- If the jack and bowls have to be moved to the opposite end of the rink for a replayed end, they should be carried up the rink to avoid distracting players on neighbouring rinks.

#### **Law 32 – Rebounding jack**

- The end will continue if a jack at rest on the rink or in the ditch is hit and rebounds onto the rink in play.

### **Law 33 – Jack displacement**

- If a jack at rest on the rink or in the ditch is displaced by a rebounding non-toucher, an opponent or the **marker** should restore it to its former position.
- For any other situation with respect to displacement of a jack in its original course, in motion or at rest (other than when being measured, as previously covered in law 33.4), the **marker** does not have a role to play – it is up to the players to decide. If the players cannot agree, the end is declared dead.

### **Law 35 – Possession of the rink**

- Possession of the rink belongs to the player whose bowl is being played.
- As soon as each bowl comes to rest, possession of the rink transfers to the opposing player after allowing time for marking a toucher as soon as it comes to rest.

### **Law 39 – The shot**

- The **marker** should be told the number of shots scored in each end.

### **Law 40 – Deciding the number of shots scored**

- The process of deciding the number of shots scored should not start until the last bowl has stopped, or 30 seconds after that if either player asks for this 30-second period.
- No measuring is allowed before this process starts and no bowl can be secured (wedged) before the process starts.

### **Law 41 – No shot scored – tied end**

- If an end is tied it should be recorded on the scorecard as a completed end with no shot scored by either player.

### **Law 42 – Delivering the final bowl of an end**

- It is not compulsory for the last player to play to deliver their final bowl. They should tell their opponent of this decision before starting the process of deciding the number of shots scored.

### **Law 47 – Irregularities during play**

#### Playing out of turn (law 47.1)

- If a player plays out of turn, their opponent can stop the bowl and have it returned, to be played in the correct order.
- If the bowl has come to rest and has not disturbed the head, the opposing player may:
  - Leave the bowl where it is and play two consecutive bowls; or
  - Have the bowl returned to get back into the proper order of play.
- If the bowl has come to rest and has disturbed the head, the opposing player may:
  - Leave the disturbed head as it is and play two consecutive bowls;
  - Replace the head in its former position and return the bowl to get back into the proper order of play; or
  - Declare the end dead.

#### Playing another player's bowl (law 47.2)

- If a player plays their opponent's bowl, the played bowl should be replaced with the player's own bowl.

#### Changing bowls (law 47.3)

- A player cannot change their set of bowls during a game, and forfeits the game if they do so, except for under the following circumstances:
  - The game is interrupted and resumes on another day; or
  - A bowl has been damaged

#### Failing to play (law 47.4)

- Once the process of deciding the number of shots has started, a player who has failed to play a bowl is no longer allowed to play it.

#### **Law 50 – Game stoppages**

- If a game is stopped because of darkness, weather conditions or any other valid reason, the game should be continued either on the same day or a different day.
- If an end has started but all bowls have not been played, the end should be declared dead.
- If all bowls have been played, the number of shots scored should be determined before the game stops.

#### **Law 51 – Leaving the green during the course of play**

- No player should delay play by leaving the rink unless their opponent agrees, and then for no more than 10 minutes.
- If a Singles player has to leave the green for more than 10 minutes, they will forfeit their game.

#### **Law 52 – Objects on the green**

- No object should be placed on the bank, on the green or in the ditch to help a player, other than those markers required by the laws.

#### **Law 57 – The manager or coach**

- A player's manager or coach may give advice to the player during the game, but only from outside the boundaries of the green.

#### **Law 58 – Spectators**

- Spectators and anyone not directly part of the game should stay outside the boundaries of the green and clear of the players.
- They should not disturb or advise the players in any way.

#### **Appendix A.4 – Restricting the movement of players during play**

- Provisions to restrict the movement of players during play may be included in the Conditions of Play. If they are, the following should apply.
- For Singles, players are only allowed to walk up to the head after delivery of their third and fourth bowls.
- In **exceptional circumstances**, a Singles player can request permission from the **marker** to walk up to the head earlier than allowed.