

IMPORTANT POINTS FOR MARKERS

Introduction

A Marker's primary duty is to assist the two players in a Singles game so that the game can proceed in compliance with the Laws and in accordance with established etiquette.

Prior to the Event

1. Be familiar with the "Laws of the Sport" (Laws of the Sport of Bowls, Crystal Mark 2nd Edition, 2011), especially law 55 – the Marker's duties.
2. Be familiar with the Conditions of Play and any other regulations (e.g., smoking policy).
3. Comply with the dress code and be prepared for all weather conditions.

Prior to the Game

1. Report to the tournament director, umpire or head marker in charge of handing out the scorecards. Pick up your rink assignment and scorecard.
2. EQUIPMENT YOU SHOULD HAVE WITH YOU: scorecard & holder, pencil (pen), soft chalk or spray chalk, a bowls measuring tape, a small calliper (often this is part of the measuring tape), wedges, a towel, a watch, a coin, a water bottle. Carry the minimum of equipment with you on the green.
3. EQUIPMENT THAT SHOULD BE ON YOUR RINK: a jack, one mat at each end of the rink, and a scoreboard. Check on the location of the marker pegs for indicating position of live bowl & jack in the ditch (as these may be shared among the rinks). Bowls rakes may also be available.
4. Introduce yourself to the players noting carefully (on the top of the scorecard) which bowls belong to each player.
5. Indicate to the players that you would like to centre the mat before they deliver the jack and that you will chalk touchers before the next bowl is delivered. Request their permission for you to remove dead bowls from the ditch or green. Ask the players if they want you to measure for them.
6. Also explain to the players that it is not one of the duties of the marker to bring the rake onto the rink. If the players want to use the rake to gather the bowls at the completion of an end let them fetch the rake for their bowls.
7. TRIAL ENDS: unless stated elsewhere, the players are allowed four trial bowls each in each direction. Ask the player who delivers the jack where they would like it to be centered (i.e., where it came to rest or at the 2-meter mark). Let each trial bowl come to rest, indicate to the player the distance of their bowl in front of or behind the jack, and then remove it to the end of the rink. If a bowl hits the jack, allow this to happen and replace the jack to its former position. When trial ends are done, wish both players good bowling and shake hands. By mutual agreement both players may dispense with trial bowls or one player may play their trial ends alone.

During each End

1. Be sure the delivered jack is (a) in bounds, (b) a legal length [between 21 meters from mat & 2 meters from front ditch] prior to centering the jack. Centre the jack with your hand. If you think the jack is not the correct length ask the umpire to measure it – don't hesitate, as this is your responsibility.
2. While bowls are being delivered, stand back from and to one side of the jack and do not move. Don't obstruct the player's view of the rink number or any boundary markers. Stand on the side of the rink away from the sun to keep your shadow away from the head.
3. Don't move about unnecessarily and don't talk to anybody while your players are delivering. Watch closely each bowl delivered on your rink until it stops and you know if it is alive or dead, a toucher or non-toucher.

4. Chalk all touchers and remove any chalk from non-touchers. Spray chalk is preferable so you can chalk a toucher without touching the bowl, and it is easier to spray on both sides of the bowl, in case it moved later. If chalking could cause the bowl to move or fall, nominate it as a toucher and chalk later if possible. Mark the positions of jack and touchers in the ditch by: placing the markers (coloured for toucher and white for jack) on the backboard; and (if possible) drawing a ring around the jack or bowl on the sand/gravel surface of the ditch with your finger.
5. Keep a lookout for bowls entering your rink from games on either side of yours. Protect your game's head by stopping any stray bowls from adjoining rinks that are likely to hit the jack or any bowl.
6. Answer specific questions about the head but only when asked by the bowler who has the mat (is in possession of the rink). Try to answer only the question asked [e.g. Am I shot bowl? (Yes or No). Do I have second shot? (Yes or No). How many shots do I have? (2, 3, etc.). How far from the Jack am I? (Try to give a specific distance). Am I level with the Jack? (Yes or No). Whose bowl is that...?]
7. You should provide enough information to avoid further questioning [e.g. Am I holding one? If clearly holding 2 shots (Yes you have 2 shots)]. Do not answer questions that have not been asked and **never offer advice!** Be as accurate as you can when giving distances. If any doubt about shot bowl or number of shots, indicate that it is a measure for shot. Don't respond that you 'favour' one bowl over another.
8. Do not prevent a jack or bowl from entering the ditch (i.e. do not catch a bowl which is about to fall in the ditch). Remove a dead bowl as soon as it comes to rest – inform the player you have done so.
9. If you know that a player is about to deliver a running shot, make adjacent rinks aware of the imminent shot so they can help contain bowls. After the bowl is delivered, move to the front of the head so you can be in a better position to see if the bowl is a toucher and to avoid some moving objects.
10. If you move a bowl accidentally when marking a toucher, or a jack or bowl while measuring, put it back where it was. **Ask if players agree, but even if they don't laws 28.4.2 (bowl) & 33.4.2 (jack) give marker the final say!**

At completion of each End

1. Keep out of the head while the players count and measure the shots. **Do not move the jack or any bowls. Assist only if asked by either player.**
2. **Once they agree on number of shots**, confirm with both players the shots scored that end. **Enter the score** for that end on your scorecard and keep them informed of the running score. Inform the scoreboard keeper of the shots scored, or ask the players to assist with updating the scoreboard. The scoreboard is not essential, as the Marker has the 'Official Scorecard', but if it is being used it is important that the posted scores are consistent with the scorecard.
3. Remove any markers from the bank that may have been placed there to indicate position of the jack or touchers in the ditch.
4. Walk quickly down the centre of the rink and record the score as you are walking to other end of rink (if not already recorded). Remove the mat from the rink if necessary and prepare to centre the mat being placed at the opposite end.

At completion of the Game

1. At the end of the game (e.g. one player has reached 21 shots), confirm final scores and get both players to sign the scorecard. Sign the card and record the time of completion.
2. Congratulate the winner and shake hands with both players.
3. Return the signed scorecard to the umpire or designated authority.

OTHER POINTS TO REMEMBER

1. First player to **score 21 is the winner** (no ties in Singles); a game could last for 40 or more ends.
2. **Equidistant** shot bowls: **NO SCORE** but end played.
3. **ALL ENDS ARE OPEN** (can be killed without penalty). Dead ends are replayed from the same end unless both players agree otherwise.
4. Legal **jack to start** an end must be at least **21 meters from the mat line** after centering jack (the same distance as from the 2 meter mark out to the far 'hog line').
5. Any **jack** struck by a bowl and rebounding (off another bowl or the backboard) to **less than 18 meters in a straight line (not necessarily a right angle) from the mat line is DEAD**. The end is dead: no score. You may need an umpire to determine if the jack is dead.
6. Any **delivered bowl** that travels **LESS than 14 meters** (two-thirds of the minimum jack length) **in a straight line (not necessarily a right angle) from the mat line is DEAD** and must be removed from the rink. If you think this has happened, ask the players if they want an umpire to determine if bowl is dead.
7. A bowl or jack is **out of bounds** only if it is **entirely outside of a line extending from the centre** of the white boundary markers. The white marker itself is not the boundary line - **imagine a thin vertical line** down the centre of the white marker and up the green - that shows the boundary. If any doubt, call for an umpire.
8. The **delivered bowl is a toucher if it touches the jack on the rink** before or as it comes to rest; it doesn't matter how many other bowls it has bumped into on its way to the jack, it's still a toucher. BUT that applies only to the delivered bowl; non-touchers already at rest but set into motion by that delivered bowl cannot become touchers even if they touch the jack.
9. If **players cannot agree** on any point of scoring, dead bowl or jack, or about rules (or if you are in doubt), ask the players if you should call for an umpire. If an umpire is required for a measure or any interpretation of the laws, raise your hand, call loudly, **Umpire on rink #_, please!** and keep your hand raised until an umpire comes to resolve the issue. If a measure is required, inform the umpire of what type of measure is involved (i.e., long tape, calipers, line bowl, etc.) so that they can bring the correct equipment.
10. If a bowl or jack at rest on the rink or a toucher or jack in the ditch is **displaced by a rebounding non-toucher** rebounding from the backboard or ditch, an opponent or the Marker should restore it to its former position.
11. If the jack or any bowl is **displaced by either player or a neutral object or person in any other situation** (e.g. by you as marker, a player from another rink, an animal running onto green), an umpire should be called to identify the options available to the player.