

# WHAT THE LAWS SAY ABOUT THE MARKER

(extracted from Laws of the Sport of Bowls, Crystal Mark 3<sup>rd</sup> Edition, 2015)

## THE MARKER'S DUTIES (LAW 42)

1. In the absence of an umpire, the marker must:
  - make sure that all aspects of play are carried out in line with the Laws of the Sport of Bowls;
  - make sure, before the game starts, that:
    - all bowls have a clearly visible, valid World Bowls Stamp imprinted on them;
    - the rink of play is the correct width in line with law 49.1 by measuring it; and
    - the pegs or discs on the side banks in the direction of play are the correct distances in line with law 49.12 by measuring them.
2. The marker must:
  - center the jack;
  - make sure that the jack is at least 21 meters from the mat line after it has been centered;
  - place a jack that comes to rest less than 2 meters from the front ditch as described in law 9.2;
  - stand to one side of the rink, behind the jack and away from the head;
  - answer any specific question about the state of the head which is asked by the player in possession of the rink;
  - when asked, tell or show the player in possession of the rink the position of the jack;
  - when asked, tell or show the player in possession of the rink which bowl or bowls the marker considers to be shot;
  - when authorized by the Controlling Body, signal to players and spectators (using the appropriate number and color of shot indicators or some other suitable method) which player's bowl or bowls the marker considers to be shot;
  - mark all touchers with chalk and remove the chalk marks from non-touchers as soon as they come to rest;
  - stop any bowl that is from a neighboring rink and could move a jack or bowl that is at rest;
  - if both players agree, remove all dead bowls from the rink of play;
  - mark the position of a jack and any touchers which are in the ditch as described in laws 14.4 and 18.2;
  - not move, or cause to be moved, either the jack or any bowls until the players have agreed the number of shots scored; and
  - 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 must ask the umpire to do the measuring. If the Controlling Body has not appointed an umpire, the marker must choose a competent neutral person to act as the umpire. The umpire's decision is final.
3. When each end has been completed, the marker must:
  - record the score on the score card;
  - if scoreboards are not being used, tell the players the running totals of the scores; and
  - remove from the rink the mat used during the previous end, if necessary.
4. When the game has been completed, the marker must make sure that the score card:
  - contains the names and signatures of the players;
  - contains the time at which the game was completed; and
  - is dealt with in line with the Conditions of Play.

# WHAT THE LAWS SAY ABOUT THE MARKER

(extracted from Laws of the Sport of Bowls, Crystal Mark 3<sup>rd</sup> Edition, 2015)

## LAWS REFERRED TO IN LAW 42

### Delivering the Jack (Law 9)

- If the jack in its original course comes to rest less than 2 meters from the front ditch, it must be placed on the center line of the rink with the nearest point of the jack to the mat line being 2 meters from the front ditch. This must be done by:
  - placing the jack at a mark on the center line of the rink measuring a distance of 2 meters from the front ditch; or
  - placing the jack alongside the edge of a 2-metre measuring device (for example, a thin wooden batten which is 2 meters long).

### Touchers (Law 14)

- The position of a toucher in the ditch must be marked by a brightly colored indicator which is fixed vertically either against the face of the bank or on top of the bank, immediately in line with the toucher. As well as the indicator, if the surface of the ditch is sand, lines can be drawn in the sand around the toucher.

### Bowl Displacement when being marked as a toucher or during measuring (Law 37.4.2)

- If a bowl is displaced by the marker when marking it as a toucher, or by the equipment being used by the marker during measuring, the marker must put the bowl back to a position agreed by the opponents. If the opponents cannot agree, the marker must put the bowl back to its former position.

### Live Jack in the Ditch (Law 18.2)

- The position of a jack in the ditch must be marked by a white indicator placed vertically either against the face of the bank or on top of the bank immediately in line with the jack. As well as the indicator, if the surface of the ditch is sand, lines can be drawn in the sand around the jack.

### Jack Displacement During Measuring (38.4.2)

- If the jack is displaced by the equipment being used by the marker during measuring, the marker must put the jack back to a position agreed by the opponents. If the opponents cannot agree, the marker must put the jack back to its former position.

### Jack Displacement by a Non-Toucher (Law 38.5)

- 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 must put it back to its former position.
- If a jack at rest in the ditch is displaced by a non-toucher entering the ditch, an opponent or the marker must put it back to its former position.

# 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 3<sup>rd</sup> Edition, 2015), especially law 42 - 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 caliper (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 center 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 both directions. Players may use bowls from more than one set of bowls. 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-metre 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, and (b) a legal length (over 21 meters from the mat line). Centre the jack with your hand, ensuring it is at least 2 meters out from the front ditch. If you think the jack is not the correct length, or the mat is placed incorrectly, ask the umpire for a measure — don't hesitate, as this is the Marker's 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 is 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 the jack and touchers in the ditch by :

- a. Placing the markers (colored 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 you 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 possession of the mat. Try to answer only the question asked for example:
  - a. Am I shot bowl? - yes or no
  - b. How many shots do I have? - 2, 3 etc.
  - c. How far from the jack am I? - try to give a specific distance
  - d. Whose bowl is that? - indicate for or away
7. You should provide enough information to avoid further questioning for example:
  - a. Am I holding one? - if clearly holding 2 shots then say yes you have 2 shots
  - b. Am I level with the Jack? - yes or no, you are 6 inches in front of the jack

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 'favor' 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 players 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 37.4.2 (bowl) and 38.4.2 (jack) give the 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 the players agree on the 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.
3. If a scoreboard is in use, inform the scoreboard keeper of the shots scored, or ask the players to assist. The players can update the scoreboard when play is finished at the scoreboard end. The scoreboard is not essential —the Marker has the 'Official Scorecard' — but if it is being used it is important that the posted scores are consistent with the scorecard. Only the .scores and not the ends played need to be posted.
4. Remove any markers from the bank that may have been placed there to indicate position of the jack or touchers in the ditch
5. Walk quickly down the center of the rink and record the score as you are walking to the other end of the rink (if not already recorded). Remove the mat from the rink if necessary and prepare to center 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 the required number of shots), confirm final scores and get both players to sign the scorecard. Sign the card and record the time of completion. Only record up to the maximum number of short allowed.
2. Congratulate the winner and shake hands with both players.
3. Return the signed scorecard to the umpire or designated authority-

# Use Of A SCORE CARD

## General

1. Markers card is the official score card;
2. Scoreboard is for information only and the number of ends does not need to be kept on the scoreboard;
3. Individual players or coaches may keep score cards but these are not official;

## At Start of Game

1. Make sure players names are on the card;
2. Make a note under each name of an identifying characteristic of the players bowls so you can identify them when being asked questions, e.g., Color, Emblem, Color of Stickers;

## During Play

1. Confirm the score for the end and mark down before leaving the head or while walking to the other end;
2. Inform players of the score after each end (not required if the scoreboard is in use);
3. Compare score card to the scoreboard periodically to ensure the scoreboard is being maintained correctly;

## At End of Game

1. Have score card initialed by both players;
2. Note the completion time on the score card (protest must be lodged within 24 hrs.);
3. Return score card to convenor.

## OTHER POINTS TO REMEMBER

1. If playing a pre-determined number of shots (e.g., 15 shots), the first player to score 15 is the winner (no ties). Any shots over 15 are not counted.
2. In sets play, the scores at the end of each set (e.g., after 9 ends) are recorded. If the scores are tied after the last end, the set will be a draw. If the game is tied after two sets (i.e., each player has won a set, or both sets are drawn), a 3-end tie-breaker is played to determine the winner.
3. Dead ends are replayed from the same end unless both players agree otherwise. Extra ends (e.g., tie breakers) are played from where the previous end was completed.
4. Equidistant shot bowls: no score but end played.
5. Legal jack to start an end must be at least 21 meters from the mat line after centering the jack (the same distance as from the 2-meter mark out to the far 'hog line').
6. Any jack struck by a bowl and rebounding (off another bowl or the backboard) to less than 18 meters, measured in a straight line from the mat line, is Dead (except for sets play where jack is respot). Dead ends are not scored or recorded on the scorecard. You may need an umpire to determine if the jack is dead.
7. Any delivered bowl that travels LESS than 14 meters (two-thirds of the minimum jack length) measured in a straight line 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 a bowl is dead.
8. A bowl or jack is out of bounds only if it is entirely outside of the line extending from the center of the white boundary markers. The white marker itself is not the boundary line — imagine a thin vertical line down the center of the white marker and up the green — that shows the boundary. If any doubt, call for an umpire.
9. The delivered bowl is a toucher if it touches the jack on the rink before or as it comes to rest. It is also a toucher if, after coming to rest, it falls and touches the jack before the next bowl is delivered. It doesn't matter how many other bowls it has bumped into on its way to the jack, it can still be a toucher. This applies only to a delivered bowl; non-touchers already at rest but set into motion cannot become touchers even if they touch the jack.
10. If players cannot agree on any point of scoring, a 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 you hand raised until an umpire comes to resolve the issue. If a measure is required, inform the umpire of what type of measure is required (i.e., long tape, calipers, line bowl, etc.) so that they can bring the correct equipment.
11. 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.
12. 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 on to the green), an umpire should be called to identify the options available to the player.

## A FEW 'DO'S' AND DO-NOT'S' WHEN MARKING

### A FEW 'DO'S'

- Perform your duties in a manner which causes the players the minimum of distraction and delay
- Be polite
- Be familiar with the rules of the competition
- Concentrate on the game and be attentive at all times
- Have on hand the equipment that you will need during the game
- Make sure that you can remember the player's names and that you can identify their bowls
- Remain close enough to the head to be able to mark touchers, answer questions or determine who is shot
- Keep perfectly still and quiet while a player is standing on the mat to deliver
- Adopt a position on the rink which does not obscure a player's line of sight to the rink boundary markers and rink numbers
- Stand on the side of the rink away from the sun so that your shadow is not cast across the head
- Be decisive but do not guess
- Allow the game to flow at the player's speed
- Advise a player immediately if a bowl falls over and alters the position of the head after answering a question or after a player has inspected the head

### A FEW 'DO-NOT'S'

- DO NOT move around when a player is on the mat
- DO NOT stand among the bowls in the head
- DO NOT touch the jack before it stops rolling
- DO NOT move in to see who has the shot unless asked by the player in position of the rink
- DO NOT answer questions asked on an adjoining rink
- DO NOT invite the players to inspect the head
- DO NOT watch the game on the adjoining rink
- DO NOT talk to officials, score board markers or spectators on the bank
- DO NOT applaud either player
- DO NOT give advice to the players
- DO NOT remove shot bowls or disturb the head in any way
- DO NOT tell the players who has the shot when they arrive at the head — it is their game
- DO NOT record the score ahead of time
- DO NOT initiate any prolonged conversation with either player
- DO NOT use your foot to center the jack
- DO NOT prevent a jack or bowl from entering the ditch
- DO NOT enter a score on the scorecard that is higher than the maximum score required to win the game
- DO NOT signify when the jack is placed at the 2-metre mark unless asked
- DO NOT say a shot is doubtful if it is not really so
- DO NOT say you favor one bowl over another — call it a measure if you are not sure
- DO NOT bring the rake on to the green

The less the marker is noticed during the game the better the job that has been done

## **OTHER LAWS TO KNOW**

Law 5.1 - Trial ends and tossing for opening play

Law 6 - Placing the mat

Law 10 - Improper delivery of the jack

Law 14 - Touchers

Law 15 - Marking a toucher

Law 16 - Movement of touchers

Law 17 - Dead bowl

Law 37 - Bowl displacement

Law 18 - Live jack in the ditch

Law 19 - Dead jack

Law 20 - Dead end

Law 21 - Rebounding jack

Law 38 - Jack displacement

Law 13 - Possession of the rink

Law 22 - The shot

Law 23 - Deciding the number of shots scored

Law 24 - No shot scored — tied end

Law 25 - Delivering the final bow' of an end

Law 29 - Irregularities during play

Law 32 - Game stoppages

Law 33 - Leaving the green during the course of play

Law 34 - Objects on the green

Law 44 - The coach

Law 45 - Spectators

Appendix A4 - Restricting the movement of players during play

## Quiz

1. As a Marker you think the jack has not travelled the required distance. The players are happy.
  - a. What distance does the jack have to travel? And
  - b. What would you do?
2. A player's bowl has come to rest. He is in front of the mat and asks if his bowl is shot. What is your reply?
3. Player A accidentally delivers Player B's bowl. What is your advice?
4. The jack whilst being delivered hits the Marker. What would happen?
5. A toucher in the ditch is hit by a non-toucher entering the ditch. What do you do?
6. What is the minimum length of a legally delivered bowl?
7. A bowl is delivered with a chalk mark on it. What would you do as the Marker?
8. A player carries their bowl up to the head to "have a look". Is this permissible?
9. A bowl is leaning at an angle after the last bowl has been delivered. One of the players asks you to wait to see if it falls. How long do you wait?
10. During an end you notice the mat is no longer on the center line. What do you advise the players?
11. A player plays the trial ends with a set of red bowls then changes to black ones for the game. Is this allowed?