



## Ashtead Bowls Club

### General Guidance for Markers

*"AS A MARKER YOU CAN MAKE OR BREAK A GAME FOR THE PLAYERS".*

#### **BEFORE THE COMPETITION:**

- Arrive in good time.
- Have a copy of 'The Laws of the Sport of Bowls, Crystal Mark Fourth Edition' to hand, and be familiar with your role as a Marker (See Law 42 The Marker's Duties)
- Ensure you are familiar with the competition rules you are going to mark. For example, the number of shots or ends, how to apply a relevant handicap system, is there a coin toss before an extra end.
- Assist with getting out equipment – Mats, jack, sticks, ditch markers and scoreboard.
- Check rink boundary markers are in the correct position.
- Establish the names of the competitors, who is the challenger and who is the opponent, challenger is on the left of the score card. Ensure you can identify their bowls, and if no umpire is present check the bowls are a matching set and with relevant stickers, if needed.
- Have coin, chalk (preferably a puffer spray), a box and ditch string measure, wedges (minimum 4), score indicating lollipops (if needed), a watch with a second hand (see Law 23.1), spare pen/pencil and long tape. An Umpires Kit is located in the mats and jacks shed.
- Ensure you have a coin for the toss to decide who has the first mat.
- Advise the players that you will mark touchers as soon as they come to rest.
- Nominate and indicate to the player's 'unstable' touchers as soon as the bowl has come to rest if marking is likely to cause further movement of the bowl by using a chalk or puffer.
- Ask players permission to remove dead bowls.
- Ask the players how many trial ends they would like and how many bowls they are using in the trial ends.

#### **DURING THE COMPETITION:**

- At the start of each end, check that the mat is centred with the front of the mat (mat line) not less than 2metres from the rear ditch before delivery of the Jack.
- Ensure that the jack is not less than 23m from the mat line after it has been centred at the start of each end.
- Place a full-length jack, 2m from the front ditch beside the end of the stick if required.
- Concentrate completely and exclusively on the game; be alert, unobtrusive and decisive with responses to player queries during play.
- Stand still about 2 metres behind and just to the side of the jack (unless required to mark a toucher or ask a question). Be aware of your shadow.
- Indicate the position of the jack and touchers in the ditch with the markers (white or yellow for the jack, coloured for touchers).
- Answer only the questions that are asked by the player in possession of the rink (i.e. on the mat and about to bowl), (possession of the rink changes when the previous bowl comes to rest).



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- When asked which is shot, check the head specifically before indicating the shot and then place an open hand clearly above the nominated bowl). If you are in doubt indicate that it would 'be a measure'. It is up to the relevant player(s) to come and look at the head if they wish to check (as long as competition rules allow visits to the head);
- At the conclusion of an end, wait until the players have agreed the shot(s) before changing the scoreboard, marking the scorecard or leaving the head. The marker does not allocate shots, the players determine the shots. The Marker will record them and possibly indicate to spectators by means of lollipops the points scored on the end just completed).
- Measure carefully when asked to do so by the players and know how to use all the measuring equipment. Ask the players to remove any bowls not involved in the measuring. Do NOT move any bowls yourself that are in the head, or that have been involved in the measure in case an umpire is called to verify the measurement.
- If it is a very tight measure and the players cannot agree on the Markers findings, the Marker calls for an Umpire; (not the players). If an Umpire is not available, the Marker can ask a competent person to measure.
- Before calling for the Umpire, or in his/her absence a competent person, the Marker will first offer the players the opportunity to measure. Should an Umpire, competent person or the Marker be instructed to carry out a second measure the result is final and cannot be challenged.
- Stand with the players away from the head while the Umpire is measuring, unless the Umpire asks the Marker for some assistance.
- Alter the score board every end and regularly inform the players of the score.

#### **AFTER THE COMPETITION:**

- Shake hands with the players, congratulating the winner and commiserating with the loser.
- Ensure that the players sign the score card, record the time the match has finished, and that the card is processed in the required manner.
- Help put away any equipment.

#### **SUGGESTIONS FOR BEST USE OF THE MARKERS TIME – TO MAINTAIN THE FLOW OF THE MATCH**

- Have chalk/puffer ready in your hand.
- Anticipate questions and if you are asked to look at the head to answer a question, and quickly observe other relevant situations.
- Once the players have agreed the score, change the scoreboard.
- Get up to the other end and check the mat (have scorecard ready).
- Mark the scorecard while the Jack is being delivered.
- Centre Jack.
- Establish (if possible) the same routine for each end - it is very easy to make simple mistakes.