

Guidance for Markers in Club Matches

1. Consider making yourself available as a marker for Singles matches whenever you can. We all know that there is nothing worse than playing an important match without a marker. It is not good etiquette to watch games from the sidelines or from the clubhouse, while there are people playing without markers. If you have the time, get out there and mark. Think of it this way: a marker is serving two people. If we all marked one tie for every two we played there would not be a problem.
2. The Laws of Bowls (Law 42) lay down exactly what a marker should do and if you are going to mark matches in non-Club competitions, you should make yourself familiar with it; even better take a marker's course arranged by the umpires's association. For Club competitions, if you follow the guidelines below, you won't go far wrong.
3. When a player has delivered the jack, the marker should centre it and make sure that it is at least the minimum length; if not, inform the players (they will either accept your judgement and ask for the jack to be sent back or ask for it to be measured). Assuming all is well, then stand back and to one side, ensuring that all rink markers are visible to the players.
4. He or she should answer any specific question from the player **in possession of the rink only** about the state of the head. He or she should not offer any additional information. When asked, he or she should tell or show the player in possession of the rink which bowl or bowls the marker considers to be shot. If you are unsure of the situation, for example you cannot decide who is lying shot, don't guess. You can offer an opinion but make sure that the player who is asking the question is made aware of this.
5. The marker should mark all touchers immediately they come to rest and remove chalk marks from non-touchers. He should also remove all dead bowls from the rink with the players' agreement. He should also mark the position of touchers and or the Jack which are in the ditch.
6. The marker should not move any bowls, until the end is complete and the players have agreed the number of shots. He will measure disputed shots when required but again he must not move any bowl, until the players agree. If the players still cannot agree, then, if an Umpire is available, he may be called upon for a decision. Where no qualified Umpire is available, the marker may select a suitable, neutral person to act as Umpire; alternatively, both players may agree that the marker should make the decision. This is the accepted and normal practise at local Club level.
7. The marker should keep the scorecard and record shots after each end. He/she should also update the scoreboard or, if no scoreboard is in use, tell the players the running totals. At the end of the game he/she should ask the players to sign the scorecard and make sure it is submitted properly (either given to the Competitions Secretary or left in the box provided for Club competitions).
8. Always bear in mind that the game belongs to the players: you are there mainly to facilitate and assist and except for a few circumstances (e.g. marking touchers, short jack) should only intervene when asked. When marking a match, you should adhere to the same dress code as the players.