

MARKING

AND

MEASURING

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THE MARKER'S DUTIES

LAW 55 from Laws of the Sport of Bowls Crystal Mark Third Edition

55 The marker's duties

- 55.1 In the absence of an umpire, the marker should:
 - 55.1.1 make sure that all aspects of play are carried out in line with the Laws of the Sport of Bowls;
 - 55.1.2 make sure, before the game starts, that:
 - 55.1.2.1 all bowls have a clearly visible, valid World Bowls Stamp imprinted on them;
 - 55.1.2.2 the rink of play is the correct width in line with law 5.1 by measuring it; and
 - 55.1.2.3 the pegs or discs on the side banks in the direction of play are the correct distances in line with law 5.12 by measuring them.
- 55.2 The marker should:
 - 55.2.1 centre the jack;
 - 55.2.2 make sure that the jack is at least 23 metres from the mat line after it has been centred;
 - 55.2.3 place a jack that comes to rest less than 2 metres from the front ditch as described in law 22.2;
 - 55.2.4 stand to one side of the rink, behind the jack and away from the head;
 - 55.2.5 answer any specific question about the state of the head which is asked by the player in possession of the rink;
 - 55.2.6 when asked, tell or show the player in possession of the rink the position of the jack;
 - 55.2.7 when asked, tell or show the player in possession of the rink which bowl or bowls the marker considers to be shot;
 - 55.2.8 when authorised by the Controlling Body, signal to players and spectators (using the appropriate number and colour of shot indicators or some other suitable method) which player's bowl or bowls the marker considers to be shot;
 - 55.2.9 mark all touchers with chalk and remove the chalk marks from non-touchers as soon as they come to rest;
 - 55.2.10 stop any bowl that is from a neighbouring rink and could move a jack or bowl that is at rest;
 - 55.2.11 if both players agree, remove all dead bowls from the rink of play;
 - 55.2.12 mark the position of a jack and any touchers which are in the ditch as described in laws 24.4 and 29.2;
 - 55.2.13 not move, or cause to be moved, either the jack or any bowls until the players have agreed the number of shots scored; and
 - 55.2.14 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 should ask the umpire to do the measuring. If the Controlling Body has not appointed an umpire, the marker should choose a competent neutral person to act as the umpire. The umpire's decision is final.
- 55.3 When each end has been completed, the marker should:
 - 55.3.1 record the score on the score card;
 - 55.3.2 tell the players the running totals of the scores; and
 - 55.3.3 remove from the rink the mat used during the previous end, if necessary.
- 55.4 When the game has been completed, the marker should make sure that the score card:
 - 55.4.1 contains the names and signatures of the players;
 - 55.4.2 contains the time at which the game was completed; and
 - 55.4.3 is dealt with in line with the Conditions of Play.

MARKER DUTY GUIDELINES

As stated on Page 1 the main function of the Marker in a Singles game is to deputise for an Umpire and to ensure that the game is played according to the Laws so a thorough knowledge of the Laws of The Game is a requirement.

1 Before the competitors arrive the marker should

- 1.1 Ensure that the mats,jack,bank markers,2M measuring pole and the score board are on the bank side.
- 1.2 Check his/her own measuring equipment
- 1.3 Ascertain the whereabouts of the Umpires Kit and it's availability.
- 1.4 Complete a score card with the competitors names ,date and the competition being played.

2 When the competitors arrive the marker should

- 2.1 Ensure the competitors know the competition rules.
- 2.2 Check that each player's bowls bears a valid stamp (page 35 Joint Rules of the Game)
- 2.3 Ensure the marker is able to identify each players bowls
- 2.4 Arrange a coin toss to decide first player.

3 During the 'Trial Ends' the marker should

- 3.1 Check that the mat is placed correctly on the centre line and complies with the Joint Laws of the Game.
- 3.2 Inform the bowlers the distance each bowl is short or past the jack either by hand signals or verbally.Distance indicated should be between the front of the jack and the front of the bowl in relation to the mat.
- 3.3 After the bowl has been indicated it should be moved to the rear and to one side before the next bowl is delivered.

4 On completion of the 'Trial Ends' and before the game starts

It may be advisable to remind the players that you will move into the 'head' to mark touchers as soon as they come to rest (see Law 33). Some players are quick to take possession of the mat and any movement by the marker can be distracting.

MARKER DUTY GUIDELINES

5 At the start of the game the marker should

- 5.1 Take up a position close to the far ditch. The start of each 'end' is the placing of the mat on the centre line. So be ready to check this at the start of each end.
- 5.2 Then move to a position close to the rink boundary. Once the jack is delivered the marker should centre it, ensuring that it complies with the 'Joint Laws of the Game'.
 - (a) During the game the mat must not be placed less than 2M from the ditch edge.
 - (b) The jack should not be less than 23M from the mat and within the confines of the rink.
Any non-compliance the jack should be returned for the opposing player to deliver.
 - (c) If the jack is delivered less than 2M from the far ditch it should be returned to the 2M position.

6 Once the jack is centred the marker should

- 6.1 Take up a position towards the boundary 2-3M behind the jack but close enough to observe touchers.
- 6.2 Stand still whilst a player is on the mat.

7 Movement about the head should be restricted to

- 7.1 The observation of possible touchers
- 7.2 The chalking of a toucher (carry the chalk in your hand)
- 7.3 Removal of chalk left on a non-toucher by mistake.
- 7.4 Removal of dead bowls either from the ditch or green.
- 7.5 The positioning of bank markers if the jack or toucher enters the ditch.
- 7.6 Moving into the head to check the situation following a question.

MARKER DUTY GUIDE LINES

- 8 If the player in possession asks a question the marker should**
 - 8.1 Only answer the question asked (don't volunteer info.)
 - 8.2 When asked, clearly indicate the shot or if unable to decide, indicate that a measure is required.
 - 8.3 Remember that the mat and rink changes hands when the preceding bowl comes to rest.
 - 8.4 During play, only speak when asked a question by the player in possession, don't make comments and don't engage in conversation with anyone outside the rink.

- 9 At the completion of each end the marker should**
 - 9.1 If required carry out a measure to the satisfaction of the players.
 - 9.2 Not disturb the head until the players have agreed to the situation.
 - 9.3 When the result of the end is agreed by the players, complete the score card, change the score board and notify the players of the score.

- 10 At the completion of the game**
 - 10.1 Ask both players to check the score card and sign their acceptance.
 - 10.2 Countersign the score card
 - 10.3 Make the score card available to the competition secretary or the Umpire if one is on duty.

- 11 It is the duty of all markers to be conversant with the current Laws of the Game as well as rules of the competition being played at the time.**

THE ART OF MEASURING

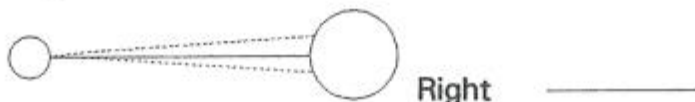
A very important part of the game of bowls is deciding which player or team is holding shot. In some cases this will be obvious but most times you will have to actually measure the distance between the jack and the bowls in question.

We are not looking for the actual distance but comparing one to another.

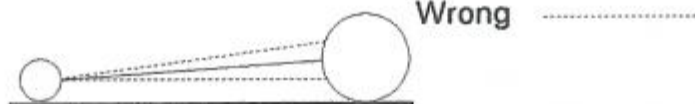
There are a number of different types of measuring instruments and these and the techniques used are explored in the latter pages but whatever equipment is used the basic techniques remain the same.

- 1 Ask for all bowls not included in the measure to be removed.
- 2 Wedge bowls standing on their running surface or leaning to minimise accidental movement.
(following the last bowl it may be necessary to wait for 30 secs. see Rule 52)
- 3 At all times make sure you are not hiding anything.
- 4 Be comfortable(ladies must have both knees on the ground)
- 5 Do not over stretch. Ask for assistance when required, the assistant always taking the jack end of the measure.
The assistant should say when he is on the jack and you should say when you are on the bowl allowing the tape to be locked.
- 6 Seek the shortest distance between the jack and the bowl.
Ensure the tab end of the measure is straight and in line with the tape, not angled up or down. Hold the tab not the joint.
- 7 Lock the measure between the jack and first bowl, test the jack to second bowl then return to first bowl to check the original setting.

AS SEEN FROM
ABOVE



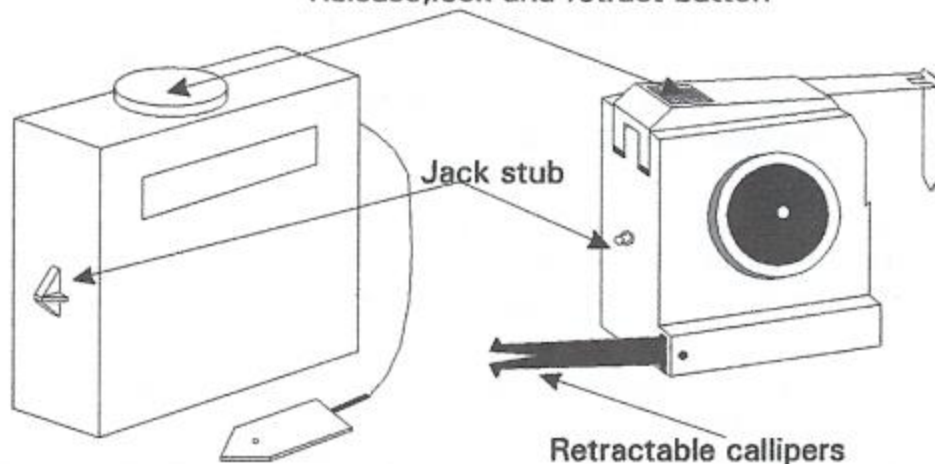
AS SEEN FROM
THE SIDE



Look on measuring as an art form. Try to be as proficient as you can. Most of us have little opportunity to carry out measuring on a regular basis so practice at home or on the green as often as you can.

BOXED STRING OR TAPE

Release, lock and retract button



Place the jack stub as close to the jack as possible. Press the release button and extend the string or tape towards the bowl. Care should be taken not to move the jack or the bowl.

FROM ABOVE



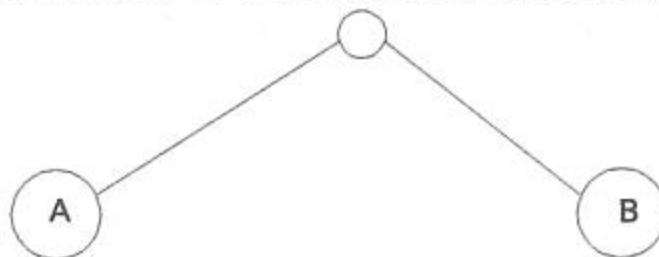
FROM THE SIDE

RIGHT

WRONG



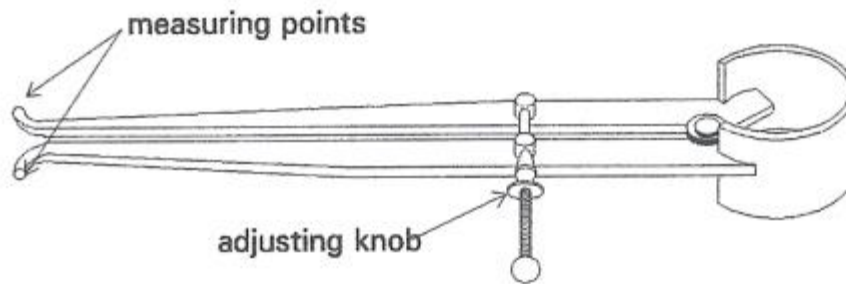
Seek the shortest distance between the jack and bowl 'A' and lock the tape. Move around the head and test jack to bowl 'B'. then return to bowl 'A' and check the original setting.



Never move a bowl believed to be shot. You are seeking agreement only. Your opponent may wish to carry out the measure themselves or call an Umpire. Only an Umpire is able to move a bowl without agreement, his or her decision being final.

Once the Umpire is called all competitors should remove all bowls not requiring a measure and stand off the rink.

CALLIPERS



At times the distance between the bowls will be too small for a tape or string measure. It will therefore be necessary to use callipers.

The arms of the callipers are sprung loaded and the distance between the measuring points can be minutely adjusted by means of the adjusting knob.

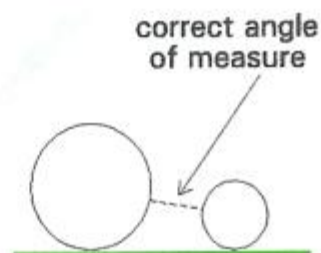
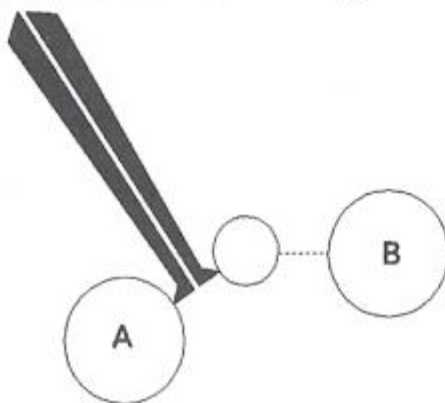
Take care to be comfortable and support your hands on the green to avoid any accidental movement.

Never adjust the callipers between the jack and the bowl, move them to one side. Start small and work out.

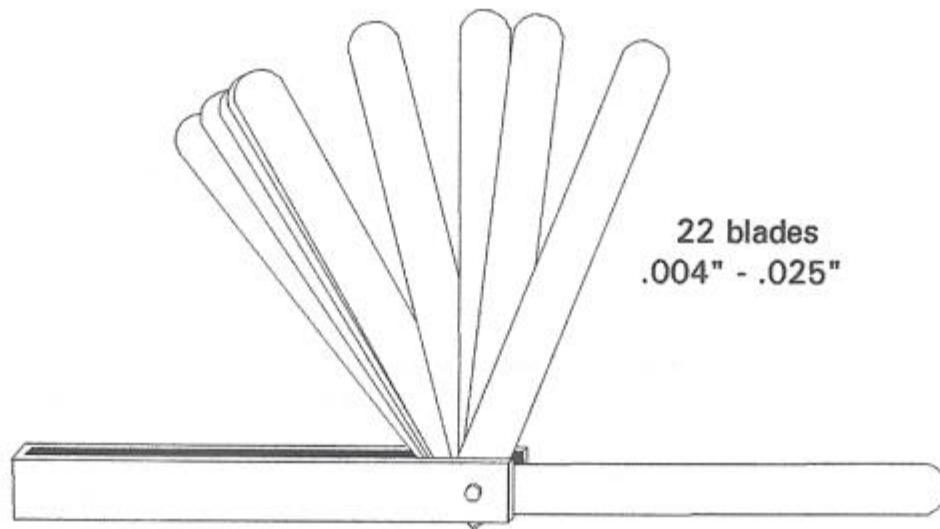
Whilst setting and measuring with callipers always err towards the bowl, as this is the heavier object of the two and is less likely to move.

As the bowl is the larger object of the two the angle of the measure will be slightly down towards the jack.

Once the callipers have been set between bowl "A" and the jack, and used to measure between bowl "B" and the jack, return to bowl "A" and the jack to check the original setting.



FEELER GAUGES



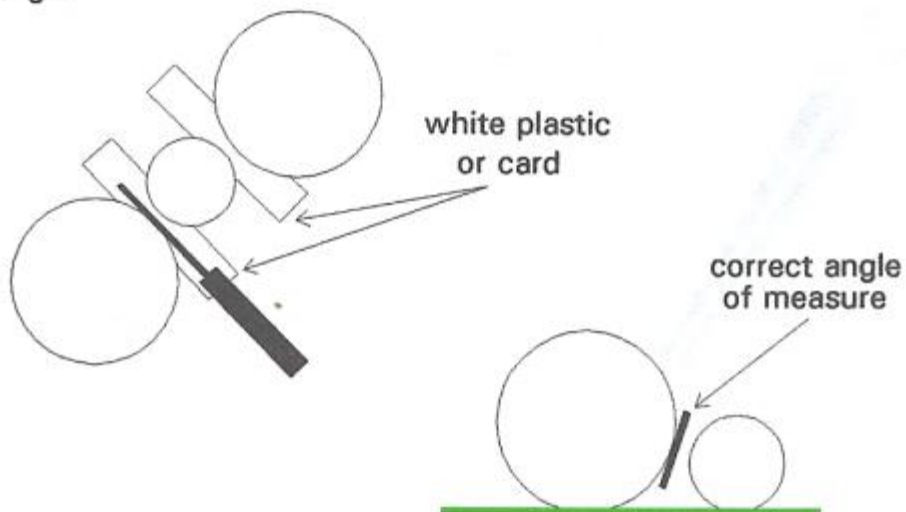
In some cases the distance between the jack and the bowls is so small that 'feeler gauges' will have to be used.

The 'feeler gauges' are a set of very thin metal strips and either one or a number are used together to set the distance between the jack and the bowls.

Care should be used to keep the gauges clean and straight at all times.

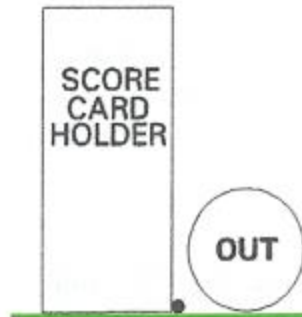
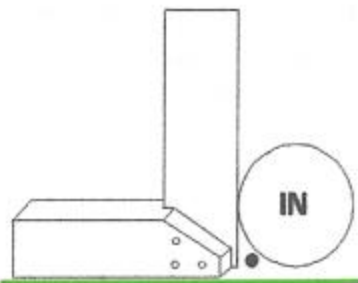
Small pieces of white card or thin plastic placed on the green between the jack and the bowls will be a great help visually.

As with the callipers, be comfortable, steady your hands on the green, err to the bowl, start small and work up and apply a small angle.



RINK BOUNDARY

It will sometimes be necessary to check if a jack or bowl is within the boundary. When boundary strings are in use a Set Square or a Score card holder can be used.



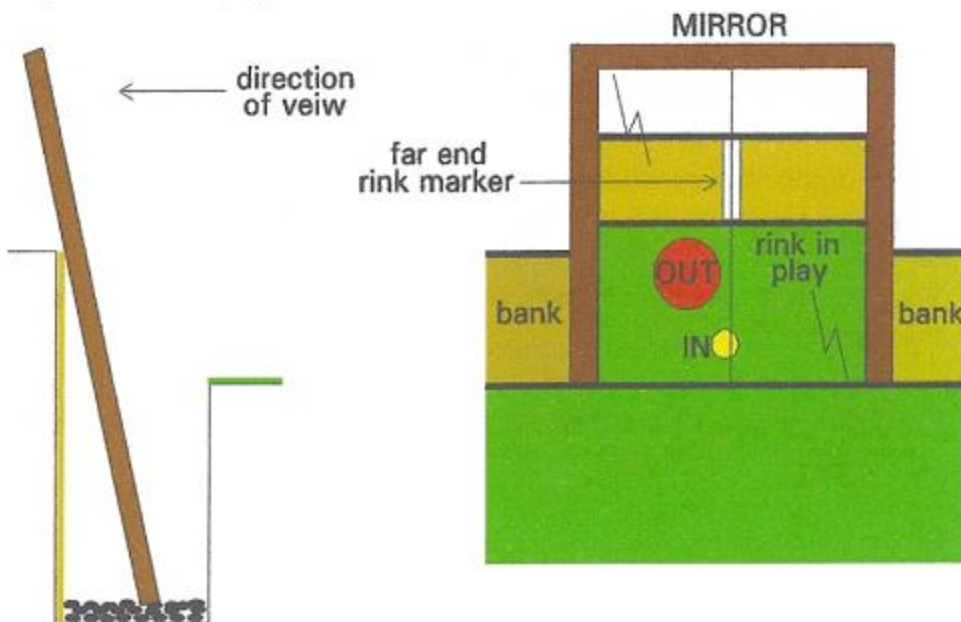
Ensure that the string is straight and tight. Then from within the rink of play place the set square on the green and carefully move it towards the jack or bowl. If it touches the jack or bowl first they are in play.. If it touches the string first they are out of play.

It is no longer necessary to use boundary strings in ' Domestic Play'.
In such cases a mirror with a black line down the middle may be used.

Place the mirror in the ditch so that the black line is down the centre of the rink boundary marker and slightly angled backwards.

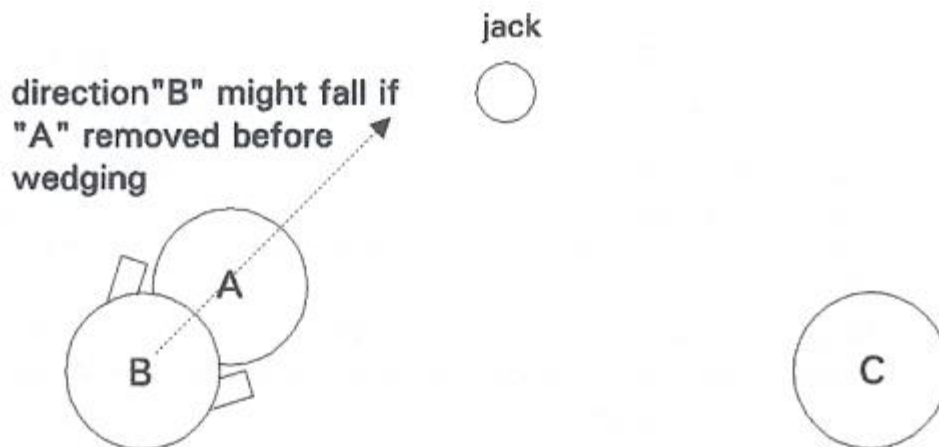
Stand on the rink(with legs apart) so that when looking in the mirror you are able to see the reflected green and 'far bank'. Move your body slightly so the black line passes down the centre of the reflected far bank boundary marker.

If either the jack or the bowl cuts the line they are ' in play', if not they are out of play and must be removed.



PILLAR BOWL

There will come a time when the shot bowl is supporting a bowl which needs to be measured to find second shot and removal of the shot bowl will cause the second bowl to fall.



Call the shot bowl ' A ' and the two bowls that are to be measured for second shot ' B ' and ' C '.

Look carefully at bowl ' B ' to see which way it is most likely to fall on the removal of bowl ' A ', then place wedges below bowl ' B ' to stop any movement.

Then from behind bowl ' B ' while supporting your hands on the green and using both thumbs and index fingers, gently try to move bowl ' A ' in the direction of the arrow.

While doing this carefully watch bowl ' B ', if you see movement stop and return to the wedges. Continue until you are able to remove bowl ' A ' without moving bowl ' B '.

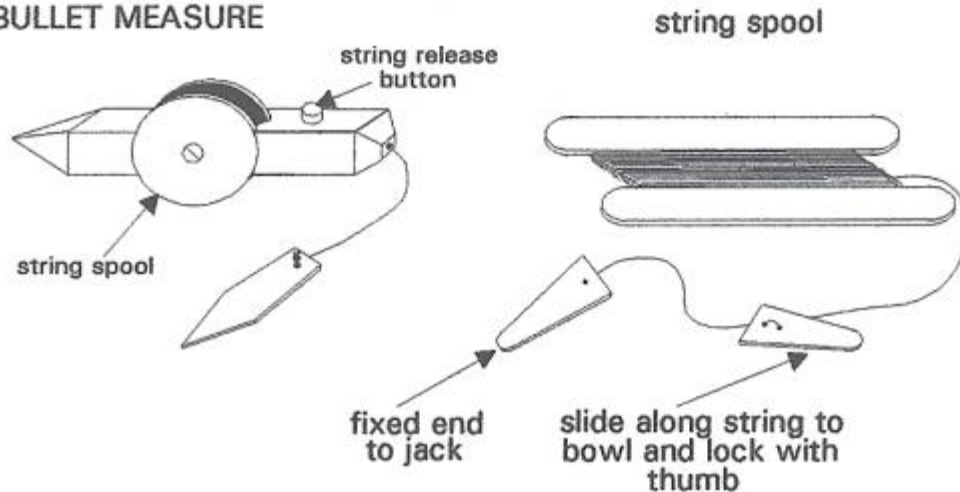
You will then be able to carry out the measure for second shot in the usual way.

Practice the use of wedges as you will be using them each time you suspect a bowl will fall while measuring.

MEASURING INTO THE DITCH

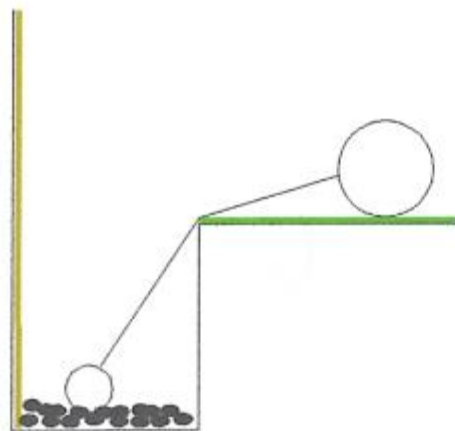
When measuring from the green into the ditch or along the ditch it is best to use a string measure.

BULLET MEASURE



When measuring into or from the ditch the fixed end of the measure must be to the jack. Never place a foot or any part of the body in the ditch as this may disturb the jack or bowl on the ditch filling. Although you are measuring across the lip of the ditch you are still seeking the shortest distance between the jack and the bowl. This is more often than not very difficult to do alone so ask for help when required.

Bearing in mind the difficulty in measuring across the lip of the ditch if there are two objects on the same plane i.e. jack and bowl on the green or jack and bowl in the ditch, set your measure to these first.



(INDOOR VARIATIONS SHOWN IN BRACKETS)
 +GREEN DIMENSIONS - NOT LESS THAN 37M(34M) NOT MORE THAN 40M-
 -RINKS- NOT LESS 4.3M(4.6) NOT MORE THAN 5.8M-

—RINKS- NOT LESS 4.3M(4.6) NOT MORE THAN 5.8M—



N.B. The distances for the rebounded jack and rebounded or short bowl should be measured at right angles to the mat line not at an angle as shown on this diagram.