

# A GUIDE FOR MARKERS

- 1 A marker is only required for singles matches.
- 2 Where players have the same stickers, familiarise yourself with the bowls.
- 3 Matches will be played over 21 ends or to 21 shots, depending on the competition being played. If a handicap competition, calculate how many shots should each players need to score.
- 4 The mat must be straightened before the jack is delivered.
- 5 The jack must be centred before checking the length. It must be a minimum of 2m from the front ditch and minimum of 23m from the mat line. It must pass the white markers on the side ditches nearest the marker. If you are not sure if it is legal bring it to the attention of the players. Use a measuring stick or long tape to check.
- 6 If the jack is delivered illegally, it should be returned for delivery by the opposition who has the right to move the mat.
- 7 If it is delivered illegally again the jack should be placed 2m from the ditch using the measuring stick. The jack must be placed to the side of the measuring stick with the front of the jack level with the front of the stick. The player that delivered the jack first may again move the mat to any legal length, but must do so before the jack is centred.
- 8 The jack is illegal if:
  - a) It goes in a ditch
  - b) It is not 23m from the mat line or does not reach the 25m marker
  - c) It goes off the side boundary of the rink
  - d) A player foot faults, although this is not the concern of the marker
  - e) It is delivered from an illegal mat (see above)
- 9 Only the player in possession of the mat may ask questions of the marker. If a player decides to visit the head, then the opposition may do so also.
- 10 Markers and players should stand behind and to the side of the head.
- 11 Markers should not wander around the head, during or after the end unless looking to answer a question or preparing a measure.
- 12 Touchers must be chalked before the next bowl comes to rest. If not then it ceases to be a toucher. If you are unable to chalk the bowl without it falling then inform the players that you are nominating it, chalk the bowl as soon as possible when it becomes safe to do so. Chalk on a non-toucher should be removed, without disturbing the bowl.
- 13 If the jack or toucher go in the ditch, place location markers above the ditch (white for the jack, yellow/red for a wood).
- 14 Sometimes a bowl or the jack might be moved by accident. There are too many variations to cover all variations here, but below are some of the more common situations:
  - a) The jack hits the foot of the marker as they are walking up the rink – return to the player to re-deliver
  - b) Player kicks a bowl when stepping backwards – opposition should replace the bowl
  - c) Marker knocks a bowl – players should agree to former position
- 15 If either jack or bowl is moved during measuring then the marker shall replace it to its former position with both players' agreement.
- 16 After the last bowl is played one of the players may request that a 30 second period be allowed to see if any leaning bowl may fall. After that time any bowls to be measured may be wedged.
- 17 If an end is declared dead no entry will be made on the scorecard. The end should be replayed in the same direction, unless agreed otherwise.
- 18 If it is not possible to determine shot, it is a tied end. The scorecard will show no score for each player on that end. If the tied shot is for second then one shot will be recorded for the player who has won the end.
- 19 It is for the players to agree the result of an end, not the marker.
- 20 When measuring, do not move any of the bowls. The players may disagree with the marker and may want to measure for themselves or get a third party to re-measure.
- 21 When measuring make sure both players are watching so they both agree which is shot.
- 22 Remember to keep scorecard and scoreboard up to date.