

MARKING A GAME

'Joint Laws of the Game'

Introduce yourself to the two players.

Ensure you know which bowls belong to which player (note differences on score card if you wish) i.e. black or brown, with or without dimples (oval or round grips) or hopefully different colour stickers on each set of bowls.

Advise which player is 'home' and which is 'away' on the scoreboard (should be as per card).

Inform them you intend marking 'touchers' before the next bowl is delivered.

Toss or witness the toss of a coin to decide who shall bowl first.

Now walk to the other end of the rink, make certain the mat is placed centrally and is straight, centre the **jack** (players may require the jack to be at 'full' length). The players will now deliver bowls alternately on trial ends. You are required to tell the players where their bowls finish in relation to the jack (1 yard short, jack high, etc.) and remove it.

On completion of the trial ends check the mat is central and straight, centre the delivered jack and retire to a position 2 yards behind and to one side of the jack. You may need to move towards the jack to check if the bowl in motion touches the jack.

Remember to chalk a toucher immediately it comes to rest (allow time to fall) as the next bowl may be a 'firing' bowl giving you very little time. (Chalk bowls twice, one each side as it may be moved later hiding one mark. Chalk only on the running surface NOT ACROSS DIMPLES. If a bowl is in such a position that chalking it would disturb it, then inform the players that you NOMINATE it as a toucher. You may be able to chalk it later but be sure to remember which bowl it is.

You must **nominate or mark a bowl before the next bowl has come to rest.**

On completion of the end remain at the head until the players tell you the number of shots scored. You may be required to measure disputed shots, remember to wedge any bowls which are tilting or standing upright on their running surface; then you can measure with more confidence. **Do not move the jack or any bowls whilst** in the act of measuring. (Some players prefer to do their own measuring, do not be offended, it is their game.)

Request the players to remove any non-counting bowls from the head before you start measuring, they may be in your way.

DO NOT MOVE THE BOWL YOU CONSIDER TO BE THE SHOT. NEVER TURN BOWLS OUT. THIS SHOULD BE DONE BY PLAYERS.

Record the score on the scorecard and the scoreboard before dealing with the next end. Also tell the players the score after each end. A good system is:

If the scoreboard is at the end you are leaving then change it before you leave.

If the scoreboard is at the end you are going to then:

- (1) Lift the mat and place it on the bank.
- (2) Check the 'next' mat is central.
- (3) Change the scoreboard whilst the jack is in motion.
- (4) Centre the jack.

During any end you may be asked a variety of questions, answer only the question asked and offer no other information. Only answer questions asked by the player in possession of the rink. **Remember immediately a bowl comes to rest possession passes to the next player to bowl and he/she has possession until his/her bowl stops.**

TYPICAL QUESTIONS

Which bowl is shot?

Is the last bowl shot?

Who is holding shot?

How many shots do I hold?

How short was my last bowl?

How far through was my last bowl?

SUITABLE ANSWERS

Point to shot bowl (you are not being asked 'whose' bowl is shot)

Yes/No

You/opponent by name.

1/2/3/4

When asked which bowl is shot and you cannot decide then advise the player 'it is a measure' or indicate a measuring motion with you hands.

Remember it is your opinion you have been asked for not an accurate assessment.

If the jack or any bowls enter the ditch then the following occurs:

1. Indicate the 'position of the jack with an appropriate white marker.
2. Remove any bowls, which have not touched the jack.
3. Chalk a toucher which goes into the ditch during its original course after touching the jack
4. Indicate the position of any touchers in the ditch with an appropriate coloured marker.

Do not step into the ditch when chalking or measuring a bowl as you may disturb a bowl or jack.

Make no movements behind the head when a player is bowling.

Keep away from the head (unless asked a relevant question), especially when you are casting a shadow which could fall across the bowls.

Do not talk to people on the bank as this distracts not only the players but you also.

If the jack is cast to less than 2 metres from the rear ditch then use a 2 metre stick to position the jack, remember the part of the jack furthest from the rear ditch must be level with the end of the stick.

DITCH



On completion of the game ask BOTH players to sign the card (you and the umpire may have to sign).

If you mark in a tournament an Umpire should be present to make any final decision. If he/she is called do not stand over him/her but move well away unless asked for assistance by the Umpire.

BASIC REQUIREMENTS:

Scorecard and pen/pencil; chalk (Stick/Puffer); measure; wedges.

USEFUL EXTRA ITEMS: Callipers; feeler gauges; long string measure (for ditch); 30 metre tape (in pavilion).

NB. Always wedge a bowl which is not lying FLAT, use more than one wedge if you wish.

USEFUL MEASUREMENTS:

1. Minimum jack length Indoor 23 metres, Outdoor 23 metres.
2. Front edge of mat must be a minimum of 2 metres from rear ditch.

Law 42 – The Marker's Duties

LAW 42

- 42.1 In the absence of an umpire, the marker must:
- 42.1.1 make sure that all aspects of play are carried out in line with the Laws of the Sport of Bowls;
 - 42.1.2 make sure, before the game starts, that:
 - 42.1.2.1 all bowls have a clearly visible, valid World Bowls Stamp imprinted on them;
 - 42.1.2.2 the rink of play is the correct width in line with law 49.1 by measuring it; and
 - 42.1.2.3 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.
- 42.2 The marker must:
- 42.2.1 centre the jack;
 - 42.2.2 make sure that the jack is at least 23 metres from the mat line after it has been centred;
 - 42.2.3 place a jack that comes to rest less than 2 metres from the front ditch as described in law 9.2;
 - 42.2.4 stand to one side of the rink, behind the jack and away from the head;
 - 42.2.5 answer any specific question about the state of the head which is asked by the player in possession of the rink;
 - 42.2.6 when asked, tell or show the player in possession of the rink the position of the jack;
 - 42.2.7 when asked, tell or show the player in possession of the rink which bowl or bowls the marker considers to be shot;
 - 42.2.8 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;
 - 42.2.9 mark all touchers with chalk and remove the chalk marks from non-touchers as soon as they come to rest;
 - 42.2.10 stop any bowl that is from a neighbouring rink and could move a jack or bowl that is at rest;
 - 42.2.11 if both players agree, remove all dead bowls from the rink of play;
 - 42.2.12 mark the position of a jack and any touchers which are in the ditch as described in laws 14.4 and 18.2;
 - 42.2.13 not move, or cause to be moved, either the jack or any bowls until the players have agreed the number of shots scored; and
 - 42.2.14 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 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.
- 42.3 When each end has been completed, the marker must:
- 42.3.1 record the score on the score card;
 - 42.3.2 if scoreboards are not being used, tell the players the running totals of the scores; and
 - 42.3.3 remove from the rink the mat used during the previous end, if necessary.
- 42.4 When the game has been completed, the marker must make sure that the score card:
- 42.4.1 contains the names and signatures of the players;
 - 42.4.2 contains the time at which the game was completed; and
 - 42.4.3 is dealt with in line with the Conditions of Play.