

DUTIES OF A MARKER

Notes

- It is advisable to have a spare pen, a spare score card, and spare chalk to hand;
- In wet weather, use a polythene cover to protect the score card from getting wet;
- Measuring can only be done when the end has finished;
- When measuring, ensure that both ends of the measure are clearly visible to the players;
- A bowl is declared dead and should be removed if it has not travelled more than 14m from the front edge of the mat;
- After a dead end, the next end must be played in the same direction;
- Before the game the Marker should ask both players if they agree to the Marker removing any dead bowls.

Duties

The Marker should:

- Centre the jack;
- Check that the jack is at least 23 metres from the front edge of the mat after it has been centred;
- Place a jack, using the measuring stick, that comes to rest less than 2 metres from the ditch;
- Stand to one side of the rink, behind the jack and away from the head;
- Answer any specific question about the state of the head which is asked by the player in possession of the rink;
- When asked, tell or show the player in possession of the rink the position of the jack;
- When asked, tell or show the player in possession of the rink which bowl or bowls the marker considers to be shot;
- Invite the player to view the head if the shot wood needs to be measured;
- Mark all touchers with chalk and remove the chalk marks from non-touchers as soon as they come to rest;
- Stop any bowl from a neighbouring rink that could move a bowl or jack that is at rest;
- If both players agree, remove all dead bowls from the rink of play;
- Mark the position of a jack and any touchers which are in the ditch with coloured markers (use the white marker for the jack);
- Not move, or cause to be moved, either the jack or any bowls until the players have agreed the number of shots scored; and
- 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. In the absence of an umpire the marker should choose a competent neutral person to act as the umpire. The umpire's decision is final;
- When an umpire is called, inform the umpire of any shots that have been removed and indicate the bowls to be measured;
- Stand well away from the head when an umpire is measuring;

When each end has been completed, the marker should:

- Record the score on the score card;
- Tell the players the running totals of the scores; and
- Remove from the rink, the mat used during the previous end, if necessary.

When the game has been completed, the marker should make sure that the score card:

- Contains the names and signatures of the players;
- Contains the time at which the game was completed.