



# BISHOPSWOOD BOWLING CLUB

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## Markers Responsibilities in a Game of Singles Bowls (Ver.1)

A good marker is very important in a singles game. Their duty is not just to center the jack and record the score, but also (amongst other things) to provide accurate information in response to the players questions, ensure the game flows and is not disrupted by any peripheral matters.

The **markers duties** are set out in full in Section 3.2, paragraph 42 of the “Laws of the Sport of Bowls” (Version 3.2 from June 2020 – link available on the club website). All bowlers, and of course markers too, should familiarise themselves with these and refer to them when they need to.

In addition to the markers duties per the Laws of the Sport, the marker has further responsibilities that arise from the interpretation of the Laws of the Sport as well as those determined by the controlling body of the country, region, county, club or specific match or game being played.

The below are some of those further further responsibilities, duties and conduct that in the absence of any specific contrary practice or instruction, Bishopswood markers are to follow:

1. The marker is not an umpire, but in the absence of one, the marker can act as the umpire.
2. They are there predominantly to centre the jack, give the players information on the head when asked, display the correct scores on the score board, and fill in the scorecard.
3. The marker should not give any advice to the players.
4. The marker should ensure that the Laws of the Sport of Bowls together with any local rules are followed – including managing the players conduct during play.
5. The marker must ensure the players do not visit the head more than once in any end and only after delivering their second bowl.
6. If a player runs to the head after delivering their bowl, they must get to the head before the bowl stops. If they do not, the marker, after giving a warning, has the right to remove the bowl from play in that end. Also, that visit to the head is considered the visit of that end.
7. If the opponent who is due to bowl next finds the presence of the other player at the head “off putting”, they must return to the mat end and stand behind the bowler.
8. If/when a player request a measure, the marker does the measuring.
  - a. If the marker cannot and both players agree, one of the players can measure.
  - b. If the marker measures and a player does not agree, one of the players may measure.
  - c. If they still cannot agree, then an umpire or competent neutral person from the bank is called to assist. While they are measuring, the marker and players must retreat from the head and not interfere in any way. Their decision is final.

A player is out of order if he comments on the acting umpire’s impartiality.

9. Neither player is to touch the score board without the permission or request of the marker.
10. The marker should (i) stand at least 2 meters behind the jack at ~45° to one side, (ii) keep still, (iii) not convers with any other people on or off the green, and (iv) not leave the green for any purpose other than for a convenience break and then only after notifying the players.

There are other more common and intuitive matters and issues within the responsibilities of the marker which all players and markers should be familiar with. Question or queries on the matter can be addressed to the Bishopswood Bowls Committee who will be happy to clarify and/or to provide further guidance.



## **Appendix – Laws of the Sport (June 2020)**

### **Section 3 – Duties of players and officials**

#### **Section 3.2 – Officials and their duties and spectators**

##### **42 The marker's duties**

- 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.

**A knowledge of the above will make you a more well-respected bowler and will contribute to the enjoyment of the game for everyone involved, both on and off the green.**