

## DUTIES OF A MARKER

In the absence of an umpire, the marker must:

1. Make sure that all aspects of play are carried out in line with the Laws of the Sport of Bowls.
2. Make sure, before the game starts that

All bowls have a clearly visible, valid World Bowls Stamp imprinted on them.

The rink of play is the correct width in line with law 49.1 by measuring it; and

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.

The marker should carry: a measure, wedges, chalk, scorecard and pen, watch with a second hand and coin. A scorecard holder can also be carried and can double up as a kneeling pad. Do not carry unnecessary items such as a mobile phone, wallet or purse. Make sure all necessary additional equipment is to hand – i.e. the club's umpire's kit.

The marker should, at the start of a game, toss a coin to decide who plays first.

When the jack is delivered centre it.

Make sure that the jack is at least 23 metres from the mat line after it has been centred; it is the marker's duty to ensure the jack is delivered correctly. If there is any doubt it is the marker's duty to have it measured.

Place a jack that comes to rest less than 2 metres from the front ditch as described in law 9.2.;

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 bowls or bowls the marker considers to be shot;

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.

Mark all touchers with chalk and remove the chalk marks from non-touchers as soon as they come to rest;

Stop any bowl that is from a neighbouring rink and could move a jack or bowls 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 that are in the ditch as described in laws 14.4 and 18.2

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 must 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.

When each end has been completed the marker must:

Record the score on the score card;

Tell the players the running totals of the scores if score boards are not being used

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, and

Is dealt with in line with the Conditions of Play.