

# Guidelines for Markers

OFFICIATING INFORMATION SHEET

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The **Marker** is a critical role with the primary duty to assist singles players and enable their game. **Law 42** in the Laws of the Sport of Bowls contains the marker's duties.

## What makes a good marker?

A good marker:

- Is prepared with the right equipment and right approach.
- Is always alert and focused on the game.
- Anticipates questions they might be asked by players during a game.
- Accurately determines and communicates distances.
- Makes efficient use of time during play and allows the game to flow.

### Markers Equipment

- Spray chalk or chalk
- Box string measure
- 2-3 wedges (if available)
- Scorecard & pencil/pen
- Coin

## Before the game

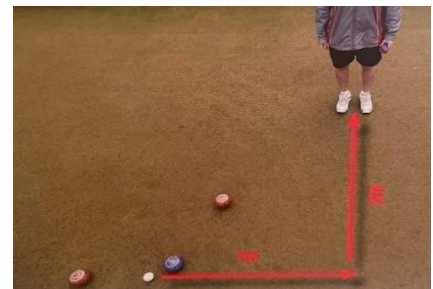
- **Be familiar with the Conditions of Play:** Know the format, any restrictions on movement and time limits.
- **Look the part:** Wear appropriate clothing/uniform as required for the event.
- **Be prepared:** Have the right equipment and make sure it is in working condition.
- **Arrive ahead of time:** Be at the rink 30 minutes before the scheduled start time of the game.

## Starting the game

- **Introduce yourself:** Make sure the players know your name and you know theirs, and their bowls.
- **Understand their requirements:** Find out how the players would like distances communicated. This may be by hand signals or verbal distances (in imperial or metric), or both.
- **Measuring support:** Tell the players you have a measure and wedges and can support them if required.
- **Toss a coin:** Ask the winner to choose who will play first.

## During the game

- **Always straighten the jack, and move any bowls, with your hands.**
- **Get the end started:** Be at the end of the rink ensuring the mat is correctly positioned, the jack is at least 23m and is straightened. If you are unsure of the distance, call the umpire.
- **Take up your position on the rink:** An ideal position is 2m behind the jack and 1m to the side (see picture). Stand still, keep focused and adjust your position so you do not obscure the bowls.
- **Move forward of the head during a drive:** This is so you avoid moving bowls and you can see touchers.
- **Watch for changes:** Be alert to changes to the head and who is holding shot. Be ready to tell the players.
- **Marking touchers:** Spray or mark the bowl on its running surface and use indicators to show its position.
- **Dead bowls:** Markers should only remove bowls from the rink if both players agree. Do not prevent any bowl from entering the ditch or crossing the side boundary.
- **Protect the head:** Be conscious of bowls from neighbouring rinks. Stop any which could disturb your head.
- **Answering questions:** Answer questions with direct answers when a player has possession of the rink. Try to anticipate questions so you are ready to answer. Be decisive in your answer.
- **Bowls in relation to the jack:** A bowl is either short of jack level, level with the jack or past jack level.
- **Completion of an end:** Stand at the front of head and wait for the players to determine shot. The players may request the marker to measure – only indicate the shot, do not roll the bowl out. Once the players decide the shot, walk quickly to the other end of the rink, and complete the scorecard.
- **Be ready for the next end:** Take up your position at the 2m mark and wait for the jack to be delivered.



## Completion of the game

- **Check the scorecard:** Ensure the scores add up correctly. Record the finish time and make sure both players sign the card. Ensure all game details are included on the card.
- **Hand-in card:** Follow the Controlling Bodies instructions to submit the card.

Further guidance is available on the World Bowls website under [Markers Guidance](#).

## Marking Visually Impaired Players

The following guidance has been developed to support markers when they mark visually impaired players. As a marker, being familiar with how a visually impaired bowler plays their game will ensure you can provide the required support. These guidelines should be read in conjunction with Law 42 (Marker's Duties) and Domestic Regulation 17 (Regulations for Players with Disabilities).

All visually impaired players are entitled to have a Director. The Director is the sighted person assisting the visually impaired player.

### Measurements on side of green

- Measurement indicators are placed on each side of the green at two metre intervals between the 23-metre mark and the farthest 2 metre mark in both directions of play.
- Markers are required to accurately communicate to all players and Directors, the distance the jack has reached on its original course at the start of each end.
- Should the jack move during an end, the new distance must be communicated to all players.

### String/chalk line

- The centre line of the rink should be marked between both 2 metre marks on a rink with either a white string line or chalk markings.
- The string line is secured on the plinth board at each end of the rink. The string line enables players to work out angles from the front of the mat.
- The string line is considered part of the green. If the course of a bowl or jack is impacted by the string line, this is not considered displacement and the bowl or jack should remain where it comes to rest.

### Scoreboards

- When the marker updates the scorecard and scoreboard, this should be clearly communicated to both players and Directors.

### Monoculars

- Visually impaired players can use a monocular at any time while not on the mat, even when they are not in possession of the rink. They must not use the monocular while on the mat or in the process of delivering their bowl.

### Role of the Director

Directors are expected to carry out the following duties:

- Report on behalf of the player and themselves to the relevant tournament officials.
- Toss the coin on behalf of the player where necessary.
- Ensure that the mat is correctly positioned if laid by the player.
- Assist with the direction of the delivering of the jack should the player so desire.
- Once the jack has been centred repeat the distance to the player and the opposition.
- Describe the run of the bowls and advise the player of its position in relation to the jack and other bowls.
- Suggest and describe the type of shot, line, amount of weight etc., to be used for all shots played.
- Whilst on the mat, the Director may question the Marker regarding the position of all bowls played.
- Prevent the head from being disturbed prior to the number of shots being declared and agreed upon, due to players walking into the head accidentally.
- At the completion of the end, both Directors are to agree on the number of shots awarded to whom, and to measure where applicable.
- Ensure that the card is checked and signed by the umpire and that the card is passed to the correct officials where applicable.