



# NEWCASTLE DISTRICT BOWLING ASSOCIATION (ZONE 2) INC

PHONES: 4929 3441 – 4929 1307  
FAX: 4929 1699  
EMAIL ADDRESS: [zone2@ndba.com.au](mailto:zone2@ndba.com.au)  
WEBSITE: [www.ndba.com.au](http://www.ndba.com.au)

ADDRESS ALL CORRESPONDENCE TO:  
PO BOX 2199, DANGAR 2309

## NDBA ADVISORY COMMITTEE PAMPHLET NO.27

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### DUTIES OF A MARKER

#### LAW 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 21 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 authorized 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 bowl or jack 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 jack or any bowls until the players have agreed on 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.

## **DO'S AND DONT'S OF MARKING**

<b>DO'S</b>	<b>DON'TS</b>
Be correctly attired and equipped (spray chalk, pen, card, coin, measure and wedges).	Move around while the player is on the mat.
Introduce yourself to both players.	Answer a question you didn't hear properly or understand; ask the player to repeat or rephrase the question.
Be conversant with the ownership of bowls.	Invite the player to inspect the head.
Stand on the side of the rink where your shadow is not cast across the head.	Stop the jack before it completes rolling.
Try to stand about 2 metres behind the jack and about 1 metre to one side.	Lift a bowl on your rink to allow passage of a bowls from a neighbouring rink.
Watch for questions or signals from the player is possession of the rink.	Indicate a bowl with your foot.
Answer all questions briefly but specifically.	Stop or catch bowls about to enter the ditch.
Move to a position to observe is a bowls becomes a toucher.	Remove bowls near the boundary without agreement from the players.
Stop bowls from adjoining rinks from displacing bowls or the jack on your rink.	Remove any live bowls or disturb the head in any way.
Remove all dead bowls immediately from the ditch.	Tell players who has shot or how many when they arrive at the head at the end of an end.
Keep clear of the head when players arrive, they determine the result not you.	Stand on the bank even if the jack is in the ditch.
Advise the players the score every end.	
Place the score on the scoreboard every second end.	
Have the scorecard signed and timed at the completion of the game.	