

DO's and DONT'S for MARKERS

If an Umpire has not been appointed, identify a competent third party to use in the event of a dispute.

DO

- Be correctly attired.
- Introduce yourself to both players.
- Observe the different engraving on each player's bowls.
- Make sure both players agree with the number of shots, ends, shot-clock, re-spotting of jack etc., to be played.
- Centre the Jack after it comes to rest - **by hand** - not with the foot.
- Ensure the Jack is not less than 23m from the mat after centering, even if the players do not.
- Retire to a position about 2m behind the jack and 1.5m to one side.
- Keep your shadow off the head and the adjoining rink.
- Remain motionless while a player is on the mat.
- Watch for signals from the player in possession.
- Be alert and in a position to observe if a bowl is a toucher.
- Mark touchers **IMMEDIATELY** they come to rest and remove marks from non-touchers.
- Mark the position of touchers and Jack in the ditch, with indicators **ABOVE** the bank.
- Answer all questions briefly with a Yes or No, unless mis-leading, and only to the player whose turn it is next to bowl - **do not** volunteer additional information.
- Walk from end to end within your own rink.
- Take care with a bowl on the boundary, or in the ditch - **the players** will decide if it is dead.
- Measure all doubtful shots, only if requested by either player - if unable to satisfy BOTH players, **YOU** call the umpire.
- Keep clear of the head when players arrive - they will determine the shot, not you.
- Call the score card after each end and indicate to spectators.
- Place the score on the scoreboard at each second end - avoid disturbing the player on the mat when doing so.
- Ensure both players and yourself sign the completed scorecard and hand it to the official in charge after the match.

DON'T

- Signify when a Jack is placed on the 2m mark, unless asked.
- Move in to see who has shot, unless asked.
- Move about when a player is on the mat.
- Stand amongst the bowls.
- Stop the Jack before it completes rolling.
- Answer questions from the adjacent rink.
- Say a shot is doubtful if not really so.
- Invite players to inspect the head - **only the player in possession** may inspect the head.
- Give a misleading answer to a badly worded question - ask for rephrasing of the question.
- Give extra information not asked for.
- Watch the game on the next rink.
- Talk to spectators on the bank.
- Lean over and "assist" a bowl to wick or miss.
- Tell players who has shot, or how many, when they arrive at the head.
- Remove a shot bowl or disturb a head in any way.
- Leave the confines of the rink, unless necessary, even if the jack is in the ditch.