

# MILLSWOOD BOWLING CLUB

## GUIDELINES FOR MARKERS – INTERNAL MATCHES ONLY

If you agree to mark a match, prepare beforehand

- Dress appropriately for the weather (for finals, please wear Club uniform).
- Obtain a scorecard, carry pen/pencil, chalk or chalk spray, and ensure that you or the players have a measure.
- Ensure you can recognise players' bowls.
- Please turn off, or don't carry, a mobile phone.

Roll - up

If players decide to have a 'roll – up', usually two bowls each way

- Spot the jack once it comes to rest, that is, if it is not on the centre line but is not out of bounds, move it sideways to the centre line. If it rolls past the 'T' but not in to the ditch, spot it behind the 'T'.
- Indicate to each bowler how far in front / behind their bowl finishes.
- Roll that bowl to the rear to clear the head for the next player's bowl.

During play

1. Spot the jack as for Roll - up. Should the jack roll out of bounds or in to the ditch, return the jack to the players so that the other player can roll it – the first player then rolls his / her bowl. Note: should the second player also put the jack out of play, the jack is spotted at the 'T'. The first player can then choose the location of the mat, and proceed.
2. Do not volunteer any information, for example do not indicate how far in front or behind a bowl finishes, except as per para 6.
3. Mark any touchers immediately.
4. Stand where your presence does not affect the game, considering whether you are obscuring boundary markers, casting a shadow on the head and anything else relevant. As a guide, to the side and about two meters behind the head is usually considered best.

5. Remain still while a bowler is bowling.
6. Answer questions from players:
  - a. Only respond to the player who has the mat.
  - b. Answer only the question asked. Do not volunteer information. For example for the question 'am I up?' the answer is 'yes' or 'no'. For the question 'how many am I up?' the answer is the appropriate number.
  - c. You may ask a player to rephrase a question if to answer it means you are offering information that was not asked for.
  - d. If you feel that it would take a measure to determine who has shot, say so. Do not indicate that you favour one or the other.
  - e. Do not give opinions or unsolicited information.
7. Players may approach the head in accordance with rules posted elsewhere. It is part of game play whether they do this, do not invite them to the head for a look.
8. At the conclusion of an end, do not move any bowls until the players have agreed on the score for that end.
9. Let the players do any measuring. Only measure if the players cannot agree, in which case you become the measurer, and your decision is final. NOTE: For finals games and certain others, where an Umpire is present, the Umpire should be asked to rule where the players cannot decide.
10. If you are called upon to measure you may indicate the bowl you believe to be the shot by moving it. If you cannot separate the bowls you may declare a draw, and if no umpire is available to consult, the end should be replayed.
11. Record the score on the card, and every second end adjust the scoreboard.

After the match ensure that you or one of the players enters the winner's name on the Draw Sheet. The card is not required by the Club.

**NOTE:** The complete guide for markers is far more comprehensive than this and has certain differences. Do not use these guidelines if you are called to mark for inter – club matches.

**Most importantly:**

Thank you for being a Marker. Singles competitions cannot  
proceed without

**YOU.**