

THE MARKERS DUTIES



1. Prior to the commencement of every end ensure that the delivery mat is centred.
2. Centre the jack. Make sure it is at least 23 metres from the front of the mat after it has been centred (it is not up to the players to ask for it to be checked).
3. If a jack is delivered so that it comes to rest less than 2 metres from the ditch, place it on the T which is 2 metres from the bank.
4. While play is in progress, stand to one side of the rink, behind the jack and away from the head, remaining still and taking care not to obscure the rink markers.
5. Answer any specific question about the state of the head which is asked by the player in possession of the rink.
6. When asked, tell or show the player in possession of the rink the position of the jack or which bowl or bowls you consider to be shot. If not certain, say it is a measure, do not guess.
7. Mark all touchers and remove any chalk from non-touchers as soon as they come to rest.
8. After first chalking any toucher just played, use the discs at the end of the rink to mark the position of the jack and any touchers which go into the ditch.
9. Stop any bowl that is from a neighbouring rink that could move a jack or bowl that is at rest.
10. If both players agree, remove all dead bowls from the rink of play.
11. Do not move, or cause to be moved, either the jack or any bowl until the players have agreed the number of shots scored.
12. Measure any disputed shots when asked to do so by either player. If the players are not satisfied with the Marker's decision, the Marker should ask the Umpire to do the measuring, whose decision will be final.
13. When each end has been completed the Marker should record the score on the scorecard, update the scoreboard and remove the rink mat used during the previous end if necessary.
14. When the game is completed the Marker should make sure the scorecard contains the names and signatures of the players and the time at which the game was complete.