

# English Bowling Federation Rules 2024/5

## MARKERS AND UMPIRES

### A MARKER SHOULD

- 5.1 Be familiar with the Laws of the Game.
- 5.2 Be in possession of a reliable measure, a pair of callipers for short measuring, a pen/pencil, and a scorecard.
- 5.3 Observe strict neutrality.
- 5.4 Examine all bowls for stamping before play commences.
- 5.5 Witness the toss for start.
- 5.6 See that the mat is properly centred.
- 5.7 See that the jack is cast correctly and properly set and centred before allowing the first bowl to be delivered.
- 5.8 Stand perfectly still behind the line of the jack and well away at one side of the rink.
- 5.9 Answer any questions put by the players, but not give any information unless requested, nor pass any comment; only the player who is in possession of the rink will be addressed.
- 5.10 Remove any bowls from the ditch.
- 5.11 Mark the position of the jack in the ditch and see that it is not disturbed.
- 5.12 Measure only when requested, and not allow any bowl or the jack to be moved until both players are in agreement as to shot or shots.
- 5.13 Record only the score agreed by both players.
- 5.14 Call out the state of the game at each end, and on completion see that the scorecard is signed by both players and handed to the person responsible.
- 5.15 In any difficult measure or dispute call the umpire, whose decision will be final.

### AN UMPIRE SHOULD

- 5.16 See that the Laws of the Game are complied with.
- 5.17 See that the game is continuous and played in a competitive and sporting manner.
- 5.18 Be available for consultations or decisions at any stage of the game.
- 5.19 Measure all doubtful and difficult shots at the request of the marker or skips.
- 5.20 Give a clear and definite decision upon any point in dispute in relation to the game, bowls or green.
- 5.21 When called upon to make any decision or measurement request all players to leave the head, not tolerate interference, and be positive in all actions.
- 5.22 Be completely neutral and unbiased.
- 5.23 Give a decision which shall always be final