



STATE CHAMPIONSHIPS

Singles, Pairs, Over 60 Pairs, Mixed Pairs, Triples, Fours

MAY 12 to 25, 2025

GENERAL INFORMATION

1. ALLOCATION OF EVENT AND COMMITTEE COMPOSITION

- (a) The State Championship Committee shall comprise the State Match Committee Members who may co-opt others as required
- (b) When Clubs are allocated an event/s, a competent Games Official shall be appointed to control it.

2. CONTROL AND CONDUCT OF THE EVENT

- (a) The State Match Committee is the Controlling Body for this event, and it reserves the right to alter the Conditions of Play, the format, the times of play and the greens to suit unforeseen circumstances, giving as much notice as practical, to achieve a result.
- (b) A Disputes Committee shall comprise a BQ Match Committee member or nominee and a BQ Umpire Committee member.

3. ELIGIBILITY

- (a) The Championships are open to financial male and female members with Competition/ Primary Club status of a Club affiliated with Bowls Queensland at the time nominations close and for the duration of the Championships.
- (b) To be eligible for the Over 60 Pairs players must have attained the age of 60 as at the commencement of the event.
- (c) Players can team up with eligible members of other Clubs.
- (d) Players under suspension, expulsion, or disqualification for any reason are ineligible to play.

4. NOMINATIONS

- (a) It is a condition of entry for this event that players are familiar with and accept the Conditions of Play.
- (b) **Nominations to be entered via BowlsLink. All players must be nominated when submitting team entries into BowlsLink. BowlsLink will NOT accept "To Be Advised Player"**
 - All entries are to be submitted online and will require the full payment of the entry fee for that event, as well as the fulfilment of all the requirements of the Conditions of Play.
 - All fields marked mandatory (*) on entry forms must be filled out correctly, with direct contact details for each competitor provided.
 - If you are having any issues with entering online, contact BQ, for assistance.
 - No entries will be permitted following the close of entries date unless approved by the Controlling Body. Entries received after the close of entries date may be considered on a first come first served basis.
 - BowlsLink entries close 10 March at 11.55pm

<https://support.bowlslink.com.au/docs/how-to-enter-a-comp-in-bowlslink/>

- (c) All entries for an event may be withdrawn up until the advertised close of entries date. Competitors who withdraw an entry prior to the advertised close of entry date will be entitled to a refund of their entry fee.
- (d) Competitors who withdraw after the official close of entry date will not be entitled to receive a refund of entry fees



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- (e) All withdrawals must be submitted in writing to the Controlling Body. The Controlling Body may implement an official withdrawal process at their discretion.
- (f) Any nomination received after 11:55pm on the closing date shall not be considered for the Draw.
- (g) **Please Note:** Any player who withdraws from an individual event after the draw has been conducted and published, shall not be permitted to re-enter that event. Subject to the approval of the controlling body.

5. FEES

All green fees are included with the entry fee as per the nomination form.

6. THE PLAY

- (a) Play in all matches shall commence punctually in accordance with the times set out on the schedule issued by the State Controlling Body.
- (b) All players must report to the venue Club prior to 8.00 am for registration. Trial Ends will be completed prior to the scheduled start, time permitting.
- (c) The morning matches shall start at 8.30 am (or earlier if agreeable) and subsequent matches as appropriate.
- (d) Should any event be delayed by inclement weather or any unforeseen circumstance, the Match Committee will advise of any new arrangements and the players involved shall make themselves available to play "when called."
- (e) Failure to comply may invoke the "Play or Forfeit" concept.
- (f) The venue Clubs shall appoint the necessary officials who shall be under the control of the Match Committee.

7. RINKS

- (a) For Pairs, Over 60 Pairs, Mixed Pairs, Triples and Fours matches, all venue Clubs are requested to play the morning matches in an east-west direction, and the afternoon matches in a north-south direction. Synthetic surfaces as per the respective club's format.
- (b) In Singles matches the direction shall remain unchanged throughout the day. It is preferred that all rinks at venue clubs be standardized as per Law 49 however wherever possible rinks must be a minimum of 4.5 metres in width.
- (c) The Match Committee has the right to conduct the event on any combination of synthetic, natural, or covered greens.
- (d) In unforeseen circumstances the Match Committee may require teams to play on the same rinks in the same direction on the same day.

NOTE: Clubs must not close their greens in inclement weather without prior discussion with the BQ Match Coordinator.

8. PRIZE MONEY

As determined by the Board.



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9. TROPHIES

(a) Men:

Winners, runners-up and third place-getters will receive suitably inscribed medallions in addition to The Bowls Queensland Perpetual Cup for the winner of the Singles, The Gordon Baker Perpetual Shield for the winners of the Open Pairs, The Des O'Neill Perpetual Shield for the winners of the Triples, The Cedric Netscher Perpetual Shield for the winners of the Fours and The Stewart – Aitken Perpetual Shield for the winners of the Over 60 Pairs.

(b) Women:

Winners, runners-up and third placegetters will receive suitably inscribed medallions in addition to The Bowls Queensland Trophy for the winner of the Singles, The Bowls Queensland Shield for the winners of the Pairs, The Ladies' Section Committee Perpetual Shield for the winners of the Triples, and The Bowls Queensland Shield for the winners of the Fours.

Note: All trophies will be returned to Bowls Queensland after the presentation. All players who are to be in a presentation must be dressed in their playing attire at the presentations or risk forfeiting any prize money or trophy.

10. MEALS

Meals will be available at the player's cost at each venue Club and must be ordered and paid for prior to the commencement of play. Where two (2) or more rounds are played on any day, lunch will be taken as outlined in the Conditions of Play #3 Playing Schedule.



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CONDITIONS OF PLAY

1. THE COMPETITIONS

- (a) The Competitions shall be known as the Bowls Queensland State Championships.
- (b) All matches shall be conducted strictly in accordance with the "Laws of the Sport of Bowls" - Crystal Mark Edition 4 May 2023 with Domestic Regulations for Australia, Bowls Australia Policies, Bowls Queensland By-laws, and these Conditions of Play.
- (c) All events shall be subject to an Open Draw.
- (d) The disciplines shall be Singles, Pairs, Over 60 Pairs, Mixed Pairs, Triples and Fours and shall be played concurrently. Players may only enter one of the Pairs disciplines, either the Pairs or the Over 60 Pairs and if defeated in the Over 60 Pairs, shall not be eligible to act as a substitute in the Pairs. All players may enter the Mixed Pairs event.
- (e) Triples shall be Two Bowls in traditional format.
- (f) All disciplines except Singles shall commence wherever possible as sectional play of four (4) teams per section to obtain section winners who will then continue on a knockout basis until a winner is obtained. Singles shall be played wherever possible in sections of three.

2. TRIAL ENDS

- (a) Trial ends shall be under the control of the State Controlling Body. Trial ends may be allowed as per Law 5.1 if time permits, (one trial end up and back).
- (b) In the event of a player or team receiving a bye and not playing in the first match of the day, then they may be entitled to one (1) trial end as above, provided the player or team has not practiced during the time prior to their first game of the day. Practice will not be permitted on the rink of play.
- (c) Practice shall cease one (1) hour prior to the scheduled starting time on the day of play.
- (d) Trial Ends before the Final in each event shall be at the discretion of the Match Committee.

3. PLAYING SCHEDULES

Sectional Play

(a) Triples

(i) Timetable

Round 1: 8.30 am - 10.30 am

Round 2: 10.45 am - 12.45 pm

Round 3: 1.15 pm - 3.15 pm

Lunch: 12.45 pm - 1.15pm

(ii) Order of Play

Round 1: 1 v 2 3 v 4 Round 2: 1 v 3 2 v 4 Round 3: 1 v 4 2 v 3

(b) Pairs, Over 60 Pairs, Mixed Pairs and Fours

(i) Timetable

Round 1: 8.30 am - 11.00 am

Round 2: 11.30 am - 2.00 pm

Round 3: 2.15 pm - 4.45 pm

Lunch: 11.00 am - 11.30 pm

Afternoon Tea: 2.00 pm - 2.15 pm

(ii) Order of Play

Round 1: 1 v 2 3 v 4 Round 2: 1 v 3 2 v 4 Round 3: 1 v 4 2 v 3



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(c) Singles

(i) Timetable

Round 1: 8.30 am - 11.00 am

Lunch: 11.00 am - 11.30 pm

Round 2: 11.30 am - 2.00 pm

Afternoon Tea: 2.00 pm - 2.15 pm

Round 3: 2.15 pm - 4.45 pm

(ii) Order of play for singles (sections of 3)

Round 1: 1 vs 2 Marker is no 3

Round 2: Loser of Round 1 vs no 3, Marker- The Winner of Round 1

Round 3: Winner of Round 1 vs no 3, Marker- the non-player

(d) Pairs, Over 60s Pairs, Mixed Pairs, Triples and Fours

In the case of sections of three (3) teams in the above disciplines then the following shall apply, Team 4 will always be the Bye, and the play will be as below:

Round 1 - 1 v 2, 3 Bye; **Round 2** - loser of round 1 v 3; **Round 3** - winner round 1 v 3.

All Post Sectional:

To be played as soon as rinks and players become available, if time permits.

Please Note: All finals shall commence at 8:00am to allow for finish in daylight hours

4. DEAD ENDS

Dead ends shall be replayed as per Law 20. If the end is made dead after the bell, then that end shall be replayed. If that end is made dead, then the jack is placed at the tee and play continues. Law 56.5.1.

5. DURATION OF PLAY

Depending on byes and the draw, players could be required to play three (3) or four (4) rounds on a given day depending on opponents and rink availability.

(a) Triples (two bowls)

(i) Sectional

Teams shall play eighteen (18) ends with a two (2) hour time limit, two bowls per player.

(ii) Post Sectional

Duration of matches will be twenty-one (21) ends with a two (2) hour thirty (30) minute time limit. Quarter-finals will be twenty-one (21) ends with a two (2) hour thirty (30) minute time limit. Semi Finals and Finals will be twenty-one (21) ends with no time limit.

NOTE: First round of Post sectional will be played at the completion of sectional play.

(b) Pairs and Mixed Pairs (4 bowls)

(i) Sectional

Teams shall play eighteen (18) ends with a two (2) hour thirty (30) minute time limit.

(ii) Post Sectional

Duration of matches will be eighteen (18) ends with a two (2) hour thirty (30) minute time limit up to and including the Quarterfinals. The Semi-finals and Finals shall be twenty-one (21) ends with no time limit.

(c) Fours

(i) Sectional

Teams shall play eighteen (18) ends with a two (2) hour thirty (30) minute time limit.

(ii) Post Sectional

Duration of match will be eighteen (18) ends with a two (2) hour thirty (30) minute time limit up. The Quarter Finals shall be twenty-one (21) ends with a three (3) hour time limit. The Semi-finals and Finals shall be twenty-one (21) ends with no time limit.



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(d) Over 60 Pairs (3 bowls)

(i) Sectional

Teams shall play twenty-one (21) ends with a two (2) hour (30) minute time limit

(ii) Post Sectional and Quarter Finals

Duration of matches will be twenty-one (21) ends with a two (2) hour thirty (30) minute time limit.

The Semi-finals and Finals shall be twenty-one (21) ends with no time limit

(e) Singles (4 bowls)

(i) Sectional

Singles matches shall be twenty-one (21) shots up with two (2) hour thirty (30) minute time limit.

(ii) Post Sectional

Round 1 Post Sectional shall be twenty-one (21) shots up with a two (2) hour thirty (30) minute time limit. All other Post Sectional rounds and Quarter finals shall be twenty-one (21) shots up with a three (3) hour time limit. Semi-finals and finals shall be 25 shots up, no time limit.

6. UNCOMPLETED MATCHES

(a) Sectional - If a match is not completed because of inclement weather, bad light or any other justifiable cause, the following conditions will apply:

(i) Singles - Fourteen (14) shots up shall constitute a match.

(ii) Triples - Twelve (12) ends shall constitute a match.

(iii) Pairs and Mixed Pairs - Twelve (12) ends shall constitute a match.

(iv) Fours - Twelve (12) ends shall constitute a match.

(v) Over 60 Pairs - Fourteen (14) ends shall constitute a match.

Note: The completion of two (2) Rounds in sectional play shall constitute the completion of the sectional competition.

(b) Post Sectional - If a match is not completed because of inclement weather, bad light or any other justifiable cause, the following conditions will apply:

(i) Singles

Fourteen (14) shots up shall constitute a match up and including the Quarter finals.

Semi Finals and Finals, eighteen (18) shots up shall constitute a match. Extra shots do not count.

(ii) Triples

Fourteen (14) ends shall constitute a match. In Quarter finals, Semi Finals and Finals, fourteen (14) ends shall constitute a match.

(iii) Pairs and Mixed Pairs

Twelve (12) ends shall constitute a match up to and including the Quarterfinals. Semi-finals and Finals fourteen (14) ends shall constitute a match.

(iv) Fours

Twelve (12) ends shall constitute a match. In Quarterfinals, Semi-finals and Finals fourteen (14) ends shall constitute a match.

(v) Over 60 Pairs

Fourteen (14) ends shall constitute a match.

In Quarterfinals, Semi-finals and Finals fourteen (14) ends shall constitute a match.

(c) **Resumption of Match**

If under the provisions of Law 33 a game is stopped and is not to be resumed on the same day the scorecard/s shall be ruled off and signed by the Games Controller and given to the Skips/Singles players to be taken (where applicable) to the new venue Club/s who are to be advised. The match/s shall resume with the score as it was when the match/s were stopped.

Please Note: Should it be necessary for a game to be declared a match then at least one rink in the game shall have reached the requisite number of ends/shots to constitute a match.

7. **SCORING IN SINGLES, PAIRS, OVER 60 PAIRS, MIXED PAIRS, TRIPLES and FOURS SECTIONAL PLAY**

(a) **Completed Match**

- (i) Two (2) match points shall be awarded for each such win and one (1) point for a tie.
- (ii) Match points shall be recorded together with shots for and against and also the margin.
- (iii) The player/team scoring the highest number of shots in each match at the end of play, shall be the winner.

(b) **Uncompleted Match**

Pairs, Over 60 Pairs, Mixed Pairs, Triples and Fours:

- (i) A match that reaches the number of ends as specified in Condition 6 will receive two (2) points for a win, plus margin. The opponent nil (0) points, minus margin. One (1) point for a tie, nil (0) margin.
- (ii) A match that reaches less than the number of ends as specified in Condition 6 will receive one (1) point each, nil (0) margin.

Singles:

- (i) A match that reaches 14 shots up as specified in Condition 6 will receive two (2) points for a win, plus margin. The opponent nil (0) points, minus margin. One (1) point for a tie, nil (0) margin.
- (ii) A match that reaches less than the number of shots as specified in Condition 6 will receive one (1) point each, nil (0) margin.

8. **DETERMINING SECTIONAL WINNERS FOR SINGLES, PAIRS, OVER 60 PAIRS, MIXED PAIRS, TRIPLES AND FOURS**

- (a) The player/team scoring highest number of **match points** shall be declared the winner.
- (b) In the event of two (2) or more players/teams scoring an equal number of match points, the player/team with the highest difference between "total shots for" and "total shots against" (**margin**), shall be the winner.
- (c) If there is still equality, the "total shots against" each player/team shall be divided into the "total shots for" each team. The player/team with the **highest result** shall be declared the winner.

9. **BYES IN SECTIONAL PLAY**

These affect all players/teams in a section equally and no score need be recorded when a player/team receives a bye.

10. **SCORING IN SINGLES, PAIRS, OVER 60 PAIRS, MIXED PAIRS, TRIPLES AND FOURS POST SECTION PLAY**

Section winners shall play off on a knockout basis in accordance with the draw and the appropriate number of ends/ shots as specified, with the number of shots for and against being recorded.

11. PLAYER MOVEMENTS DURING PLAY

Note: Players will only be allowed to walk up to the head as follows:

- (a) **Singles**
The opponents: after delivery of their third and fourth bowls.
- (b) **Pairs and Mixed Pairs (Four Bowls)**
The Leads: may be called to the head after delivery of their third and fourth bowls. The Skips: after delivery of their second, third and fourth bowls.
- (c) **Pairs (Three Bowls)**
The Leads after third bowl and the skips after their, second and third bowls.
- (d) **Triples (Two Bowls)**
The Leads: after delivery of their second bowl. The Seconds: after delivery of their second bowl. The Skips: after delivery of each of their bowls.
- (e) **Fours**
The Leads: after the second player in their team has delivered their second bowl. The Seconds: after delivery of their second bowl. The Thirds: after delivery of their second bowl. The Skips: after delivery of each of their bowls.
- (f) **Restricting the Movement**
of players does not prohibit a player being called to the head by the Skip, however care should be taken not to delay play.
- (g) **Players, excluding Skips, are not permitted to remain at the head whilst their opposite number is delivering their bowl. Any Skip remaining at the head end shall retire behind the head. Skips must return to the mat as soon as their opponent's bowl has come to rest. In Singles a player may go to the head with the permission of the marker**
- (h) **Delaying play. As per Appendix A5 the following shall apply.**
If the umpire, either by their own observation or on appeal from one of the Skips or the opponents in Singles, decides that a player is playing in an unsportsmanlike manner by deliberately delaying play:
 - (i) On the first occasion the umpire will warn the player/team.
 - (ii) If the player/team commits the same offence a second time the end will be regarded as completed and the opponent/s of the offender/s will score as many shots as there are bowls in use by such opponent/s; and
 - (iii) If the player offends the third time the game will be forfeited to the opponent/s.

12. POSITION OF PLAYERS WHEN NOT PLAYING

- (a) Players at the mat end not delivering a bowl should stand a minimum of one (1) metre behind the mat.
- (b) Players must be behind the jack if they are members of the team which is in possession of the rink. Laws 12.1.2.1
- (c) Players must be behind the jack and away from the head if they are members of the team which is not in possession of the rink. Law 12.1.2.2.
- (d) At the start of each end only the Skip or their Deputy will be at the head

13. WITHDRAWALS AND FORFEITS

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Withdrawals

- (i) If a player/team withdraws before the start of play, this will be treated as a bye and no score need be recorded as all players/teams will be equally affected.
- (ii) Entrants who find withdrawal unavoidable, are required to notify the Match Committee as soon as possible.

Forfeits

- (i) Should a forfeit occur during sectional play, the remaining players/teams shall be credited with, two points, and the following shot allocation for each discipline, for a win by forfeit in a section (based on average sectional scores from past events).
- (ii) Singles: (shot margin of plus 9)
- (iii) Pairs, Mixed Pairs and Over 60's Pairs: (shot margin of plus 7)
- (iv) Triples: (shot margin of plus 7)
- (v) Fours: (shot margin of plus 8)
- (vi) Should a player or team forfeit a match that has begun and in which, a player has not reached 14 shots in Singles, (as per 6a (i)), 12 ends in Pairs & Mixed Pairs (as per 6a (iii)) 12 ends in Triples (as per 6a (ii)) 12 ends in the Fours (as per 6a (iv)) and 14 ends in the Over 60's Pairs (as per 6a (v)). The player/team receiving the win by forfeit will receive the shot allocation listed above. or the score at the time of the forfeit, whichever shot margin is greater.
- (vii) Players/teams that forfeit the last round of sectional play in any discipline, shall be disqualified from winning the section if a player/team has scored equal highest points with any other team in that section.
- (viii) Should a Singles player/ team fail to arrive within fifteen (15) minutes of the scheduled starting time the opponent/s shall be awarded the match.
- (ix) Should both Singles players, or both teams, fail to arrive within fifteen (15) minutes of the scheduled starting time, then both players/teams shall forfeit the right to continue.
- (x) Any player/team that withdraws from or is forfeited from a match and fails to give a satisfactory explanation, may be denied the right to play in any Bowls Queensland fixture/competition for the ensuing twelve (12) months and/or be liable to a two-hundred-dollar (\$200) fine per player for non-appearance.

14. SUBSTITUTES / REPLACEMENT PLAYERS

Eligible substitutes and replacement players are permitted throughout the Competitions as per DRs 2.3, 2.4, 2.5 and 2.6. Subject to the approval of the controlling body

Note: The Controlling Body and Umpire must be advised in every circumstance.

15. DISQUALIFICATION

Should there be a Challenge to Bowls under Law 52.4 during Sectional, Post Sectional, and Knockout play a player may play with another set of Legal bowls until the result of the test is known.

- (a) If there is a Challenge to Bowls in the final the result of that final shall not be declared until the outcome of the Bowls challenge is known.
- (b) If a team or player is disqualified for any reason, the team or player LAST DEFEATED by the disqualified team or player shall take their place.



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16. ARTIFICIAL DEVICES

Any player using an Artificial Device for the delivery of a bowl in a State Event must, once the player has commenced using the device in a game, use the device for the remainder of the game. The jack may be rolled at any time either by hand or with the device. A challenge on appeal to an umpire regarding a bowler's arm may occur before trial ends or up to 10 minutes after a game as similar to Laws 52.4.3 and 52.4.4.2. Any player found using a non-approved bowling arm will be listed as a defaulting player under Law C2 and will lose the game as per Law C10.

17. SCORECARDS

After having completed the front and back of both cards, the cards must be signed and the time recorded immediately the match is completed, by the skips in pairs and triples and by the seconds in fours (DR3.2). This signifies agreement of the score and completion of the match.

Once the cards are signed the cards shall not be altered and shall be handed in to a Match Official. From the Quarter finals on, all scorecards shall be handed to a Bowls Queensland Match Committee member or a representative.

If during the game, or at the conclusion of the game before the cards are signed, a mistake is discovered and the opponents cannot agree, then the umpire is called and if no resolution is found, the end where the mistake occurred shall be declared a nil score end (tied end), and the cards adjusted accordingly.

In a Singles match, there is only one official scorecard and that is the one kept by the marker. The front, back and total is to be completed on both sides of the card and after checking it must be signed and the finish time recorded immediately the match is completed by the opponents and the marker. Once the card is signed the scores shall not be altered and the cards shall be handed to the Match official as above.

18. TEMPORARY MARKINGS (DECALS)

Where temporary bowls markings (decals) are used, it is preferred that all players and teams only use large and small rings or centre dots on each side of their bowls. However, all bowls in a team event must be marked identically.

19. COACHING DURING MATCH

Players who intend to receive coaching during a match, must inform the Match Committee and Umpire of the Coach's name as soon as possible prior to the first match commencing but not less than 30 mins prior to the start of the competition. There shall only be one coach per team or player and that coach cannot be changed for each match.

Please Note: Any person wishing to coach in this event must hold Bowls Australia coaching accreditation and must show it when registering. All coaches are to register by signing the relevant form available at each club. All umpires and measurers to be attired in clothing bearing the BA merchandising logo.

20. ELECTRONIC COMMUNICATION DEVICES

All electronic communication devices located within six (6) metres of the green whilst a match is in progress **SHALL BE SWITCHED OFF**. These include mobile phones, pagers, ipads, ipods, radios, watches etc. Special dispensation may be given to "on call" emergency personnel by the Controlling Body after consultation.

21. SOCIAL MEDIA

To assist in ensuring that interactions between players and officials are harmonious the following will be included in the Conditions of Play as permitted by Appendix A.1.4.17. Code of Conduct and Disciplinary Procedures.

"No player shall use Social Media to make derogatory comments about Bowls Queensland, any official, the event or any other player for the duration of the competition. Any infringement of this Condition shall render the offender liable to disqualification from the event".

22. EXTREME WEATHER POLICY

All Bowls Queensland events are conducted under the Bowls Queensland Extreme Weather and Sun Protection Policies. All players and officials should make themselves aware of the requirements of this Policy.

23. SMOKING REGULATIONS

All players must adhere to the Qld Government Smoking Regulations along with the Smoking Regulations that are applicable in each host club.

See <https://www.health.qld.gov.au/public-health/topics/atod/tobacco-laws/default.asp>

Please note: Smoking Regulations include all Vaping.

24. LIGHTS

Games may be played or completed under lights if required.

25. PROVISION OF UMPIRES / MARKERS

- (a) In all matches, the provision of non-playing National Accredited Umpires and/or assistants (whose names shall be announced before play commences) is obligatory.
- (b) In semi-finals and finals, the District Umpire's Committee shall officiate or oversee.
- (c) In finals, Markers will be appointed by the Match Committee.
- (d) Markers shall be attired according to the requirements set down for players.
- (e) All umpires and measurers to be attired in clothing bearing the BA merchandising logo.

26. ATTIRE

- (a) All Players shall wear their Primary (Declared) club attire as per BQ By-laws 14.1(e) and 14.3(a). (Composite side/team ref: By-Law 14.5) Any **players not wearing their Primary (Declared) club attire will not be permitted to play.**
- (b) Attire at this level must carry the BA logo as outlined in the BA National logo policy.
- (c) All players and officials playing and officiating at this event shall wear flat soled footwear.
- (d) In this event no player shall wear any National or State Representative uniform or any part thereof whether current or obsolete. Any player who contravenes this requirement will be asked to immediately change their attire or be disqualified from the event.
- (e) All umpires and measurers to be attired in clothing bearing the BA merchandising logo.
Refer 19 and 25