



FCL 2005: Game Day TIMELINE (Group Stage Games)

5:30pm	<ul style="list-style-type: none">* Home Team, Visitor Team and Umpires Arrive* Umpires determine the pitch area* Home Team sets up boundary Flags* Each team must bring at least 3 stumps* On rain affected days, both teams are expected to show up at the same time
5:40pm	<ul style="list-style-type: none">* Both teams submit list of 11 playing and up to 3 substitute players* Toss is conducted @ 5:40pm.* The winning side must declare their decision to the umpire and opposition* Umpires may inspect badges of any playing player at any time* At least 7 players from both sides must be present* A team not having 7 players - automatically loses toss* If Umpires assigned for the game do not show up by 5:40pm. The responsible team faces penalty of 1 point* If ground is not Setup to play - Home Team gets penalized for 1 over while batting for delay of every 5 minute BLOCK.* On rain affected days - Home team must setup the grounds only after Umpires declare ground conditions fit for play
5:45pm	<ul style="list-style-type: none">* Umpires make the final inspection and make PLAY CALL* First ball bowled (Grace Period of 5 minutes)* If assigned Umpires do not arrive by 5:45 pm the team responsible faces 2.
5:50pm	<ul style="list-style-type: none">* Play should commence no later than 5:50pm* If ANY team does not have 7 players present - they will have to start the game or get penalized for 1 over while batting for delay of every 5 minute Block (e.g. 6 minutes = 2 overs. 10 minutes = 2 overs. 11 minutes = 3 overs)
6:00pm	<ul style="list-style-type: none">* On Rain affected days, Grounds must be set up by this time* Decision on ground conditions for a fair play MUST be made by Umpires
6:05pm	<ul style="list-style-type: none">* Any team not having at least 7 players or a team which does not show up MUST forfeit the game* If both teams do not show up or do not have at least 7 players - NO Points will be awarded. Game will be classified as NO RESULT.
6:15pm	<ul style="list-style-type: none">* Cut-off time for delayed start - Alternate day can be used for Friday games* Umpires can make the call for 17 overs max. per inning

IMPORTANT NOTE: Only for the games scheduled at Levan Knoll the timeline should be moved by 10 minutes in order to adjust extra driving time.