

FCL 2006 Game Day TIMELINE (Canton & Brownstown Parks)

5:50pm	<ul style="list-style-type: none">* Both teams and Umpires Arrive* Umpires determine the pitch area* Teams coordinate to set 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
6:00pm	<ul style="list-style-type: none">* Both teams submit list of 11 playing and up to 3 substitute players* Toss is conducted @ 6:00pm.* The winning side must declare their decision to the umpire and opposition captain* 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 6:00pm. The responsible team faces 1-point penalty * If ground is not Setup to play - Umpire may reduce the the number of overs to make up for lost time
6:05pm	<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 6:55 pm the team responsible faces 2 points penalty
6:10pm	<ul style="list-style-type: none">* Play should commence no later than 6:10pm* 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)
6:20pm	<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
6:25pm	<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.
6:35pm	<ul style="list-style-type: none">* Cut-off time for delayed start - Game will be classified as NO RESULT. Follow the rules book regarding points sharing.* Umpires can make the call for 17 overs max. per inning Game, If play is possible

IMPORTANT NOTE: The flood lights for these grounds will switch on based on the schedule determined by PARK authorities. Umpire can make the judgement call if the flood lights are taking some time to warm up and should continue the game once the light conditions are fit for play. Any lost time due to waiting for the lights must be considered