

The Duckworth-Lewis (DL) method will be used for all GWL (Ground/Weather/Light) affected matches in the Grade Limited Overs and T20 matches.

The target score in cricket matches without interruptions is the number of runs scored by the team that batted first plus one. When overs are lost, setting an adjusted target for the team batting second is not as simple as reducing the run target proportionally to the loss in overs, because a team with ten wickets in hand and 25 overs to bat can play more aggressively than if they had ten wickets and a full 50 overs, for example, and can consequently achieve a higher run rate. The DL method is an attempt to set a statistically fair target for the second team's innings, which is the same difficulty as the original target. The basic principle is that each team in a limited-overs match has two resources available with which to score runs (overs to play and wickets remaining), and the target is adjusted proportionally to the change in the combination of these two resources

The approved D/L calculator to be used in ALL GRADES is the Duckworth-Lewis Calculator by Tarams Inc. This is available for both Android and iOS

Instructions for Use on Game Day

All Grades

1. Umpires to provide relevant match suspension information to captains.
(i.e. current scores, amount of lost overs, overs per team required in remaining time)
2. Captains to use the approved App to calculate a target score.
3. Captains together to AGREE to a target score and advise umpires showing the final App calculation score.
4. Any non-agreements the umpires are to arbitrate by reviewing the accuracy of each App data entry.

Important Tips

When using the D/L calculator and to avoid any likely calculation errors, ensure

- ✓ D/L Calculator APP is reset and clear before starting
- ✓ Overs at start of the innings is correct for the grade and format (G4 & T20 matches)
- ✓ All suspensions are recorded and entered in order

Please see below detailed instructions and 4 examples of 'how to determine' target scores.

Grade Competition Committee

(December 2023)

Mobile Phone App

Search in Play Store / Apple Store for Duckworth Lewis Calculator – Tarams inc.



Duckworth-Lewis Calculator 4+

Tarams Inc

Designed for iPhone

★★★★★ 2.0 • 7 Ratings

Free

This is the approved App to be utilised for Duckworth-Lewis Calculations in the Cricket Illawarra grade competitions for the 2023-24 season onwards for all grades.

The App can be downloaded free of charge from Google Play and Apple Store, and will be explained below.

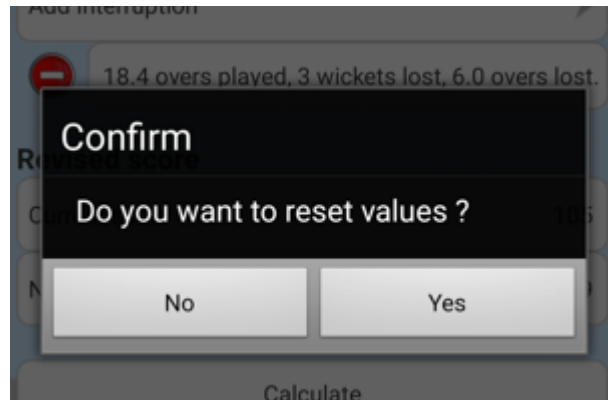
How to Use App:

1. Open App.
2. Clear any previous scores entered by shaking the phone and Confirm with Yes
3. Enter number of overs available at innings start.
4. If there were any interruptions, click 'Add Interruption' and enter details. Repeat for multiple interruptions.
5. Enter the final score of the 1st innings.
6. Tap 2nd Innings. Enter the 1st innings score.
7. If applicable, click 'Add Interruption' and enter details. Repeat for multiple interruptions.
8. Click Calculate. The new target will then be displayed.

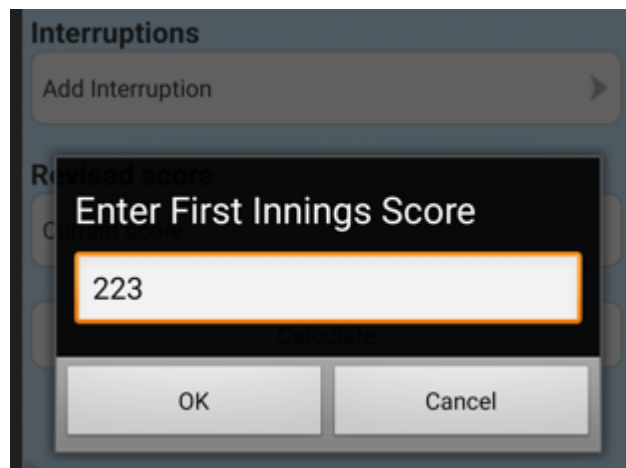
Opening the D/L Calculator

Open the Application.

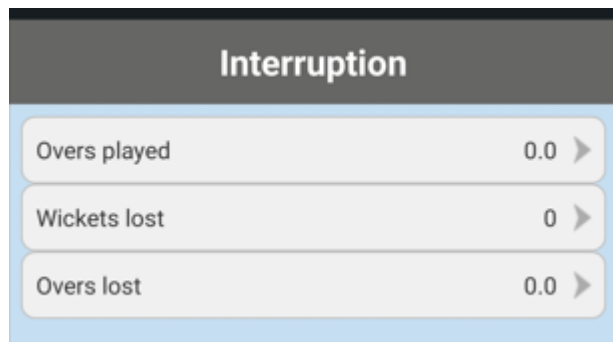
If previous details have been entered shake the phone and Click Yes to confirm. Repeat for 2nd Innings



Enter 1st innings runs scored



Adding any Innings interruptions



Click on 2nd Innings – enter Overs available (if changed from 1st innings) and 1st innings score

The screenshot shows a mobile application interface for calculating a revised target score for the 2nd Innings. The title is "2nd Innings". It features several input fields and a calculation button. The "Overs at start of the innings" field is set to 50. The "First Innings Score" field is set to 223. Under the "Interruptions" section, there is an "Add Interruption" button and a list of interruptions, including one with a red minus icon and the text "18.4 overs played, 3 wickets lost, 6.0 overs lost.". The "Revised score" section shows a "Current score" of 105 and a "New target" of 209. A "Calculate" button is at the bottom.

Field	Value
Overs at start of the innings	50
First Innings Score	223
Current score	105
New target	209

Add any 2nd Innings interruptions.

Click Calculate and New Target score shown.

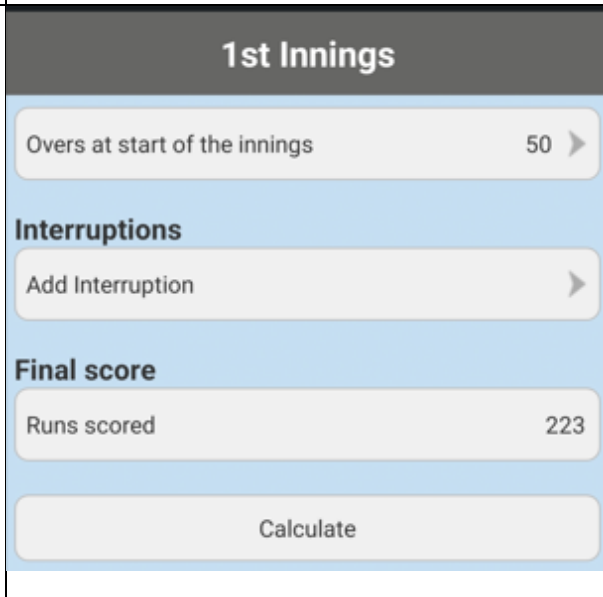
Examples on How to Use Android D/L Method App

Example 1: First Grade 50 over match – suspension only during 2nd Innings

Match starts on time and Team A bats for its complete innings scoring 223 runs. Team B commences batting on time and its innings is suspended at 18.4 overs due to heavy rain with the score at 3-105.

The umpires determine Team B will now lose 6 overs (44 overs maximum) and resumes its inning with no further suspensions occurring, however again rain looming.

Determining a new Target score required for Team B to complete its innings.

<p>1. Open App and select D/L calculator as above a) Clear any values</p>	
<p>2. Enter Innings 1 details b) 'Overs' = 50 c) Enter Runs Scored' = 223</p>	

Team B – Target score is 209 runs to win or 208 runs to Tie from 44 overs.

While Team B is batting rain appears to be approaching at 35 overs played with the score at 5-150.

Determining the required Par Score

3. Click on 2nd Innings
'First Innings Score' = 223

2nd Innings

Overs at start of the innings 50

First Innings Score 223

Interruptions

Add Interruption

Revised score

Current score

Calculate

4. Tap Add Interruption
- a) 'Overs Played' = 18.4
 - b) 'Wickets lost' = 3
 - c) 'Overs Lost' = 6
 - d) Done

Interruption

Overs played 18.4

Wickets lost 3

Overs lost 6.0

5. Tap Add Interruption
- e) 'Overs Played' = 35
 - f) 'Wickets lost' = 5
 - g) 'Overs Lost' = 9
 - h) Done

Interruption

Overs played 35.0

Wickets lost 5

Overs lost 9.0

6. Enter 'Current Score' = 150
a) Calculate

The screenshot shows a mobile application interface for calculating a revised target score in the 2nd Innings. The title is "2nd Innings". It features several input fields and buttons:

- "Overs at start of the innings" with a value of 50 and a right-pointing arrow.
- "First Innings Score" with a value of 223.
- A section titled "Interruptions" with a button "Add Interruption" and a right-pointing arrow.
- Two interruption entries, each with a red minus icon in a circle:
 - 18.4 overs played, 3 wickets lost, 6.0 overs lost.
 - 35.0 overs played, 5 wickets lost, 9.0 overs lost.
- A section titled "Revised score" with two input fields:
 - "Current score" with a value of 150.
 - "New target" with a value of 155.
- A "Calculate" button at the bottom.

Team B – Target Score value required if match washed out at the end of 35 overs is 155 runs

Team B is currently 4 runs behind.

Example 2: Second Grade 50 over match – suspension only during 1st Innings

Match starts on time with Team A batting before a storm stops play after 25 overs at 3-112. After the delay the umpires determine the match can continue and will now be 25 overs per team which constitutes a match. Team A innings is now finished.

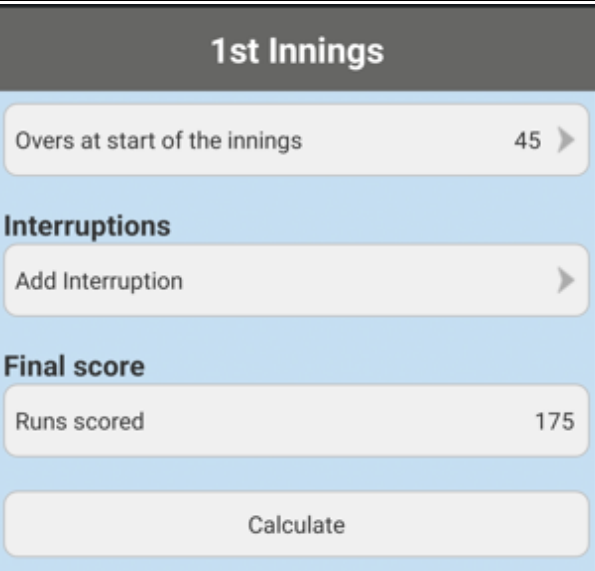

Determining the Target score required for Team B to win from 25 overs.

<ol style="list-style-type: none">1. Open App and select D/L calculator as above<ol style="list-style-type: none">a. Clear any values	
<ol style="list-style-type: none">2. Ensure<ol style="list-style-type: none">a) 'Overs at start of the innings' = 503. Add Interruption<ol style="list-style-type: none">a. 'Overs Played' = 25b. 'Wickets Lost' = 3c. 'Overs Lost' = 25d. Done4. Enter Final Score<ol style="list-style-type: none">a. 'Runs scored' = 112b. Calculate 'Target Score' = 146	
<p>Team B – Target score is 146 runs to win or 145 runs to Tie from 25 overs.</p>	

Example 3: Fourth Grade 45 over match – suspensions during both innings

Match starts on time. While Team A is batting the weather suspends play forcing the teams from the field at 4-81 from 21.2 overs. Play is resumed with the umpires determining 4 overs are lost for each team’s innings (max 41 overs per team) and Team A completes its innings scoring 175 runs.

Determining the required new Target score for Team B at the start of its innings.

<p>1. Open App and select D/L calculator as above a. Clear any values</p>	
<p>2. Enter Innings 1 details a. ‘Overs at start of innings’ = 45 b. Final Score’ = 175</p>	
<p>3. Add Interruption a. ‘Overs played’ = 21.2 overs b. ‘Wickets lost’ = 4 c. ‘Overs Lost’ = 4 d. Done</p>	

4. Calculate


'Target Score' = 176

1st Innings

Overs at start of the innings 45 >

Interruptions

Add Interruption >

 21.2 overs played, 4 wickets lost, 4.0 overs lost.

Final score

Runs scored 175

Target score 176

Calculate

Team B – Target score is 176 runs to win or 175 runs to Tie from 41 overs.

Team B commences batting on time before weather ends its innings for the day at a score of 6-142 with 5 overs still remaining.

Determining the match winner.

5. Tap 2nd Innings

a) 'Overs at Start of the innings' = 41

b) 'First Innings Score' = 175

2nd Innings

Overs at start of the innings 41 >

First Innings Score 175

Interruptions

Add Interruption >

Revised score

Current score

Calculate

6. Add Interruption

- c) 'Overs Played' = 36
- d) 'Wickets lost' = 6
- e) 'Overs Lost' = 5
- f) Done
- g) Calculate

New Target = 148

The screenshot shows a cricket scorecard interface. At the top, there is a dark grey header with the text "Interruption". Below this, there are three light blue rounded rectangular boxes, each containing a label and a value with a right-pointing arrow: "Overs played" with the value "36.0", "Wickets lost" with the value "6", and "Overs lost" with the value "5.0". Below these is a white horizontal bar. Underneath that is another dark grey header with the text "2nd Innings". Below this header are three more light blue rounded rectangular boxes: "Overs at start of the innings" with the value "41", "First Innings Score" with the value "175", and "Interruptions" with the text "Add Interruption" and a right-pointing arrow. Below the "Interruptions" box is a red circle with a white minus sign, followed by a light blue rounded rectangular box containing the text "36.0 overs played, 6 wickets lost, 5.0 overs lost.". Below this is another dark grey header with the text "Revised score". Below this header are two light blue rounded rectangular boxes: "Current score" with the value "142" and "New target" with the value "148". At the bottom of the screen is a large light blue rounded rectangular button with the text "Calculate".

7. Result

Team A defeated Team B

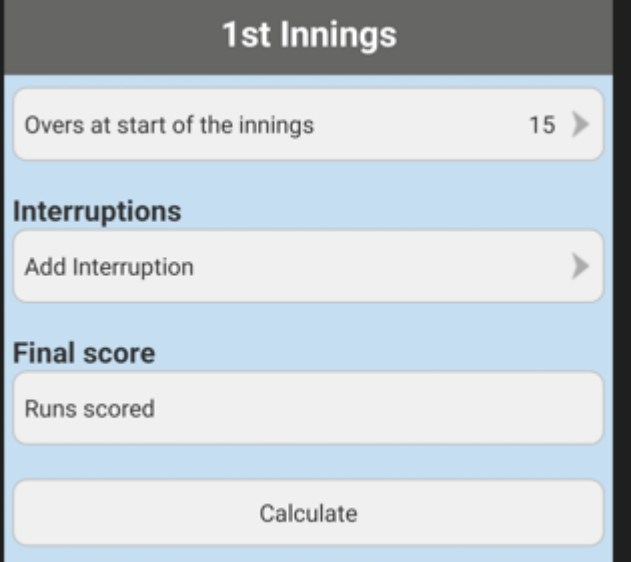
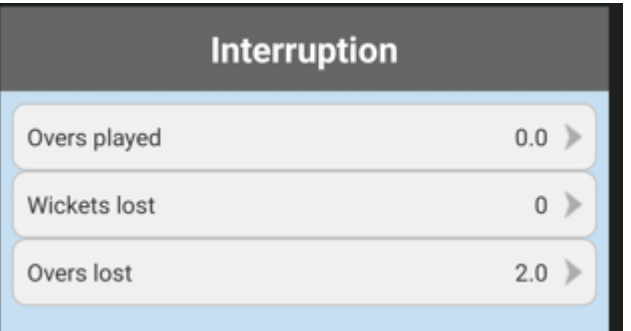


Example 4: T20 match – delayed start for 1st Innings plus a delayed start and a suspension during 2nd Innings

Match has a delayed start and the umpires determine the match will be 15 overs per team.

Team A bats uninterrupted scoring 6-96. Rain delays the start of 2nd innings with the umpires determining a loss of 2 overs for Team B.

Determining a new Target score required for Team B at the start of its innings.


<p>1. Open App and select D/L calculator as above a) Clear any values</p>	
<p>2. Enter Innings 1 details b) 'Overs at start of innings' = 15 (reduced overs) c) 'Runs scored' = 96</p>	
<p>5. Tap 2nd Innings a) 'Overs at Start of innings' = 15 b) 'First innings score' = 96</p> <p>6. Add Interruption a) 'Overs played' = 0 b) 'Wickets lost' = 0 c) 'Overs lost' = 2 d) Done e) Calculate</p>	

'New Target' = 86

2nd Innings

Overs at start of the innings	15 ▶
First Innings Score	96

Interruptions

Add Interruption ▶
 0.0 overs played, 0 wickets lost, 2.0 overs lost.

Revised score

Current score	
New target	86

Calculate

Team B – Target score is 86 runs to win or 85 runs to Tie from 13 overs.

Team B commences batting and its innings is suspended after 4.2 overs at 2-28. A further 2 overs are lost. No further suspensions occur and the innings is completed.

Determining a new Target score required for Team B to complete its innings.

Note: a second suspension is now added to the 2nd Innings calculation

9. Whilst still on 2nd Innings

- a) Add interruption
- b) 'Overs played' = 4.2
- c) 'Wickets lost' = 2
- d) 'Overs lost' = 2
- e) Done
- f) Calculate

'New Target' = 74

Interruption	
Overs played	4.2
Wickets lost	2
Overs lost	2.0

2nd Innings	
Overs at start of the innings	15
First Innings Score	96
Interruptions	
Add Interruption	
0.0 overs played, 0 wickets lost, 2.0 overs lost.	
4.2 overs played, 2 wickets lost, 2.0 overs lost.	
Revised score	
Current score	
New target	74
Calculate	

Team B – Target score is now 74 runs to win or 73 runs to Tie from 11 overs.