

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

The approved D/L calculator to be used in **ALL GRADES** is the Duckworth-Lewis Calculator (Tarams Inc.) for mobile phones (iPhone or Android).

Instructions for Use on Game Day

All Grades

1. Umpires to provide relevant match interruption 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 (using the stipulated G50 Score) 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.

G50 Score (Table of Par Score values by grade & match type)

Grade	G50 Value	
	Limited Overs Par Score	T20 Competition Par Score
G1 - First Grade	200	125
G2 - Second Grade	200	125
G3 - Third Grade	210	125
G4 - Fourth Grade	195 (45 overs)	125

Par scores per Grade have been determined based on the limited over match data extracted from MyCricket since 2012-13 (last 3 seasons), then averaged on a specific criteria of the team batting first and then also batting 98% of the overs.

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
- ✓ Stipulated **G50 value** for the grade and format is used
- ✓ **Overs at start of the innings** is correct for the grade and format (G4 & T20 matches)
- ✓ All **interruptions** are recorded and entered in order
- ✓ Any changes required after a calculation is performed, an **APP** reset and clear is required before performing another calculation

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

Grade Competition Committee

(September 2015)

Mobile Phone Apps



iPhone



Android

The above iPhone and Android images are of the Duckworth-Lewis Calculator App, developed by Tarams Inc. These are the approved Apps to be utilised for Duckworth-Lewis Calculations in the Cricket Illawarra grade competitions for the 2015-16 season onwards.

The Apps can be downloaded free of charge, and will be explained below.

How to Use App: (Following images are based on iPhone. Android version is similar)

1. Open App and move through the App to the ABOUT screen.
2. Enter the appropriate G50 Value for the match.
3. Enter details as prompted for each interruption. Refer to screen shots below.
4. Calculate new TARGET SCORE once all interruption details have been added.
5. View progressive Par Score required.



Enter the appropriate G50 Value for the corresponding Grade & format

Adding any Innings Interruptions

Add the innings interruptions by tapping on the 'Add Interruption' Tab. Ensure you add the interruption to the correct innings!

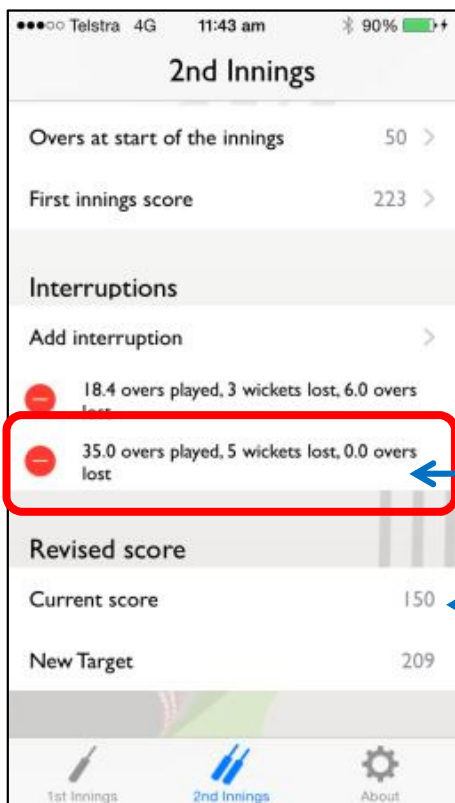
Enter accurate interruption data to exact number of overs, balls & wickets

Option fields when entering the interruptions. Tap the tab & enter details.

Overs played
Wickets lost
Overs lost

Ensure these are entered correctly, as an incorrect entry will give an incorrect target score!

Viewing current Par Score required and progressive Par Score table



Add an innings interruptions at any time.

Enter current details.

Overs played

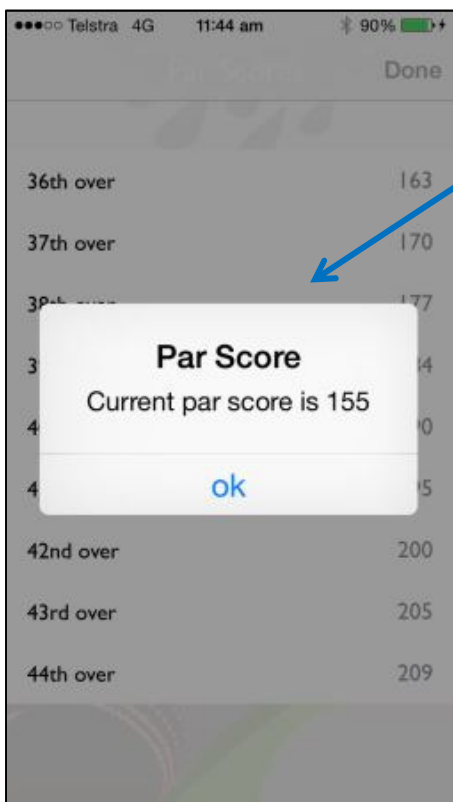
Wickets lost

Leave

Overs lost = 0.0

Current Score

Calculate to view the current **Par score and table!**



Note: each time a Wicket is lost the Par Score table will require an update recalculation!

Simply edit that existing Interruption with the new 'Overs played', 'Wickets lost', leaving 'Overs lost' at 0.0, then re-entering the new 'Current Score'. Calculate to generate the new updated Par Score and table.





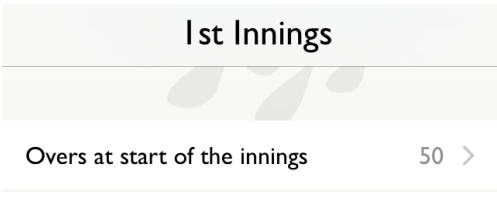

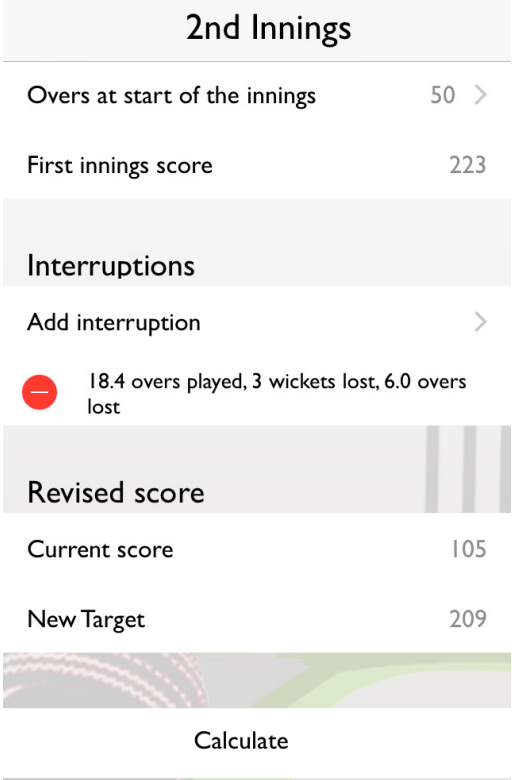
Examples on How to Use D/L Method App

Example 1: First Grade 50 over match – interruption 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 suddenly interrupted 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 interruptions occurring, however again rain looming.


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

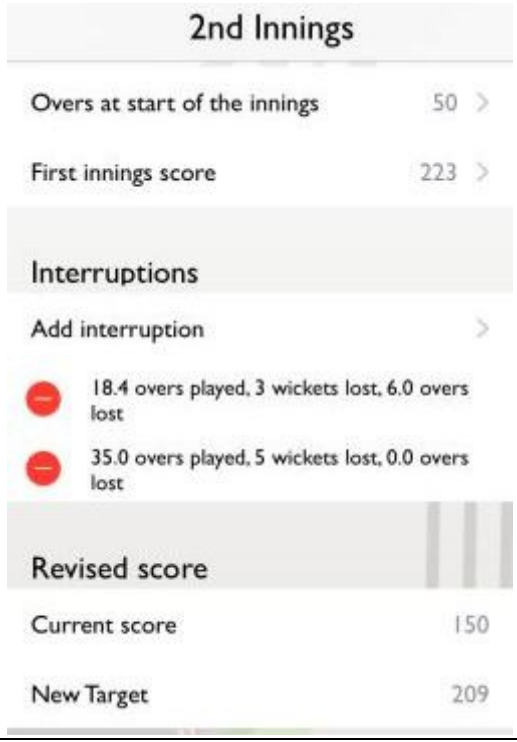
<p>1. Open App ensure App is reset & cleared</p>	
<p>2. Tap  About, then G50 field enter & ensure a) G50 Value = 200 (for G1) b) Save value by tapping anywhere on the screen</p>	
<p>3. Tap  1st Innings ensure a) 'Overs at start of the innings' = 50 b) no further entry is required in 1st innings</p>	
<p>4. Tap  2nd Innings enter & ensure a) 'Overs at start of the innings' = 50 b) 'First innings score' = 223</p> <p>5. Tap Add Interruption a) 'Overs played' = 18 overs, 4 balls b) Next c) 'Wickets lost' = 3 d) Next e) 'Overs lost' = 6 f) Done</p> <p>6. Revised score a) enter b) 'Current Score' = 105 c) 'Calculate' – to generate value</p> <p>'New Target' = 209</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 and the progressive Par Score target table for each future over

7. View the Par score and table for the 
8. Tap Add Interruption
 - a) 'Overs played' = **35 overs, 0 balls**
 - b) Next
 - c) 'Wickets lost' = **5**
 - d) Next
 - e) 'Overs lost' = **0.0 (must be 0.0)**
 - f) Done
9. Revised score enter
 - a) 'Current Score' = **150**
 - b) 'Calculate' – to generate value





2nd Innings

Overs at start of the innings 50 >

First innings score 223 >

Interruptions

Add interruption >

-  18.4 overs played, 3 wickets lost, 6.0 overs lost
-  35.0 overs played, 5 wickets lost, 0.0 overs lost

Revised score

Current score 150

New Target 209

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

Team B is currently 5 runs behind.



10. Generate Par Score table required by over
Press 'OK'

Notes: For the Team B chase





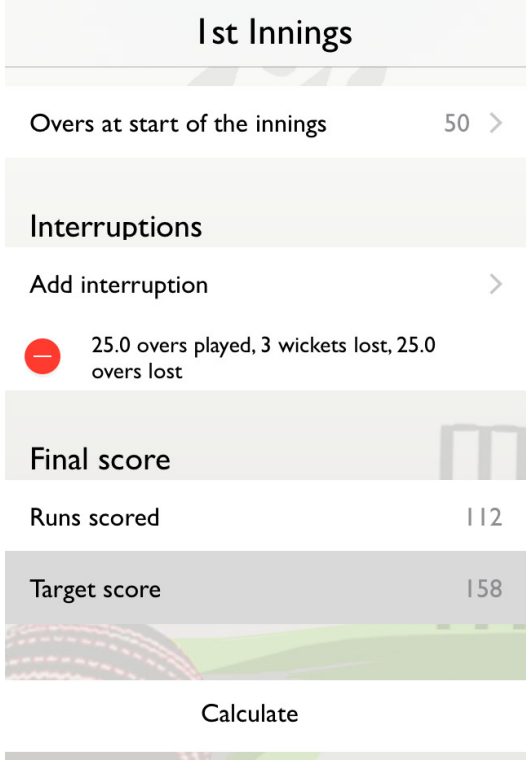
1. the Over targets assumes still only 5 wickets have been lost and no further wickets are lost until the innings finishes.
2. should further wickets be lost, each time a wicket is lost – steps 8 to 10 are to be edited / updated with the new match data to produce the new Par score targets required until the innings finishes.

Par Score	Done
36th over	163
37th over	170
38th over	177
39th over	184
40th over	190
41st over	195
42nd over	200
43rd over	205
44th over	209

Example 2: Second Grade 50 over match – interruption 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.



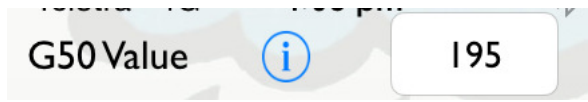

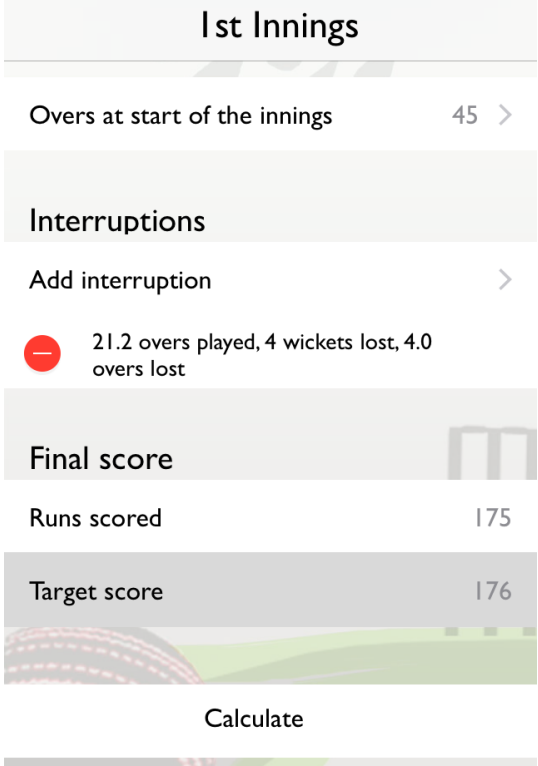
Determining the Target score required for Team B to win from 25 overs.

<p>1. Open App ensure App is reset & cleared</p>	
<p>2. Tap  About, then G50 field enter & ensure a) G50 Value = 200 (for G2) b) Save value by tapping anywhere on the screen</p>	
<p>3. Tap  1st Innings enter & ensure a) 'Overs at start of the innings' = 50</p> <p>4. Tap Add Interruption a) 'Overs played' = 25 overs b) Next c) 'Wickets lost' = 3 d) Next e) 'Overs lost' = 25 f) Done</p> <p>5. Final score enter a) 'Runs scored' = 112 b) 'Calculate' – to generate value 'New Target' = 158</p>	
<p>Team B – Target score is 158 runs to win or 157 runs to Tie from 25 overs.</p>	

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

Match starts on time. While Team A is batting the weather interrupts 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 ensure App is cleared & reset</p>	
<p>2. Tap  About, then G50 field enter & ensure a) G50 Value = 195 (for G4) b) Save value by tapping anywhere on the screen</p>	
<p>3. Tap  1st Innings ensure a) ‘Overs at start of the innings’ = 45 (for G4)</p> <p>4. Tap Add Interruption a) ‘Overs played’ = 21 overs, 2 balls b) Next c) ‘Wickets lost’ = 4 d) Next e) ‘Overs lost’ = 4 f) Done</p> <p>5. Final score enter a) ‘Runs Scored’ = 175 b) ‘Calculate’ – to generate value ‘New Target’ = 176</p>	

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.

<p>6. Re-enter & check values as above (steps 1 – 5) for the  1st Innings <i>Original Target value should equal 176</i></p>	
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7. Tap **2nd Innings**
ensure
 - a) 'Overs at start of the innings' = **41** (*now max overs for innings*)
 - b) 'First innings score' = **175**
8. Tap Add Interruption
 - a) 'Overs played' = **36**
 - b) Next
 - c) 'Wickets lost' = **6**
 - d) Next
 - e) 'Overs lost' = **5** (*overs not batted*)
 - f) Done
9. Revised score
enter
 - a) 'Current score' = **142**
 - b) 'Calculate' – to generate result
 - c) 'New Target' = **148**

2nd Innings

Overs at start of the innings 41 >

First innings score 175

Interruptions

Add interruption >

- 36.0 overs played, 6 wickets lost, 5.0 overs lost

Revised score

Current score 142

New Target 148

Calculate

10. Result

Team A defeated Team B

Result

Lost by 5 runs





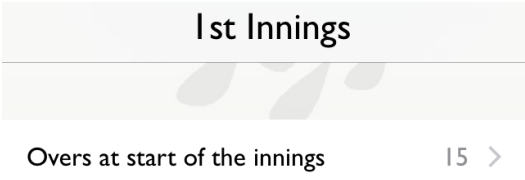

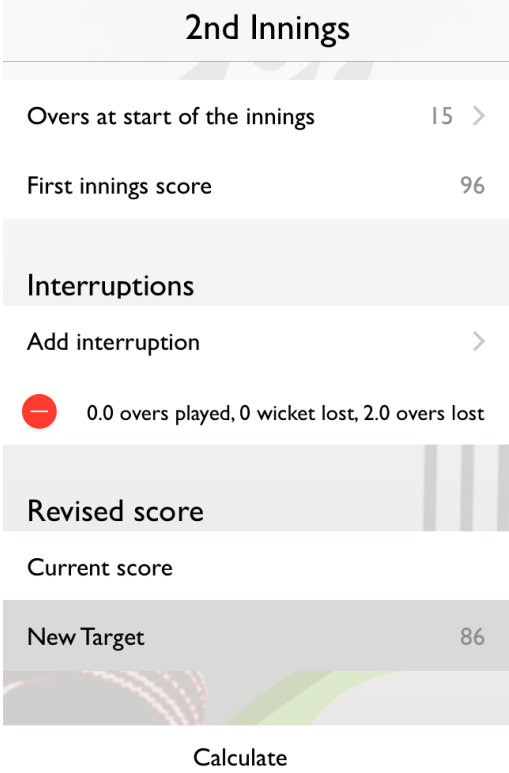
ok

Example 4: T20 match – delayed start for 1st Innings plus a delayed start and an interruption 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 ensure App is reset & cleared</p>	
<p>2. Tap , then G50 field enter & ensure a) G50 Value = 125 (all grades) b) Save value by tapping anywhere on the screen</p>	
<p>3. Tap , enter & ensure a) 'Overs at start of the innings' = 15 (reduced overs) b) no further entry is required in 1st innings</p>	
<p>4. Tap , enter & ensure a) 'Overs at start of the innings' = 15 b) 'First innings score' = 96</p> <p>5. Tap Add Interruption a) 'Overs played' = 0 overs, 0 ball (delayed start) b) Next c) 'Wickets lost' = 0 d) Next e) 'Overs lost' = 2 f) Done</p> <p>6. Revised score enter a) 'Current Score' = 0 b) 'Calculate' – to generate value</p> <p>'New Target' = 86</p>	



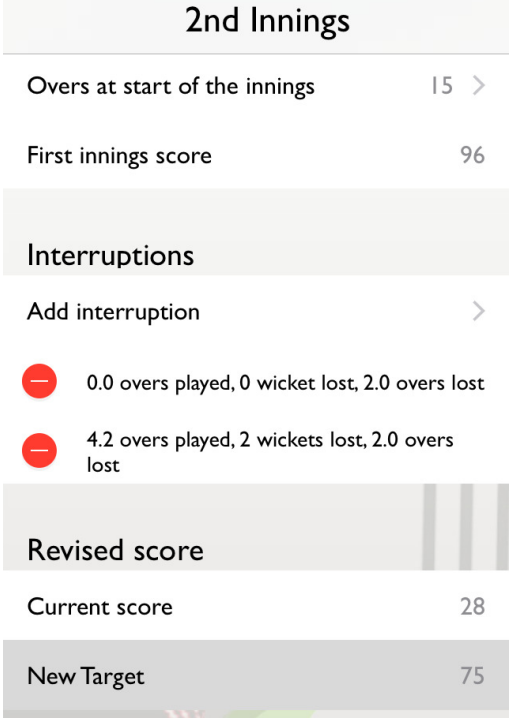
Team B – Target score is 86 runs to win or 85 runs to Tie from 13 overs.

Team B commences batting and its innings is suddenly interrupted after 4.2 overs at 2-28.

A further 2 overs are lost. No further interruptions occur and the innings is completed.

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

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

<p>7. Re-enter & check values as above (steps 1 - 6) for</p>  <p>Original Target value should equal 86</p>	
<p>8. Tap  enter & ensure</p> <p>a) 'Overs at start of the innings' = 15</p> <p>b) 'First innings score' = 96</p> <p>9. Tap Add Interruption</p> <p>a) 'Overs played' = 4 overs, 2 ball</p> <p>b) Next</p> <p>c) 'Wickets lost' = 2</p> <p>d) Next</p> <p>e) 'Overs lost' = 2</p> <p>f) Done</p> <p>10. Revised score enter</p> <p>a) 'Current Score' = 28</p> <p>b) 'Calculate' – to generate value</p> <p>'New Target' = 75</p>	
<p>Team B – Target score is now 75 runs to win or 74 runs to Tie from 11 overs.</p>	