Duckworth-Lewis-Stern Procedure

General

1 The Professional Edition of Duckworth Lewis Stern, Version 4, requiring the use of a working laptop computer and printer, or the Play Cricket Scorer app on Apple or Android applications, will be used to calculate the Target Score.

2 Where the DLS Professional Edition is used, all clubs shall use only the Duckworth-Lewis-Stern (DLS) software provided by the league in making the calculations. The DLS software embedded within PCS-PRO software may be used, provided it has been updated with the latest version.

3 The Professional Edition will give a Target Score and a table of Par Scores. The Target Score equals the Par Score plus 1.

Duckworth-Lewis-Stern Match Manager

4. The Home club is responsible for ensuring that a person competent in the way DLS calculations should be performed is appointed for each match. That person should be responsible for all DLS calculations and for the communications for such information to all relevant parties. The person appointed will be referred to as the DLS Match Manager (DLSMM).

5. The DLSMM will ensure that the approved current version of the DLS software is available and can be operated in a location where there is instant communication with the scorers.

6. Where a PA system announcer and/or representatives from the media are at the ground, it is the responsibility of the home club to ensure that they are informed as necessary of all DLS Target Scores.

7. When Team 1's innings has been completed:

   If overs have been lost during Team 1's innings or before Team 2's innings can start, as soon as Team 2's allocation of overs is known, the DLSMM will confirm Team 2's revised Target Score and communicate this to the persons specified in the Appendix.

   In all matches, the DLSMM will run the DLS software and produce an over-by-over print-out of the Par Score and make as many copies as are needed. The print-out should be distributed to the persons specified in the Appendix.

   If he / she judges that it may be required, the DLSMM will also distribute the ball-by-ball print-out to persons specified in the Appendix.

8. When the Umpires have decided to resume play, they will inform the DLSMM promptly, whenever possible not less than 10 minutes before play is due to start, of the revised number of overs. The DLSMM will run the software and confirm Team 2's revised Target Score to the umpires and, if applicable the scoreboard operator. He / she will the produce over-by-over and/or ball-by-ball print-outs of the Par Scores, make copies and distribute over-by-over/or ball-by-ball tables (at his / her discretion) as quickly as possible to the parties specified in the Appendix, ensuring that both captains and, if applicable, the scoreboard operator, receive their copies immediately.

9. If, during Team 2's innings, Team 2 incurs a penalty for which 5 runs are awarded to Team 1, the DLSMM will ensure that the scoreboard operator adds these 5 runs to Team 2's Target Score and to all Par Scores. The DLSMM will enter the penalty runs in the DLS software but not produce revised Par Score print-outs until these are required by virtue of a further loss of overs. After such an interruption, the DLSMM should maintain a check that the correct revised Target Score and Par Score are displayed on the Scoreboard.

10. At the end of the game, the DLSMM should enter the final match information into the DLS software and confirm that the winning margin is correctly recorded and announced.

Duties of a Scoreboard Operator

11. Any revised Par Score should be displayed as soon as it has been communicated to them. On scoreboards where there is insufficient room to display both the score actually made by Team 1 and the Par Score that Team 2 must exceed, the scoreboard should show the Par Score.

12. From time to time, when half of the minimum overs required for the game to be viable have been received by Team 2 (or earlier if desired), the DLS Par Score should be displayed. This should be the figure relating to the end of the over in progress and it should be updated as each new over is about to commence. (For example, the matches where 20 overs per side would constitute a valid match, the Par Score should be displayed no later than the start of the 11th over.) It should also be updated upon the fall of a wicket and before the new batter has walked out to bat. It should be the figure as printed in the Par Score print-out for the end of that over (remembering to add any penalty runs incurred as described in item 9 above.)

13. When play is suspended during Team 2's innings the scoreboard should display the Par Score for the exact number of overs and balls bowled and retain this display for the duration of the stoppage. When play resumes, the display should revert to the Par Score for the end of the over in progress, as per item 12, or whatever the new Par Score for that over in the game is, if a new Target Score has been set.

Appendix

List of people whom DLS information shall be communicated;

• The umpires, both team captains, scoreboard operator if applicable.

• Other parties at the discretion of the DLSMM