

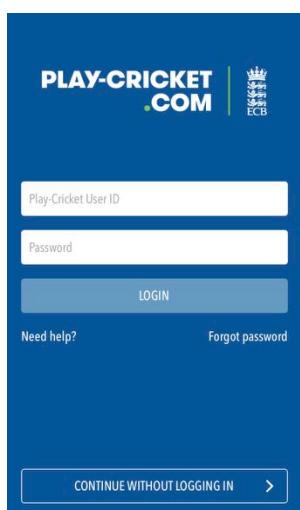


AJ FORDHAM Surrey Championship



Guidance for use of the Duckworth Lewis Calculator in 'Scorer' from Play-Cricket.com for Tier 2, Tier 3 & Tier 4 Matches

To obtain the required application go to <http://www.play-cricket.com/updates> for information on how to download either the iOS or Android version.



Once you have downloaded and launched the app, you will see a login screen. To **only** access the DL Calculator, tap on '*Continue without logging in*'. You do not require a login.

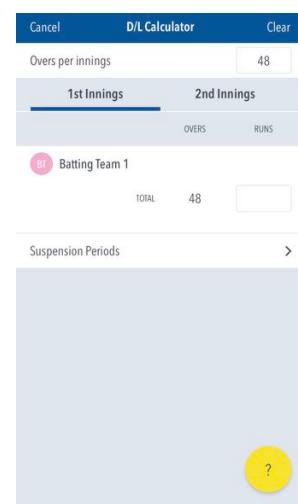
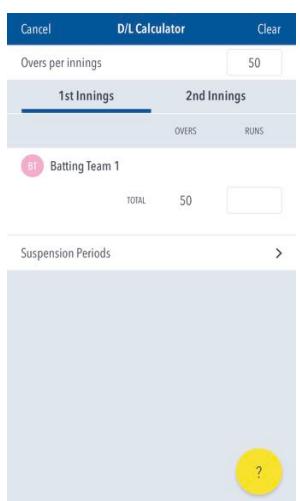


If you are already logged into the app but are **not** scoring a game you will need to log out to use the standalone D/L Calculator.

Tap on *D/L Calculator*.

NB If you are live scoring, access the D/L Calculator from *Match Status* or the 'Actions' button.

The first step is to enter the number of overs per innings. All limited over matches in Tiers 2 & 3 are 50 overs per innings. All matches in Tier 4, Divisions 2 and 3 are 45 overs per innings and all matches in Tier 4, Divisions 4 and 5 are 40 overs per innings. In our example, we are using a match that is scheduled to have 50 overs per innings so if you are in Tier 4, please adjust the initial number of overs accordingly.



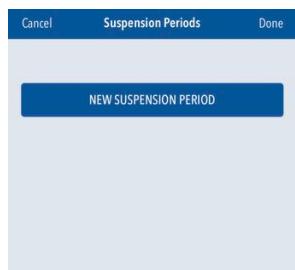
If the start of play is delayed, then the total number of overs for both sides may need to be adjusted upfront. For example, if the match cannot start until 40 minutes after the scheduled start, for matches with a 'Golden Half Hour', this means 10 minutes of play have been lost, reducing the match by 4 overs, or 2 overs per team (overs are deducted at a rate of 2 for each 7.5 minutes of play lost and you should round up time when calculating the overs to be deducted, so a 10-minute delay causes 4 overs (2 per innings) to be lost).

NB If you are playing in Tier 4, there is no 'Golden Half Hour', so overs will be deducted if play has not commenced within 7.5 minutes of the scheduled start time.

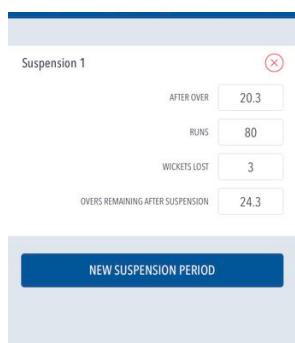
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Teams should consult with the umpires on the number of overs to be deducted, since it is their responsibility to decide the appropriate reduction. If no designated umpires are standing, the scorers with team captains must calculate and agree the number of overs each side will face. That is then recorded in the 'Overs per innings' box at the top right hand side of the screen and this is locked after the start of a match. In our example, the match has been reduced to 96 overs, so that each team will have 48 overs. At this stage, you do not need to use the DL calculator further, as both teams will receive the same number of overs, so long as there are no further interruptions.



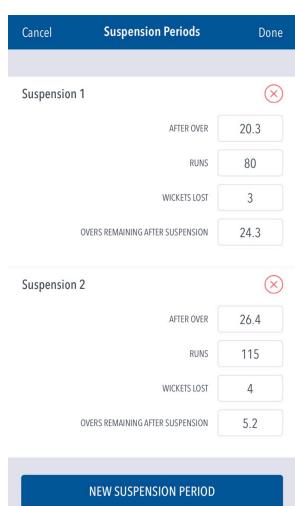
In the event that the match is further delayed by weather after the start, then you need to record all further delays as a period of suspension, by tapping on the text 'Suspension Periods' (shown in the image left) and then tap 'New Suspension Period', to record the balls faced, expressed in overs, at which play stopped; the number of runs scored at the same point; and the number of wickets that have fallen.



In our example, play is suspended after 20.3 overs, with the score on 80 for 3. **All time lost to interruptions must be recorded outside of the application to be able to calculate the overs lost and thereby allowing overs remaining to be entered here.**

Once the officials have agreed how long the suspension lasted (allowing time to restart the match, removing covers etc), the number of overs lost due to the break can be calculated.

Here, play was suspended for 20 minutes, meaning that 6 overs were lost, or 3 overs per innings. The total to be faced by both teams is therefore now 45 overs, but since the team batting first has already faced 20.3 overs, they now have 24.3 still to come, and this figure should be entered in the box marked 'Overs remaining after suspension'. When you have entered these details, tap 'Done'.



If there are any further delays, then you will need to enter that new period of suspension in the same way. In our example, there is another delay during the first innings, which reduces the match to 64 overs, or 32 overs per innings. At the time play is suspended a second time, the score is 115 for 4 and the batting side has faced 26.4 overs. It therefore has a further 5.2 overs to come before the end of the innings.

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D/L Calculator

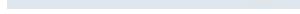
Overs per innings: 40

1st Innings	2nd Innings
OVERS	RUNS
BAT 1 Batting Team 1	TOTAL 32 157

Suspension Periods >

1 2 3 4 5 6 7 8 9 0
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ABC space Done

At the end of the innings, you then record the batting team's close of innings score in the 'Runs' box – in the example, the batting team scored 157 runs.



If you then tap on the tab marked '2nd innings', that will show you the D/L target score for the team batting second. In our example, the target score is 180 runs. If there are no further delays to the game, this is the total that the team batting second must reach in order to win the game.

Suspension Periods Done

Suspension 1

AFTER OVER: 17.1
RUNS: 75
WICKETS LOST: 3
OVERS REMAINING AFTER SUSPENSION: 4.5

NEW SUSPENSION PERIOD

D/L Calculator

Overs per innings: 40

1st Innings	2nd Innings
OVERS	RUNS
BAT 1 Batting Team 2	TARGET 22 123 PAR SCORE 123

Suspension Periods >

?

If there are further delays in the 2nd innings, then these needs to be entered as new suspension periods, under the tab for the 2nd innings. So, for example, if play is suspended after 17.1 overs, with the score at 75 for 3, and 10 overs are lost, then the batting side has only 4.5 overs still remaining for their innings (32 overs at the start of the innings, less 17.1 overs already faced and 10 overs lost). Enter these figures as below and tap 'Done'.

The target score has now been adjusted to 123 runs.

D/L Calculator

Overs per innings: 40

1st Innings	2nd Innings
OVERS	RUNS
BAT 1 Batting Team 2	TARGET 22 123 PAR SCORE 20.2 112

Suspension Periods >

1 2 3 4 5 6 7 8 9 0
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ABC space Done

In the event that there is a further interruption which causes the team batting to lose the rest of its overs, then you will need to calculate a **D/L Par Score** by entering the number of overs faced by the team batting second, and the number of wickets lost, in the 'Par Score' boxes as shown. In our example, the team batting second faced 20.2 overs (NB: if the team batting second is unable to face at least 20 overs, then the match is abandoned) and lost 8 wickets, so that the D/L Par Score is calculated as 112. If the team batting second had scored 112 runs at the close, the match is tied. If they had exceeded this total, they have won the match.