

What is Duckworth Lewis Stern D/L/S ?

Duckworth Lewis Stern (D/L/S) is a scoring system for interrupted games, it provides two clear numbers for players, umpires and spectators to see the possibilities for a result.

1) Revised Target for games reaching a conclusion

D/L/S on PlayCricket will replace our previous system for calculating a revised target in weather interrupted games.

Where weather interrupts a match after the start of the game during either or both innings and overs are lost then D/L/S will calculate a revised target for the team batting second at tea or at the resumption of play after each break in the second innings. How to calculate the overs lost and when a chase can and cannot begin is detailed in the rules.

The Revised Target is always a whole number.

Score the Revised Target = Win (irrespective of overs faced)

Score one less than Revised Target (min 20 overs in league, 10 in cup) = Tie,

Score less than Tie score = Loss (min 20 overs in league, 10 in cup)

Revised Target not reached & 20 overs not bowled (10 in cup) = 2 pts / bowl out in cup

2) Par Score for games that end early

D/L/S will provide a “par score” after every ball bowled in the second innings in every game. The Par score is always a whole number.

That par score is only used to calculate a result when a game ends abruptly due to weather or bad light and at least 20 complete overs have been played in the second innings. The actual score and the par score at that point are compared to determine the result.

2nd Innings score is greater than D/L/S Par = Win for side batting second

2nd Innings score equal to D/L/S Par = Match Tied

2nd Innings score less than D/L/S Par = Win for side bowling second

10 overs not bowled (cup) = Bowl out

20 overs not bowled (league) = 2 points each

A benefit of displaying the Par score is that both sides can see the trend should bad light or bad weather be on the way, but the actual comparison to determine a result can only be made after the last ball is bowled

When is it used?

D/L/S is used in all GMCL senior cricket divisions and cup competitions including GMCL20. It is not used in our Junior competitions.

No other D/L/S calculator is to be used.

How is it calculated?

D/L/S Revised Target and Par scores are calculated by the PlayCricket Scoring App when overs lost are correctly entered. This is calculated in Live or Offline mode.

As an umpire?

Following a rain break you must work with the scorers and notify them of the number of overs lost to be entered in the app. If this is during the 2nd innings they will notify you of the Revised Target, for you to notify the captains, also to be displayed on the scoreboard.

You must also advise the scorers of the revised maximum overs per bowler.

As a scorer?

Your job as a scorer is to ensure that when there is a weather break it is correctly shown on the scoring app as a weather break and then before recommencement the umpires will tell you the number of overs lost and this must be entered in the App.

You must work with the umpires in order to get this done correctly and notify them of the revised target shown on the App.

You must then display the Revised Target and Par scores on the scoreboard or adjacent to the scoreboard

As a captain?

The umpires will notify you of any Revised Target for the second innings before taking the field following an interruption.

As a home captain you should ensure that the scorer is able to display the Revised target and the Par score for the benefit of both teams, officials and spectators.