



DLS responsibility

Scorers are not responsible for DLS results or generating DLS targets:

- At representative level, a person will have been appointed by Queensland Cricket.
- At grade level, it is the home club's responsibility to appoint a person to ensure DLS is set up.

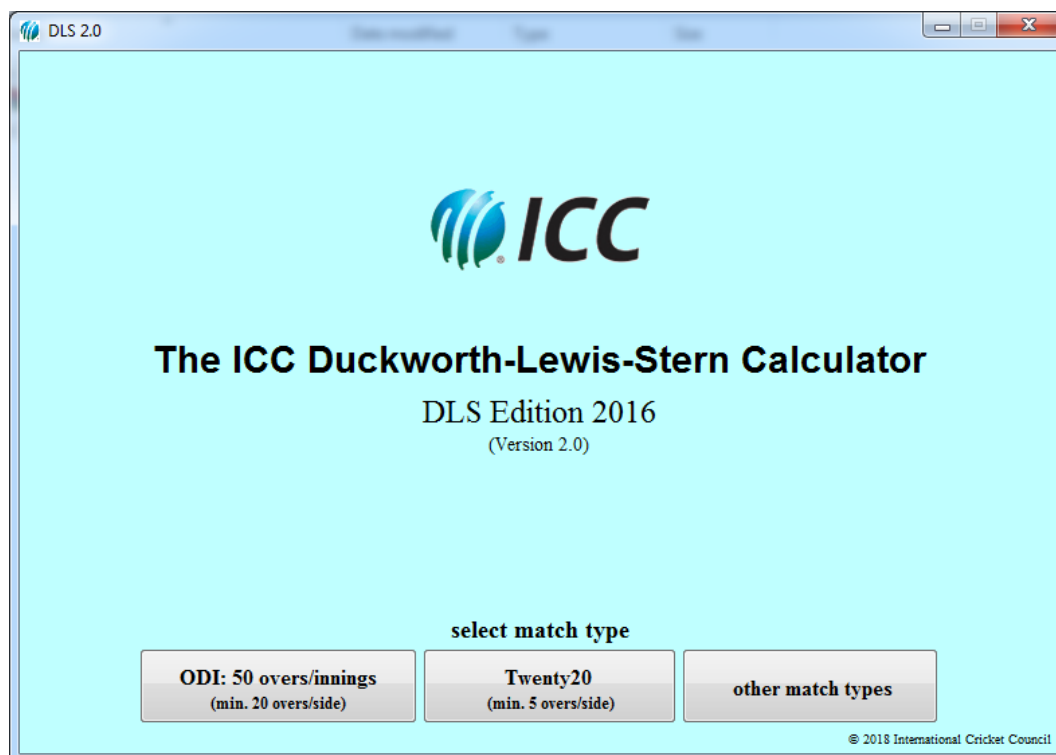
However it is advantageous for scorers to understand the working of DLS as:

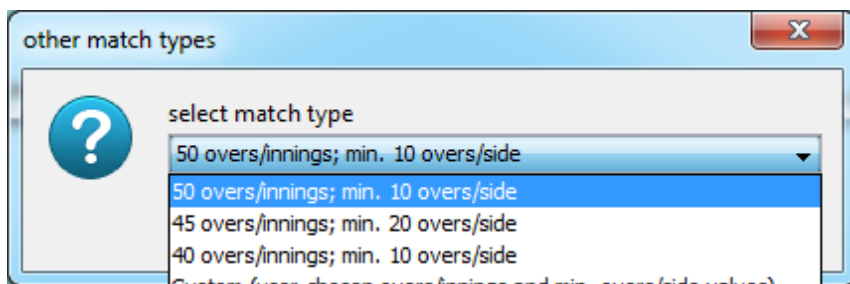
- at representative level, you will be given an over-by-over target sheet. You should understand this sheet and its use
- scorers usually volunteer as the club representative at grade level
- you will probably be asked why or how a result was determined. By having an understanding of DLS you will be able to answer these queries.

Remember — you are not responsible for DLS. If you do not wish to do DLS or are not comfortable doing it, then you can refuse.

Set up

When you open DLS, you will be presented with the splash screen below. Select the 'ODI: 50 overs/innings' or 'Twenty20' if your match has the same minimum overs restrictions. If neither of these cover your match, select 'other match types'.





Select a match from the drop down list or select 'Custom' (user-chosen overs/innings and min.overs/side values). Then enter values for overs/innings and minimum overs/side.

Operation

Possible match day scenarios are listed from simplest to most complex. On match day, start at the top and work your way down till you come to your scenario.

The simplest scenarios are when there are no interruptions, when there is no play or when the second team does not face the minimum overs. In these cases, we do not need DLS.

DLS is all about batting resources — how they are used and the loss of resources due to interruptions. Batting resources are wickets in hand and overs. You should always think in terms of these resources when thinking through DLS operations.

Remember, when you receive the over-by-over table, it will generally show the 'par score' at each over. You will need to add 1 run for the target score, unless otherwise noted.

Note: All scenarios are based on 50 over matches.

Scenario 1 – Team 1 bats out, Team 2 innings is cut short

- Team 1 bats its allotted overs, scoring 7-250 in 50 overs.
- Team 2 innings is cut short, scoring 5-199 in 40 overs

This is our most common scenario — Team 1 bats its overs, then Team 2 bats and the inevitable afternoon storm washes out the game.

In this case, Team 1 had use of all its available resources. If it was bowled out inside its overs, this does not affect the DLS target. It had use of its full resources, it just used them poorly.

Team 1 score 7-250 in 50 overs

Field	Value	Comment
Over/innings at start of match	50	
Team 1's final score	250	Wickets are irrelevant as all resources were available.



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DLS 2.0 - match type: ODI regulations (50 overs/innings; min. 20 overs/side)

Team 1's innings

overs/innings at start of match:

Team 1's final score:

overs	balls bowled	runs scored	wickets down	overs lost/side
1				
2				
3				
4				
5				

total overs available:

Team 2's innings

overs at start of innings:

TARGET: 251 (to win)

overs	balls bowled	runs scored	wickets down	overs lost
1				
2				
3				
4				
5				

total overs available:

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:

Team 2's innings target (to win) score is displayed, and par score tables can be created.

Team 2 scores 5-199 in 40 overs when the match is abandoned.

Field	Value	Comment
Over at start of innings	50	
Interruption:		
Overs.balls bowled	40	
Runs scored	199	
Wickets down	5	
Overs lost	a	Abandoned

DLS 2.0 - match type: ODI regulations (50 overs/innings; min. 20 overs/side)

Team 1's innings

overs/innings at start of match:

Team 1's final score:

overs	balls bowled	runs scored	wickets down	overs lost/side
1				
2				
3				
4				
5				

total overs available:

Team 2's innings

overs at start of innings:

TEAM 2 win by 17 runs (Par Score at end = 182)

TARGET: (to win)

overs	balls bowled	runs scored	wickets down	overs lost
1	40	199	5	a
2				
3				
4				
5				

total overs available:

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:



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The result is displayed – Team 2 win by 17 runs.

The result could also be determined from the over-by-over par score print out. See *Appendix 1 – Interpretation of par scores sheets.*

DLS 2.0: Table of over-by-over Par Scores

print table save table

overs bowled	overs remaining	wickets down									
		0	1	2	3	4	5	6	7	8	9
35	15	130	134	138	144	153	164	179	197	218	237
36	14	137	140	144	149	157	167	180	198	218	237
37	13	143	146	149	154	161	170	182	199	219	237
38	12	150	152	155	160	165	174	185	200	219	237
39	11	157	159	162	165	170	177	187	201	219	237
40	10	164	166	168	171	176	182	190	203	219	237
41	9	171	173	175	177	181	186	194	205	220	237
42	8	179	180	182	184	187	191	198	207	221	237
43	7	187	188	189	191	193	197	202	210	222	237
44	6	195	196	197	198	200	202	207	213	223	237
45	5	204	204	205	206	207	209	212	217	225	237

Scenario 2 – Team 1 bats out, Team 2 innings interrupted but return to field

- Team 1 bats its allotted overs, scoring 7-250 in 50 overs.
- Team 2 innings interruption, scoring 5-140 in 30 overs, then 10 overs lost.

Enter Team 1's score as above in Scenario 1.

Team 2 score 5-140 in 30 overs, 10 overs lost.

Field	Value	Comment
Over at start of innings	50	
Interruption:		
Overs.balls bowled	30	
Runs scored	140	
Wickets down	5	
Overs lost	10	



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DLS 2.0 - match type: ODI regulations (50 overs/innings; min. 20 overs/side)

Team 1's innings

overs/innings at start of match:

Team 1's final score:

	overs bowled	balls scored	wickets down	overs lost/side
1				
2				
3				
4				
5				

total overs available: 50

Team 2's innings

overs at start of innings:

Revised Target: 221 (40 overs)
(81 further runs in 10 overs)

TARGET: 221 (to win)

	overs bowled	balls scored	wickets down	overs lost
1	30	140	5	10
2				
3				
4				
5				

total overs available: 40

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:

Revised target (to win, not par) is displayed — 221 in 40 overs.

Team 2 has a reduced target as they have lost resources — overs.

The size of this reduction will depend on the resources they have maintained — wickets. Change the number of wickets lost and the target score will vary, reducing as more wickets are in hand.

You will need to print new par score tables, as these will have changed. As shown below, the table now only covers the remaining overs, 30 to 40, and also takes account of the wickets already lost.

DLS 2.0: Table of over-by-over Par Scores

overs bowled	overs remaining	wickets down									
		0	1	2	3	4	5	6	7	8	9
30	10	--	--	--	--	--	152	160	173	189	207
31	9	--	--	--	--	--	156	164	175	190	207
32	8	--	--	--	--	--	161	168	177	191	207
33	7	--	--	--	--	--	167	172	180	192	207
34	6	--	--	--	--	--	172	177	183	193	207
35	5	--	--	--	--	--	179	182	187	195	207
36	4	--	--	--	--	--	186	188	191	197	207
37	3	--	--	--	--	--	193	195	197	200	208
38	2	--	--	--	--	--	201	202	203	205	210
39	1	--	--	--	--	--	210	211	211	211	213
40	0	--	--	--	--	--	220	220	220	220	220

TableID(dls2.0): 50-250/50-30-5-10 Sun Jul 22 11:22:09 AEST 2018

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If Team 2 passes the par score (220) or reaches the target score (221) inside the 40 overs, it wins the match.

If there are more interruptions, follow the above process to add them in the next row/s.

If the game is washed out, follow the process in Scenario 1, adding the interruption in the next row.

Scenario 3 – Team 1’s innings is cut short

Be aware, Team 1’s score may be adjusted up or down depending on the resources it has used (wickets) and the resources lost (overs).

Scenario 3.1 – Team 1’s innings is abandoned

- Team 1’s innings is interrupted after 35 overs, with its score on 3-250.
- Team 1’s innings is abandoned and the match is reduced to 35 overs.

Field	Value	Comment
Over/innings at start of match	50	
Team 1’s final score		You can leave this blank, it will be filled automatically.
Interruption:		
Overs.balls bowled	35	
Runs scored	250	
Wickets down	3	
Overs lost	a	Abandoned

The screenshot shows the DLS 2.0 software interface for ODI regulations (50 overs/innings; min. 20 overs/side). It displays settings for Team 1's and Team 2's innings.

Team 1's innings: overs/innings at start of match: 50, Team 1's final score: 250.

Team 2's innings: overs at start of innings: 35.

TARGET: 293 (to win)

	overs.balls bowled	runs scored	wickets down	overs lost/side
1	35	250	3	a
2				
3				
4				
5				

add further stoppage row

total overs available: 35

total overs available: 35

Penalty runs awarded to Team 1 while Team 2 are batting: [input field]

create Par Score tables:



In this case, Team 1 has made good use of its resources — wickets. It has scored solidly and kept wickets in hand ready to push on in the final overs to set a big target.

DLS takes this into account and has adjusted Team 1’s score upward.

If Team 1 had wasted their resources — wickets, DLS would take this into account and adjust Team 1’s score down.

If Team 1 had lost 8 wickets, it would struggle to bat out its overs, so DLS will reduce its final total to 229.

Scenario 3.2 – Team 1’s innings is abandoned and further overs are lost to Team 2

- Team 1’s innings is interrupted after 35 overs, with their score on 3-250.
- Team 1’s innings is abandoned and more time is lost, reducing Team 2’s innings to 25 overs.

Team 1’s innings is abandoned and the match reduced to 35 overs.

Field	Value	Comment
Over/innings at start of match	50	
Team 1’s final score		You can leave this blank, it will be filled automatically.
Interruption:		
Overs.balls bowled	35	
Runs scored	250	
Wickets down	3	
Overs lost	a	Abandoned

DLS 2.0 - match type: ODI regulations (50 overs/innings; min. 20 overs/side)

Team 1's innings

overs/innings at start of match: 50
Team 1's final score: 250

Team 2's innings

overs at start of innings: 35
TARGET: 293 (to win)

	overs.balls bowled	runs scored	wickets down	overs lost/side
1	35	250	3	a
2				
3				
4				
5				

add further stoppage row

total overs available: 35

total overs available: 35

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:



More time is lost, reducing Team 2's innings to 30 overs.

Field	Value	Comment
Over/innings at start of match	30	Team 2's innings overs are reduced

DLS 2.0 - match type: Custom (50 overs/innings; min. 15 overs/side)

Team 1's innings

overs/innings at start of match:

Team 1's final score:

	overs	balls bowled	runs scored	wickets down	overs lost/side
1	35		250	3	a
2					
3					
4					
5					

total overs available:

Team 2's innings

overs at start of innings:

TARGET: 260 (to win)

	overs	balls bowled	runs scored	wickets down	overs lost
1					
2					
3					
4					
5					

total overs available:

Penalty runs awarded to Team 1 while Team 2 are batting:

add further stoppage row

create Par Score tables:

Team 2's target has been reduced as it has fewer resources (overs) than Team 1's 35 to chase the total.

For Team 2's innings, we follow the process above. If there are no further interruptions, the calculated target will stand. If there is another interruption and Team 2's innings is cut short, we follow the process in Scenario 1. If there are interruptions and Team 2 loses overs, we follow the process in Scenario 2.

Scenario 4 – Team 1's innings is interrupted with the loss of overs

Be aware Team 1's score may be adjusted up or down depending on the resources it has used (wickets) and the resources lost (overs).

- Team 1's innings is interrupted after 35 overs with the score on 3-250, 10 overs are lost.
- Team 1 reaches a final total of 6-300.



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Field	Value	Comment
Over/innings at start of match	50	
Team 1's final score	300	You can enter a '?' to see a table of possible scores.
Interruption:		
Overs.balls bowled	35	
Runs scored	250	
Wickets down	3	
Overs lost	10	

DLS 2.0 - match type: ODI regulations (50 overs/innings; min. 20 overs/side)

Team 1's innings

overs/innings at start of match:
Team 1's final score:

overs.balls bowled	runs scored	wickets down	overs lost/side
1 35	250	3	10
2			
3			
4			
5			

total overs available:

Team 2's innings

overs at start of innings:

TARGET: 315 (to win)

overs.balls bowled	runs scored	wickets down	overs lost
1			
2			
3			
4			
5			

total overs available:

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:

In this case, Team 1 is in a position of strength and has made good use of its resources — wickets.

DLS takes this into account and has adjusted Team 1's score upward.

As in Scenario 3 above, if Team 1 was in a weak position (8 wickets down), DLS would adjust Team 1's final total down.



Scenario 5 – Team 2’s innings is interrupted with lost overs and they win while off the field

- Team 1 bats its allotted overs, scoring 7-250 in 50 overs.
- Team 2 is on 4-198 after 40 overs. Interruption and 8 overs are lost, match reduced to 42 overs.

Field	Value	Comment
Team 1’s innings		
Over/innings at start of match	50	
Team 1’s final score	250	
Team 2’s innings		
Interruption:		
Overs.balls bowled	40	
Runs scored	198	
Wickets down	4	
Overs lost	8	

DLS 2.0 - match type: ODI regulations (50 overs/innings; min. 20 overs/side)

Team 1's innings					Team 2's innings				
overs/innings at start of match:	50	overs at start of innings:	50		overs.balls bowled	runs scored	wickets down	overs lost/side	
Team 1's final score:	250				1: 40	198	4	8	target (196) already achieved
					2:				
					3:				
					4:				
					5:				

add further stoppage row

total overs available: 50 total overs available: 42

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:

Team 2’s target to win in 42 overs is 196. It has already reached this total, so it is awarded the match without a need to return to the field.

I have seen this scenario a few times and it always results in much discussion, and often in the wrong decision to return to the field.



In this scenario, the result is based on the par score at the 40 over mark when the game ended, so Team 2 wins by DLS by 22 runs (not by 2 runs as most people assume).
The result can be determined from checking the par score sheets (see below).

DLS 2.0: Table of over-by-over Par Scores

print table **Table of over-by-over Par Scores** save table

overs bowled	overs remaining	wickets down									
		0	1	2	3	4	5	6	7	8	9
35	15	130	134	138	144	153	164	179	197	218	237
36	14	137	140	144	149	157	167	180	198	218	237
37	13	143	146	149	154	161	170	182	199	219	237
38	12	150	152	155	160	165	174	185	200	219	237
39	11	157	159	162	165	170	177	187	201	219	237
40	10	164	166	168	172	176	182	190	203	219	237
41	9	171	173	175	177	181	186	194	205	220	237
42	8	179	180	182	184	187	191	198	207	221	237
43	7	187	188	189	191	193	197	202	210	222	237
44	6	195	196	197	198	200	202	207	213	223	237
45	5	204	204	205	206	207	209	212	217	225	237

Scenario 6 – Worked example – a long day at the ground

This scenario covers a bad day at the ground, with all scenarios of lost overs and abandoned innings. The team scores and interruptions are shown below for you to work through to a match result. The full workings of the scenario with the final result are shown in Appendix 3.

1. Team 1's innings is interrupted after 19.3 overs, with its score on 2-97, 8 overs are lost.
2. Team 1's innings is again interrupted at the 23.4 over mark, score is 3-109, 4 overs are lost.
3. Team 1's innings is again interrupted at the 34 over mark, score is 6-171, innings is abandoned.
4. Further interruption during the break, with another 3 overs lost, Team 2 will have 31 overs.
5. Team 2's innings is interrupted after 8.1 overs with its score on 1-42, 5 overs are lost.
6. Team 2's innings is again interrupted at the 17 over mark, score is 3-121

What is the result if the match is abandoned?

What is the result if a further 7 overs are lost?

What is the target if a further 5 overs are lost?



Appendix 1 – Interpretation of par scores sheets

At the innings break of a representative limited overs match, the scorers will be given a copy of the over-by-over par scores sheet. After any interruptions, they will be given an updated copy of this sheet.

If you are responsible for DLS at a lower level match (e.g. Grade cricket), you may generate and print these sheets or view them on your laptop.

It is important you can correctly interpret these sheets because:

- If you are the scoreboard operator at the Gabba, or another ground with an electronic scoreboard (Metricon, Mackay, Townsville, Cairns) you will need to update the end of over par score at the start of each over.
- If you are the scorer at Allan Border Field, or another ground with scoreboard attendants, you will need to ensure the scoreboard operators are putting the correct end of over par score on the board at the start of each over.
- If you are scoring at any match, representative level or lower, people (umpires, players, coaches, press and general public) will expect you are able to read these sheets and determine who is currently in front and at the end of the match to be able to determine the result.

overs bowled	overs remaining	wickets down									
		0	1	2	3	4	5	6	7	8	9
0	50	0	22	49	81	118	157	196	232	262	284
1	49	4	25	52	83	119	158	197	232	262	284
2	48	7	28	54	85	120	158	197	232	262	284
3	47	11	31	57	87	121	159	198	232	262	284
4	46	15	35	59	89	123	160	198	233	262	284
5	45	19	38	62	91	124	161	199	233	262	284
6	44	23	41	65	93	126	162	199	233	263	284
7	43	26	45	67	95	127	163	199	233	263	285
8	42	30	48	70	97	128	163	200	234	263	285
9	41	34	51	73	99	130	164	200	234	263	285
10	40	39	55	76	102	131	165	201	234	263	285
11	39	43	59	79	104	133	166	201	234	264	285
12	38	47	62	82	106	134	167	202	235	264	285
13	37	51	66	85	108	136	168	202	235	264	285

The sheet shows the par score (**the score to tie the match**) at the end of each over for each count of wickets that have fallen.

To determine the par score needed at the end of the current over (end of over par score), go down the overs bowled column to the current over, go across this row to the column for wickets down.



How to determine the end of over par score

To find the end of over par score for the fifth over with three wickets down:

- Go down the overs bowled column to the fifth over.

overs bowled	overs remaining	wickets down									
		0	1	2	3	4	5	6	7	8	9
0	50	0	22	49	81	118	157	196	232	262	284
1	49	4	25	52	83	119	158	197	232	262	284
2	48	7	28	54	85	120	158	197	232	262	284
3	47	11	31	57	87	121	159	198	232	262	284
4	46	15	35	59	89	123	160	198	233	262	284
5	45	19	38	62	91	124	161	199	233	262	284
6	44	23	41	65	93	126	162	199	233	263	284
7	43	26	45	67	95	127	163	199	233	263	285
8	42	30	48	70	97	128	163	200	234	263	285
9	41	34	51	73	99	130	164	200	234	263	285

- Go across this row to the column with three wickets down.

overs bowled	overs remaining	wickets down									
		0	1	2	3	4	5	6	7	8	9
0	50	0	22	49	81	118	157	196	232	262	284
1	49	4	25	52	83	119	158	197	232	262	284
2	48	7	28	54	85	120	158	197	232	262	284
3	47	11	31	57	87	121	159	198	232	262	284
4	46	15	35	59	89	123	160	198	233	262	284
5	45	19	38	62	91	124	161	199	233	262	284
6	44	23	41	65	93	126	162	199	233	263	284
7	43	26	45	67	95	127	163	199	233	263	285
8	42	30	48	70	97	128	163	200	234	263	285
9	41	34	51	73	99	130	164	200	234	263	285

- Giving a par score (to tie the match) of 91 at the end of the over.

overs bowled	overs remaining	wickets down									
		0	1	2	3	4	5	6	7	8	9
0	50	0	22	49	81	118	157	196	232	262	284
1	49	4	25	52	83	119	158	197	232	262	284
2	48	7	28	54	85	120	158	197	232	262	284
3	47	11	31	57	87	121	159	198	232	262	284
4	46	15	35	59	89	123	160	198	233	262	284
5	45	19	38	62	91	124	161	199	233	262	284
6	44	23	41	65	93	126	162	199	233	263	284
7	43	26	45	67	95	127	163	199	233	263	285
8	42	30	48	70	97	128	163	200	234	263	285
9	41	34	51	73	99	130	164	200	234	263	285



Simple method to track end of over par scores

A simple method to easily track the current end of over par score is:

- At the end of each over, rule out that row. So at the start of the innings, rule out over 0, then at the end of over 1 rule out over 1.

overs bowled	overs remaining	wickets down									
		0	1	2	3	4	5	6	7	8	9
0	50	0	22	43	64	85	106	127	148	169	190
1	49	4	25	46	67	88	109	130	151	172	193
2	48	7	28	49	70	91	112	133	154	175	196
3	47	11	31	52	73	94	115	136	157	178	199
4	46	15	35	56	77	98	119	140	161	182	203
5	45	19	38	59	80	101	122	143	164	185	206

You can easily see the end of over par score for over 2, with 0 wickets down, is 7.

- When a wicket falls in the over, rule out the column preceding the wickets down column. So if the first wicket falls in the second over, rule out the column for 0 wickets down.

overs bowled	overs remaining	wickets down									
		0	1	2	3	4	5	6	7	8	9
0	50	0	22	43	64	85	106	127	148	169	190
1	49	4	25	46	67	88	109	130	151	172	193
2	48	7	28	49	70	91	112	133	154	175	196
3	47	11	31	52	73	94	115	136	157	178	199
4	46	15	35	56	77	98	119	140	161	182	203
5	45	19	38	59	80	101	122	143	164	185	206
6	44	23	41	62	83	104	125	146	167	188	209
7	43	27	45	66	87	108	129	150	171	192	213
8	42	31	48	69	90	111	132	153	174	195	216
9	41	35	51	72	93	114	135	156	177	198	219
10	40	39	55	76	97	118	139	160	181	202	223

- You can now easily see the end of over par score for over 2, with 1 wicket down, has gone up to 28.



Appendix 2 – MyCricket DLS calculator

The MyCricket scoring app has a built in DLS calculator. The DLS calculator, called D/L Calculator, can be used as a standalone DLS calculator, or can be run linked to ball-by-ball scoring where it will give the target score and current par score.

D/L calculator – stand alone

The D/L calculator can be accessed from the main screen or while scoring a game by selecting:

- 'Match Status'
- 'D/L Calculator' ('Use Duckworth Lewis' must be on [blue]).

You will then enter 1st innings (Batting Team 1) totals, and if there were interruptions, these can be entered by selecting the 'Suspension Periods' tag and 'New Suspension Period'.

On the 2nd Innings (Batting Team 2) tab, the target score is displayed. Interruptions can be entered using the 'Suspension Periods' tag.

No over-by-over par score sheets are available, but par scores can be determined by entering the over and wickets down details in the relevant boxes.

D/L calculator – ball-by-ball scoring

When scoring ball-by-ball, the D/L Calculator can be turned on or off at any time. To do this, go to:

- 'Match Status'
- 'Use Duckworth-Lewis' (move button to on [blue] or off [white]).

Target and par scores will now be displayed on the main 'Scoresheet' screen.

To add interruptions, go to:

- 'Match Status'
- 'D/L Calculator'

Or

- Tap the 'Target Par >' tag above batters scores
- Select the 1st or 2nd innings as required
- Select 'Suspension Periods'
- Select 'New Suspension Period'
- Suspension details will be prefilled with overs, runs, wickets and overs remaining, update these fields as required, **NOTE: D/L Calculator uses 'Overs Remaining After Suspension', not overs lost**
- Select 'Done'.

Revised target and par scores will be displayed when the next ball is entered.



Appendix 3 – Scenario 6 – Worked example – Solution

1. Team 1's innings is interrupted after 19.3 overs with its score on 2-97, 8 overs are lost.

Field	Value	Comment
Over/innings at start of match	50	
Team 1's final score		You can leave this blank, it will be filled automatically.
Interruption:		
Overs.balls bowled	19.3	
Runs scored	97	
Wickets down	2	
Overs lost	8	

The screenshot shows the DLS 2.0 software interface for a match configuration. The window title is "DLS 2.0 - match type: Custom (50 overs/innings; min. 15 overs/side)".

Team 1's innings:

- overs/innings at start of match: 50
- Team 1's final score: (blank)
- overs.balls bowled: 19.3
- runs scored: 97
- wickets down: 2
- overs lost/side: 8
- total overs available: 42

Team 2's innings:

- overs at start of innings: 42
- TARGET: (blank) (to win)
- overs.balls bowled: (blank)
- runs scored: (blank)
- wickets down: (blank)
- overs lost: (blank)
- total overs available: 42
- Penalty runs awarded to Team 1 while Team 2 are batting: (blank)

Buttons at the bottom include: "create Par Score tables: over-by-over, ball-by-ball", "reset input fields", "change match type", and "create DLS match report".

2. Team 1's innings is again interrupted at the 23.4 over mark, score is 3-109, 4 overs are lost.

Field	Value	Comment
Team 1's final score		You can leave this blank, it will be filled automatically.
Interruption:		Entered in row 2
Overs.balls bowled	23.4	
Runs scored	109	
Wickets down	3	
Overs lost	4	



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DLS 2.0 - match type: Custom (50 overs/innings; min. 15 overs/side)

Team 1's innings

overs/innings at start of match: 50
Team 1's final score:

	overs bowled	balls scored	wickets down	overs lost/side
1	19.3	97	2	8
2	23.4	109	3	4
3				
4				
5				

total overs available: 38

Team 2's innings

overs at start of innings: 38
TARGET: (to win)

	overs bowled	balls scored	wickets down	overs lost
1				
2				
3				
4				
5				

total overs available: 38

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:

over-by-over
ball-by-ball
NOTE: Enter '?' to get table of possible Targets
reset input fields

change match type
create DLS match report

3. Team 1's innings is again interrupted at the 34 over mark, score is 6-171, innings is abandoned.

Field	Value	Comment
Team 1's final score		You can leave this blank, it will be filled automatically.
Interruption:		Entered in row 3
Overs.balls bowled	34	
Runs scored	171	
Wickets down	6	
Overs lost	a	Abandoned

DLS 2.0 - match type: Custom (50 overs/innings; min. 15 overs/side)

Team 1's innings

overs/innings at start of match: 50
Team 1's final score: 171

	overs bowled	balls scored	wickets down	overs lost/side
1	19.3	97	2	8
2	23.4	109	3	4
3	34	171	6	a
4				
5				

total overs available: 34

Team 2's innings

overs at start of innings: 34
TARGET: 205 (to win)

	overs bowled	balls scored	wickets down	overs lost
1				
2				
3				
4				
5				

total overs available: 34

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:

over-by-over
ball-by-ball
reset input fields

change match type
create DLS match report



4. Further interruption during the break, with another 3 overs lost, Team 2 will have 31 overs.

Field	Value	Comment
Over/innings at start of match	31	Team 2's innings

The screenshot shows the DLS 2.0 software interface. On the left, Team 1's innings is set to 50 overs/innings at start of match, with a final score of 171. On the right, Team 2's innings is set to start at 31 overs. A red box highlights the 'TARGET: 195 (to win)'. Below this, there are two tables for innings progress. Team 1's table shows 34 overs bowled, 171 runs scored, and 6 wickets down. Team 2's table is empty. At the bottom, 'total overs available' is shown as 34 for Team 1 and 31 for Team 2. There are also buttons for 'create Par Score tables', 'reset input fields', 'change match type', and 'create DLS match report'.

5. Team 2's innings is interrupted after 8.1 overs with their score on 1-42, 5 overs are lost.

Field	Value	Comment
Interruption:		
Overs.balls bowled	8.1	
Runs scored	42	
Wickets down	1	
Overs lost	5	



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Duckworth-Lewis-Stern

DLS 2.0 - match type: Custom (50 overs/innings; min. 15 overs/side)

Team 1's innings

overs/innings at start of match:
 Team 1's final score:

	overs bowled	balls scored	wickets down	overs lost/side
1	19.3	97	2	8
2	23.4	109	3	4
3	34	171	6	a
4				
5				

total overs available:

Team 2's innings

overs at start of innings:

Revised Target: 172 (26 overs)
(130 further runs in 17.5 overs)

TARGET: 172 (to win)

	overs bowled	balls scored	wickets down	overs lost
1	8.1	42	1	5
2				
3				
4				
5				

total overs available:

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:

6. Team 2's innings is again interrupted at the 17 over mark, score is 3-121

Field	Value	Comment
Interruption:		
Overs.balls bowled	17	
Runs scored	121	
Wickets down	3	
Overs lost		

DLS 2.0 - match type: Custom (50 overs/innings; min. 15 overs/side)

Team 1's innings

overs/innings at start of match:
 Team 1's final score:

	overs bowled	balls scored	wickets down	overs lost/side
1	19.3	97	2	8
2	23.4	109	3	4
3	34	171	6	a
4				
5				

total overs available:

Team 2's innings

overs at start of innings:

Team 2 are ahead by 21
(Par Score = 100)

TARGET: 172 (to win)

	overs bowled	balls scored	wickets down	overs lost
1	8.1	51	1	5
2	17	121	3	
3				
4				
5				

total overs available:

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:

NOTE: Enter 'a' to abandon innings or '?' for table of possible Targets



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What is the result if the match is abandoned?

DLS 2.0 - match type: Custom (50 overs/innings; min. 15 overs/side)

Team 1's innings

overs/innings at start of match: 50
Team 1's final score: 171

	overs	balls bowled	runs scored	wickets down	overs lost/side
1	19.3	97	2	8	
2	23.4	109	3	4	
3	34	171	6	a	
4					
5					

Team 2's innings

overs at start of innings: 31

TEAM 2 win by 21 runs (Par Score at end = 100)

TARGET: (to win)

	overs	balls bowled	runs scored	wickets down	overs lost
1	8.1	51	1	5	
2	17	121	3	a	
3					
4					
5					

add further stoppage row

total overs available: 34 total overs available: 17

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:
over-by-over ball-by-ball

reset input fields
change match type
create DLS match report

What is the result if a further 7 overs are lost?

DLS 2.0 - match type: Custom (50 overs/innings; min. 15 overs/side)

Team 1's innings

overs/innings at start of match: 50
Team 1's final score: 171

	overs	balls bowled	runs scored	wickets down	overs lost/side
1	19.3	97	2	8	
2	23.4	109	3	4	
3	34	171	6	a	
4					
5					

Team 2's innings

overs at start of innings: 31

TEAM 2 win by 21 runs (Par Score at end = 100)

TARGET: (to win)

	overs	balls bowled	runs scored	wickets down	overs lost
1	8.1	51	1	5	
2	17	121	3	7	
3					
4					
5					

add further stoppage row

total overs available: 34 total overs available: 19

Penalty runs awarded to Team 1 while Team 2 are batting:

target (120) already achieved

create Par Score tables:
over-by-over ball-by-ball

reset input fields
change match type
create DLS match report



DLS 2.0: Table of possible Targets

print table save table

Table of possible Targets

overs lost in current stoppage	total overs in innings	overs remaining	Target
0	26	9	172
1	25	8	166
2	24	7	159
3	23	6	152
4	22	5	145
5	21	4	137
6	20	3	129
7	19	2	120 (already achieved)

TableID(dls2.0): 50-171-19.3-2-8-23.4-3-4-34-6-a/31-8.1-1-5-17-3-? Sun Jul 29 11:32:34 AEST 2018
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What is the target if a further 5 overs are lost?

DLS 2.0 - match type: Custom (50 overs/innings; min. 15 overs/side)

Team 1's innings

overs/innings at start of match:

Team 1's final score:

Team 2's innings

overs at start of innings:

Revised Target: 137 (21 overs)
(16 further runs in 4 overs)

TARGET: 137 (to win)

Team 1's innings				Team 2's innings			
overs	balls bowled	runs scored	wickets down	overs	balls bowled	runs scored	wickets down
1	19.3	97	2	1	8.1	51	1
2	23.4	109	3	2	17	121	3
3	34	171	6	3			
4				4			
5				5			

add further stoppage row

total overs available: total overs available:

Penalty runs awarded to Team 1 while Team 2 are batting:

create Par Score tables:

DLS 2.0: Table of over-by-over Par Scores

print table save table

Table of over-by-over Par Scores

overs bowled	overs remaining	wickets down									
		0	1	2	3	4	5	6	7	8	9
17	4	--	--	--	100	101	102	104	108	113	124
18	3	--	--	--	108	109	110	111	113	117	124
19	2	--	--	--	117	117	118	118	119	121	126
20	1	--	--	--	126	126	127	127	127	128	129
21	0	--	--	--	136	136	136	136	136	136	136

TableID(dls2.0): 50-171-19.3-2-8-23.4-3-4-34-6-a/31-8.1-1-5-17-3-5 Sun Jul 29 11:38:38 AEST 2018
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