

Duckworth Lewis via Cric Hq

Duckworth Lewis (DL)

- This is a document to show how to use Duckworth Lewis via Cric HQ .
- Duckworth lewis will be used for any rain effected senior game within the Bolton cricket league.
- You must be scoring via cric hq to use this method, but it doesn't not have to be live. So if your wifi goes down , you can still use DL.
- Minimum overs to be played to constitute a game is 25 overs.
- If DL is used the Par score must be shown after each over or fall of wicket.

- Step by Step instructions.
- 1st you need to set up your game as normal then click start.

DL can be used anytime throughout the game.

If you have a rain delay before the start of the game, you still start the game and then follow the instructions below.

The instruction below can be used for a delay at any time throughout the game.

Start Innings.

When DL starts either beginning or during the game click

- Action
- Match Delay
- Weather

This is where the game will be paused (you still need to do this even if its the beginning of the match)

- Resume Match
- Make sure Apply Duckworth Lewis is switched on.
- Overs lost per team – its either a box at the side or a real at the bottom of the screen dependant on iso or android. Fill in or move real to the number of overs lost

The Umpire will tell you how many overs are lost for each delay.

1st innings 1 over per innings every 7 mins.

2nd innings 1 over every 3.5 mins.

You will notice along the bar across the top of the batting on the scoring page will now show overs remaining with the reduced overs taken off,

This is based on a 50 over game.

ie if a 50 over game, no overs played, you lose 5 overs , the overs remaining will be 45 before you start the game. Then that will reduce from 45 each time an over is played rather than the original 50 overs.

Scoring

Farnworth Social Circle CC 1ST 0/0 0.0 OV

Lostock CC 1ST

DLS Projected Score: 230 Partnership: 0 Overs remaining: 45.0

Batting	R	B	4s	6s	SR	
A Brooks	0	0	0	0	0.00	↺
A Lane	0	0	0	0	0.00	
Bowling	O	M	R	W	Econ	
A Senior	0.0	0	0	0	0.00	↔
	0.0	0	0	0	—	

0

		Wicket	Action
<u>1</u>	<u>2</u>	<u>3</u>	Edit
<u>4</u>	<u>6</u>	Extras	Settings

You will notice along the bar across the top of the batting on the scoring page will now show overs remaining with the reduced overs taken off,
 This is based on a 50 over game.
 ie if a 50 over game, no overs played, you lose 5 overs , the overs remaining will be 45 before you start the game. Then that will reduce from 45 each time an over is played rather than the original 50 overs.

Before the game has started and 5 overs have been lost

20:05 Scoring

Farnworth Social Circle CC 1ST 0/0 0.0 OV

Lostock CC 1ST

DLS Projected Score: 230 Partnership: 0 Overs remaining: 45.0

Batting	R	B	4s	6s	SR
A Brooks	0	0	0	0	0.00
A Lane	0	0	0	0	0.00

Bowling	O	M	R	W	Econ
A Senior	0.0	0	0	0	0.00
	0.0	0	0	0	---

0

		Wicket	Action
1	2	3	Edit
4	6	Extras	Settings

During game after 5 overs have been played

20:16 Scoring

Farnworth Social Circle CC 1ST 21/0 5.0 OV

Lostock CC 1ST

DLS Projected Score: 248 Partnership: 21 Overs remaining: 40.0

Batting	R	B	4s	6s	SR
A Brooks	21	18	1	1	116.67
A Lane	0	12	0	0	0.00

Bowling	O	M	R	W	Econ
A Senior	3.0	0	18	0	6.00
D Cockton	2.0	1	3	0	1.50

0

		Wicket	Action
1	2	3	Edit
4	6	Extras	Settings

If you have another rain delay you follow the same as above. Match delay, weather, resume match fill in overs lost. Again you'll see the overs remaining will have reduced again

This is same game with an extra 8 overs lost

Scoring 20:24 98%

Farnworth Social Circle CC 1ST 21/0 5.0 OV

Lostock CC 1ST

DLS Projected Score: 205 Partnership: 21 Overs remaining: 32.0

Batting	R	B	4s	6s	SR	
A Brooks	21	18	1	1	116.67	↺
A Lane	0	12	0	0	0.00	↺
Bowling	O	M	R	W	Econ	
A Senior	3.0	0	18	0	6.00	↔
D Cockton	2.0	1	3	0	1.50	↔

0

		Wicket	Action
1	2	3	Edit
4	6	Extras	Settings

This is same game after playing a further 3 overs

Scoring 20:25 98%

Farnworth Social Circle CC 1ST 29/1 8.0 OV

Lostock CC 1ST

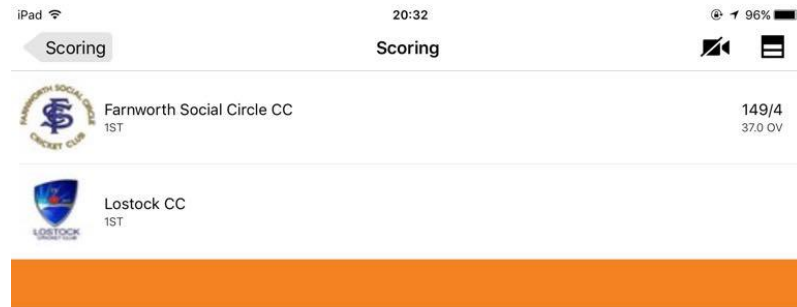
DLS Projected Score: 184 Partnership: 8 Overs remaining: 29.0

Batting	R	B	4s	6s	SR	
A Wareing	7	15	0	0	46.67	↺
A Lane	1	14	0	0	7.14	↺
Bowling	O	M	R	W	Econ	
A Senior	4.0	0	20	0	5.00	↔
D Cockton	4.0	1	9	1	2.25	↔

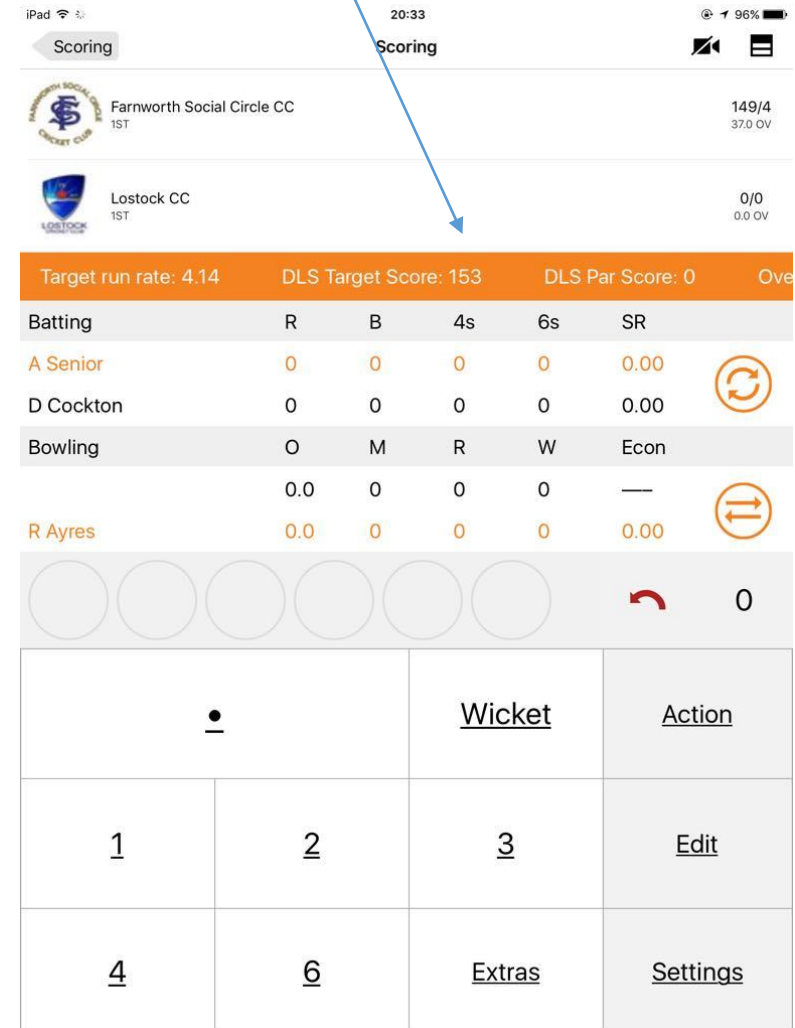
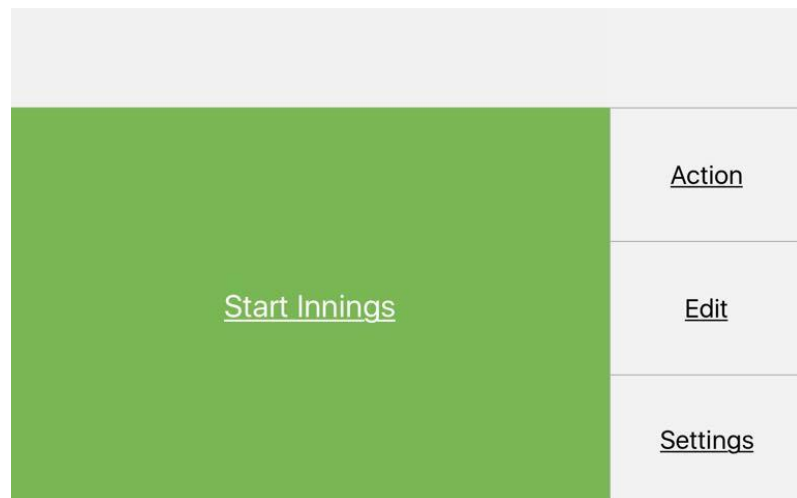
0

		Wicket	Action
1	2	3	Edit
4	6	Extras	Settings

If no further delays in the match. At the end of the 1st innings, finish the innings as normal. Now you will have to start the 2nd innings to obtain the DLS Target Score. (when delays in 1st innings, the target could be more than actually scored in the 1st innings). As you can see from the example below. 1st innning they scored 149 but the target score is 153. all this information is on the bar that scrolls across the screen.



Match Paused
Waiting for innings to start



During the 2nd innings after each over or lost of wicket you need to display the Par score. Par score is shown along the bar that scrolls across and changes after each ball. But we are asking you to display after each over or fall of wicket. You can use either a junior board to display the target score and use the target score on the scoreboard for par score. You just need to decide and let the umpires know where you will be displaying the par score. (only to be displayed on a game when DL has been used).

After 1 over, you'll see Par score

Scoring

21:06

94%

Farnworth Social Circle CC

149/4

37.0 OV

Lostock CC

4/0

1.0 OV

Target run rate: 4.14

DLS Target Score: 153

DLS Par Score: 2

Ov

Batting	R	B	4s	6s	SR	
A Senior	4	6	0	0	66.67	
D Cockton	0	0	0	0	0.00	
Bowling	O	M	R	W	Econ	
	0.0	0	0	0	—	
R Ayres	1.0	0	4	0	4.00	

Select next bowler

Action

Edit

Settings

After 3 overs, you see par score has changed

Scoring

21:09

93%

Farnworth Social Circle CC

149/4

37.0 OV

Lostock CC

7/0

3.0 OV

Target run rate: 4.29

DLS Target Score: 153

DLS Par Score: 7

Overs

Batting	R	B	4s	6s	SR	
A Senior	7	12	0	0	58.33	
D Cockton	0	6	0	0	0.00	
Bowling	O	M	R	W	Econ	
	0.0	0	0	0	—	
R Dempster	1.0	1	0	0	0.00	
R Ayres	2.0	0	7	0	3.50	

0

Wicket

Action

1	2	3	Edit
4	6	Extras	Settings

- Par Score – BCL minimum number of overs to be played is 25. So the Par score only comes into effect at 25 overs. (but must be displayed from over 1). This means that if the game is delayed again and 25 overs in 2nd innings have been played, and the game does not continue, then if the team batting 2nd have got the par score or above they win the match. If they are below the par score, then they lose the match.
- Target score – If a game is played to completion. Then if the team batting 2nd scores the target score they win, if they are below the target score they lose.

Team batting 2nd can decide that even if there is less than 25 overs to play they will chase the score and continue the match. The target score will be the target as though there is 25 overs left to play. So when inputting the reduced overs, you make sure that it doesn't go below 25 overs left to play. You then play the game to completion.

If after delay there is only time for 18 overs. Team batting decide they want to chase the target. In cricket HQ you only put in reduced overs so it leaves 25 left. If played 15 of 50 overs umpire says there's only 18 overs left. Instead of taking off 17 overs which would be the reduced overs, you can only take input 10 overs. This will give you a new target score. This is the runs that the batting team have to achieve to win the game, if they do not achieve that target they lose.

- For information

There was a problem that if you put a scheduled break (drinks) in the 1st innings and you had put reduced overs in. Then it reset its self.

This has been logged with cric hq and are working on the problem. So for now please don't put drinks breaks in, as it will reset to 50 overs and your target score will be incorrect.

As a back up if cric hq fails, then you can use Play cricket to work the target and par score out.

- Click continue without logging in
- Click DL calculator