WA PREMIER CRICKET

Duckworth-Lewis-Stern Guidelines





The Duckworth-Lewis-Stern method will be used for all GWL (Ground/Weather/Light) affected matches in all limited-overs Senior & Junior Male & Female Grades (excluding Junior Male Under 13s/14s).

The approved DLS calculator for all matches is incorporated into the PlayHQ E-Scoring platform.

It is **compulsory** for the match to be scored electronically via the PlayHQ E-Score Platform to be able to use DLS for GWL affected matches, as the calculator is not available for use otherwise.

Instructions for Use on Game Day

1st Grade, Colts, Premier T20 & Female A Grade

- 1. Umpires to provide relevant match information to scorers
- 2. Scorers to use the PlayHQ E-Scoring platform DLS calculator to calculate target score
- 3. Scorers to advise umpires of target score
- 4. Umpires to advise captains of target score

2nd – 4th Grades, Female B Grade, Junior Male Under 15s/17s & Female Youth League Under 14s/17s

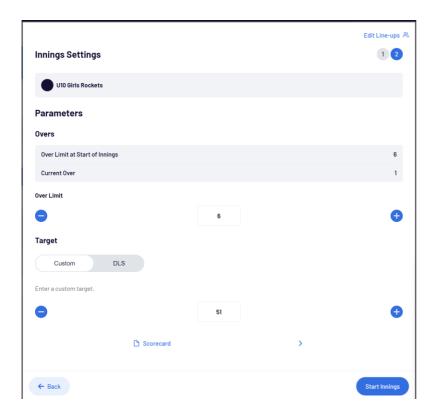
- 1. Umpires to provide relevant match information to captains/coaches (juniors)
- 2. Captains to use PlayHQ E-Scoring platform DLS calculator to calculate target score
- 3. Captains work together to agree on the target score and advise umpires

Please see detailed instructions below:

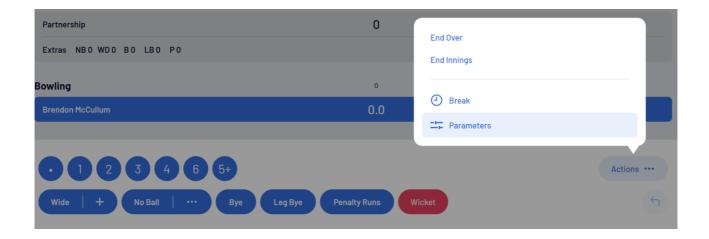
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DLS Scoring in Match

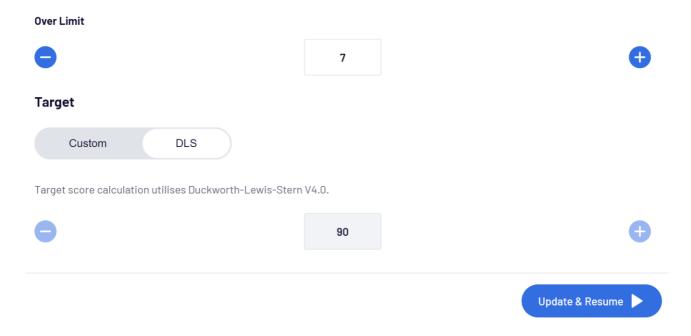
Enabling DLS for games that have a reduced amount of overs is done within the Parameters area. This is available in the Innings Set Up Screen.



It is also always available during the 2nd innings by selecting **Actions** and then **Parameters.** This is to allow multiple updates to the over limit and target to cater for any subsequent delays.

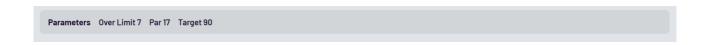


To enable DLS, update the **Over Limit**, and select the **DLS** toggle which will automatically update the target score to a score calculated by Duckworth-Lewis-Stern <u>V5.0</u>.



If you want to enter your own target, you can revert to the custom toggle.

The new target score will be displayed on the eScoring application. It also will also provide a real-time indication of which team is winning the match. This is referred to as the par score.



To end a game early, select **Actions** and then **End Innings.** If you have toggled DLS on, it will calculate the game outcome based on DLS methodology, if you have not yet toggled it on, select **Actions** and **Parameters** and update the toggle to DLS, otherwise it will use the existing target.

If in the instance a match is agreed to be a draw, the appropriate action is to select **Options** then **Abandon** game.