

Duckworth Lewis Procedure

General

1. If either club taking part in the match has a working laptop computer then the Professional Edition will be used to calculate the Target Score. If neither club has a working laptop computer, or in the event of failure of all of the computer(s) for any reason then the Standard Edition will be used to calculate the Target Score. It is the responsibility of the Home club to ensure that the D/L methodology can be applied correctly. All references to D/L software in these procedures shall, when applicable, be interpreted as calculations using the tables in the Standard Edition.
2. Where the D/L Professional Edition is used all clubs shall use only the Duckworth Lewis (D/L) software provided by the League in making the calculations.
3. Definitions:
The Professional Edition will give a Target Score and a table of Par Scores. The Target Score equals the Par Score plus 1.
The Standard Edition involves a calculation which will yield a number with decimal places. Rounding this number down gives the Par Score; rounding it up gives the Target Score.

Duckworth Lewis Match Manager

4. The Home club is responsible for ensuring that a person competent in the way the D/L calculations should be performed is appointed for each match. That person should be responsible for all D/L calculations and for the communication of such information to all relevant parties. The person appointed will here be referred to as the D/L Match Manager (DLMM).
5. The DLMM will ensure that the approved current version of the D/L software is available and can be operated in a location where there is instant communication with the scorers.
6. Where a PA system announcer and/or representatives from the media are at the ground it is the responsibility of the Home club to ensure that they are informed as necessary of all D/L Target Scores.
7. When Team 1's innings has been completed:
If overs have been lost during Team 1's innings or before Team 2's innings can start, as soon as Team 2's allocation of overs is known, the DLMM will confirm Team 2's revised Target Score and communicate this to the persons specified in the Appendix.
In all matches, the DLMM will run the D/L software and produce an over-by-over print-out of the Par Score schedule and make as many copies as are needed. The print-out should be distributed to the persons specified in the Appendix.
If he judges that it may be required, the DLMM will also distribute the ball-by-ball print-out to the persons specified in the Appendix.
8. When the umpires have decided to resume play they will inform the DLMM promptly, whenever possible not less than 10 minutes before play is due to start, of the revised number of overs. The DLMM will run the D/L software and confirm Team 2's revised Target Score to the umpires and, if applicable,

the scoreboard operator. He will then produce over-by-over and ball-by ball print-outs of the Par Scores, make copies and distribute the over-by-over table (and the ball-by-ball table at his discretion) as quickly as possible to the parties specified in the Appendix, ensuring that both captains and, if applicable, the scoreboard operator, receive their copies immediately.

9. If, during Team 2's innings, Team 2 incurs a penalty for which 5 runs are awarded to Team 1, the DLMM will ensure that the scoreboard operator adds these 5 runs to Team 2's Target Score and to all Par Scores. The DLMM will enter the penalty runs in the D/L software but not produce revised Par Score print-outs until these would be required in any case by virtue of a further loss of overs. After such an interruption, the DLMM should maintain a check that the correct revised Target Score and Par Score are displayed on the scoreboard.
10. At the end of the game, the DLMM should enter the final match information into the D/L software and confirm that the winning margin is correctly recorded and announced.

Duties of Scoreboard Operator

11. Any revised Par Score should be displayed as soon as it has been communicated to him. On scoreboards where there is insufficient room to display both the score actually made by Team 1 and the Par Score that Team 2 must exceed, the scoreboard should show the Par Score.
12. From the time when half the minimum number of overs required for the game to be viable have been received by Team 2 (or earlier if desired), the D/L Par Score should be displayed. This should be the figure relating to the end of the over in progress and it should be updated just as each new over is about to commence. (For example, for matches where 20 overs per side would constitute a valid match, the Par Score should be displayed no later than the start of the 11th over.) It should also be updated upon the fall of a wicket and before the new batsman has walked out to bat. It should be the figure as printed in the Par Score print-out for the end of that over (remembering to add any penalty runs incurred as described in item 9 above).
The requirement to display the Par Score may be waived with the consent of the umpires and both captains.
Do not add one run to this Par Score and then refer to this as a Target Score. [Note: Because it provides information to spectators on the progress of Team 2 towards their target, the Par Score should be displayed as described in this paragraph whether or not there is a reserve day and regardless of the current weather conditions.]
13. When play is suspended during Team 2's innings the scoreboard should display the Par Score for the exact number of overs and balls bowled and retain this display for the duration of the stoppage. When play resumes the display should revert to the Par Score for the end of the over in progress, as per item 12.

Appendix

List of people to whom D/L information shall be communicated:

- the umpires, both team captains, scoreboard operator, if applicable,
- other parties at the discretion of the DLMM