

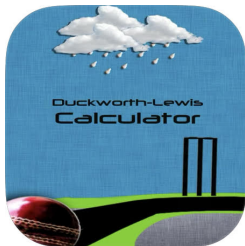


Amigos Cricket Club ACL Charity Super Bash Tournament 2023

ACL is introducing the **Duckworth Lewis Stern (DLS)** method in the T20 Super Bash Tournament in 2023.

Application to be downloaded for DLS calculation:

<https://apps.apple.com/us/app/duckworth-lewis-calculator/id525417125>



When to use DLS:

1. DLS will be applicable **only for T20** at this time as it calculates the DL par score based on the combination of runs, wickets and overs. It assumes 10 wickets (11 players) as a complete innings. Since in F15 matches we play with 9 players and 8 wickets in total, the calculations could be wrong.
2. DLS app should be used only for the 2nd innings of the game.
3. In case of rain interruptions in the first inning, teams have to wait and resume and complete the inning before calculating the par score for the 2nd inning. The innings can be completed either by playing the full quota (20 overs) if the interruptions were minimal; or by playing reduced overs (minimum 8).
 - a. Refer to the ACL master rule document for rain affected reduced over matches.
4. In case of using DLS, the umpires have to call the weekend coordinators to explain the situation and use the DLS app. Weekend coordinator's approval is required to proceed with DLS decisions.
5. In case of rain in the first innings, teams can play full quota of overs if the interruption is less than 30 minutes. The breaks should be eliminated to recover the loss of overs in this scenario. Scenarios and how to use DLS when more than 30 mins delay are explained below.

Scenarios:

6. First inning started and there is a minor rain interruption:
 - The rain interruption was minimal and not much time was lost (less than 30 min). By reducing the breaks during innings and between innings, the match can still be completed on time.
 - Resume and complete the first inning and complete the match fully.
7. First inning started and there is a longer rain interruption:
 - There is a significant interruption and time is lost (more than 30 min) which will delay the second inning and match end time.
 - The rain delay is before the completion of the minimum number of overs needed for a completed inning (**8**)
 - Keep track of the time when the rain delay started and keep track of how many overs are being lost - **5 minutes per over**.
 - For e.g. Team A has played 5 overs and scored 25 runs for the loss of 2 wickets when rain started. There was a **60 minute** rain and wet ground delay.
 - So **12 overs** have been lost due to rain (which equals to 6 overs per inning)
 - Now go ahead and play the first inning till **14 overs** (20 minus 6). If the app doesn't allow ending the inning at 14th over without 10 wickets being down, then end it by "retiring out" all remaining batters and not altering the score. Let's say team A scored 72 runs in 14 overs.
 - Second inning will also be for **14 overs** only and team B's target will be 73 runs in 14 overs.
8. First inning started and there is a rain interruption **after 8 overs** (minimum overs needed for an inning):
 - Keep track of time lost due to rain (5 minutes per over)
 - If disruption is less than 30 min, then reduce breaks and complete full quota of overs
 - For delays lasting over 30 min, reduce 1 over for every 5 minutes of stopped play. Let's say the delay was 60 minutes total, so the total number of overs lost is 12.
 - Let's say Team A has scored 90 runs in 16 overs for the loss of 5 wickets when rain stopped play.
 - Since 12 overs have been lost to rain, i.e. 6 overs per inning, there is no more play possible in the first inning.
 - So, end Team A's inning at 16 overs.

- In the DLS app - 1st Inning - input runs scored as 90, wickets lost 5 and overs played 16. (4 overs lost to rain)
- In the DLS app - for 2nd Inning - input 0 overs played, 0 wickets lost and 6 overs lost to interruptions.
- The target score will be calculated as 66 runs needed in 14 overs.

9. First inning is completed fully and the target is set:

- Rain started before the start of the second innings.
- The teams have to wait till 40 minutes before cut off time.
- To calculate the DL par score the team needs to play a minimum of 8 overs to determine the winner.
- For eg: Team A has played 20 overs and set the target as 110.
- For Team B's inning there was a delay of 25 minutes, as such the team lost 5 overs (5 min per over) with respect to cut off time.
- Go to the DLS app and click the second innings. Add interruption as 5 overs lost and click on calculate, the new target will be given to team B and innings have to be played according to that. In this case the new target will be 88 runs in 15 overs with 10 wickets in hand.

10. First inning was completed fully and the second inning also started on time and then a rain interruption happened:

- Rain interruption during the second innings and a few overs were lost due to rain and the game resumed.
- The new target and overs for the innings will be determined from the DLS app based on the cut off time.
- For e.g.: Team A completed the first innings with a full quota of 20 overs with loss of 8 wickets and score 109 and target is 110.
- In the app input the first innings score: i.e. team A overs played, number of wickets down and any overs lost. (0 in this case)
- Then in the second innings give the number of overs at the start and score of the first innings, add the interruption for team B that occurred in the second innings - like 5 overs played 2 wickets lost and 3 overs lost.
- If team B current score is 16 at this stage, calculate the DL par score which will be 96 to be chased in 17 overs.
- The new target for team B will be 96 in 17 overs. Team B has already played 5 overs, 2 wickets lost and 16 runs scored.
- Hence the required target will be 80 in 12 overs with 8 wickets in hand.

11. The first innings was completed with full quota and the second innings started on time, and minimum number of overs (8) were played for it to be considered a completed match:

- Then there was rain interruption and there was no possibility of a game after that due to weather and ground conditions.
- Then the winner will be decided by the DLS method and declare the match based on that result.
- For e.g.: Team A completed the first innings and the score was 109 in 20 overs with 9 wickets, the target is 110.
- Team B started the Second innings and the score was 45 in **8 overs** with the loss of 4 wickets before the rain started.
- Both teams have to wait till the cut off time before going to DLS to determine the winner in case of bad weather and ground conditions.
- The game cannot be continued further, then in the app add interruption for second innings like **8 overs** bowled, 4 wickets down and 12 overs lost.
- Provide the current score as 45 runs and then calculate - the DLS app shows the result (Team B won by 5 runs)