



Using the PCS Scorer App for Duckworth/Lewis

February 2021

www.bdcl.org.uk

PCS Scorer App – Using Duckworth/Lewis

When a game is not scored electronically using PCS, or as a back-up, Officials and Captains should have access to the PCS App if Duckworth/Lewis calculations are required.

When games have multiple interruptions, a combination of the examples shown in this document should be combined. All matches have a scheduled end time and therefore if there is sufficient time to resume, the overs remaining should be completed unless and until the target score has been achieved.

1. Download and install the PCS Scorer App for either Android or Apple devices from either the Google Play Store: https://play.google.com/store/apps/details?id=com.playcricket.scorer&hl=en_GB or the Apple Store: <https://apps.apple.com/gb/app/play-cricket-scorer/id1213190783>

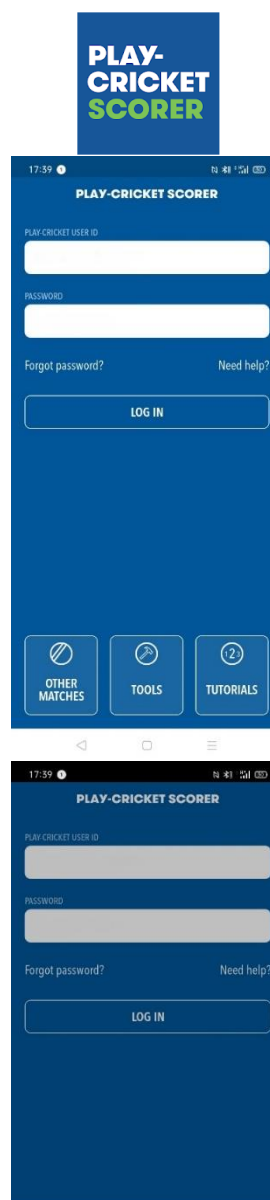
2. Once installed, open the App:

3. You will be presented with the following screen:

You do not need a Play-Cricket account to use the Duckworth/Lewis Calculator. If you do decide to log in, then you will initially be presented with a screen indicating which site you would like to log in with. If this is the case, then by pressing 'Cancel' will return you to this screen.

Click on Tools:

4. Then click 'D/L Calculator'



Tools

D/L Calculator

Settings

5. You now must choose the G50 value.

This figure is listed in the Competition rules as published – it may change from year to year as it is based on the Average First Innings Score, calculated from 2003 to the present date.

Should the figure published be '245', choose 'Men's Match (245)' then click 'Done'.

Should the figure published be '200', choose 'Women's Match (200)' then click 'Done'.

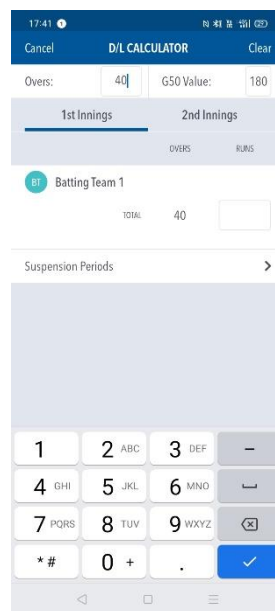
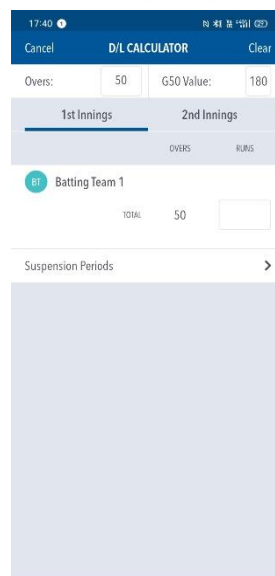
Should the figure published be a different value, choose 'Custom', enter the value, then click 'Done'.

6. In the following examples the G50 value used was 180.

From the following screen, for matches in Division 1 and below, change the number of overs from '50' to '40'. For Championship matches, leave as '50'.

7. It has been noted that should you flip in and out of the app, the values entered for the G50 value and the number of overs can reset themselves, so always check that these are correct.

It is also worth writing down all interruptions so that these are also not reset.



The following examples shown are for 40 over matches with a G50 value of 180. Check the figures to be used from the Playing Rules and Regulations.

Example 1 – No Interruptions in the match

1. The team batting first scored 200.

Enter the 1st Innings score as '200', then click '2nd Innings'.

The screenshot shows the 'D/L CALCULATOR' app interface. At the top, it displays '17:42' and 'Cancel' on the left and 'Clear' on the right. Below this, 'Overs:' is set to '40' and 'G50 Value:' is set to '180'. There are two tabs: '1st Innings' (selected) and '2nd Innings'. Under '1st Innings', there are sub-tabs for 'OVERS' and 'RUNS'. The 'Batting Team 1' section shows 'TOTAL' as '40' and '200'. Below this is a 'Suspension Periods' section with a right-pointing arrow. At the bottom is a numeric keypad with buttons for digits 1-9, *, #, 0, +, ., and a blue checkmark button.

2. The 'Target Score' shown is 201, as expected. The team batting second needs 201 off their 40 overs to win.

Although in a non-interrupted match Duckworth/Lewis will not be implemented, the team batting second should be aware of where they need to be in the match. This will ensure that they have the maximum chance of winning when matches are interrupted or ended. Scorers and Captains should relay this information.

When the competition rules states that both teams need to receive a minimum of 10 overs, enter '10' in the box under 'Overs'.

The Par Score shown is 31. This is the score that the team batting second will need to Tie the game **after 10 overs have been bowled.**

If the score is greater than 31, they are ahead/would win, 31 is a tie and less than 31 they are behind/would lose.

The screenshot shows the 'D/L CALCULATOR' app interface. At the top, it displays '17:42' and 'Cancel' on the left and 'Clear' on the right. Below this, 'Overs:' is set to '40' and 'G50 Value:' is set to '180'. There are two tabs: '1st Innings' and '2nd Innings' (selected). Under '2nd Innings', there are sub-tabs for 'OVERS', 'RUNS', and 'WICKETS'. The 'Batting Team 2' section shows 'TARGET SCORE' as '40' and '201'. Below this is a 'PAR SCORE' section with three input boxes: '10', '31', and '0'. Below this is a 'Suspension Periods' section with a right-pointing arrow. At the bottom is a numeric keypad with buttons for digits 1-9, *, #, 0, +, ., and a blue checkmark button.

3. Change the number of wickets to '2'.

The 'Par Score' has now changed to '49'.

Therefore, at the end of the 10th over, the batting side would need 49 to tie, greater than 49 to be ahead/win and less than 49 are behind/lose.

4. Change the number of overs to '15'.

The Par Score displayed is now 64.

Therefore, at the end of the 15th over, the team batting second would need to have scored 64 to tie, greater than 64 to be ahead/win and less than 64 to be behind/lose.

5. Change the number of overs to '30' and the number of wickets to '4'.

The Par Score displayed is now 136.

Therefore, at the end of the 30th over, the team batting second would need to have scored 136 to tie,

The screenshot shows the 'D/L CALCULATOR' interface. At the top, it displays '17:42' and 'Cancel' on the left and 'Clear' on the right. Below this, 'Overs:' is set to 40 and 'G50 Value:' is 180. There are two tabs: '1st Innings' and '2nd Innings', with '2nd Innings' selected. Under '2nd Innings', there are columns for 'OVERS', 'RUNS', and 'WICKETS'. The 'Batting Team 2' section shows 'TARGET SCORE' as 40 and 201. The 'PAR SCORE' row shows 10, 49, and 2. Below this is a 'Suspension Periods' section with a right-pointing arrow. At the bottom is a numeric keypad with buttons for digits 1-9, *, #, 0, +, ., and a blue checkmark button.

This screenshot is identical to the one above, but the 'PAR SCORE' row now shows 15, 64, and 2.

This screenshot is identical to the one above, but the 'PAR SCORE' row now shows 30, 136, and 4.

When games are scored electronically using PCS, the Par score is displayed for the end of every over and should be relayed to the batting side.

Example 2 – Delayed Start

- The number of overs to be played due to the delay will be determined by the revised start time and for a 40 over match can be found in Appendix B – All Other Divisions, Table 1 – Delayed Start Matches.

In this example the game was due to start at 1.00 but due to inclement weather did not start until 1.40.

From the table, the match is now reduced to 35 overs per team.

The timings for the 'Length of Innings' and 'Maximum Overs per Bowler' is also shown

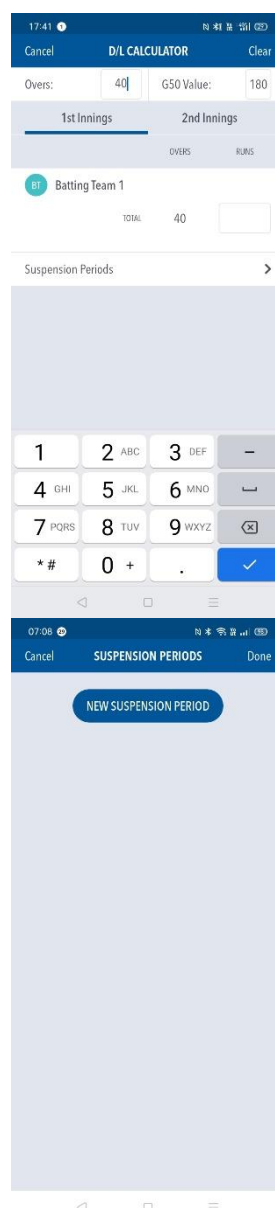
- In the PCS Scorer App, from the '1st Innings' screen, with the values confirmed, click 'Suspension Periods'.

- Click 'New Suspension Period'.

Appendix B – All Other Divisions

Table 1 – Delayed Start Matches

A			
Start Time	Overs per Team	Length of Innings	Maximum Overs per Bowler
11:30 / 12:00 / 12:30 / 13:00	40	2h 40m	5b x 8o
11:37 / 12:07 / 12:37 / 13:07	39	2h 36m	4b x 8o, 1b x 7o
11:44 / 12:14 / 12:44 / 13:14	38	2h 32m	3b x 8o, 2b x 7o
11:51 / 12:21 / 12:51 / 13:21	37	2h 28m	2b x 8o, 3b x 7o
11:58 / 12:28 / 12:58 / 13:28	36	2h 24m	1b x 8o, 4b x 7o
12:05 / 12:35 / 13:05 / 13:35	35	2h 20m	5b x 7o
12:12 / 12:42 / 13:12 / 13:42	34	2h 16m	4b x 7o, 1b x 6o



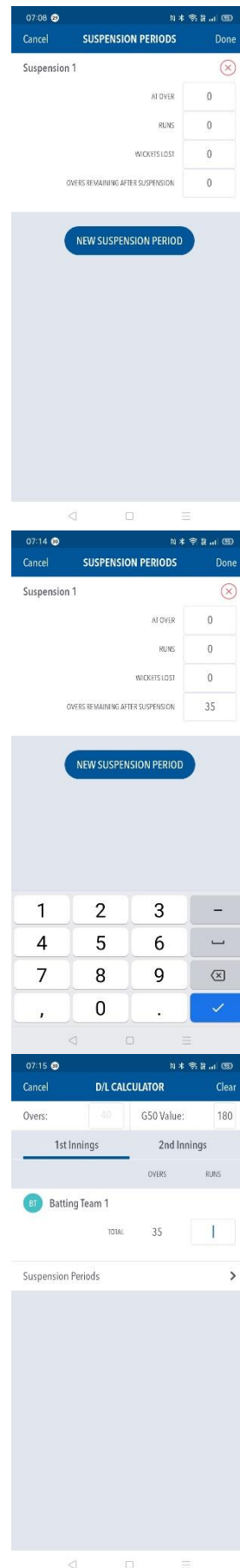
The 'Suspension Periods' screen is shown.

4. Change the 'Overs remaining after suspension' to '35'.

Click 'Done'

5. You will now note that the Overs displayed at the top is now greyed out, and the overs available to the batting team is '35'.

The process as shown in Example 1 can now be followed.



Example 3 – Interruption during 1st Innings

- In this example the match started on time at 1.00pm. The match was scheduled at 40 overs per innings.

After 16.2 overs play was suspended with the score at 64/3.

The amount of playing lost was calculated at 1 over for every 3½ minutes and when play was able to continue, each innings was reduced to 30 overs per team.

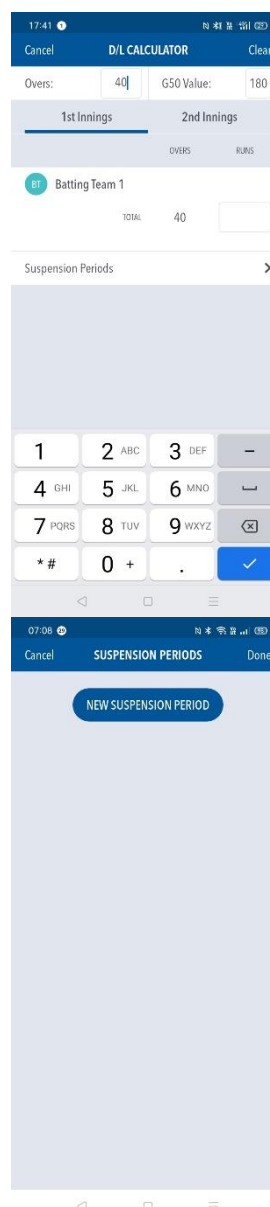
At the end of the innings, the innings score was 154/9.

The ‘Length of Innings’ and ‘Overs per Bowler’ are usually shown in Table 1.

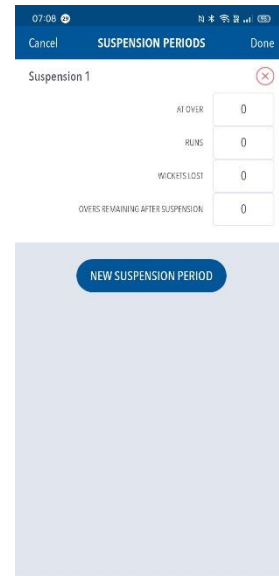
- In the PCS Scorer App, from the ‘1st Innings’ screen, with the values confirmed, click ‘Suspension Periods’.

Start Time	Overs per Team	Length of Innings	Maximum Overs per Bowler
11:30 / 12:00 / 12:30 / 13:00	40	2h 40m	5b x 8o
11:37 / 12:07 / 12:37 / 13:07	39	2h 36m	4b x 8o, 1b x 7o
11:44 / 12:14 / 12:44 / 13:14	38	2h 32m	3b x 8o, 2b x 7o
11:51 / 12:21 / 12:51 / 13:21	37	2h 28m	2b x 8o, 3b x 7o
11:58 / 12:28 / 12:58 / 13:28	36	2h 24m	1b x 8o, 4b x 7o
12:05 / 12:35 / 13:05 / 13:35	35	2h 20m	5b x 7o
12:12 / 12:42 / 13:12 / 13:42	34	2h 16m	4b x 7o, 1b x 6o
12:19 / 12:49 / 13:19 / 13:49	33	2h 12m	3b x 7o, 2b x 6o
12:26 / 12:56 / 13:26 / 13:56	32	2h 08m	2b x 7o, 3b x 6o
12:33 / 13:03 / 13:33 / 14:03	31	2h 04m	1b x 7o, 4b x 6o
12:40 / 13:10 / 13:40 / 14:10	30	2h	5b x 6o
12:47 / 13:17 / 13:47 / 14:17	29	1h 56m	4b x 6o, 1b x 5o
12:54 / 13:24 / 13:54 / 14:24	28	1h 52m	3b x 6o, 2b x 5o
13:01 / 13:31 / 14:01 / 14:31	27	1h 48m	2b x 6o, 3b x 5o
13:08 / 13:38 / 14:08 / 14:38	26	1h 44m	1b x 6o, 4b x 5o
13:15-14:30 / 13:45-15:00 14:15-15:30 / 14:45-16:00	25	1h 40m	5b x 5o

- Click ‘New Suspension Period’.



4. The 'Suspension Periods' screen is shown.



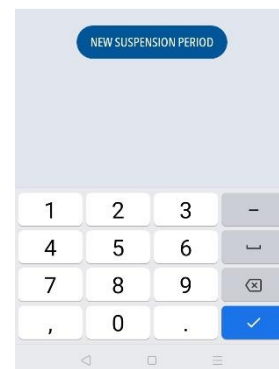
5. Change 'At Over' to 16.2.

Change 'Runs' to 64.

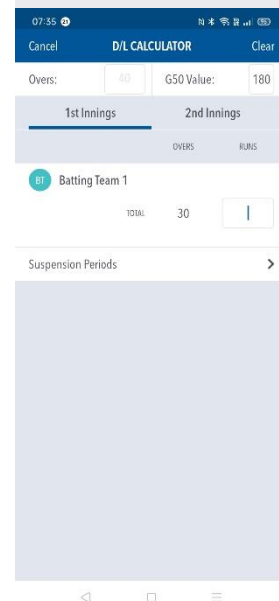
Change 'Wickets Lost' to 3.

Change 'Overs remaining after suspension' to 13.4.

Click 'Done'.



6. You return to the 1st innings screen.



7. At the end of the innings, the innings score was 154/9.

Enter 154 then click '2nd Innings'.

The screenshot shows the 'D/L CALCULATOR' app interface. At the top, it displays '07:55' and 'Cancel' on the left and 'Clear' on the right. Below this, 'Overs:' is set to '40' and 'G50 Value:' is '180'. The app is currently in the '1st Innings' tab, with '2nd Innings' also visible. Under '1st Innings', 'Overs' is '30' and 'Runs' is '154'. A 'Batting Team 1' label is present. Below the score, there is a 'Suspension Periods' section with a right-pointing arrow. At the bottom is a standard numeric keypad with a blue checkmark button.

8. The revised target score is shown as '158'.

Therefore, the team batting second will require 158 to win from their 30 overs.

The process as shown in Example 1 can now be followed.

This screenshot shows the 'D/L CALCULATOR' app after the 2nd Innings has been selected. The 'Overs' remain '40' and 'G50 Value' is '180'. The '2nd Innings' tab is now active, showing 'Overs' as '30' and 'Runs' as '158'. A 'WICKETS' column is also visible, showing '0'. The 'Batting Team 2' label is present. The 'Suspension Periods' section and the numeric keypad are also visible at the bottom.

Example 4 – Interruption during 2nd Innings

- In this example the match started on time at 1.00pm. The match was scheduled at 40 overs per innings.

After the first innings the score was 200/7.

During the second innings, after 15 overs, play was suspended with the score at 54/1. When play was able to resume there was only 15 overs remaining. Therefore, the length of the second innings will be 30 overs.

The remaining time left to complete the 15 overs can be determined from Table 2, under 'Length of Innings'. The maximum number of 'Overs per Bowler' can be found in Table 1, referenced for a 30 overs innings.

A		
Overs per Team	Length of Innings	Maximum Overs per Bowler
40	2h 40m	5b x 8o
39	2h 36m	4b x 8o, 1b x 7o
38	2h 32m	3b x 8o, 2b x 7o
37	2h 28m	2b x 8o, 3b x 7o
36	2h 24m	1b x 8o, 4b x 7o
35	2h 20m	5b x 7o
34	2h 16m	4b x 7o, 1b x 6o
33	2h 12m	3b x 7o, 2b x 6o
32	2h 08m	2b x 7o, 3b x 6o
31	2h 04m	1b x 7o, 4b x 6o
30	2h	5b x 6o

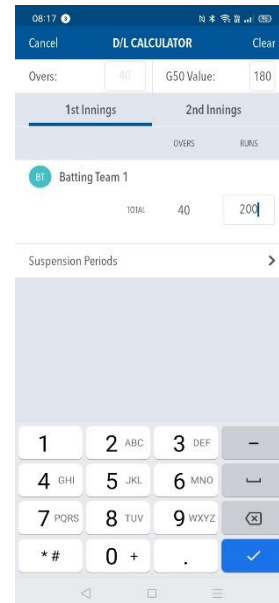
Table 2 – Interrupted Matches

Overs Remaining	Length of Innings (+ over in progress)	Maximum Overs per Bowler
40-25	As Table 1 – Section A	
24	1h 36m	4b x 5o, 1b x 4o
23	1h 32m	3b x 5o, 2b x 4o
22	1h 28m	2b x 5o, 3b x 4o
21	1h 24m	1b x 5o, 4b x 4o
20	1h 20m	5b x 4o
19	1h 16m	4b x 4o, 1b x 3o
18	1h 12m	3b x 4o, 2b x 3o
17	1h 8m	2b x 4o, 3b x 3o
16	1h 4m	1b x 4o, 4b x 3o
15	1h 0m	5b x 3o

- In the PCS Scorer App, from the '1st Innings' screen, with the values confirmed.

The screenshot shows the PCS Scorer App interface for the '1st Innings' screen. At the top, there is a 'D/L CALCULATOR' header with 'Cancel' and 'Clear' buttons. Below this, the 'Overs' field is set to 40 and the 'G50 Value' is 180. The '1st Innings' and '2nd Innings' tabs are visible, with '1st Innings' selected. Underneath, 'Batting Team 1' is selected, and the 'TOTAL' is 40. The 'Suspension Periods' section is empty. At the bottom, there is a numeric keypad with buttons for digits 1-9, *, #, 0, +, ., and a checkmark button.

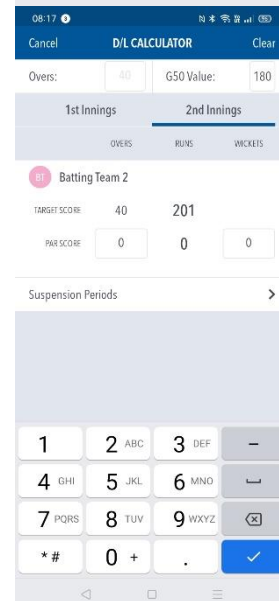
2. Enter the 1st innings score of '200'.



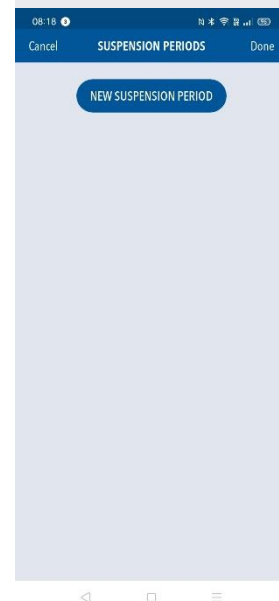
3. Click on '2nd Innings'.

The target score shown is 201 as expected.

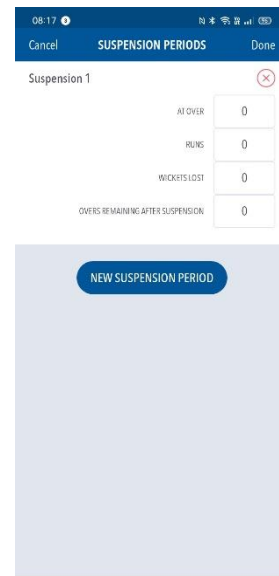
Click 'Suspension Periods'.



4. Click 'New Suspension Period'.



5. The 'Suspension Periods' screen is shown.



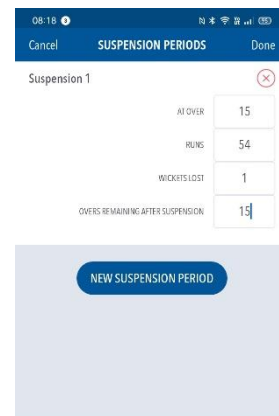
6. Change 'At Over' to 15.

Change 'Runs' to 54.

Change 'Wickets Lost' to 1.

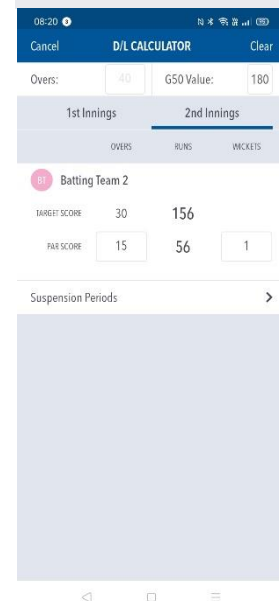
Change 'Overs remaining after suspension' to 15.

Click 'Done'.



7. The target score has now been revised to 156.

The process as shown in Example 1 can now be followed.



Example 5 – Interruption during 1st Innings – Ends Innings

1. In this example the match started on time at 1.00pm. The match was scheduled at 40 overs per innings.

After 24 overs the score was 124/2 when play was suspended. When play was able to restart, there were only 22 overs remaining.

As the second innings has less overs available than the 1st innings, the 1st innings is automatically closed. The 2nd innings will consist of 22 overs.

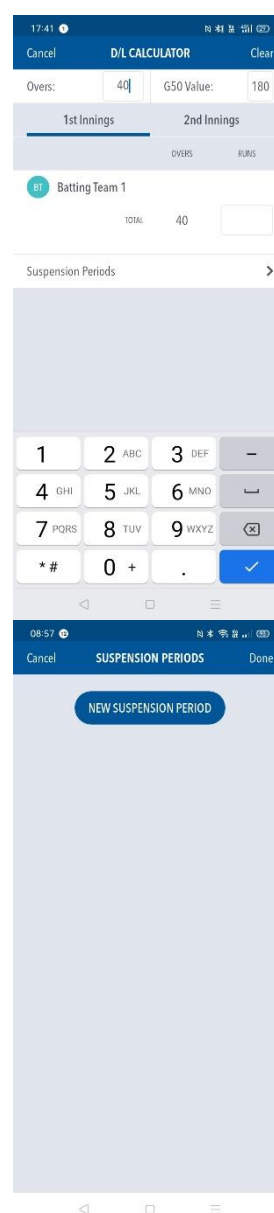
Table 2 – Interrupted Matches

Overs Remaining	Length of Innings (+ over in progress)	Maximum Overs per Bowler
40-25	As Table 1 – Section A	
24	1h 36m	4b x 5o, 1b x 4o
23	1h 32m	3b x 5o, 2b x 4o
22	1h 28m	2b x 5o, 3b x 4o
21	1h 24m	1b x 5o, 4b x 4o

The timing for ‘Length of Innings’ and ‘Overs Per Bowler’ can be determined from Table 2.

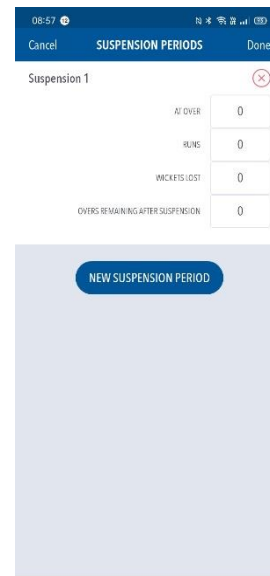
2. In the PCS Scorer App, from the ‘1st Innings’ screen, with the values confirmed.

Click ‘Suspension Periods’.



3. Click ‘New Suspension Period’.

4. The 'Suspension Periods' screen is displayed'



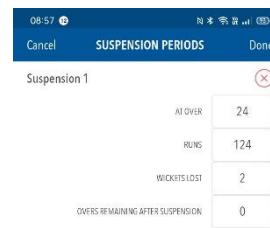
5. Change 'At Over' to 24.

Change 'Runs' to 124.

Change 'Wickets Lost' to 2.

Change 'Overs remaining after suspension' to 0.

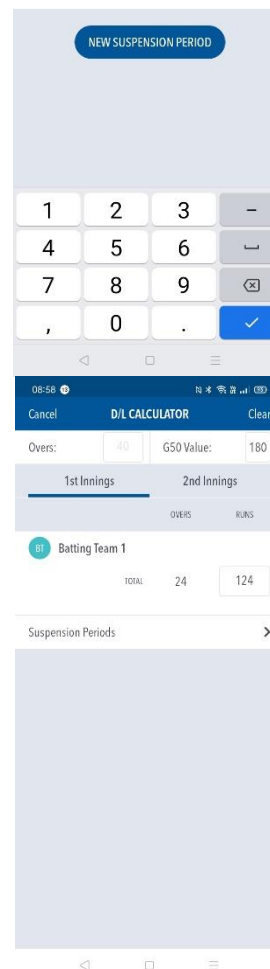
Click 'Done'.



6. You return to the 1st Innings screen of the D/L Calculator.

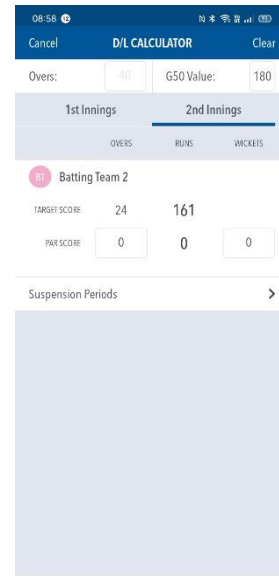
Note that the number of runs of 124 has now been prefilled as the innings has ended.

Click '2nd Innings'.

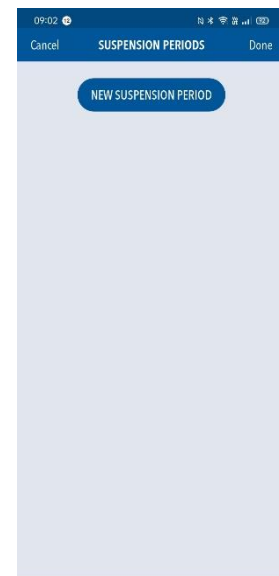


7. The target score has now been revised to 161. However, this is for a 24 over innings.

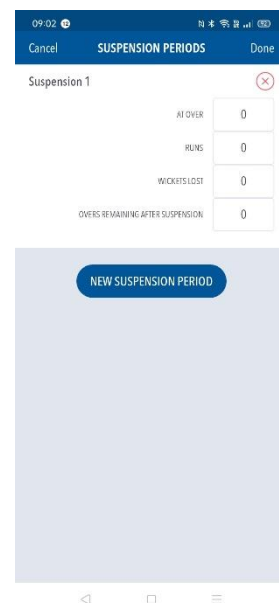
Click 'Suspension Periods'.



8. Click 'New Suspension Period'



9. The 'Suspension Periods' screen is displayed'



10. Change 'At Over' to 0.

Change 'Runs' to 0.

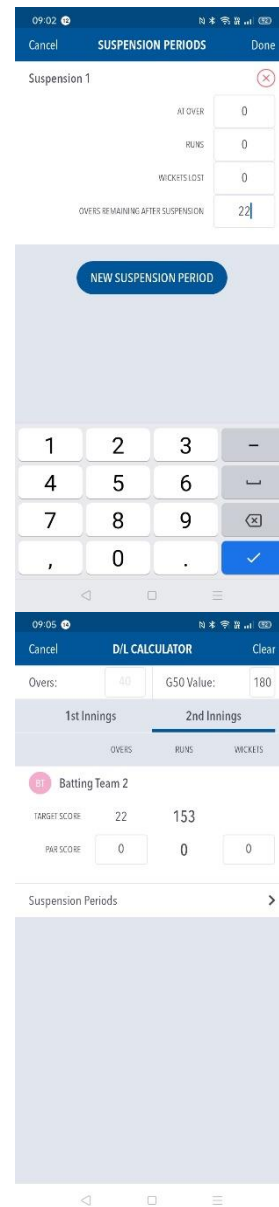
Change 'Wickets Lost' to 0.

Change 'Overs remaining after suspension' to 22.

Click 'Done'.

11. The target score has now been revised to 153 from 22 overs.

The process as shown in Example 1 can now be followed.



Example 6 – Interruption during 2nd Innings – Ends Innings

1. In this example the match started on time at 1.00pm. The match was scheduled at 40 overs per innings.

The 1st innings completed with the score of 187/7. During the 2nd innings, after 23.2 overs the match was abandoned with the score on 87/3.

The process as shown in Example 1 should have been followed.

From the D/L Calculator.

2. Enter the 1st Innings score of 187.

3. Click '2nd Innings'.

The target score shown is 188 as would be expected for a non-interrupted match.

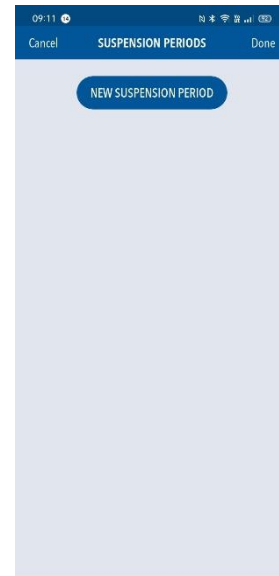
Click '2nd Innings'.

The screenshot shows the 'D/L CALCULATOR' app interface. At the top, it displays '09:11' and 'D/L CALCULATOR' with 'Cancel' and 'Clear' buttons. Below this, 'Overs:' is set to 40 and 'G50 Value:' is 180. There are two tabs: '1st Innings' (selected) and '2nd Innings'. Under '1st Innings', there are sub-tabs for 'OVERS' and 'RUNS'. The 'TOTAL' score is 187, and the 'WICKETS' are 7. A 'Suspension Periods' section is visible below, with a right-pointing arrow.

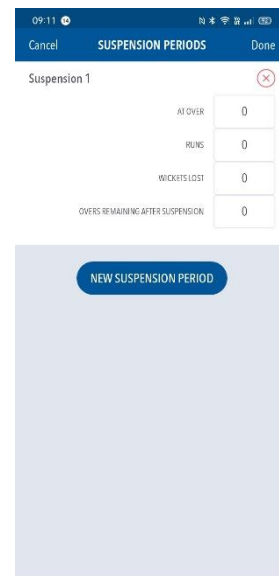
This screenshot is identical to the previous one, but with a numeric keypad overlay. The keypad has buttons for digits 1-9, 0, a decimal point, and a checkmark. The 'TOTAL' score of 187 is visible in the background.

The screenshot shows the 'D/L CALCULATOR' app with the '2nd Innings' tab selected. The 'Overs' remain at 40 and 'G50 Value' at 180. The 'TOTAL' score is now 188. The 'WICKETS' are 3. The 'Suspension Periods' section is visible below. A numeric keypad is overlaid at the bottom of the screen.

4. Click 'New Suspension Period'.



5. The 'Suspension Periods' screen is displayed'



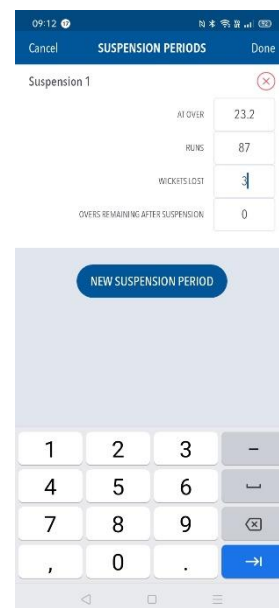
6. Change 'At Over' to 23.2.

Change 'Runs' to 87.

Change 'Wickets Lost' to 3.

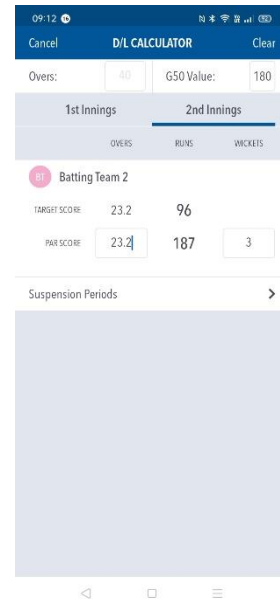
Change 'Overs remaining after suspension' to 0.

Click 'Done'.



7. The target score shown is 96.

As the innings ended with the score on 87, the team batting first won by 9 runs.



Example 7 – Multiple Interruptions

- In this example the match started on time at 1.00pm. The match was scheduled at 40 overs per innings.

During the 1st innings, after 12 overs play was interrupted with the score at 30/0. When play resumed the match was reduced to 26 overs per team. At the end of the innings the score was 146 all out.

During the second innings, play was interrupted after 4 overs with the score on 20/1. When play resumed the 2nd innings was reduced to 18 overs. After a further 3 overs with the score on 38/2, play was again interrupted, and when able to restart, only 5 overs were remaining.

- After the interruption in the 1st innings, play was able to resume with 26 overs per team.

Table 1 – Delayed Start Matches

A			
Start Time	Overs per Team	Length of Innings	Maximum Overs per Bowler
11:30 / 12:00 / 12:30 / 13:00	40	2h 40m	5b x 8o
11:37 / 12:07 / 12:37 / 13:07	39	2h 36m	4b x 8o, 1b x 7o
11:44 / 12:14 / 12:44 / 13:14	38	2h 32m	3b x 8o, 2b x 7o
11:51 / 12:21 / 12:51 / 13:21	37	2h 28m	2b x 8o, 3b x 7o
11:58 / 12:28 / 12:58 / 13:28	36	2h 24m	1b x 8o, 4b x 7o
12:05 / 12:35 / 13:05 / 13:35	35	2h 20m	5b x 7o
12:12 / 12:42 / 13:12 / 13:42	34	2h 16m	4b x 7o, 1b x 6o
12:19 / 12:49 / 13:19 / 13:49	33	2h 12m	3b x 7o, 2b x 6o
12:26 / 12:56 / 13:26 / 13:56	32	2h 08m	2b x 7o, 3b x 6o
12:33 / 13:03 / 13:33 / 14:03	31	2h 04m	1b x 7o, 4b x 6o
12:40 / 13:10 / 13:40 / 14:10	30	2h	5b x 6o
12:47 / 13:17 / 13:47 / 14:17	29	1h 56m	4b x 6o, 1b x 5o
12:54 / 13:24 / 13:54 / 14:24	28	1h 52m	3b x 6o, 2b x 5o
13:01 / 13:31 / 14:01 / 14:31	27	1h 48m	2b x 6o, 3b x 5o
13:08 / 13:38 / 14:08 / 14:38	26	1h 44m	1b x 6o, 4b x 5o

As 12 overs had been bowled, the 1st innings had 14 overs remaining.

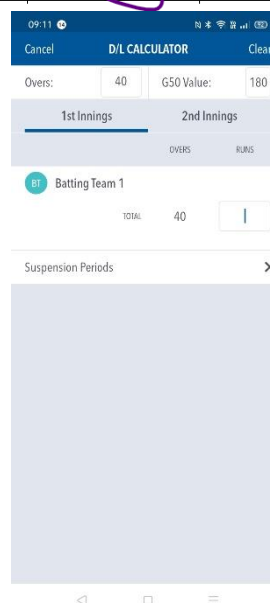
From Table 1, the 'Maximum Overs per Bowler' is shown.

From Table 2, the 'Length of Innings' for the remaining 14 overs is shown.

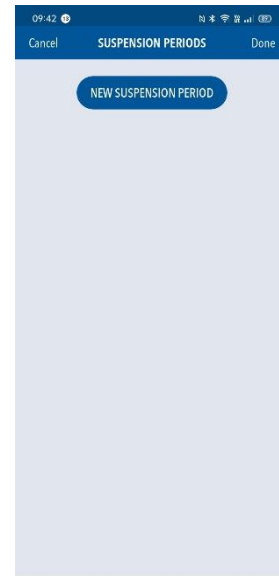
Table 2 – Interrupted Matches

Overs Remaining	Length of Innings (+ over in progress)	Maximum Overs per Bowler
40-25	As Table 1 – Section A	
24	1h 36m	4b x 5o, 1b x 4o
23	1h 32m	3b x 5o, 2b x 4o
22	1h 28m	2b x 5o, 3b x 4o
21	1h 24m	1b x 5o, 4b x 4o
20	1h 20m	5b x 4o
19	1h 16m	4b x 4o, 1b x 3o
18	1h 12m	3b x 4o, 2b x 3o
17	1h 8m	2b x 4o, 3b x 3o
16	1h 4m	1b x 4o, 4b x 3o
15	1h 0m	5b x 3o
14	56m	4b x 3o, 1b x 2o

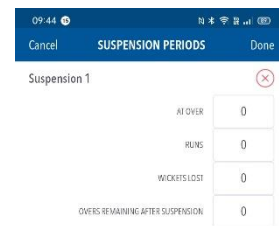
- From the D/L Calculator, '1st Innings', click 'Suspension Periods'.



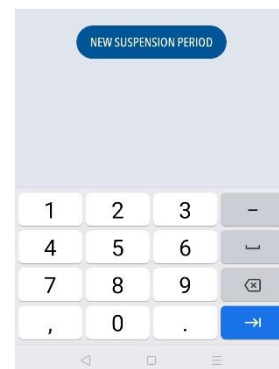
4. Click 'New Suspension Period'.



5. The 'Suspension Periods' screen is displayed'



6. Change 'At Over' to 12.



Change 'Runs' to 30.

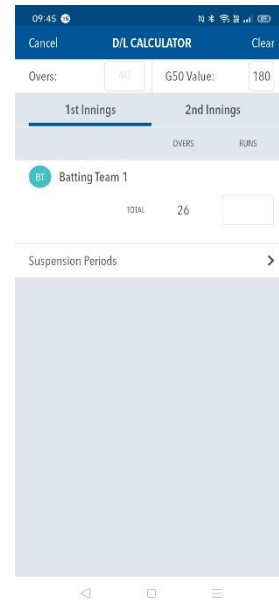
Change 'Wickets Lost' to 0.

Change 'Overs remaining after suspension' to 14.

Click 'Done'.

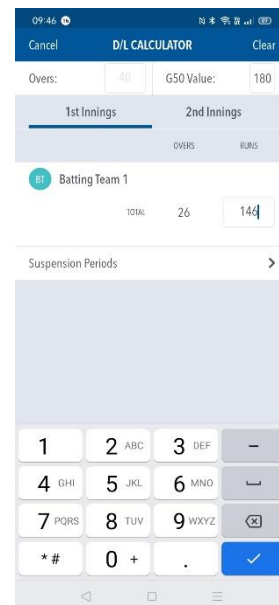


7. You return to the D/L Calculator.

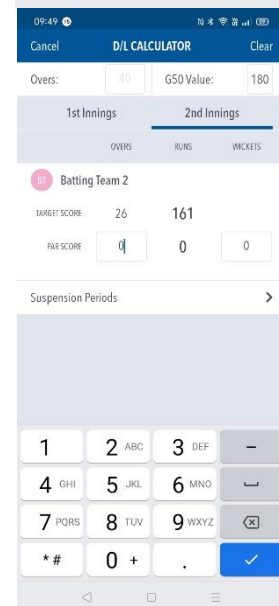


Enter the 1st innings final score of 146.

Press '2nd Innings'.



The target score shown is 161 from 26 overs.



8. Play was suspended after 4 overs with the score at 20/1. **Table 2 – Interrupted Matches**

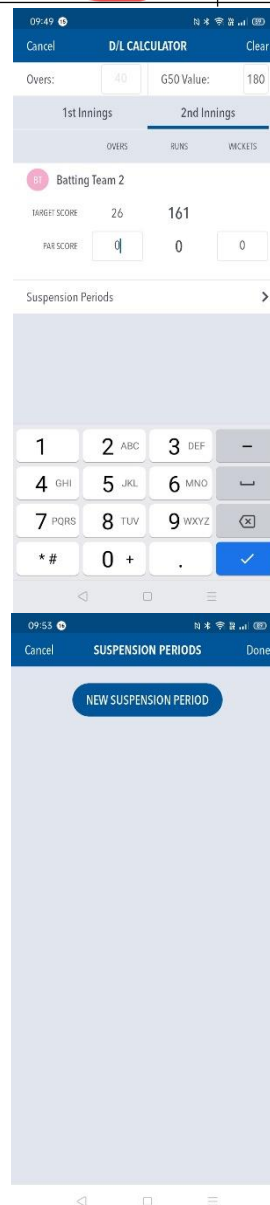
When play was able to resume there was a further 14 overs remaining.

The total length of innings is 18 overs.

The 'Time Allowance' and 'Maximum Overs per Bowler' is shown.

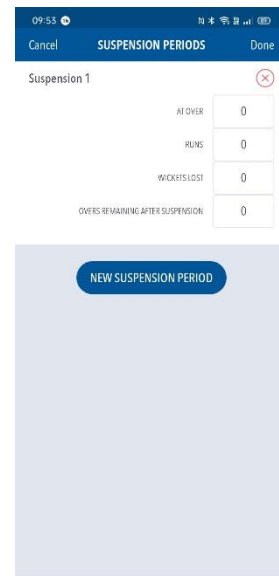
Overs Remaining	Length of Innings (+ over in progress)	Maximum Overs per Bowler
40-25	As Table 1 – Section A	
24	1h 36m	4b x 5o, 1b x 4o
23	1h 32m	3b x 5o, 2b x 4o
22	1h 28m	2b x 5o, 3b x 4o
21	1h 24m	1b x 5o, 4b x 4o
20	1h 20m	5b x 4o
19	1h 16m	4b x 4o, 1b x 3o
18	1h 12m	3b x 4o, 2b x 3o
17	1h 8m	2b x 4o, 3b x 3o
16	1h 4m	1b x 4o, 4b x 3o
15	1h 0m	5b x 3o
14	56m	4b x 3o, 1b x 2o

9. Back in the D/L Calculator, press 'Suspension Periods'.



10. Press 'New Suspension Period'.

11. The 'Suspension Periods' screen is displayed'



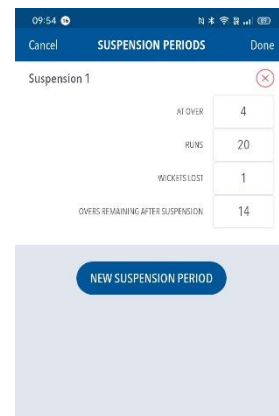
12. Change 'At Over' to 4.

Change 'Runs' to 20.

Change 'Wickets Lost' to 1.

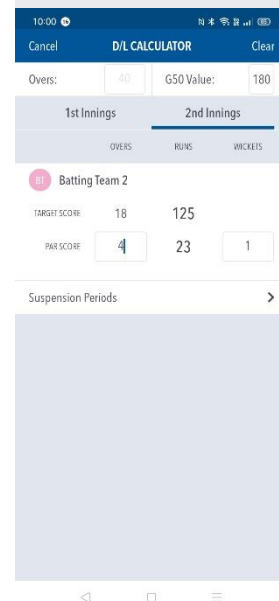
Change 'Overs remaining after suspension' to 14.

Click 'Done'.



14. The target score shown is now revised to 125 from 18 overs.

As the score at the time of interruption was 20 after 4 overs, the batting side now require a further 105 runs to win from 14 overs.



13. Play was further suspended after a further 3 overs (therefore after 7 overs in total) with the score at 38/2.

When play resumed there were only 5 overs remaining.

In total the 2nd innings will be 12 overs in total.

12	48m	2b x 3o, 3b x 2o
11	44m	1b x 3o, 4b x 2o
10	40m	5b x 2o
9	36m	Not Applicable
8	32m	
7	28m	
6	24m	
5	20m	
4	16m	
3	12m	
2	8m	
1	4m	

14. Back in the D/L Calculator, press 'Suspension Periods'.

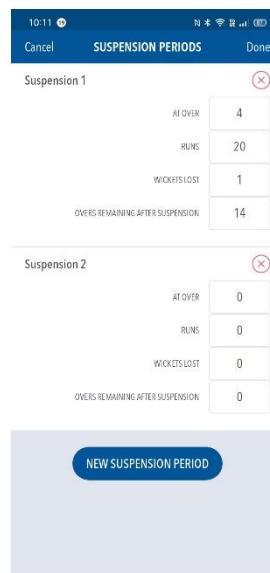
The screenshot shows the 'D/L CALCULATOR' app interface. At the top, there are 'Cancel' and 'Clear' buttons. Below that, 'Overs' is set to 40 and 'G50 Value' is 180. There are tabs for '1st Innings' and '2nd Innings'. Under '2nd Innings', there are sub-tabs for 'OVERS', 'RUNS', and 'WICKETS'. The 'Batting Team 2' section shows 'TARGET SCORE' as 18 and 125, and 'PAR SCORE' as 4, 23, and 1. The 'Suspension Periods' section is highlighted with a red box and has a right-pointing arrow.

15. The previous suspension period is shown.

Press 'New Suspension Period'.

The screenshot shows the 'SUSPENSION PERIODS' app interface. At the top, there are 'Cancel' and 'Done' buttons. Below that, 'Suspension 1' is shown with a close button. The details for 'Suspension 1' are: 'ALL OVER' (4), 'RUNS' (20), 'WICKETS LOST' (1), and 'OVERS REMAINING AFTER SUSPENSION' (14). At the bottom, there is a blue button labeled 'NEW SUSPENSION PERIOD'.

16. The 'Suspension Periods' screen is displayed'



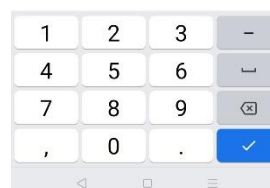
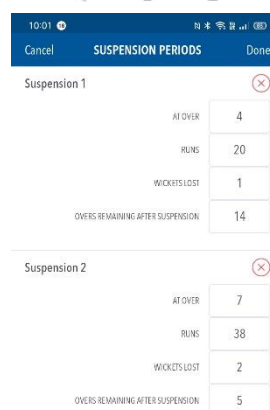
17. Change 'At Over' to 7.

Change 'Runs' to 38.

Change 'Wickets Lost' to 2.

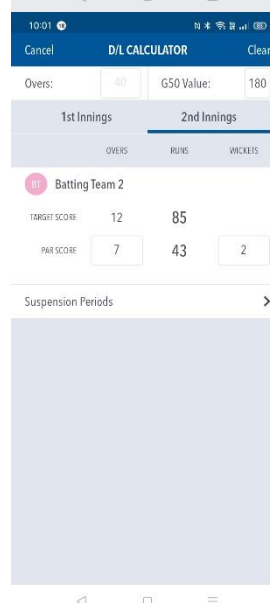
Change 'Overs remaining after suspension' to 5.

Click 'Done'.



The target score shown is now revised to 85 from 12 overs.

As the score at the time of interruption was 38 after 7 overs, the batting side now require a further 47 runs to win from 5 overs.



The Bassetlaw & District Cricket League



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