



Duckworth-Lewis- Stern Method:

Scenarios & Application

CRICKET AUSTRALIA DLS CALCULATOR V6

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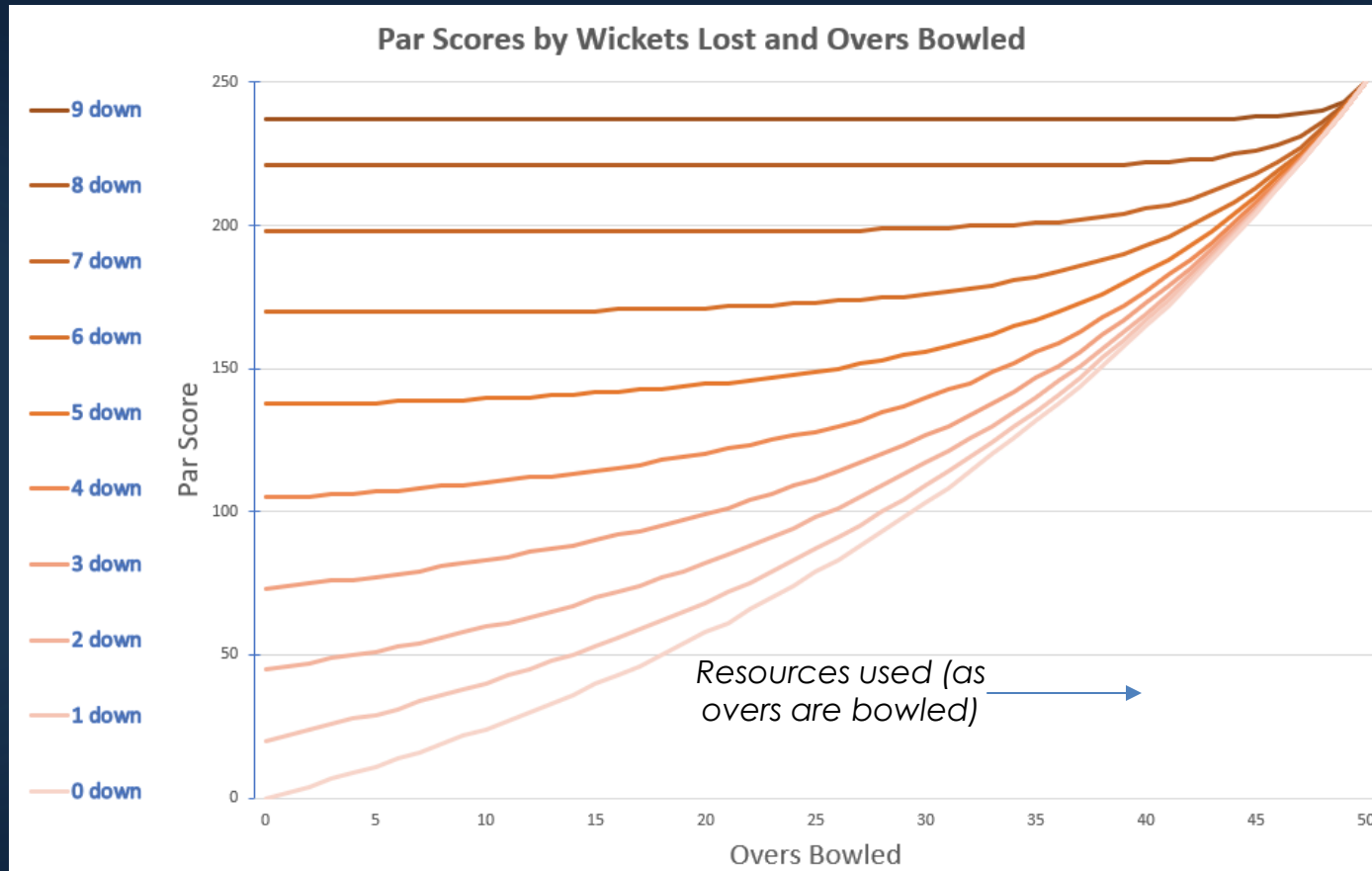
Frank Duckworth, Tony Lewis, Steve Stern

- ▶ First application of D/L in an ODI: 1997, formally adopted 1999
- ▶ A mathematical model based on the progression of recent matches
- ▶ Used to adjust target scores in limited over matches interrupted or ended prematurely after play commences
- ▶ Professor Steve Stern is the current custodian after first introducing refinements in 2014 when D/L became DLS
- ▶ Latest version: v6.0 released September 2025, adopted by NSWPC for 2026/27 season



One slightly technical bit...

- ▶ A “par” score, the score to tie at any point of the innings of the side batting second, is calculated based on the “resources” the team has remaining.
- ▶ The more resources used, the closer the chasing team is expected to be to their target.



Resources used (when wickets are lost)



DLS Considers Resources At An Interruption

- ▶ Par score tables are initially calculated at the end of the 1st innings utilising the final team total
- ▶ A team's remaining resources at the time of each interruption that results in a loss of overs (either innings) are also considered by the DLS Method
- ▶ If an interruption ends the match and a result can be declared, refer to the par score at that point, there are ball by ball par score tables generated if required
- ▶ If the match is set to resume after an interruption, a new DLS par score table is generated – since resources remaining have unexpectedly reduced



What Information is Required for the Calculator?

- ▶ First, make a note if the match starts with a reduced number of overs available to each side
- ▶ The scorers should be recording the following information for each unscheduled stoppage in play that results in a loss of overs, confirm with the umpires:
 - ▶ Team score when play stopped (wickets lost for total number of runs)
 - ▶ Number of overs bowled (include the ball number if stopped during an over, eg over 17.2)
 - ▶ If play is set to resume, the number of overs lost (umpires to advise)
- ▶ In the second(chasing) innings, when the umpires confirm play can resume and the number of overs lost, the DLS par score tables must be re-generated with the latest stoppage information, umpires and captains to be advised before play resumes.
- ▶ **Remember: Target to win is Par Score + 1**



Treatment of Penalty Runs

- ▶ Awarded in 1st innings to:
 - ▶ Batting side – included in final total for calculations
 - ▶ Fielding side – use the final total of the batting side, fielding side starts with penalty runs awarded.
- ▶ Awarded in 2nd (chasing) innings to:
 - ▶ Batting side – added to current total, no impact on a future DLS calculation
 - ▶ Fielding side – no recalculation of DLS tables, all par scores in the latest DLS table and the target to win advance by number of penalty runs
 - ▶ Fielding side – if there are a loss of overs after penalty runs are awarded, use the fielding side's original total, then advance all par scores in the latest DLS table and the target to win by number of penalty runs



Recording The Result Using DLS Method

- ▶ If a limited overs match has at least one interruption to play with a loss of overs after its commencement, a result must be recorded with a reference to 'DLS Method'
- ▶ Is the winning margin by number of runs or number of wickets?
 - ▶ The margin is by wickets if the chasing team attains their target to win
 - ▶ The margin is by runs if the chasing team:
 - ▶ is dismissed all out for a total less than the score to tie
 - ▶ has a total less than the score to tie at the end of their allotted overs
 - ▶ is behind or ahead of the par score at the point where a match ends due to an interruption



The DLS Calculator v6.0 (CA Website)

- ▶ Website Link: [DLS Calculator | Adjusted Targets For Rain-Affected Matches](#)
- ▶ This version of the calculator is not the official ICC version and its full alignment with the official version is not guaranteed.
- ▶ Assumed knowledge: the minimum number of overs available per side to constitute a match.

The screenshot displays the 'PLAYCRICKET' website's 'DUCKWORTH-LEWIS-STERN CALCULATOR' (Version 6.0). The interface is split into two main sections for 'TEAM 1 INNINGS' and 'TEAM 2 INNINGS'. Each section includes a header bar with navigation links (Play, Program Finder, Community, Competitions, Stats, PlayHQ, Support) and a search bar. Below the header, there's a 'Reset match' button. The 'TEAM 1 INNINGS' section features a table for recording overs bowled, runs scored, wickets down, and overs lost/side. The table has a single row with values 0, 0, 0, and 0, and a note '50 overs remaining'. Below the table is a button 'Add additional stoppage row +'. The 'TEAM 2 INNINGS' section has a similar table with values 0, 0, 0, and 0, and a note '50 overs remaining', also with an 'Add additional stoppage row +' button. At the bottom of each section, there's a 'Total overs available: 50' label and a 'Penalty runs awarded to Team 1 while Team 2 are batting' input field with a value of 0. A 'GENERATE TARGET' button is located at the bottom right of the 'TEAM 2 INNINGS' section. Below this button, there's a 'Download Par Score Tables:' section with two buttons: 'Over by over' and 'Ball by ball'.

PLAYCRICKET Play Program Finder Community Competitions Stats PlayHQ Support

DUCKWORTH-LEWIS-STERN CALCULATOR Version 6.0

TEAM 1 INNINGS

Over limit at start of match: 50 Team 1's final score: 0

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost/Side
1	0	0	0	0

50 overs remaining

Add additional stoppage row +

Total overs available: 50

Penalty runs awarded to Team 1 while Team 2 are batting: 0

TEAM 2 INNINGS

Overs at start of innings: 50

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost
1	0	0	0	0

50 overs remaining

Add additional stoppage row +

Total overs available: 50

GENERATE TARGET

Download Par Score Tables:

Over by over Ball by ball



The DLS Calculator v6.0 (CA Website)

- ▶ At the time of writing, inconsistencies relating to the CA calculator output statements were noted. The following is advised and followed in the scenarios presented in this pack:
 - ▶ If the match ends during the 2nd innings due to an unscheduled interruption, use the par score table generated prior to this interruption to determine the outcome, if a result can be declared. Do not re-generate par score tables.
 - ▶ Check the output statement of the calculator (highlighted yellow after clicking the Generate Target button) against the par score table, eg if the statement is “Target: 100 (20 overs)”, check the last row starts 20 overs with par scores of 99.
 - ▶ Where the output statement does not state the Target to win, even if it states a Result, check the par score table.
 - ▶ Penalty runs during the 2nd innings awarded to the fielding team are not added by the calculator to the par score table values or target score. Users will need to manually add the penalty runs to these.



Example 1: Interruptions in Team 1 Innings

- ▶ The match starts with both sides having the opportunity to face 50 overs
- ▶ The side batting first has its innings interrupted by rain after 15 overs with the score on 0-68
- ▶ The innings resumes with the match reduced to 30 overs per side
- ▶ Another interruption in play occurs at 0-120 after 26.1 overs
- ▶ The match is reduced further to 28 overs per side upon resumption
- ▶ The first innings ends on 0-125 after 28 overs
- ▶ *What is the target to win for the chasing side? Assume a minimum opportunity of 15 overs per side to reach a result*



Example 1: Interruptions in Team 1 Innings

- Start of match: 50 overs per side
- Team 1's final total: 125
- Team 1 interruption 1: at 0-68 off 15 overs, resumed with a loss of 20 overs
- Team 1 interruption 2: at 0-120 off 26.1 overs, resumed with a loss of 2 overs
- Team 2 starts innings with: 28 overs
- Target to win: 170

TEAM 1 INNINGS

Over limit at start of match: 50Team 1's final score: 125

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost/Side
1	15	68	0	20
2	26.1	120	0	2

1.5 overs remaining

Add additional stoppage row +

Total overs available: 28

Penalty runs awarded to Team 1 while Team 2 are batting: 0

TEAM 2 INNINGS

Overs at start of innings: 28

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost
1	0	0	0	0

28 overs remaining

Add additional stoppage row +

Total overs available: 28

GENERATE TARGET

Revised Target: 170 (28 overs)

Download Par Score Tables:

Over by over

Ball by ball



Example 2: Abandoned Team 1 Innings

- ▶ The match starts with both sides having the opportunity to face 50 overs
- ▶ The side batting first has its innings interrupted and ultimately ended by rain after 47.1 overs with the score on 8-226
- ▶ The chasing side resumes the match with the opportunity to face 33 overs
- ▶ *What is the target to win for the chasing side? Assume a minimum opportunity of 15 overs per side to reach a result*



Example 2: Abandoned Team 1 Innings

- Start of match: 50 overs per side
- Team 1's final total: 226
- Team 1 interruption 1: at 8-226 off 47.1 overs, which ended the innings (enter remaining overs as Overs Lost)
- Team 2 starts innings with: 33 overs
- Target to win: 204

TEAM 1 INNINGS

Over limit at start of match: 50

Team 1's final score: 226

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost/Side
1	47.1	226	8	2.5

0 overs remaining

Add additional stoppage row +

Total overs available: 47.1

Penalty runs awarded to Team 1 while Team 2 are batting: 0

TEAM 2 INNINGS

Overs at start of innings: 33

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost
1	0	0	0	0

33 overs remaining

Add additional stoppage row +

Total overs available: 33

GENERATE TARGET

Revised Target: 204 (33 overs)

Download Par Score Tables:

Over by over Ball by ball

Example 3: Interruption in Team 2 Innings

- ▶ The match starts with both sides having the opportunity to face 45 overs
- ▶ The side batting first completes its allotted overs at 6-252
- ▶ The chasing side has its innings interrupted after 42.5 overs with the score 6-231, play resumes with 2 overs lost
- ▶ *What is the revised target to win for the chasing side? Assume a minimum opportunity of 15 overs per side to reach a result*



Example 3: Interruption in Team 2 Innings

- Start of match: 45 overs per side
- Team 1's final total: 252
- Team 2 starts innings with: 45 overs
- Team 2 interruption 1: at 6-231 off 42.5 overs, resumes with 2 overs lost
- Less than 1 over remaining.

Output is Par Score at stoppage (42.5). Need to refer to Ball by Ball Table

TEAM 1 INNINGS

Over limit at start of match: 45

Team 1's final score: 252

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost/Side
1	0	0	0	0

45 overs remaining

Add additional stoppage row +

Total overs available: 45

Penalty runs awarded to Team 1 while Team 2 are batting

TEAM 2 INNINGS

Overs at start of innings: 45

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost
1	42.5	231	6	2

0.1 overs remaining

Add additional stoppage row +

Total overs available: 43

GENERATE TARGET

Par Score: 231
Match tied

Download Par Score Tables:

Over by over

Ball by ball

Example 3: Interruption in Team 2 Innings

- Target Score = Par Score at end of Available Overs + 1:
 $233 + 1 = 234$
- 3 runs off 1 ball are required to win, 2 runs to tie

TABLE OF BALL-BY-BALL PAR SCORES



OVERS BOWLED	OVERS REMAINING	WICKETS DOWN									
		0	1	2	3	4	5	6	7	8	9
42.3	0.3	-	-	-	-	-	-	228	228	228	229
42.4	0.2	-	-	-	-	-	-	229	229	230	230
42.5	0.1	-	-	-	-	-	-	231	231	231	231
43	0	-	-	-	-	-	-	233	233	233	233



Example 4: Previous example with penalty runs

- ▶ Take Example 3 and modify the calculator input if Team 1 was also awarded 5 penalty runs at over 27.6 of Team 2's innings
- ▶ *What is now the revised target to win for the chasing side?*



Example 4: Previous example with penalty runs

- Team 1 awarded 5 penalty runs during Team 2's innings before interruption
- At time of writing, Generated Target and par scores do not change. Manually add the Penalty runs to the generated value (If less than 1 over remaining refer to Ball by Ball Table).
- *Target to win: $233+1+5 = 239$ (8 runs off 1 ball)*

TEAM 1 INNINGS

Over limit at start of match: 45

Team 1's final score: 252

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost/Side
1	0	0	0	0

45 overs remaining

Add additional stoppage row +

Total overs available: 45

Penalty runs awarded to Team 1 while Team 2 are batting: 5

TEAM 2 INNINGS

Overs at start of innings: 45

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost
1	42.5	231	6	2

0.1 overs remaining

Add additional stoppage row +

Total overs available: 43

GENERATE TARGET

Par Score: 231
Match tied

Download Par Score Tables:

Over by over | Ball by ball

TABLE OF BALL-BY-BALL PAR SCORES



OVERS BOWLED	OVERS REMAINING	WICKETS DOWN									
		0	1	2	3	4	5	6	7	8	9
42.3	0.3	-	-	-	-	-	-	228	228	228	229
42.4	0.2	-	-	-	-	-	-	229	229	230	230
42.5	0.1	-	-	-	-	-	-	231	231	231	231
43	0	-	-	-	-	-	-	233	233	233	233

Example 5: Match ends due to interruption

- ▶ Take Example 3 and instead of the match resuming after the interruption, the match is called off with no further play
- ▶ *Who won the match and by what margin?*



Example 5: Match ends due to interruption

- Team 2 interruption ends the match at 42.5 overs
- Team 2 Score 6-231
- Less than 1 over remaining, refer to Ball by Ball table
- Par Score is 231
- *Match is Tied (DLS Method)*

TABLE OF BALL-BY-BALL PAR SCORES



OVERS BOWLED	OVERS REMAINING	WICKETS DOWN									
		0	1	2	3	4	5	6	7	8	9
42.3	0.3	-	-	-	-	-	-	228	228	228	229
42.4	0.2	-	-	-	-	-	-	229	229	230	230
42.5	0.1	-	-	-	-	-	-	231	231	231	231
43	0	-	-	-	-	-	-	233	233	233	233



Back to Example 2: Abandoned Team 1 Innings

- ▶ Use the generated DLS table for this scenario to answer the following, assuming no further loss of overs in the match (answers next slide):
 - ▶ Team 2 reaches its target after 32.5 overs finishing on 6-204. What is the result?
 - ▶ Team 2 is bowled out for 157 after 31.1 overs. What is the result?
 - ▶ Team 2 reaches 4-105 after 17 overs when the match is abandoned. What is the result?
 - ▶ Team 2 reaches 7-155 after 25.3 overs when the match is abandoned. What is the result?
 - ▶ Team 1 is awarded 5 penalty runs after repeated infringements by the batters for wasting time.
What is the new par score for Team 2 after 15 overs at 2 wickets down?



Back to Example 2: Abandoned Team 1 Innings

- ▶ Use the generated DLS table for this scenario to answer the following, assuming no further loss of overs in the match:
 - ▶ Team 2 reaches its target after 32.5 overs finishing on 6-204. What is the result? *Team 2 won by 4 wickets (DLS Method)*
 - ▶ Team 2 is bowled out for 157 after 31.1 overs. What is the result? *Team 1 won by 46 runs (DLS Method)*
 - ▶ Team 2 reaches 4-105 after 17 overs when the match is abandoned. What is the result? *Team 1 won by 1 run (DLS Method)*
 - ▶ Team 2 reaches 7-155 after 25.3 overs when the match is abandoned. What is the result? *Team 1 won by 11 Runs (DLS Method) – refer to Ball by Ball DLS table*
 - ▶ Team 1 is awarded 5 penalty runs after repeated infringements by the batters for wasting time. What is the new par score for Team 2 after 15 overs at 2 wickets down? *82*



Exercise 1: 50 Over Match Interruption to Team 1

- ▶ The match started with both sides having the opportunity to face 50 overs
- ▶ Team 1 reached 5-143 after 30 overs when rain stopped play
- ▶ The match resumed with both sides facing a reduced maximum of 40 overs
- ▶ Five penalty runs were awarded to Team 1 at over 32.5
- ▶ Team 1 goes on to be dismissed for 200 on the last ball of their allotted overs
- ▶ *What was Team 2's target to win? Assume a minimum opportunity of 15 overs per side to reach a result*



Exercise 1: 50 Over Match Interruption to Team 1

- Start of match: 50 overs per side
- Team 1's final total: 200
- Team 1 interruption 1: at 5-143 off 30 overs, resumed with a loss of 10 overs
- Team 2 starts innings with: 40 overs
- Target to win: 203

TEAM 1 INNINGS

Over limit at start of match: 50

Team 1's final score: 200

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost/Side
1	30	143	5	10

10 overs remaining

Add additional stoppage row +

Total overs available: 40

Penalty runs awarded to Team 1 while Team 2 are batting: 0

TEAM 2 INNINGS

Overs at start of innings: 40

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost
1	0	0	0	0

40 overs remaining

Add additional stoppage row +

Total overs available: 40

GENERATE TARGET

Revised Target: 203 (40 overs)

Download Par Score Tables:

Over by over Ball by ball



Exercise 1: 50 Over Match Interruption to Team 1

- ▶ Use the generated DLS table for this scenario to answer the following, assuming no further loss of overs in the match (answers next slide):
 - ▶ Team 2 reaches 9-202 after 36.2 overs. What happens at this point?
 - ▶ Team 2 is bowled out for 137 after 38.6 overs. What is the result?
 - ▶ Team 2 reaches 3-198 after its allotted 40 overs are completed. What is the result?
 - ▶ Team 2 reaches 9-197 after 39 overs when the match is abandoned. What is the result?
 - ▶ Team 2 is awarded 5 penalty runs after the ball hit a helmet behind the keeper whilst in play. What is the new target to win for Team 2 after 25 overs at 3 wickets down?



Exercise 1: 50 Over Match Interruption to Team 1

- ▶ Use the generated DLS table for this scenario to answer the following, assuming no further loss of overs in the match:
 - ▶ Team 2 reaches 9-202 after 36.2 overs. What happens at this point? *Play on – Team 2 still has 1 wicket in hand and 1 run to win*
 - ▶ Team 2 is bowled out for 137 after 38.6 overs. What is the result? *Team 1 won by 65 runs (DLS Method)*
 - ▶ Team 2 reaches 3-198 after its allotted 40 overs are completed. What is the result? *Team 1 won by 4 runs (DLS Method)*
 - ▶ Team 2 reaches 9-197 after 39 overs when the match is abandoned. What is the result? *Match tied (DLS Method)*
 - ▶ Team 2 is awarded 5 penalty runs after the ball hit a helmet behind the keeper whilst in play. What is the new target to win for Team 2 after 25 overs at 3 wickets down? *203 – no change*



Exercise 2: Interruption ends the match

- ▶ Continue with the match from Exercise 1
- ▶ In Team 2's innings, play was stopped due to nearby lightning with the score on 1-38 after 12.2 overs
- ▶ The match resumed with Team 2's innings reduced to a maximum of 35 overs
- ▶ Five penalty runs were awarded to Team 1 at over 20.3
- ▶ After 23 overs with Team 2 on 3-113, play is stopped again due to a heavy storm and the umpires decide that no further play is possible after the storm
- ▶ *Who won the match and what result was recorded?*



Exercise 2: Interruption ends the match

- In event of abandon of play, refer to the previously generated par Score Tables.
- At 23 overs with 3 wickets down Par Score is $103 + 5 \text{ penalty runs} = 108$
- Team 2 score is 3-113.
- *Match Result: Team 2 won by 5 runs (DLS Method)*
- Note: Do not regenerate a target with the data at the point of match ending. It will give invalid results.

OVERS BOWLED	OVERS REMAINING	WICKETS DOWN									
		0	1	2	3	4	5	6	7	8	9
19.4	15.2	-	76	82	89	99	111	127	146	164	179
19.5	15.1	-	77	82	90	99	112	128	146	164	179
20	15	-	78	83	90	100	112	128	146	164	179
20.1	14.5	-	79	84	91	100	112	128	146	164	179
20.2	14.4	-	80	85	92	101	113	128	146	164	179
20.3	14.3	-	81	86	92	101	113	128	146	164	179
20.4	14.2	-	81	86	93	102	114	129	146	164	179
20.5	14.1	-	82	87	94	102	114	129	146	164	179
21	14	-	83	88	94	103	114	129	146	164	179
21.1	13.5	-	84	89	95	103	115	129	146	164	179
21.2	13.4	-	85	90	96	104	115	129	146	164	179
21.3	13.3	-	86	90	96	104	115	130	146	164	179
21.4	13.2	-	87	91	97	105	116	130	146	164	179
21.5	13.1	-	88	92	98	106	116	130	147	164	179
22	13	-	89	93	98	106	117	130	147	164	179
22.1	12.5	-	90	94	99	107	117	130	147	164	179
22.2	12.4	-	91	95	100	107	117	131	147	164	179
22.3	12.3	-	92	95	101	108	118	131	147	164	179
22.4	12.2	-	93	96	101	109	118	131	147	164	179
22.5	12.1	-	93	97	102	109	119	131	147	164	179
23	12	-	94	98	103	110	119	132	147	164	179
23.1	11.5	-	95	99	104	111	120	132	147	164	179
23.2	11.4	-	96	100	105	111	120	132	147	164	179
23.3	11.3	-	97	101	105	112	121	132	147	164	179
23.4	11.2	-	98	102	106	112	121	133	147	164	179
23.5	11.1	-	99	103	107	113	122	133	148	164	179
24	11	-	100	104	108	114	122	133	148	164	179
24.1	10.5	-	101	104	109	115	123	134	148	164	179
24.2	10.4	-	102	105	110	115	123	134	148	164	179



Exercise 3: T20 Interruption to Team 2

- ▶ The match started with both sides having the opportunity to face 20 overs
- ▶ Team 1 was dismissed for 102 after 17.6 overs
- ▶ Team 2 reached 4-50 in 6.4 overs when rain stopped play
- ▶ The match resumed with 7 overs lost
- ▶ *What was the par score when play was stopped? What was the revised target to win? Assume a minimum opportunity of 5 overs per side to reach a result*



Exercise 3: T20 Interruption to Team 2

- Start of match: 20 overs per side
- Team 1's final total: 102
- Team 2 starts innings with: 20 overs
- Team 2 interruption 1: at 4-50 off 6.4 overs, resumes with 7 overs lost

TEAM 1 INNINGS

Over limit at start of match: 20

Team 1's final score: 102

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost/Side
1	0	0	0	0

20 overs remaining

Add additional stoppage row +

Total overs available: 20

Penalty runs awarded to Team 1 while Team 2 are batting: 0

TEAM 2 INNINGS

Overs at start of innings: 20

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost
1	6.4	50	4	7

6.2 overs remaining

Add additional stoppage row +

Total overs available: 13

GENERATE TARGET

Download Par Score Tables:

Over by over Ball by ball

Revised Target: 79 (13 overs)
Team Two require 29 runs to win with 6.2 overs remaining.

- Target to win: 79
- Par score at interruption: 42

OVERS BOWLED	OVERS REMAINING	WICKETS DOWN									
		0	1	2	3	4	5	6	7	8	9
6.2	6.4	-	-	-	-	41	44	48	54		74
6.3	6.3	-	-	-	-	42	44	48	54		
6.4	6.2	-	-	-	-	42	45	49	55		
6.5	6.1	-	-	-	-	43	46	49	55		4
7	6	-	-	-	-	44	46	50	55		74



Exercise 4: BBL | 10 Heat v Stars

- ▶ The start of play was delayed by rain and the match commenced with both sides having the opportunity to face 17 overs
- ▶ The Heat batted first and its innings was interrupted by rain after 7.5 overs with the score on 2-72, play resumes with the match reduced to 14 overs per side
- ▶ Another interruption to the Heat's innings occurred at over 8.2 with the score on 2-85, play resumed with the match reduced to 10 overs per side
- ▶ The Heat completed its 10 overs at 3-115
- ▶ *What was the target to win for the Stars if there were no further interruptions?
Assume a minimum opportunity of 5 overs per side to reach a result*



Exercise 4: BBL | 10 Heat v Stars

- Start of match: 17 overs per side
- Team 1's final total: 115
- Team 1 interruption 1: at 2-72 off 7.5 overs, resumed with a loss of 3 overs
- Team 1 interruption 2: at 2-85 off 8.2 overs, resumed with a loss of 4 more overs
- Team 2 starts innings with: 10 overs
- Target to win: 130

TEAM 1 INNINGS

Over limit at start of match: 17

Team 1's final score: 115

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost/Side
1	7.5	72	2	3
2	8.2	85	2	4

1.4 overs remaining

Add additional stoppage row +

Total overs available: 10

Penalty runs awarded to Team 1 while Team 2 are batting: 0

TEAM 2 INNINGS

Overs at start of innings: 10

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost
1	0	0	0	0

10 overs remaining

Add additional stoppage row +

Total overs available: 10

GENERATE TARGET

Revised Target: 130 (10 overs)

Download Par Score Tables:

Over by over Ball by ball

What needs to be entered in the boxes?

TEAM 1 INNINGS

Over limit at start of match

A

▲ Incorrect overs value

Team 1's final score

B

▲ Incorrect score

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost/Side
1	D	E	F	G 0 overs remaining
Add additional stoppage row +				

Total overs available: 0

Penalty runs awarded to Team 1 while Team 2 are batting

L

TEAM 2 INNINGS

Overs at start of innings

C

▲ Incorrect overs value

	Overs Bowled	Runs Scored	Wickets Down	Overs Lost
1	H	I	J	K 0 overs remaining
Add additional stoppage row +				

Total overs available: 0

GENERATE TARGET

Download Par Score Tables:

Over by over

Ball by ball

