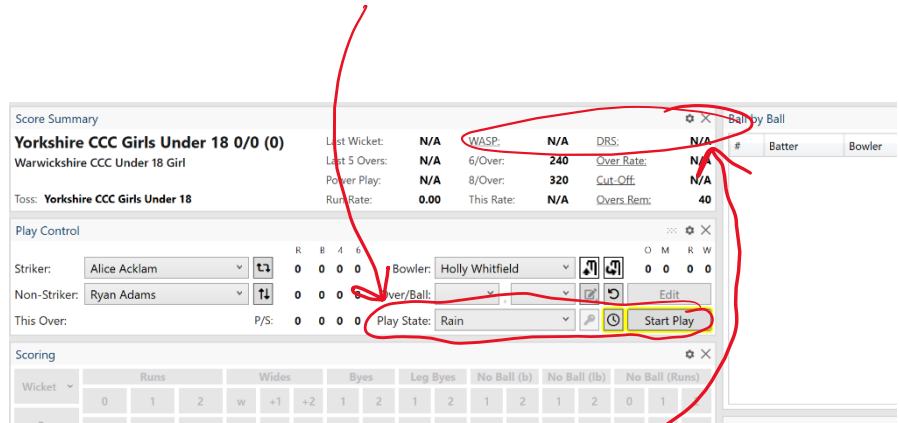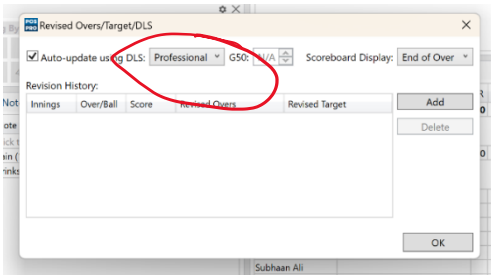# 'How to' guide for using DLS within PCS Pro

When there is a break in play and DLS is used firstly make sure that the Play State is showing the reason for break in play. Ideally do this as soon as the break begins.

-When play is about to recommence, DLS needs to be used to calculate the new projected target with the remaining overs.

Umpires to provide the number of remaining overs based on league regs.

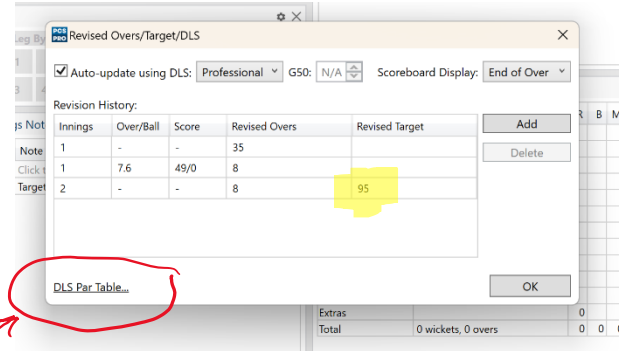- Click on Overs Rem in the Score Summary window.

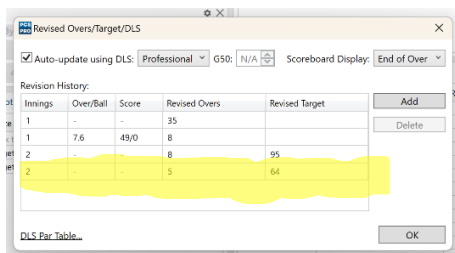-Make sure the DLS being used is 'Professional v5'

Click **'Add'**

Enter the revised number of overs.

If this is in the first innings, nothing else will occur until the start of the second innings when it will calculate the projected target based on the remaining overs in the game. It will automatically match the number of overs to that played by the first batting side.

-Print the par tables for both captains and umpires. Some leagues allow this to be emailed after being printed to PDF.

-For each extra break in play, repeat the above making sure the Play State represents the current situation.

NB: Each time overs are revised; a new revised target will be produced and the tables will need reprinting.

Created by the Yorkshire County Scoring Officer
Sarah Pollard, sarahpollard1619@gmail.com

'How to' guide for Play Cricket Scorer App

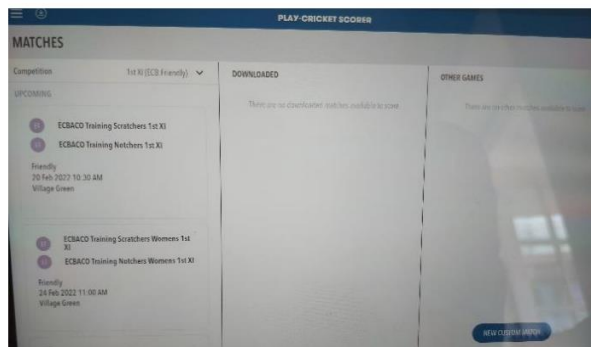## Downloading the app

On an apple/android device;

1. Open up the App store/Play Store
2. Search for 'Play Cricket Scorer' app – pictured
3. Download
4. Open the app

Logging in and Selecting the match

Log in to the app using the log in provided to you by the club who has a play cricket account or use one of the training session log ins. Please note: These are only for use on the training day. Please see your tutor for these.

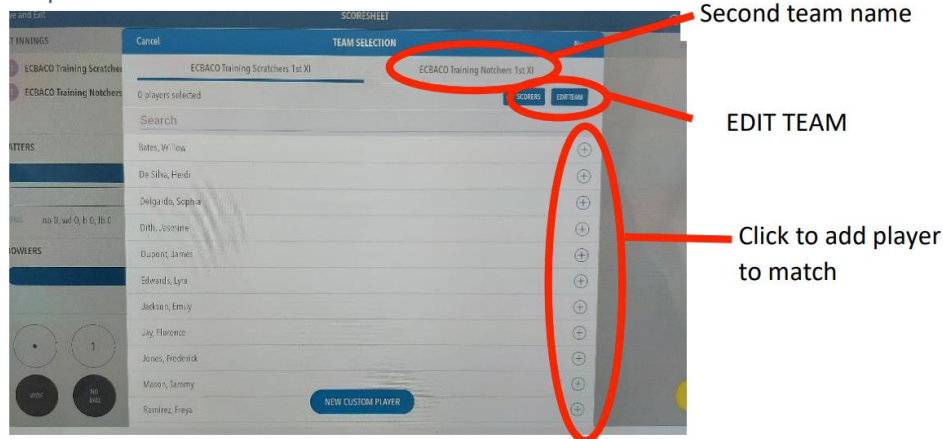Once logged in you should have this screen

The left-hand panel shows matches in your league.

You can **either**;

1. Download the game to score offline
   (this will then appear in the middle column and can be scored at a later time)

2. If you are 'live' scoring (only one person per match needs to do this – usually the home scorer) click the match you are wanting to score. - **internet access needed throughout the match**

To start the match, select on the match you wish to score and click 'Start Match'

Match Setup

Second team name

EDIT TEAM

Click to add player to match

1. Select the 11 players for the Home Team – you may need to click 'EDIT TEAM' first

If you select the wrong player, click '**EDIT TEAM**' and press the '3 dots'.

'How to' guide for Play Cricket Scorer App

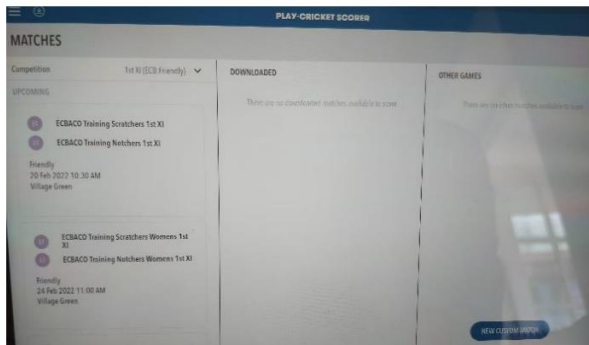## Downloading the app

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Play-Cricket Scorer
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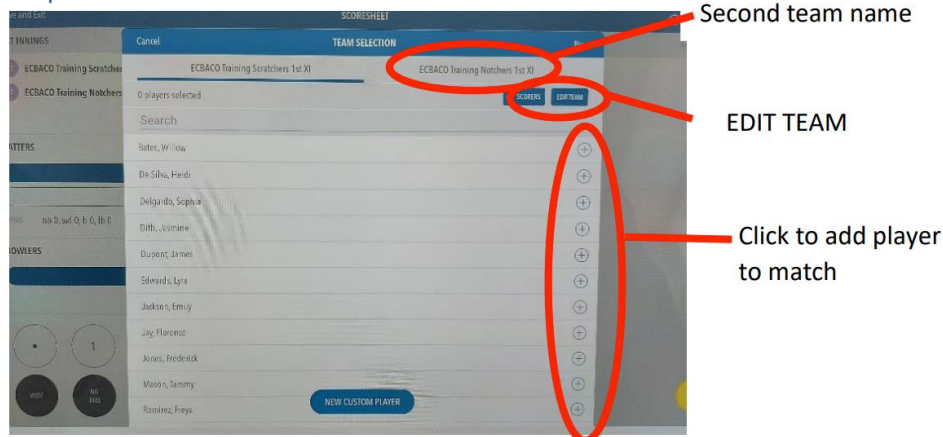
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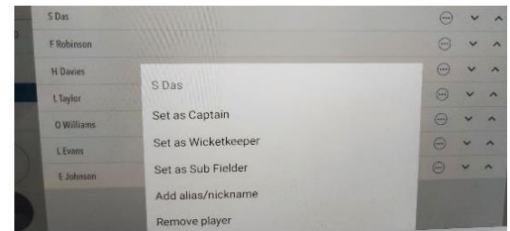
Match Setup

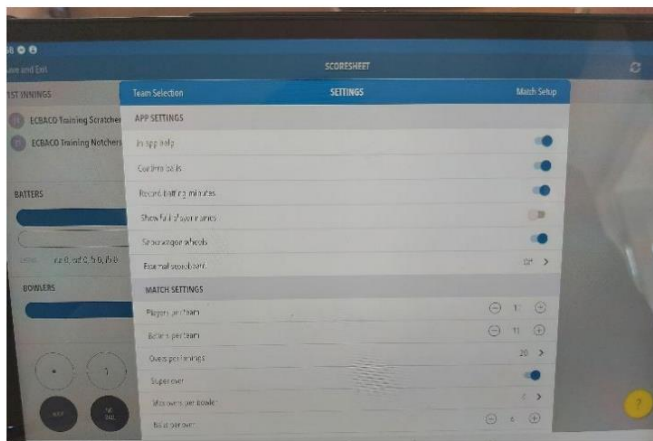Second team name

EDIT TEAM

Click to add player to match

1. Select the 11 players for the Home Team – you may need to click 'EDIT TEAM' first

If you select the wrong player, click '**EDIT TEAM**' and press the '3 dots'.

You will see this menu, click '**remove player**'. (see image below)

2. Select the wicket keeper and captain;
    a. Click '**EDIT TEAM**'
    b. Click on the '**3 dots**' on the player you wish to identify
    c. Click on captain/wicket keeper

3. To input the second team of players, click the team name at the top of the screen.
4. Click **NEXT** in the top right corner
5. Select any options wanted (suggest to turn off wagon wheel unless you wish to place the ball on the field for EACH ball)

NB: If you are playing a different rule in the game, this is where you can edit the main settings. You can access this page at any time during the match.

6. Click **Match Setup** in the top right corner once complete.

7. Select who won the toss and whether they are to bat or bowl.
8. Click '**DONE**'
9. You should receive this pop up – click '**ball-by-ball**'.
    NB: The score manually option is for if you are inputting the data AFTER a game has completed.

4. The highlighted names on the app are the players directly involved in the coming ball ie, batsmen facing and current bowler.
5. Use the buttons on the bottom of the screen to input the detail of each ball.
    You need to click the '**tick**' after each ball unless you edit this in the settings.
6. The app will prompt for the end of the over, click accordingly.
7. Once the over has been ended, the app will prompt for the next bowler.
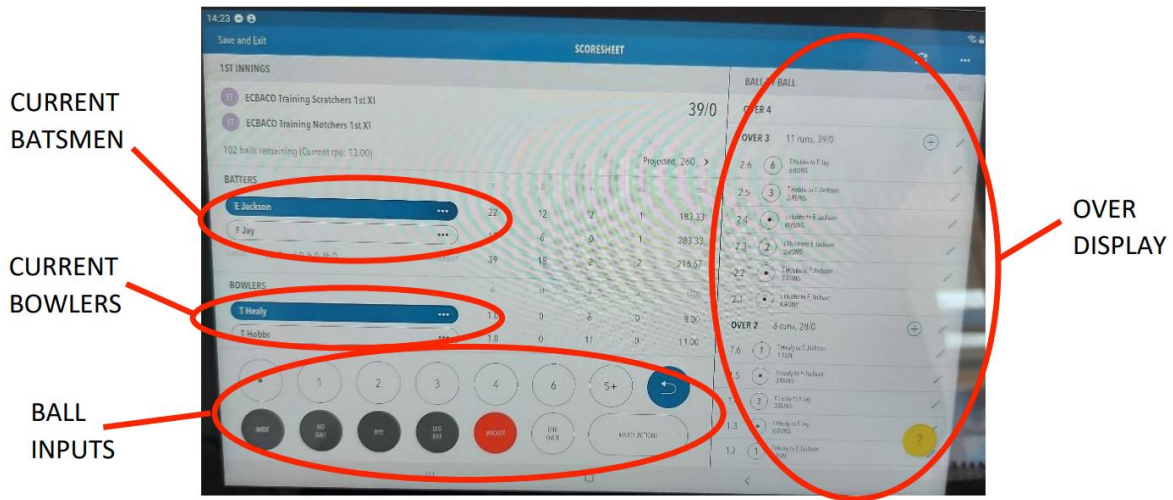8. Continue in this way throughout the game.

To add breaks click '**MATCH ACTIONS**' – drinks etc. To resume play, select the detail for the next ball.

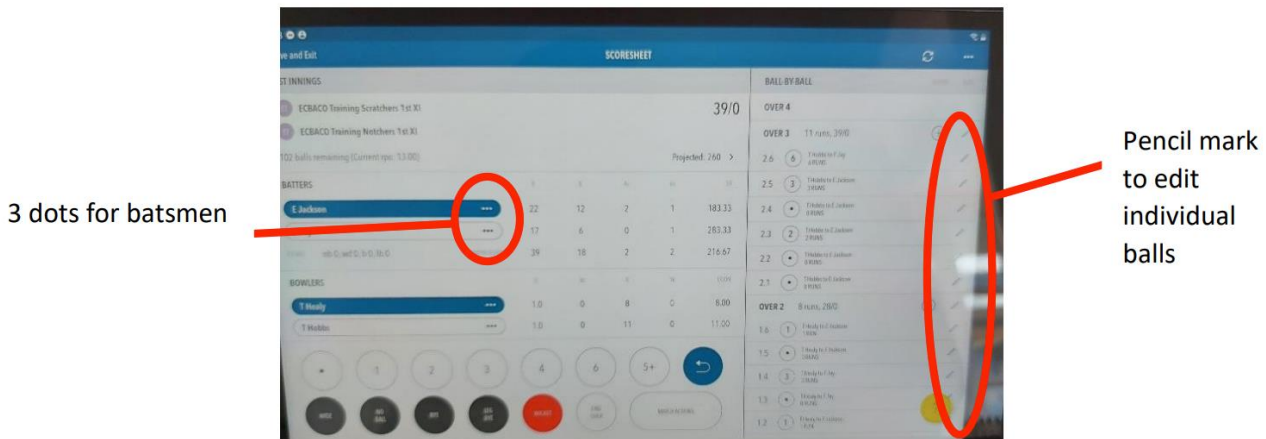To force end of over click '**END OVER**' – 5 ball overs etc

To indicate a wicket click '**WICKET**'. The app will prompt some drop down menus to select how the batter was out etc.

Created by Sarah Pollard, Yorkshire CSO
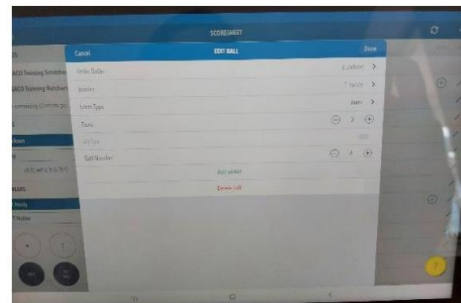
To score during the match

1. Click **'ball-by-ball'** on the screen pop up above.
2. The app will prompt for the first batsmen, the second batsmen and the opening bowler.
3. The screen will look as below. This is the standard scoring screen

CURRENT BATSMEN

CURRENT BOWLERS

BALL INPUTS

OVER DISPLAY

Edits during the game

3 dots for batsmen

Pencil mark to edit individual balls

a. Batsmen facing (in case of short run for example); Use the 3 dots on the batsmen name. Click 'change strike'
b. Wrong batsmen name; Use 3 dots on the batsmen name. Click 'change batter'

c. Mistake made in previous over;
   i) Use the column on the right hand side of the screen, find the ball the mistake was made click the **pencil mark.**
   ii) Edit the ball with the correct information; NB: If a single was ran, this will automatically prompt a pop up asking whether you wish to change the batsmen facing for this ball; this over; entire innings.

d. Incorrect bowler name;
   i) Use the column on the right hand side of the screen, find the over which is listed under the incorrect bowler, click the **pencil mark.**
   ii) Select the new bowler; NB: This will ONLY change the bowler for that over. If subsequent overs need changing you will need to do this separately.

e. To add a ball into a 'completed over';
   i) Use the column on the right hand side of the screen, find the over which is listed under the incorrect bowler, click the **plus sign.**
   ii) Input data you wish to add, click **'DONE'** in the top right corner on completed.

Match Settings

1. To access the match settings at any time during the game, select the **'3 horizontal dots'** in the top right corner.
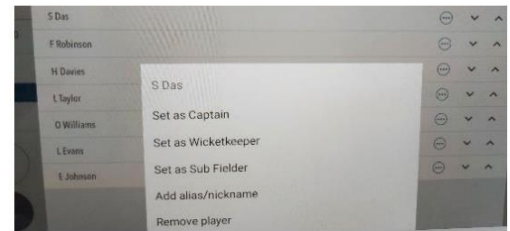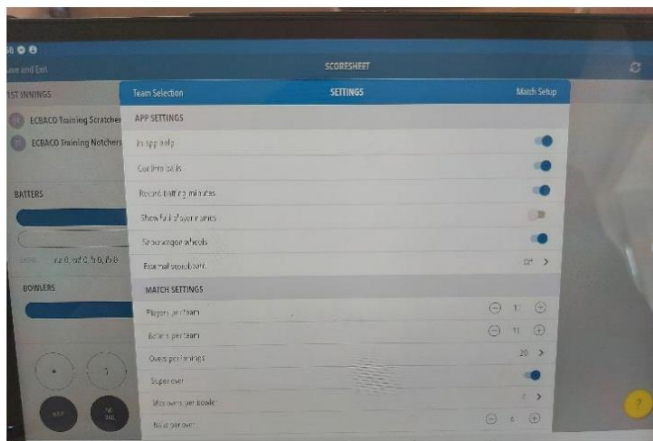2. Select **'MATCH SETTINGS'**

End of game

1. To end the game early, click **'ACTIONS'** , followed by **'END MATCH'**
2. This will bring up the scorecard, click **'DONE'** in the top right corner.
3. The app with prompt what you wish to do. – finalise the result.
4. Once completed click **'DONE'** – this will take you back to very first screen with the different games.
5. If you are NOT scoring live, select on the match you have just completed and select **'re-sync to Play Cricket'**.

You will see this menu, click '**remove player**'. (see image below)

2. Select the wicket keeper and captain;
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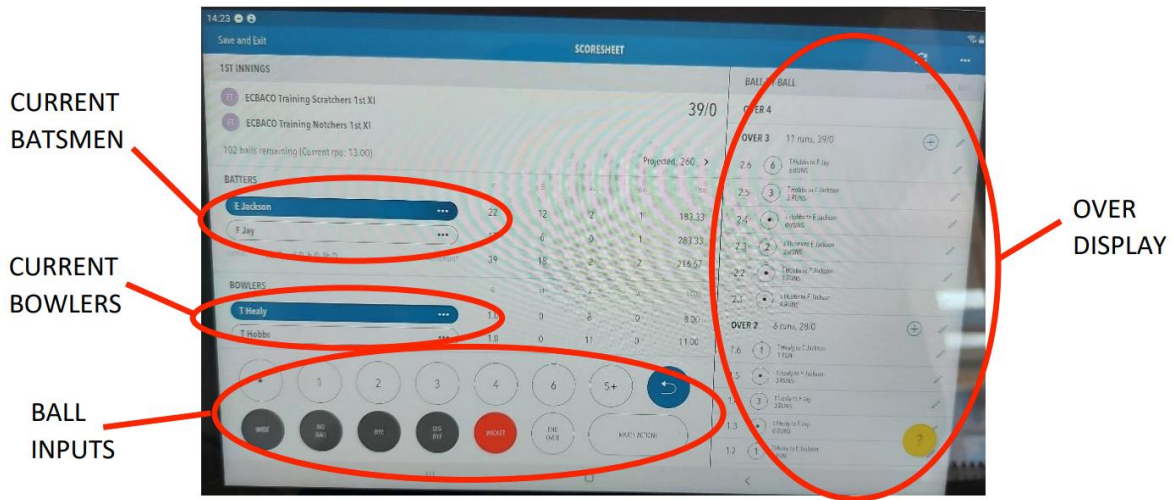8. Continue in this way throughout the game.

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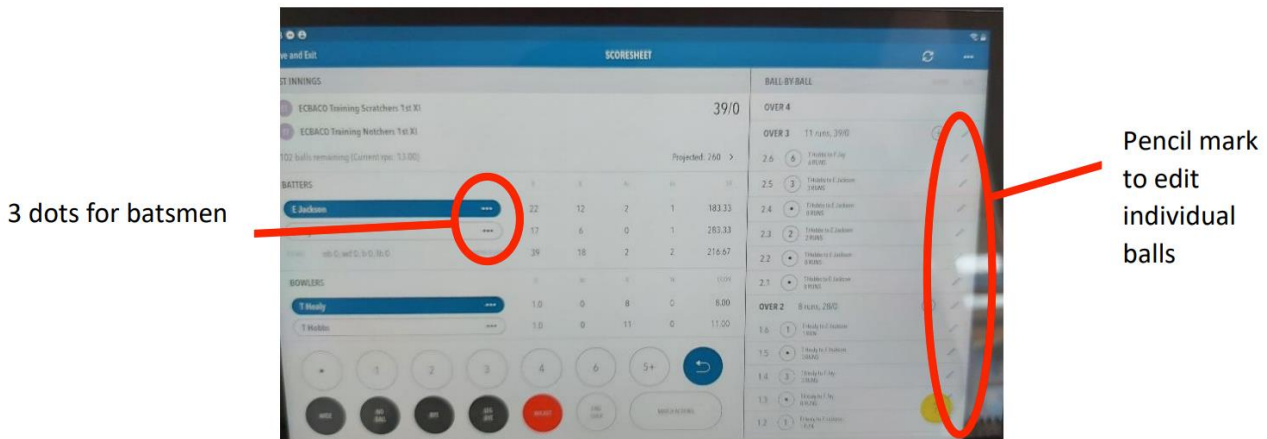To force end of over click '**END OVER**' – 5 ball overs etc

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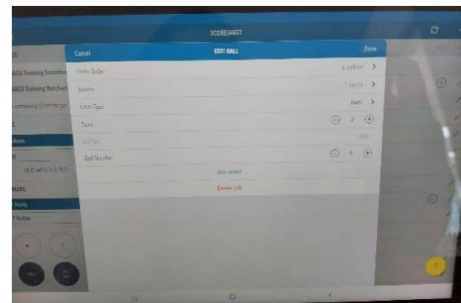
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5. If you are NOT scoring live, select on the match you have just completed and select **'re-sync to Play Cricket'**.

Using Duckworth Lewis Stern

At the pre-match meeting ask the umpires and captains: -
 o Whether or not DLS needs to be displayed regardless of the weather.
 o From which over during the 2nd innings they would like DLS to be displayed.
 o How many copies of the Par Score Table they would like printed/emailed.
 o Advise umpires and captains where on the scoreboard DLS will be displayed.

Whenever a game is interrupted you need to make sure following the following steps. 1. Match Actions → Break → select the type of delay → Done → Done.

When play is ready to resume, ask the umpires to confirm how many overs will be remaining in this innings.

2. click 'Resume'.

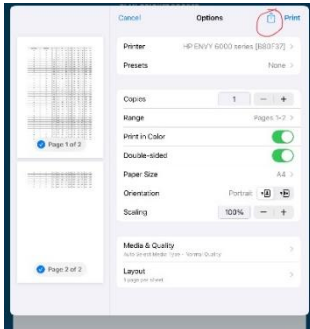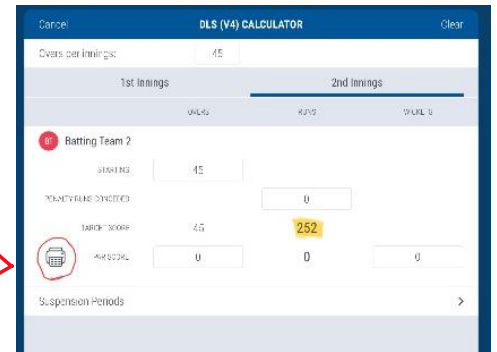3. Match Actions → Duckworth Lewis → Duckworth-Lewis-Stern (v5) → Done

4. Go down to the third option 'Suspension Periods' → 'New Suspension Period'.

5. Check the automated information is correct and edit 'Overs remaining after suspension' → Done.

C r e a t e d   b y   S a r a h   P o l l a r d , Y o r k s h i r e   C S O
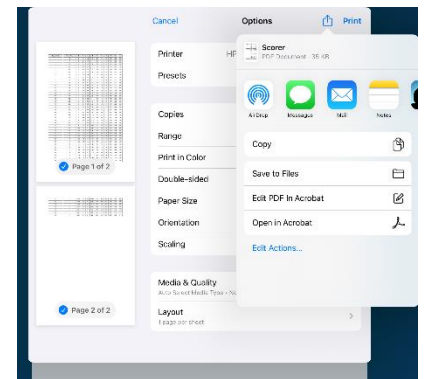
It will have updated the new Target Score. Highlighted in yellow.

6. Print the par tables using the printer icon → 'Over-by-Over'.

This will generate a pdf table that can either be printed out or emailed to relevant officials.

To do this you need to click on the export button at top right next to *Print* and select options.

Recommend that you also save a copy of the Table to your local files in case need to refer later or other query arises.

7. Continue to score as normal.

Each time there is an interruption, the above steps need to be followed for the new DLS target to be calculated correctly.

Note that the number of overs permitted for team 2 will automatically adjust to the same as team 1.