

# DUCKWORTH LEWIS PROTOCOL

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**ALL HOME CLUBS MUST ENSURE THEY ARE USING DUCKWORTH LEWIS STERN VERSION 2 - 2016 (DLS2 - 2016). FAILURE TO DO SO MAY RESULT IN A FORFEITURE OF THE MATCH.**

**HOME CLUBS MUST ENSURE THEY HAVE A WORKING COMPUTER, PRINTER, ENOUGH PAPER, INK AND A COMPETENT OPERATOR**

**CLUBS SHOULD RUN A TEST ON ARRIVAL AT THE GROUND TO ENSURE THE COMPUTER ETC ARE WORKING CORRECTLY**

**A PRINT OUT MUST BE PROVIDED TO THE CAPTAINS OF BOTH SIDES, THE UMPIRES AND ALSO THE SCORERS**

**PRINT OUTS ARE TO BE PROVIDED AFTER THE CONCLUSION OF THE FIRST INNINGS**

**FURTHER TO THIS THEY MUST ALSO BE PROVIDED ON ANY SUBSEQUENT DELAY WHERE OVERS ARE LOST AFTER THE FIRST INNINGS IS COMPLETE**

**THE UMPIRES SHALL PROVIDE THE INFORMATION REQUIRED BY THE DL OPERATOR**

**AFTER A DELAY AND WHEN THE UMPIRES HAVE DECIDED A TIME TO RESTART THE CLUB WILL HAVE A MAXIMUM OF 10 MINUTES TO PRODUCE THE NECESSARY PRINT OUTS, FAILURE TO PRODUCE PRINT OUTS ON TIME BY THE HOME SIDE WILL RESULT IN FORFEITURE OF THE GAME, WHICH WILL BE AWARDED TO THE VISITING TEAM**

**IN CERTAIN CIRCUMSTANCES A GAME MAY RESTART WITHOUT DL PRINT OUTS, THESE ARE LIMITED TO GAMES WHERE NO OVERS WERE LOST AFTER PLAY HAD STARTED IN THE FIRST INNINGS, HOWEVER IF PRINT OUTS ARE STILL NOT AVAILABLE AND PLAY IS THEN INTERRUPTED THE HOME TEAM SHALL IMMEDIATELY FORFEIT THE MATCH**