Parameters







ALL-ROUNDERS / LOWER ORDER



PARAMETERS	DESCRIPTION	CRITERIA
Batting Average	Average runs scored in an innings	> 15
Strike Rate	No of runs scored per 100 balls	> 140
Innings Batted	Total Innings batted	> 2
Batting Position	Order in which the batter played	> 4
Innings Bowled	Total Innings bowled	> 2
Bowling Economy	Average runs allowed per over	< 7
Bowling Strike Rate	Average no. of balls required to take a wicket	< 20

SPECIALIST FAST BOWLERS



PARAMETERS	DESCRIPTION	
Innings Bowled	Total Innings bowled > 4	
Bowling Economy	Average runs allowed per over	< 7
Bowling Strike Rate	Average no. of balls required to take a wicket	< 16
Bowling Style	Bowling style of the player	= "%Fast%"
Bowling Average	No. of runs allowed per wicket	< 20
Dot Ball %	% of dot balls bowled	> 40

Measures

The measures used for calculating the above parameters and their significance.

Measures:				
Sno	Measures	Description / Purpose		
1	Total Runs	Total number of runs scored by the batsman		
2	Total Innings Batted	Total number of innings a batsman got a chance to bat		
3	Total Innings Dismissed	To find the number of innings batsman got out		
4	Batting Average	Average runs scored in an innings		
5	Total balls Faced	Total number of balls faced by the batsman		
6	Strike Rate	No of runs scored per 100 balls		
7	Batting Position	Batting position of a player		
8	Boundary %	Percentage of boundaries scored by the Batsman		
9	Avg. balls Faced	Average balls faced by the batter in an innings		
10	Wickets	Total number of wickets taken by a bowler		
11	balls Bowled	Total number of balls bowled by the bowler		
12	Runs Conceded	Total runs conceded by the bowler		
13	Bowling Economy	Average number of runs conceded in an over		
14	Bowling Strike Rate	Number of balls bowled per wicket		
15	Bowling Average	No. of runs allowed per wicket		
16	Total Innings Bowled	Total number of innings bowled by a bowler		
17	Dot Ball %	Percentage of dot balls bowled by a bowler		
18	Player Selection	To understand if a player is selected or not		
19	Display Text	To display a text of no player is selected		
20	Color Callout Value	To display a value only when a player is selected		