

MEN'S SENIOR TEAM PERFORMANCE ANALYSIS POST ACA CUP 2022:

OVERALL:

Number of Players Used – 19

Players who played 5 or more matches - 13

Team	Matches Played	Wins	Win Percentage
Uganda	35	31	88.60%
Nigeria	22	16	72.70%
Namibia	14	10	71.40%
Kenya	22	13	59.10%
Tanzania	34	18	52.90%

Team	Matches Played	Runs Scored	Runs Conceded	Run Difference
Uganda	35	4735	4028	707
Nigeria	22	2280	1774	506
Kenya	22	2720	2359	361
Namibia	14	1954	1677	277
Tanzania	34	4344	4119	225

Out of the top 5 associate teams in Africa post-ACA Cup, we are ranked last in both **win percentage** as well as **run-difference**.

BATTING:

Team	Strike Rate	Non-Boundary SR	Balls Before Boundary
Uganda	131.86	59.66	5.94
Namibia	128.81	65.26	6.69
Kenya	125.64	60.91	7.05
Tanzania	122.99	54.09	6.60
Nigeria	105.85	59.56	10.39

We have hit boundaries frequently (once every **6-7 balls**), but our **strike rate** has been relatively poor. This is because our **non-boundary strike rate** (*runs scored every 100 balls, taking away boundaries*) has been the worst among all 5 associate teams.

Team	Dot Percentage
Namibia	39.7%
Kenya	42.3%
Uganda	42.7%
Tanzania	46.7%
Nigeria	47.6%

We've also been playing too many **dot balls** – **4%** more than Uganda and Kenya. That's around **5** more dots per match. For comparison, our dot ball % in the ACA Cup 2022 was only **36%**.

BOWLING:

Team	Wickets	Bowling Average	Bowling SR
Namibia	97	17.29	16.42
Kenya	150	15.73	15.03
Tanzania	239	17.23	14.69
Nigeria	163	10.88	12.96
Uganda	306	13.16	12.91

Our **Bowling Average** has been pretty poor (**17 runs per wicket**), while our **Bowling Strike Rate** has been decent (**wicket every 14-15 balls**). This means that although we have been getting wickets often, runs are still being leaked.

Team	Dot Percentage	Balls Before Boundary
Nigeria	56.0%	13.71
Namibia	43.8%	10.32
Uganda	51.3%	9.14
Kenya	49.6%	9.10
Tanzania	46.1%	7.45

We have conceded boundaries too frequently (**once every 7-8 balls**), and have not bowled enough dot balls (**5% fewer dot percentage than Uganda**, which is about 6 less dots per game).