



Score Card Prediction - Cricket

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Abstract

Cricket is more than a sport. it has abundant data and statistical details. Our project Score Card Prediction, exploits this data aspect through machine learning to guess a match's final score, relying on current information. The system considers important elements such as which teams bat plus bowl, what the score is right now, how many wickets dropped, completed overs next to recent run patterns to make a sensible forecast. The initiative combines affection for cricket with data science. It offers beneficial, instant predictions that help fans, analysts along with broadcasters.

The prediction engine is powered by ensemble machine learning models such as XGBoost and Random Forest Regressor. These models were trained using previous T20 match data. The system follows a predefined procedure when dealing with user inputs. Data cleansing, transformation, and model input all happen in a way that improves prediction accuracy. This procedure manages changing match scenarios and displays the current field status immediately. Following that, the predicted score is displayed to the user via an easy-to-use frontend, ensuring that the tool provides useful information in a straightforward format.

With a modular and scalable architecture, our system is designed to accommodate future enhancements such as player-specific impact, live win probability charts, and voice-based inputs. By bridging machine learning with sports analytics, *Score Card Prediction* showcases how AI can enhance the viewer experience and decision-making processes in modern-day sports. It stands as a promising step toward integrating predictive technologies in live cricket analysis and sports media applications.