Cricket Metrics Formula Reference

Runs Scored:

Sum of all runs scored by a batter.

Balls Faced:

Total number of legal deliveries faced by a batter.

Strike Rate:

Strike Rate = (Runs Scored / Balls Faced) × 100

Batting Average:

Batting Average = Total Runs Scored / Number of Times Dismissed

Fours:

Total number of times the batter hit a boundary for 4 runs.

Sixes:

Total number of times the batter hit a boundary for 6 runs.

Dot Ball %:

Dot Ball % = (Number of Dot Balls Faced / Total Balls Faced) × 100

50s / 100s:

Count of innings where player scored 50+ or 100+ runs.

Dismissal Types:

Categories such as Bowled, Caught, LBW, Run Out, etc.

Consistency:

Consistency = (Innings with 30+ Runs / Total Innings) × 100

Boundary %:

Boundary % = ((Fours + Sixes) / Balls Faced) × 100

Runs per Match:

Runs per Match = Total Runs / Matches Played

High Score:

Highest individual score in a single match.

Batting Impact Score:

A weighted score combining runs, strike rate, match result, and pressure context.

Wickets Taken:

Total number of dismissals credited to the bowler.

Overs Bowled:

Total number of overs bowled (1 over = 6 legal deliveries).

Economy Rate:

Economy Rate = Runs Conceded / Overs Bowled

Bowling Average:

Bowling Average = Runs Conceded / Wickets Taken

Bowling Strike Rate:

Bowling Strike Rate = Balls Bowled / Wickets Taken

Dot Ball % (Bowling):

Dot Ball % = (Dot Balls Bowled / Balls Bowled) × 100

Maiden Overs:

Overs in which zero runs were conceded.

Best Bowling Figures:

Best performance in a match, e.g., 5 wickets for 12 runs.

4-Wicket Hauls:

Number of times a bowler took 4 wickets in a match.

5-Wicket Hauls:

Number of times a bowler took 5 wickets in a match.

Wide Balls:

Number of deliveries called wide by the umpire.

No Balls:

Illegal deliveries resulting in a free hit or extra run.

Runs Conceded:

Total number of runs given by the bowler.

Bowling Impact Score:

Composite score based on wickets, economy, strike rate, and match situation.

Catches:

Total number of catches taken by a fielder.

Run Outs:

Involvement in dismissing batters via run out.

Stumpings:

Dismissals by wicketkeeper removing the bails when batter is out of crease.

Direct Hits:

Number of times a fielder hit the stumps directly to cause a run out.

Dismissals Involved:

Sum of catches, stumpings, and run outs a player was part of.

Fielding Impact Score:

Composite score based on catches, run outs, stumpings, and direct hits.

Match ID:

Unique identifier for each match.

Date:

Date on which the match was played.

City:

City where the match took place.

Venue:

Stadium or ground of the match.

Batting Team:

The team that was batting.

Opponent:

The opposing team.