**Objectives of the study:**

In this research, we determine automated commentary in the game of cricket using eight various umpire gestures such as six, wide, four, no-ball, out, not-out, byes, leg-byes, and no-action class. To achieve this, we employ convolutional neural networks (CNNs) and compare results with several other classification models.

**Conclusion:**

In this paper, we utilize convolutional neural networks (CNNs) to identify automated commentary umpire gestures, comparing the outcomes with other classification models. Additionally, our research aims to surpass the accuracy achieved in prior studies by training our model on a dataset comprising 20,000 images.