**Steps Involved**

1. Ball detection model ---> transfer learning from any state of the art model can be used.

2. Every time ball leaves the hand of baller, once the model detects it... There has to be a function that records the time on in the video.

3. Till the ball is detected in the frames every previous frame is of use now once we have a frame without the ball in it (reaches the wicket keeper or hits the bat). It is end point for the ball.

4. Use video editing library to extract the time frame from the vid.

For pointers, one could detect the wide lines and no ball lines (for these use simple computer vision techniques like gradients and filters) if possible, try to detect the line the ballers leg and the ball in the same frame to detect the no ball for example.

Sorry, Due to busy college schedule I was unable to implement this.