By how much did th	his player's actions con	tribute to the success	of the team?											
Since baseball and	cricket are team games	s, it's going to be impo	ortant to understand	that the actual outcome of t	e team is less important than a	player's influence. You can take	the best player in the sport and	fill out the rest of the roster wi	th the worst in the leagu	ue - the good player w	ill still be good but the	team will still lose mo	ore than they win. In ba	aseball we often compare a player to the league average (stats like
Metric defined to m	neasure player's contribu	ution to team success												
Metric of a team														
Prove that a team w	with high value of metric	won in past years												
Template of success	ssful team in past years													
	Different types of pla	yers in a successful te	eam											
	Fraction of money th			pories										
	Winning template:													
		What successful tear	ms do in different blo	ocks of play in a T20 game										
Assign a value in an	mount based on metric													
For each team,														
	Strategy based on b	udget												
	Players to retain and		d											
	Type of players to be filled to form a team as given by template													
	Options of players in auction pool and the amount that can be paid to them													
Conclusion														
	Based only on player	performance in past y	years											
	Very clear from past years auctions that a player value is determined by factors more than just playing capability.													
	Beauty of sport - any													

Table 1

				Table I									
Part 1													
	Win expectancy -	from past games, ball by	ball										
		Option 1 - WASP											
		Option 2 - Baseball n	nethod										
	Player metric												
	i layer meane	Ontion 1 - WPA for e	ach player, ball by bal	 									
		Option 2 - Other base		<u>'</u>									
		Factors:					. ,						
			_	factor Normalise bat				season etc)					
				f wickets by quality of	· · · · · · · · · · · · · · · · · · ·	sman's WAP or WAR o	or etc)						
			Tournament Adjustment Factor - To compare IPL/BBL/etc (?)										
		League Adjustment Factor - IPL/Inter-state/state-level etc - useful for scouting											
	Compare Player metric and man of series, purple cap, orange cap, most valuable player etc												
	Plot of distribution of number of players at different values of WAR												
	Team metric = sur	n of WPA of players											
		Conclude: Team with	highest WPA ends up	o winning the tournam	ent								
		Conclude: Determine	which players contrib	outed most to team's	success								
				AR of different players									
			ce tag based on WPA										
				rs should be proportio	nal to their WAR or W	PA or other metric							
							MDA)						
D+0		Conclude. In the pas	t years, check not for	different players base	d on their price tag an	Their performance (v	VPA).						
Part 2													
	For winning teams, analyse which players contributed to team's success during different stages of game												
	Conclude: Team Template of a successful team (different type of players in a winning team) Conclude: Playing template of a successful team (runs/wickets at different key stages of game)												
	Conclude: Thus w	inning team should cons	ist of these 'X' differer	nt types of players who	o should perform 'Y' a	t different stages of ga	ame.						
	Conclude: Assign categories to each player (Q2)												
		For each player,											
			Batsman - (Top/Mido	dle/Lower) - (Block-ba	sh/Aggressive/)								
			Bowler - (Powerplay/	/Middle/Death) - (High	economy-High wicke	ts/Low economy-low	wickets/)						
			Allrounders - Combir	nation of both batsma	n and bowler characte	eristics							
Part 3													
	Interactive visualis	sation tool for team selec	tion										
		am template to be filled v		re for retention or list o	of players from auction	n pool							
		ected, appropriate amou			n players from auction	. 2001.							
				•	wise tors and allegate								
	Users can build th	eir team by mixing and n	natching between diffe	erent players for their	once tags and allocate	eu buaget.							
Part 4													
	Scouting - If a team runs out of money to buy top-performers, can scout effective players from different leagues.												
	Similar analysis or	n other tournaments to ge											
		Conclude: Effective p	players at cheap price	=> High Return on Inv	vestment								

Table 1

Part 1				
	Win Expectancy			
	All IPL games			
	Venue wise games			
	Other leagues			
	T20i			