

A blue-tinted photograph of a cricket match. A batsman is in the foreground, swinging his bat. A wicketkeeper is crouched behind the stumps, and a bowler is visible in the background. The scene is set on a cricket field with a crowd in the distance.

# Cricket Analysis and Score Prediction

Mubin Khan

A close-up photograph of a hand holding a red cricket ball. The ball is a deep red color with a white stitching around the edges. In the center of the ball, there is a circular stamp. The text in the stamp reads "MADE IN AUSTRALIA" at the top, "156g" in the middle, "SOLID" on the left, "HIDE" on the right, and "DAVE BROWN" at the bottom. The background is a blurred green field.

# Understanding Cricket

What is it all about?

# Cricket Players

Bowler - throw the ball

Batter - hits the ball





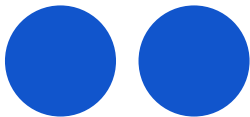


# How to score in cricket?



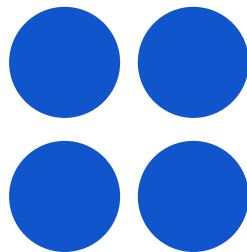
1 Run

Both batsman  
run from  
respective ends  
of pitch **once**



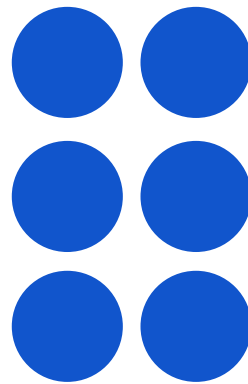
2 Runs

Both batsman  
run from  
respective ends  
of pitch **twice**



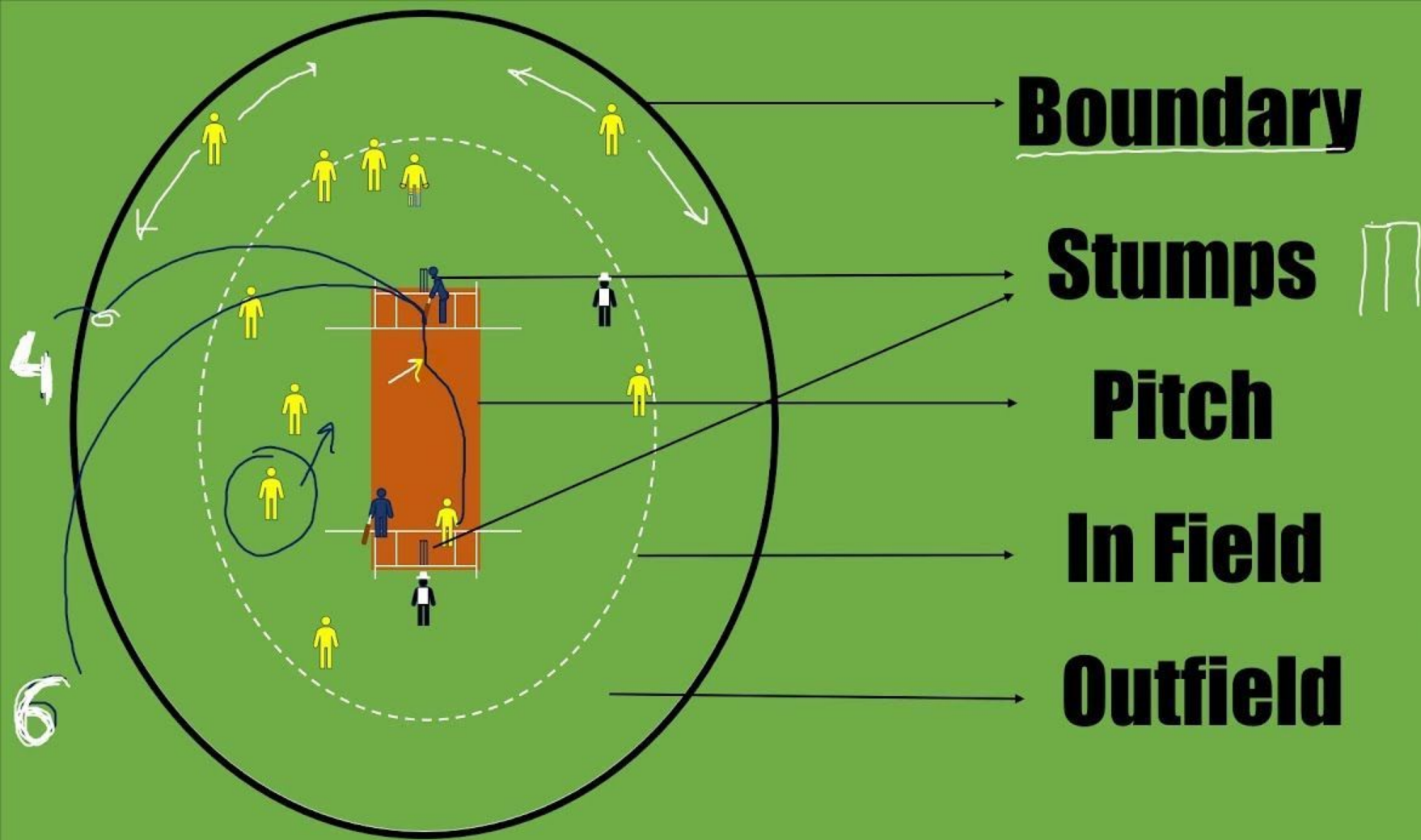
4 Runs

Ball hits the  
boundary line



6 Runs

Ball hits **over** the  
boundary line  
**without**  
**bouncing**



# What am i trying to solve?

## BUSINESS PROBLEM

Coaches and Captain of batting team needs to strategize the game plan based on current score statistics to increase winning chances.

Therefore, predicting score would help them optimise the performance of their team.

Predict the  
IPL score for  
the batting  
team

## DATA SCIENCE PROBLEM



# What are my goals?



Gather  
dataset for  
IPL matches

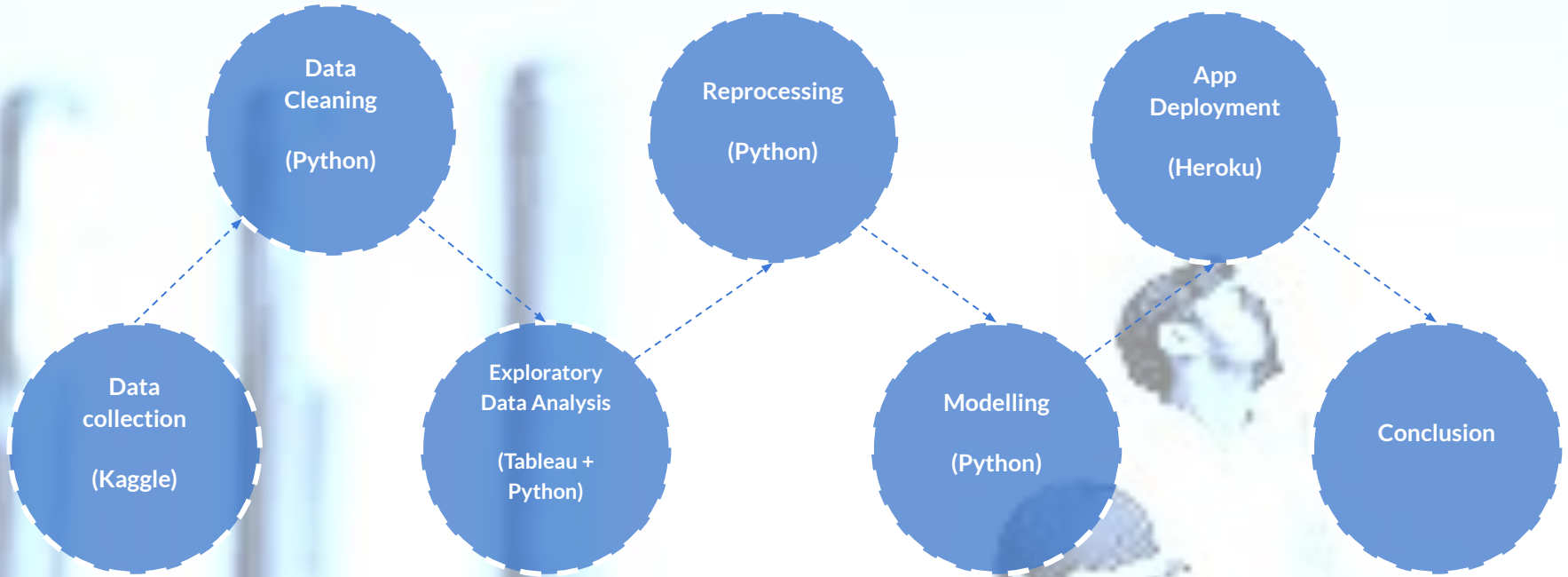
Perform data  
analysis on the  
collected data to  
look for trends  
and select  
important  
variables

Use Linear  
Regression models  
to predict the score  
of IPL match for  
batting team.

Use flask to create web  
framework



# The journey I took



# Data used to inform my decisions

	Macro Data (Overview)	Micro Data (Granular)
Data Collection	IPL matches dataset 2008-2020	IPL ball-by-ball dataset
Data Source	IPL [Kaggle Dataset 2008-2020] ( <a href="https://www.kaggle.com/patrickb1912/ipl-complete-dataset-20082020">https://www.kaggle.com/patrickb1912/ipl-complete-dataset-20082020</a> )	

# Uncovering trends and patterns

A photograph of a cricket match, showing a batsman in the foreground swinging a bat, and a wicketkeeper and bowler in the background. The entire image is covered with a semi-transparent blue filter.

# Key Findings from EDA

# Key factors impacting the gameplay

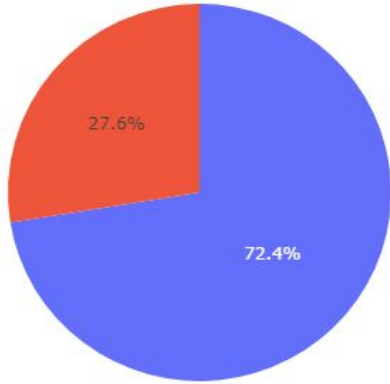
**Toss**

**Venue**

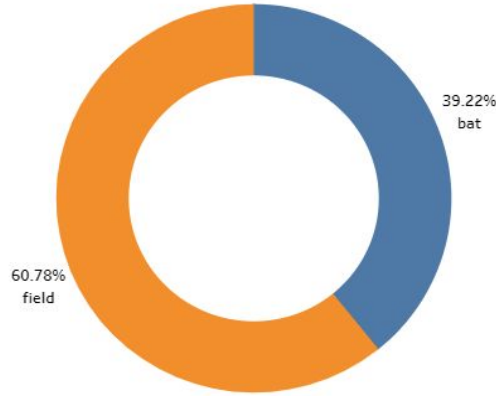
**Batter**



# How winning the toss impact the gameplay



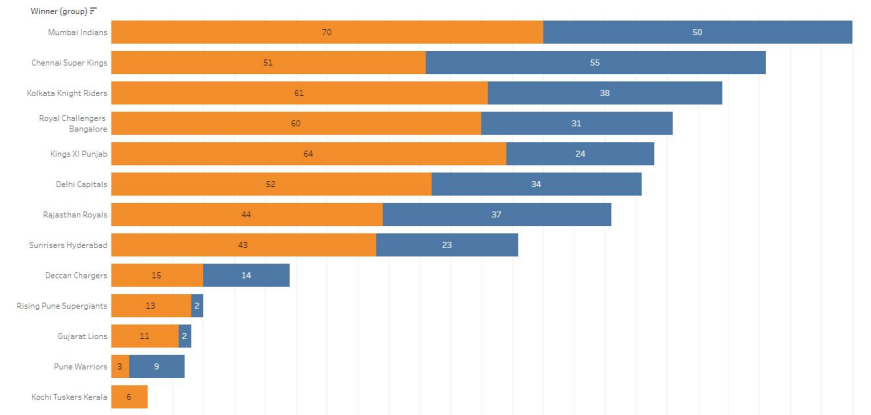
70% of the team who wins the toss  
Wins the game



Those who win the toss would  
generally field

60% of those who field  
Wins the game

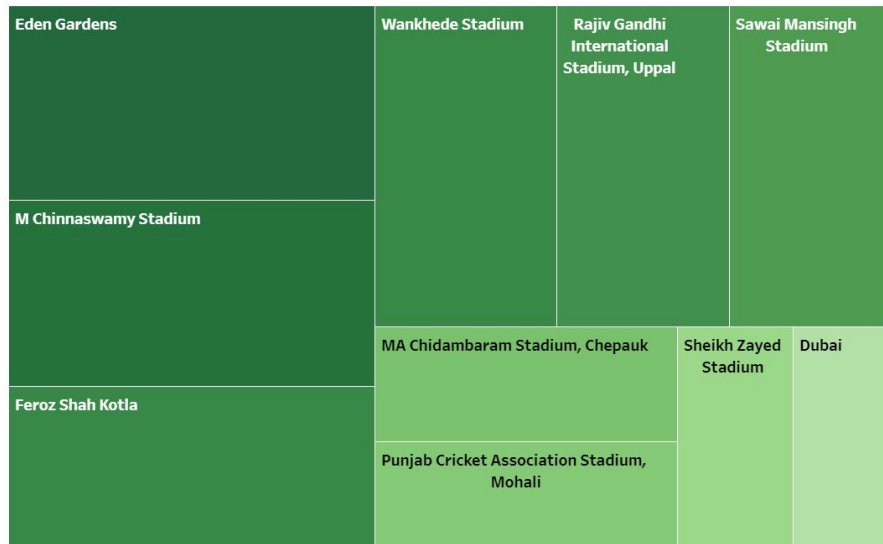
Matches Win based on Toss



Details on the winning teams based  
on toss decision

# How the venues impact the gameplay

Top 10 Venues to Field



Top 10 Venue to Bat

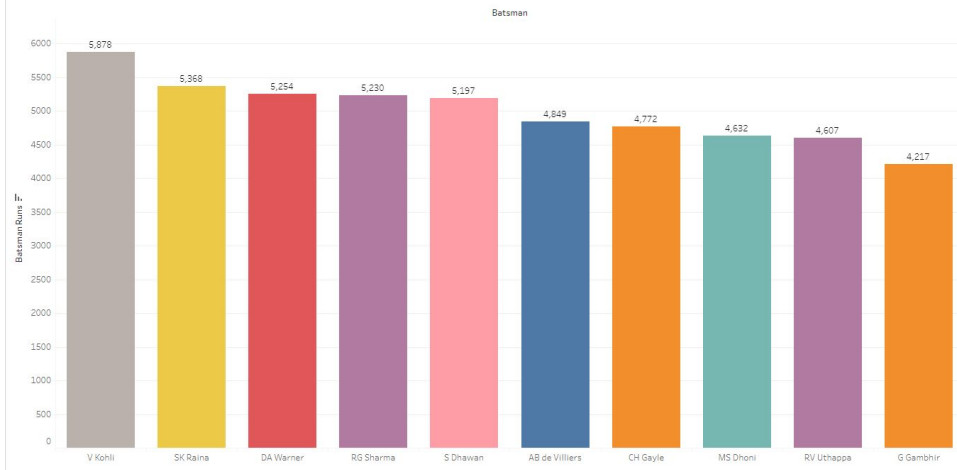


# How the efficiency rate of batter impacts the gameplay


Strike Rate of Batter



Top 10 Run scored by Batter



This data would be useful in selecting the right players during the game

A blue-tinted photograph of a cricket match. A batsman is in the foreground, swinging his bat. A wicketkeeper is behind him, and a bowler is on the right. The background shows a crowd of spectators.

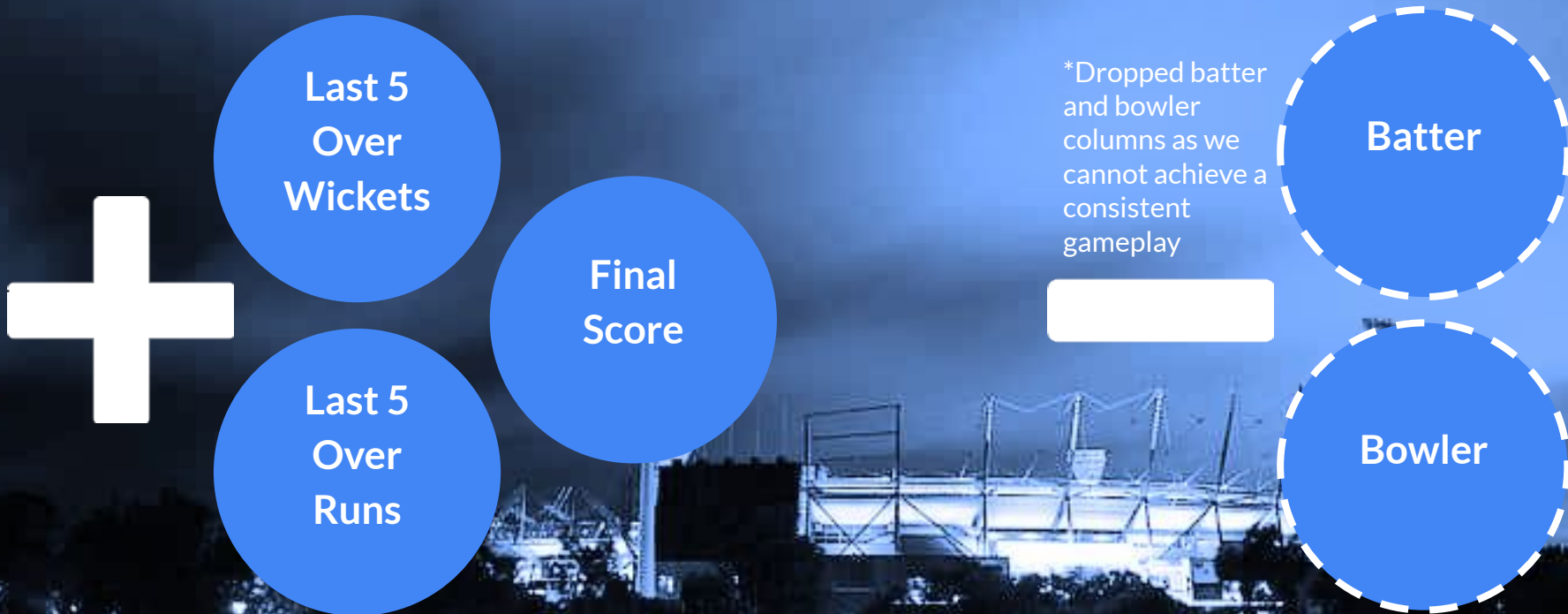
# Variable selection for Feature Engineering

# Selected the 8 Most Consistent Teams





# Feature Engineered columns



# Data Modeling

TRAIN DATA				
Model Name	Train Score	Mean Absolute Error	Mean Squared Error	Root Mean Squared Error
Linear Regression	0.52503	14.93999	409.602129	20.23863
Ridge	0.52503	14.940166	409.603182	20.238656
Lasso	0.497843	15.527418	433.341759	20.816862
Decision Tree	0.496933	15.501726	422.262332	20.549023
<b>Random Forest</b>	<b>0.661075</b>	<b>11.419714</b>	<b>242.500067</b>	<b>15.572414</b>
Ada Boost	0.402423	17.61751	514.087121	22.673489
<b>Gradient Boost</b>	<b>0.832477</b>	<b>1.603841</b>	<b>7.332912</b>	<b>2.707935</b>
TEST DATA				
Model Name	Test Score	Mean Absolute Error	Mean Squared Error	Root Mean Squared Error
Linear Regression	0.529161	14.806188	402.628817	20.065613
Ridge	0.52917	14.806251	402.621463	20.06543
Lasso	0.5033	15.370086	424.743787	20.609313
Decision Tree	0.505106	15.507938	423.199466	20.571812
<b>Random Forest</b>	<b>0.683246</b>	<b>12.099161</b>	<b>270.866555</b>	<b>16.458024</b>
Ada Boost	0.410373	17.496106	504.208386	22.454585
<b>Gradient Boost</b>	<b>0.861848</b>	<b>6.731762</b>	<b>118.137958</b>	<b>10.869129</b>

# Value of Score Prediction



Increase  
chances of  
winning

Strategize  
players to  
onboard  
during game

Leverage on  
data-driven  
decision  
making





## IPL Score Prediction

Venue:

Batting Team:

Bowling Team:

Overs:

Runs:

Wickets:

Runs in last 5 overs:

Wickets in last 5 overs:

Estimate Score



developed by mk



## App QR Code

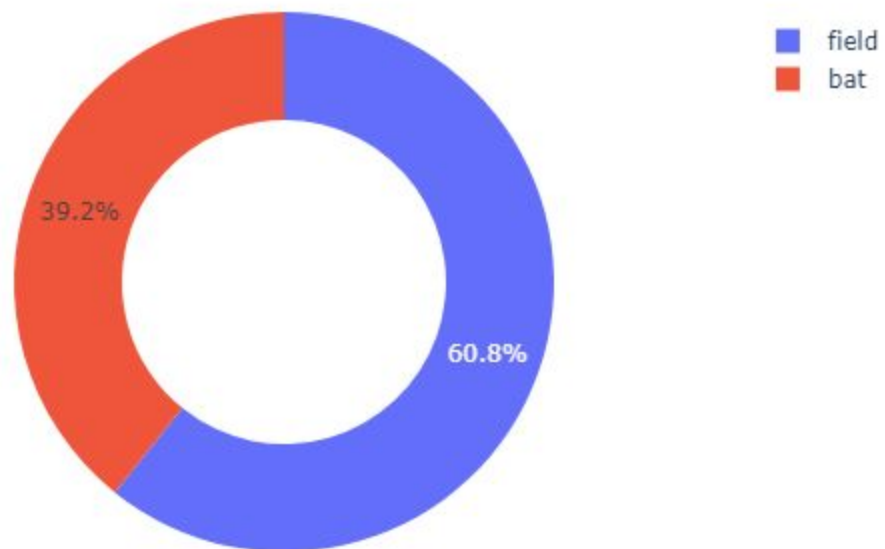




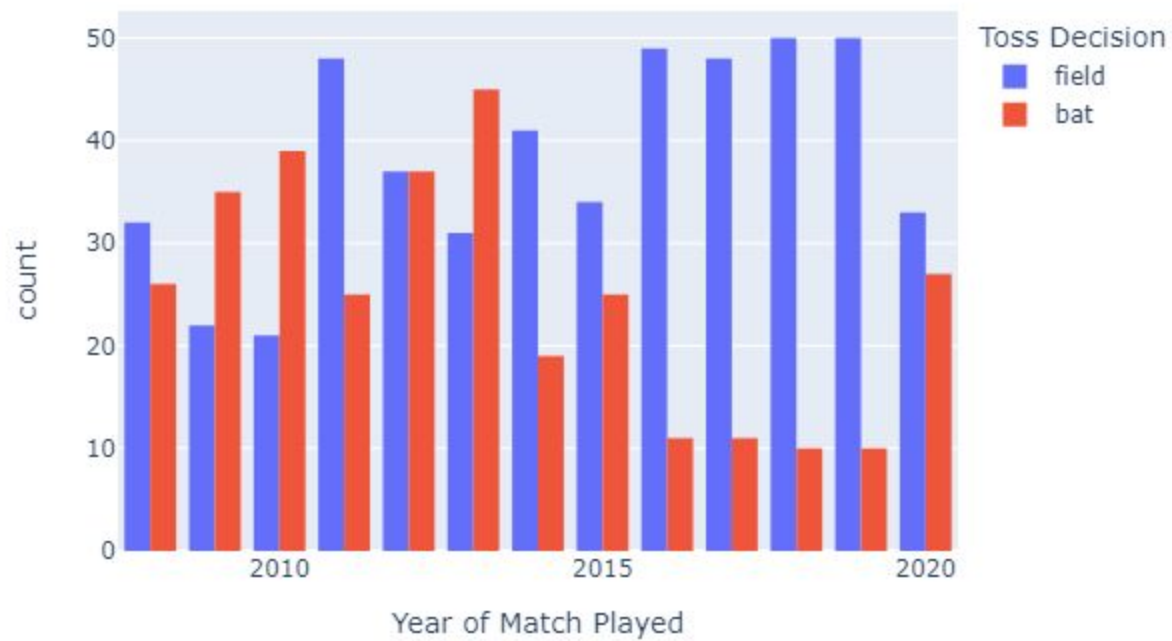


# Annex

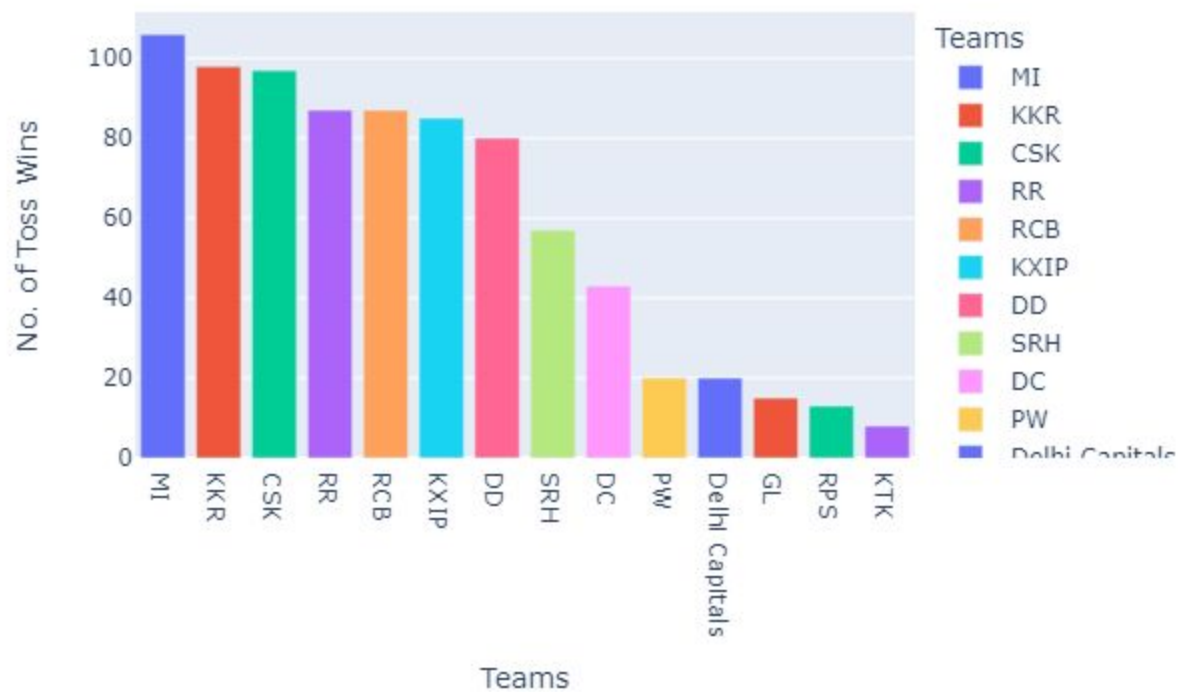
Percentage of Toss Decision



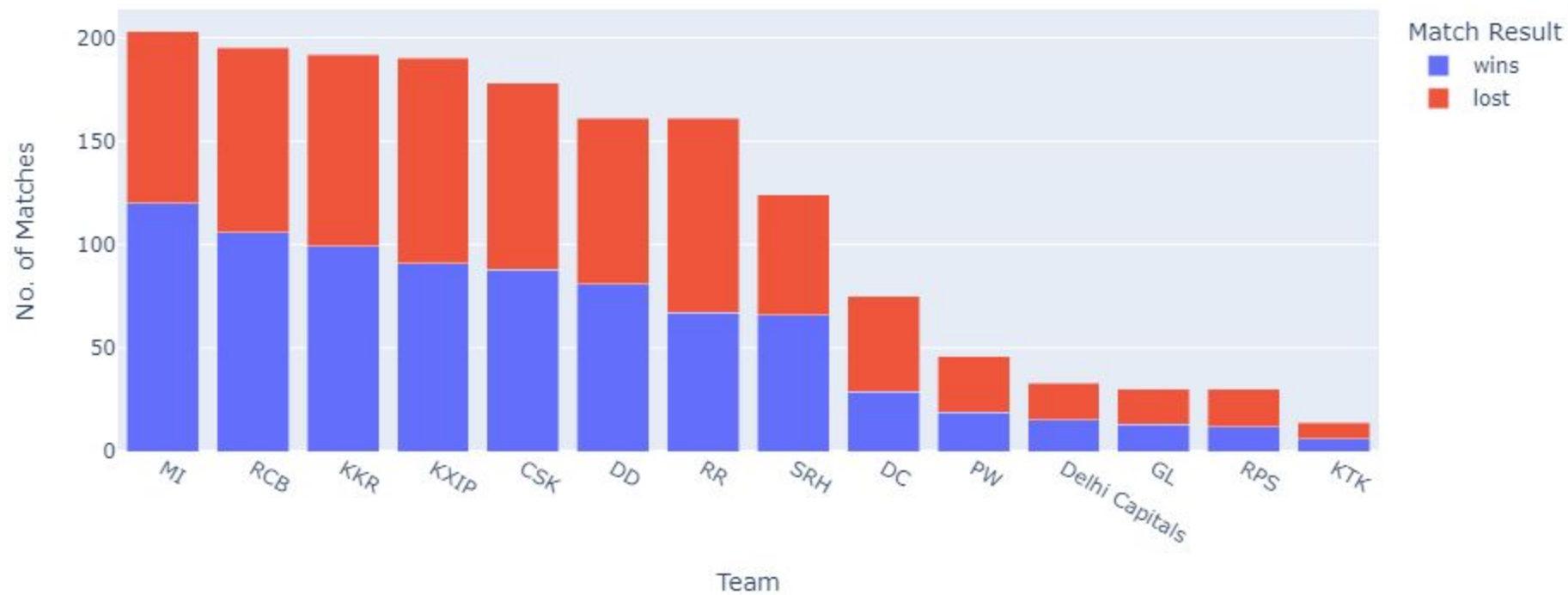
Toss Decision By Year



Toss Win By Teams

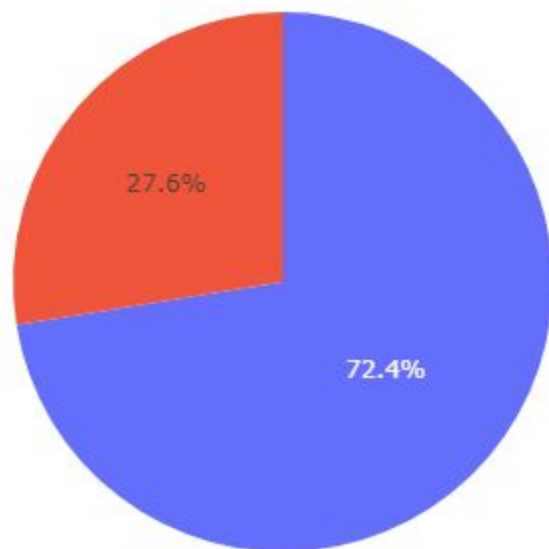


Total Matches vs Wins



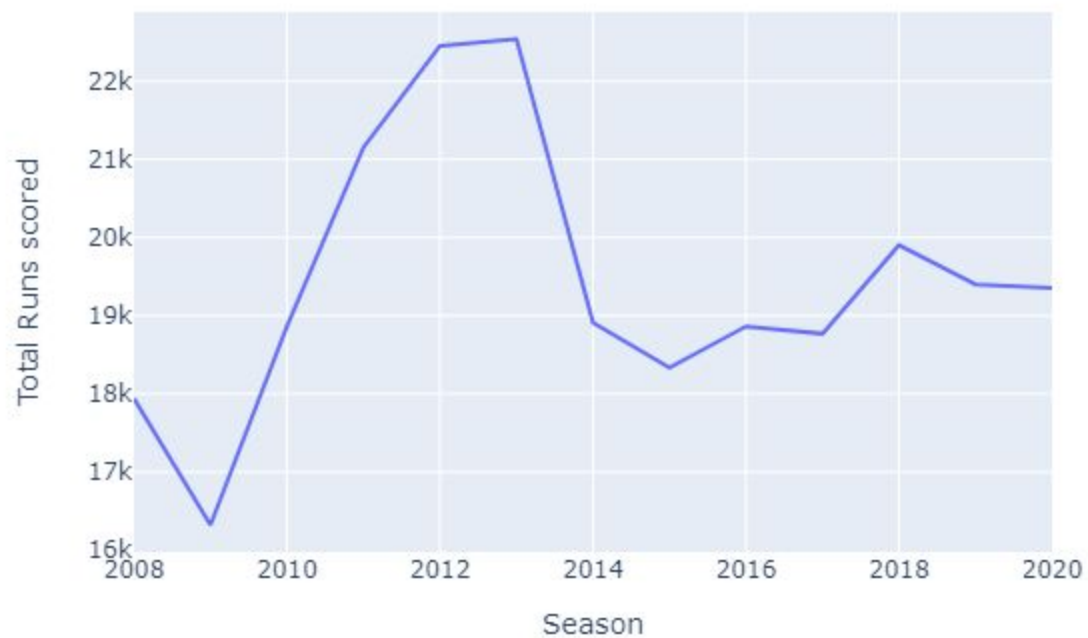


Is Toss Winner also the Match winner?

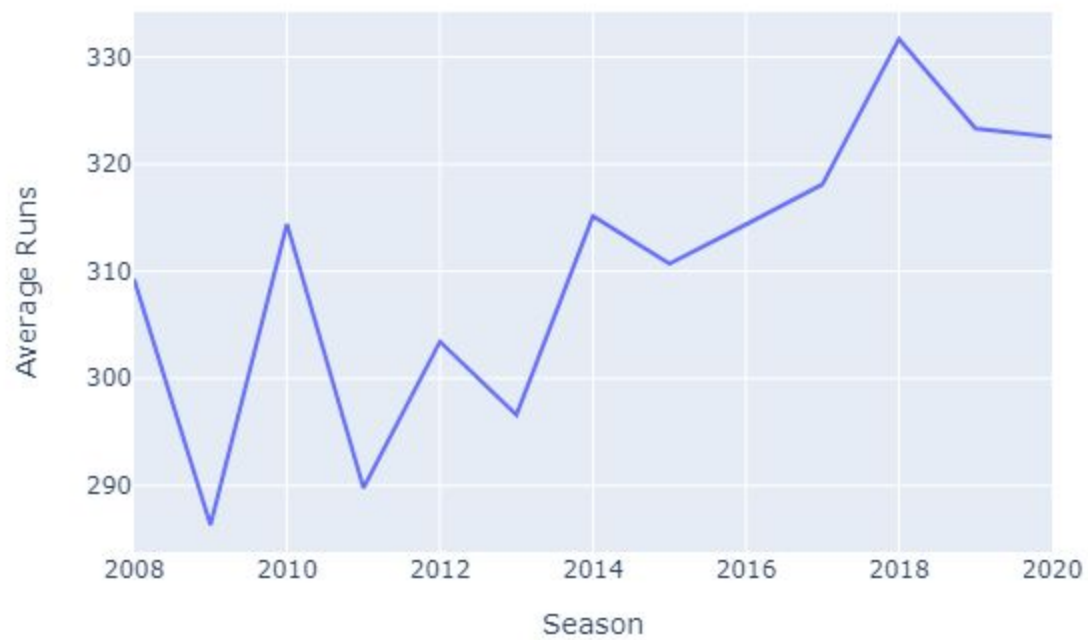


■ Yes  
■ No

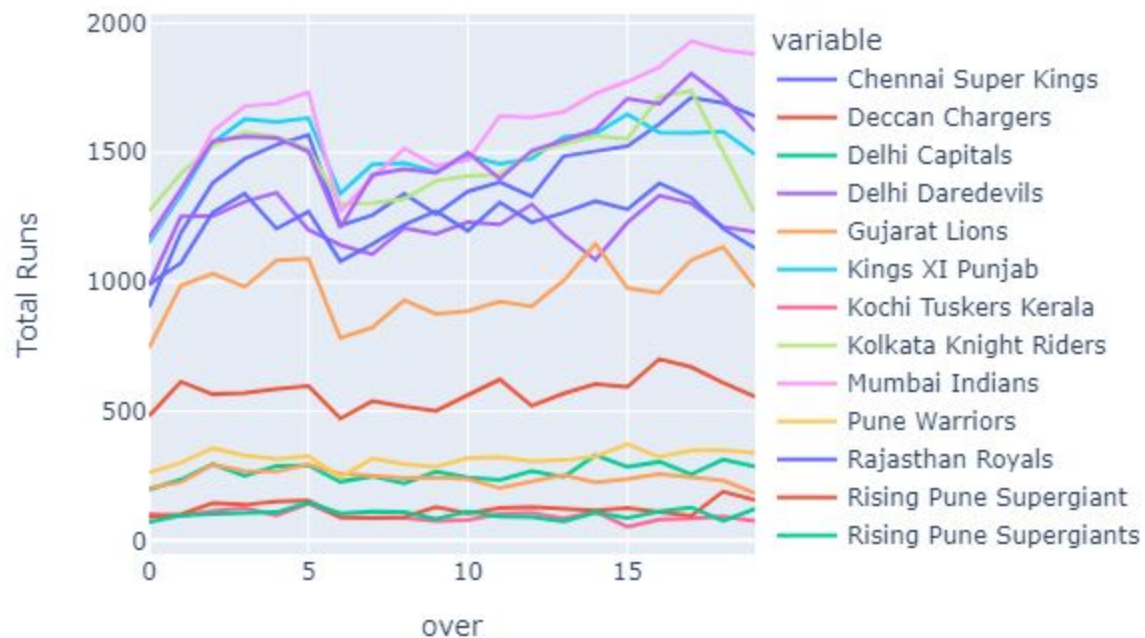
Total Runs Scored in each Season



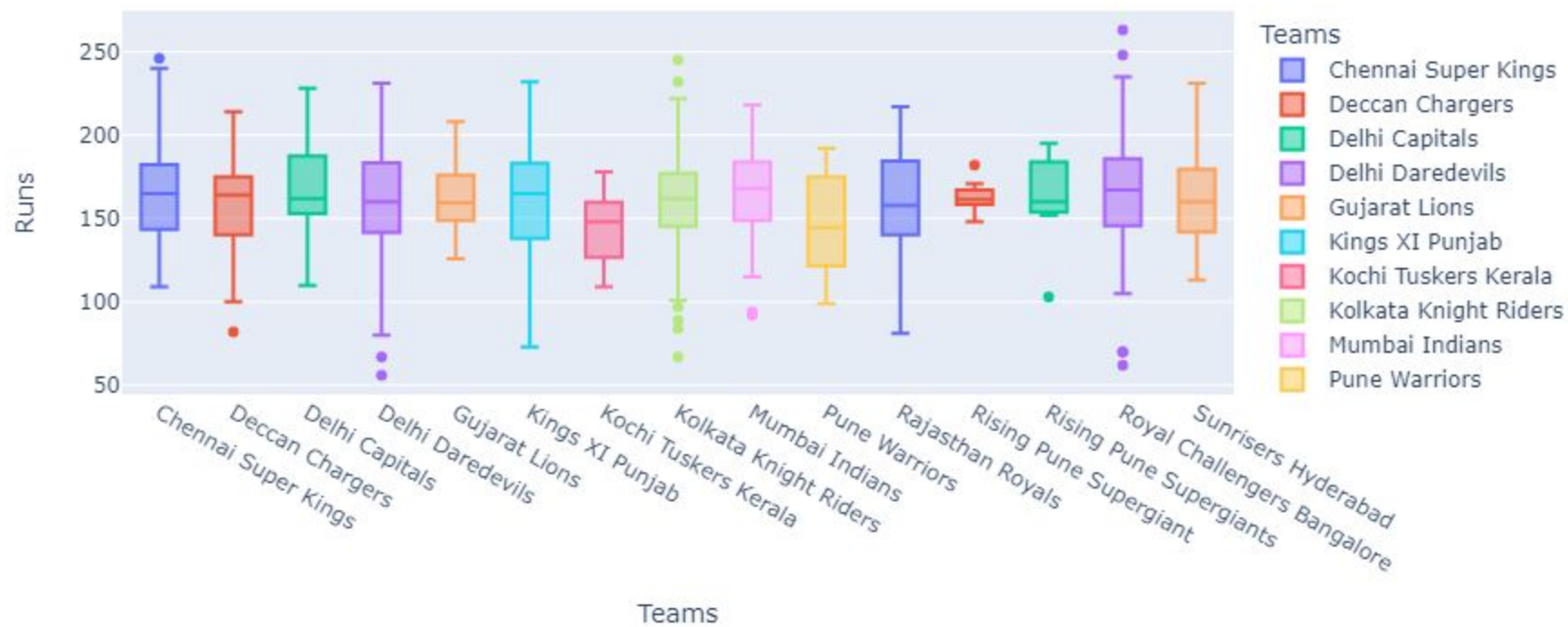
Average runs per match across Seasons



Runs per Over by Teams across Seasons

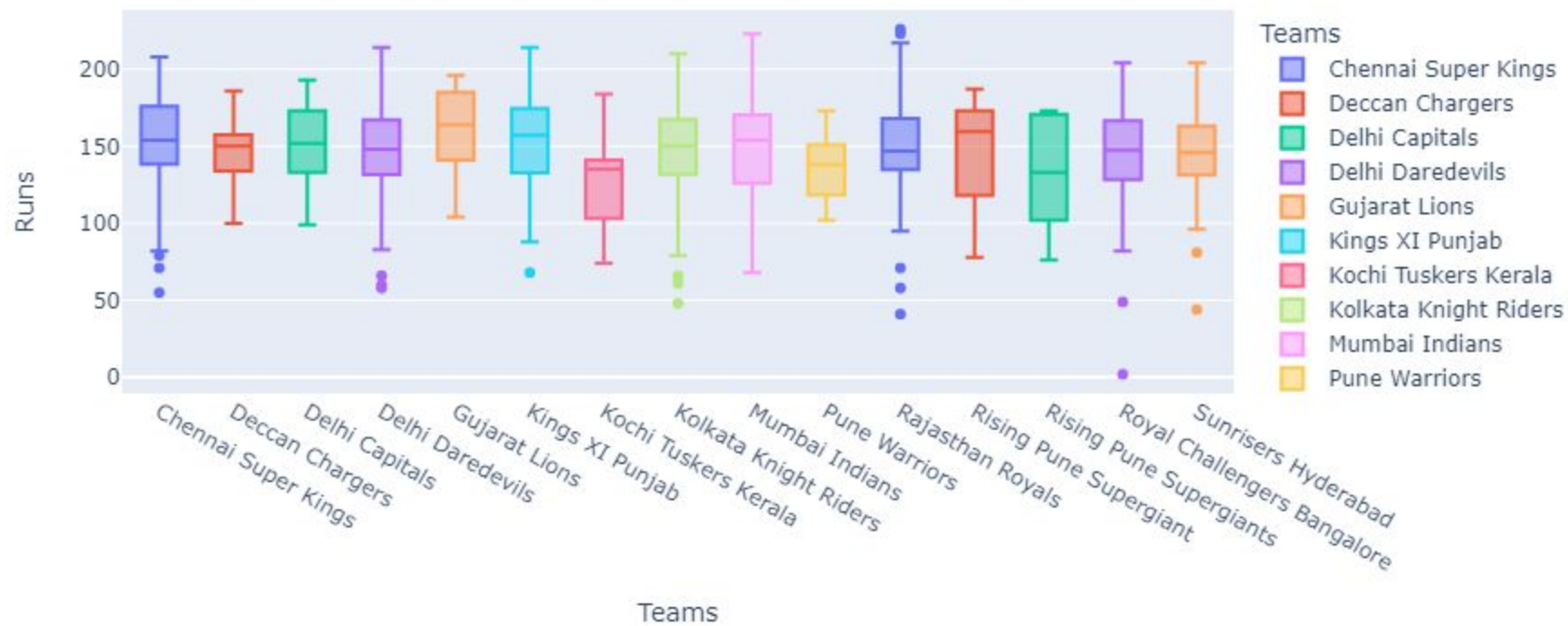


Score Distribution for Team in their 1st Innings

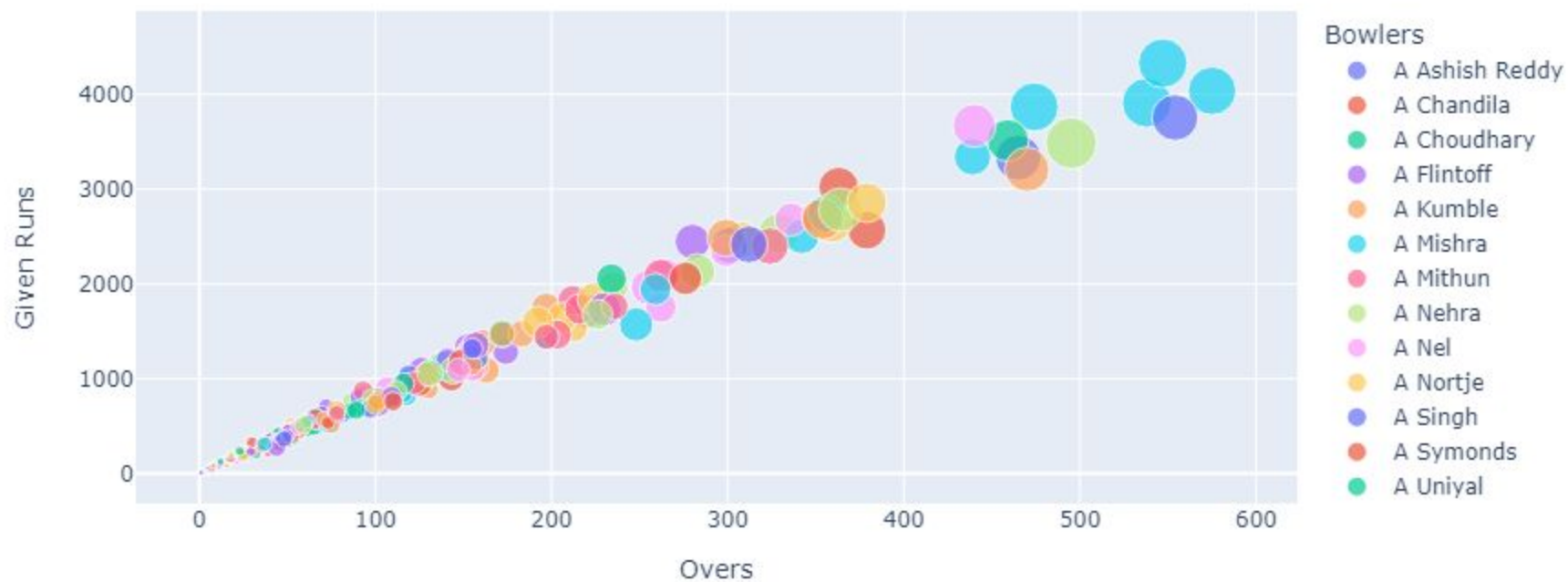




## Score Distribution for Team in their 2nd Innings



## Bowling performance



## Batting performance

