An optimized model to create teams in fantasy cricket

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ABSTRACT

Fantasy cricket is a sport based on actual cricket matches where points are earned based on players performance in those matches. In the proposed work, we created teams in the game of virtual cricket domain by employ an optimized model in fantasy cricket. For this intent, the concept of credit and points system was incorporated and various constraints are presented. In this work, the system generates teams with given constraints using an optimized model. No system, till now, that generates teams automatically with given conditions in the game of fantasy cricket. Our proposed system generates all possible teams or optimal teams based on given conditions and/or user-selected criteria. The system-generated teams are tested in a real-time environment with the teams that are created manually by users. The result shows more percentage of success over the teams created by users.

INDEX TERMS Cricket, Fantasy Cricket, Artificial Intelligence, Machine Learning.

I. INTRODUCTION

Fantasy sports are online games in which people create a team of imaginary players from these sports. Statistics are used to determine how effective teams are created based on performance in actual games. This statistical performance is converted into points and used to reward managers in a point-based league. Various point systems can be made up by a league commissioner to manage the league, or points can be calculated using computers tracking actual results of the professional sport. In fantasy sports, owners of National basketball association, National football league franchises recruit, trade and cut their players.

Fantasy cricket is one of the popular fantasy sports in INDIA. Fantasy cricket is classified as a "game of skill", similar to fantasy sports in the United States. Fantasy Cricket for Cash is at the hub of three dynamic industry spokes – Internet, Gaming, and Cricket. To win a tournament, players must work towards attaining the maximum points and the highest rank on the leader board.

A fantasy cricket league is a group that plays together. Each can register individual teams and then compete to see who wins by earning the maximum fantasy cricket points and thereby the league. These leagues are very popular during major Twenty20s like IPL T20 and Big Bash T20 Matches.

A private league is a league in which a user or administrator creates and invites friends or associates to participate. Entry is restricted to invitation only. People can join a league, create a team, and follow the progress of their team and teams created by friends or associates. A public league is a league generally created by an administrator of a website for a particular tournament, and anyone is free to join. Paid leagues require a fee to join; free leagues do not. Free leagues are very popular during big-ticket international cricket events such as One Day International World cup, ICC T20 world cup, Indian Premier League, and other high profile series such as The Ashes.

Fantasy cricket is derived from the match strategies of batting and bowling orders, which are highly debated topics in cricket. An overlooked opportunity can change the direction of a game. According to the concept, teams are selected from the pool of players who go onto play the game.

There are limited budgets, and the selection of players is restricted to only a particular number of batsmen, bowlers, and all-rounders.

A fantasy team can have any combination of players within a fixed budget and few restrictions on the selection of players. The primary goal in fantasy cricket is to score as many runs as possible against one's opponent. An international fantasy cricket format exists for all the three forms: One Day International, Twenty20, and Test.

II. BASIC CONCEPTS AND TERMINOLOGIES

An optimized model is a method to create fantasy cricket teams. The algorithm repeatedly modifies the players in a team to create multiple teams. At each iteration, the model creates new teams and uses them to produce further new teams. Over the successive iterations or a few iterations, new teams become best compared with the teams created manually by users.

Outline of the Algorithm

1. The algorithm begins by creating a team for a given criterion. The criterion is as follows: From a list of players, called as Squad, select one to four wicket-keepers, three to six batsmen; one to four all-rounders, and three to six bowlers. The total no of players to be selected is 11 and the sum of selected 11 players credits less than or equal to 100.

2. The algorithm then creates new teams by apply variation operations to produce new teams created in Step1 one at a time to any one of the categories of players list like wicket keeping, batting, bowling, and all-rounder, one at a time, by replacing one player with the player not in previous teams. In such a way create N no of M new teams.

3. The algorithm then applies rotation operation to create optimal possible teams over the iterations. The rotation operation is applied to the teams created in Step2 as follows: Let assume N=2 and M=11 then the no of teams created is 22. They are labeled as:

N11, N12, N13, N14, N15, N16, N17, N18, N19, N110, N111

N21, N22, N23, N24, N25, N26, N27, N28, N29, N210, N211

Where each N_i is the set of M_{ij} teams that created in Step2. Where i=1…11 and j=1 and 2.

4. Created teams are evaluated with the teams created by users after the post-match analysis and results are plotted.

III. PROBLEM DEFINITION

A fantasy team can have any type of players within the maximum wage, however there are limitations on how often batsmen, bowlers, and all-rounders a team can have. Selecting 11 players from a pool of two is of extreme difficulty. Each pool consists of approximately 14 players. A proposed system produces all possible teams and/or optimal no of teams within the budget caps. Players must be selected within the caps, and a particular number of batsmen, bowlers and all-rounders are selected. The proposed system main aim is to create P no of teams with maximum

coverage of players and/or coverage of all players from the player's list and the no of teams should contain a maximum no of top performers in a given list of players from the post-match analysis. The prime objective in fantasy cricket is to score as many points as possible against one's opponent.

IV. APPLY OPTIMIZED MODEL

We applied the proposed system to the match between **Bengali CC VS Fateh CC**, Feb 10 2021, Match 15 , Montjuïc Olympic Ground, Barcelona, European Cricket Series - ECS T10, Barcelona. An optimized model of creating fantasy cricket teams is as follows:

Step1: Collect the player's list and availability of the players. The squad is announced by cricket control boards of the country. Squad of two teams is as follows:

Bengali CC (BEN)	Fateh CC (FTH)
1. Md Mohbubul Alam, 2. Shafiqur Rahman 3. Tuhin Motalab 4. Tamjid Bepari 5. Omar Ali 6. Mohammad Arifur Rahman 7. Rashed Mir 8. Riaz Howlader 9. Mosaraf Hossain 10. Alauddin Siddique 11. Waqar Hussain 12. Zihad Hossain 13. Belal Ahmed 14. Injamul Amin 15. Rokibul Mollik 16. Shakil Islam 17. Hasan Bin Hakim 18. Kausar Dipu 19. Arman Akhter 20. Nadeem Hussain 21. Al Amin Mg	1. Hargurjit Singh 2. Lakhvir Singh Vinty 3. Shantanu Sharma Sonu 4. Bhawandeep Singh 5. Gurpreet Singh 6. Kuldeep Singh 7. Khawaja M Sartajuddin 8. Manjinder Singh Lovely 9. Ali Rafiq 10. Rajiv Singh 11. Tajinder Singh 12. Happy Singh 13. Gurvinder Singh-1 14. Randip Singh Daid 15. Manvir Singh 16. Amanbir Singh Sran 17. Davinder Singh 18. Iqbal Wajid 19. Harjinder SinghMirza Baig 20. Yadwinder Sandhu 21. Gurchahat Singh **22.** Naghman Hussain **23.** Jagroop Singh

Probable 11 from each squad is taken from previous match. The Equivalent player's list along with credits are created and maintained by the league commissioner. The League Commissioner is responsible to update the performance of the players by increasing or decreasing the credits of the individual players and mapping the real player's score to the points system. The player's list from League Commissioner (For convenience short names are used in paper), is as follows:

POS	CNT	CAT	SHORT NAME	NAME	CRD
1	BEN	AR	OAL	OMAR ALI	9

2	BEN	AR	MHN	MOSARAF HOSSAIN	9.5
3	BEN	WK	SRM	SHAFIQUR RAHMAN	9.5
4	BEN	AR	RHL	RIAN HOWLADER	9.5
5	BEN	BT	TBP	TAMJID BEPARI	9
6	BEN	AR	ASDQ	ALAUDDIN SIDDIQUE	8.5
7	BEN	WK	TML	TUHIN MOTALAB	8.5
8	BEN	BT	WHS	WAQAR HUSSAIN	8.5
9	BEN	BW	HBH	HASAN BIN HAKIM	8.5
10	BEN	BT	MARN	MOHAMMAD ARIFUR RAHMAN	8.5
11	BEN	BW	AAMM	AL AMIN MG	8
1	FTH	BT	MSL	MANJINDER SINGH LOVELY	10
2	FTH	WK	LSV	LAKHVIR SINGH VINTY	8.5
3	FTH	BT	HYS	HAPPY SINGH	9
4	FTH	BW	IWB	IQBAL WAJID	8.5
5	FTH	BT	KLDS	KULDEEP SINGH	9
6	FTH	BW	AAZM	AZEEM AZAM	8.5
7	FTH	AR	RSD	RANDIP SINGH DAID	9
8	FTH	WK	SSS	SHANTANU SHARMA SONU	8.5
9	FTH	BW	JRS	JAGROOP SINGH	8.5
10	FTH	AR	TSH	TAJINDER SINGH	8.5
11	FTH	BW	NHS	NAGHMAN HUSSAIN	8.5

As we were concentrating on players who do bowling, we collected data from previous matches and identified 12 players to include in the teams, along with the wicket keeping, batting and allrounder categories, while creating the teams.

	BEN								FTH						
POS	CNT	CAT	NAME	CRD	M1	M2	M3	POS	CNT	CAT	NAME	CRD	M1	M2	M3
1	BEN	AR	OAL		2-1	2-1	2-0	1	FTH	BT	MSL		1 - 1		
2	BEN	AR	MHN		2-0	2-0		2	FTH	WK	LSV				
3	BEN	WK	SRM					3	FTH	BT	HYS		1 - 1		
4	BEN	AR	RHL		2-2	2-1	2-0	4	FTH	BW	IWB		2 - 0		
5	BEN	BT	TBP					5	FTH	BT	KLDS		1 - 0		
6	BEN	AR	ASDQ		2-1	1 -1	2-0	6	FTH	AR	RSH				
7	BEN	WK	TML					7	FTH	AR	RSD		2 - 0		
8	BEN	BT	WHS					8	FTH	WK	SSS				
9	BEN	BW	HBH		2-0	1 - 0	2-1	9	FTH	BW	JRS				
10	BEN	BT	RAR					10	FTH	AR	TSH		1 - 1		
11	BEN	BW	AAM					11	FTH	BW	NHS		2 - 1		
12	BEN	BW	NHS				2-0								

Create a base team by selecting the players based on the position of the player and/or category wise to meet the commissioner mentioned constraints. All the teams meet the commissioner mentioned constraints like the sum of points less than or equal to the 100 and category wise selection criteria. The teams created are as follows, called as Set-1 teams:

POS	CNT	CAT	NAME	CRD	1	2	3	4	5	6	7	8	9	10	11

#	CNT	CAT	NAME	CRD	1	2	3	4	5	6	7	8	9	10	11
1	BEN	AR	OAL	9	9	9	9								
2	BEN	AR	MHN	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5		
3	BEN	WK	SRM	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5
4	BEN	AR	RHL	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5
5	BEN	BT	TBP	9	9	9	9	9	9	9	9	9	9	9	9
6	BEN	AR	ASDQ	8.5	8.5	8.5	8.5	8.5	8.5	8.5					
7	BEN	WK	TML	8.5											
8	BEN	BT	WHS	8.5											
9	BEN	BW	HBH	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5
10	BEN	BT	MARN	8.5											
11	BEN	BW	AAMM	8											
1	FTH	BT	MSL	10	10	10	10	10	10	10	10	10	10	10	10
2	FTH	WK	LSV	8.5										8.5	8.5
3	FTH	BT	HYS	9	9	9	9	9	9	9	9	9	9	9	9
4	FTH	BW	IWB	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5
5	FTH	BT	KLDS	9											
6	FTH	BW	AAZM	8.5											
7	FTH	AR	RSD	9							9	9	9	9	9
8	FTH	WK	SSS	8.5											
9	FTH	BW	JRS	8.5											
10	FTH	AR	TSH	8.5				8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5
11	FTH	BW	NHS	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5
			TOTAL	99.5	99.5	99.5	99	99	99	99.5	99.5	99.5	98.5	98.5	
			SET-1 CAP	OAL	OAL	OAL	ASDQ	ASDQ	ASDQ	SRM	SRM	SRM	RHL	RHL	
			V CAP	MHN	RHL	SRM	MHN	RHL	SRM	MHN	RHL	TBI	SRM	TBI	

Step2: Replace one player per three teams at a time with the player not selected in previous teams. Store those players in IN and OUT players list, to be used in the future reference.

	1	2	3	4	5	6	7	8	9	10	11
IN	OAL	OAL	OAL	TSH	TSH	TSH	TSH	TSH	TSH	TSH	TSH
OUT	*	*	*	OAL	OAL	OAL	OAL	OAL	OAL	OAL	OAL
IN							RSD	RSD	RSD	RSD	RSD
OUT							ASDQ	ASDQ	ASDQ	ASDQ	ASDQ
IN										LSV	LSV
OUT										MHN	MHN

Step3: Rotate the selected players in a team or subset (per three teams), to the previously created set-1 teams one at a time. after the rotation operation the variation in new teams are as follows, called as Set-2 teams.

POS	CNT	CAT	NAME	CRD	1	2	3	4	5	6	7	8	9	10	11
1	BEN	AR	OAL	9	9	9	9	9	9	9					
2	BEN	AR	MHN	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5		
3	BEN	WK	SRM	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5
4	BEN	AR	RHL	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5	9.5
5	BEN	BT	TBP	9	9	9	9	9	9	9	9	9	9	9	9
6	BEN	AR	ASDQ	8.5	8.5	8.5	8.5							8.5	8.5
7	BEN	WK	TML	8.5											
8	BEN	BT	WHS	8.5											
9	BEN	BW	HBH	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5
10	BEN	BT	MARN	8.5											
11	BEN	BW	AAMM	8											

1	FTH	BT	MSL	10	10	10	10	10	10	10	10	10	10	10	10
2	FTH	WK	LSV	8.5											
3	FTH	BT	HYS	9	9	9	9	9	9	9	9	9	9	9	9
4	FTH	BW	IWB	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5
5	FTH	BT	KLDS	9							9	9	9		
6	FTH	BW	AAZM	8.5											
7	FTH	AR	RSD	9				9	9	9	9	9	9	9	9
8	FTH	WK	SSS	8.5											
9	FTH	BW	JRS	8.5											
10	FTH	AR	TSH	8.5										8.5	8.5
11	FTH	BW	NHS	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5	8.5
				TOTAL	99.5	99.5	99.5	100	100	100	100	100	100	98.5	98.5
				Set-2	MHN	MHN	MHN	IWD	IWD	IWD	RSD	RSD	RSD	MSL	MSL
					OAL	RHL	SRM	MHN	RHL	SRM	MHN	RHL	SRM	RHL	SRM

IN and OUT players list is updated as follows.

	1	2	3	4	5	6	7	8	9	10	11
IN	OAL	OAL	OAL	OAL	OAL	OAL	TSH	TSH	TSH	TSH	TSH
OUT	*	*	*	TSH	TSH	TSH	OAL	OAL	OAL	OAL	OAL
IN	TSH	TSH	TSH	RSD	RSD	RSD	RSD	RSD	RSD	RSD	RSD
OUT	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ
IN							KLDDS	KLDS	KLDS	LSV	LSV
OUT							TSH	TSH	TSH	MHN	MHN
IN										ASDQ	ASDQ
OUT										LSV	LSV

Step4: Select Captain and Vice-Captain of the teams based on Position and the player who do bowling.

V. EXPERIMENTS AND EVALUATIONS

The following table shows the points system:

BATTING	
RUN	1
BOUNDAY BONUS	1
SIX BONUS	2
30 RUN BONUS	8
50 RUN BONUS	16
DISMISSAL FOR DUCK(OTHER THAN BOWLER)	-2
BOWLING	
WKT	25
2WKT	8
3WKT	16
MAIDEN OVER	16
FIELDING	
CATCH	8
STUMPING/ROUT (DIRECT)	12

RUNOUT(THROWER + CATCHER)	6+6
OTHERS	
CAPTAIN	2X
VICE CAPTAIN	1.5X
IN START	4
ECONOMY RATE	
BELOW 6 RUNS PER OVER	6
BETWEEN 6 - 6.99 RUNS PER OVER	4
BETWEEN 7 -8 RUNS PER OVER	2
BETWEEN 11-12 RUNS PER OVER	-2
BETWEEN 12.1 - 13 RUNS PER OVER	-4
ABOVE 13 RUNS PER OVER	-6
STRIKE RATE	
BETWEEN 90-99.99 RUNS PER 100 BALLS	-2
BETWEEN 80-89.99 RUNS PER 100 BALLS	-4
BELOW 80 RUNS PER 100 BALLS	-6

Original Score card and Fantasy Cricket Score Card is as follows:

CRD	PTS	ANNOUNCED ACTUAL	ANNOUNCED POINTS	RUNS ACTUAL	RUNS POINTS	4'S ACTUAL	4'S POINTS	6'S ACTUAL	6'S POINTS	S/R ACTUAL	S/R POINTS	30/50/100 ACTUAL	30/50/100 POINTS	DUCK ACTUAL	DUCK POINTS	WKTS ACTUAL	WKTS POINTS	MAIDEN OVER ACTUAL	MAIDEN OVER POINTS	E/R ACTUAL	E/R POINTS	BONUS ACTUAL	BONUS POINTS	CATCH ACTUAL	CATCH POINTS	RUNOUT / STUMPING ACTUAL	RUNOUT / STUMPING POINTS	TOTAL ACTUAL	TOTAL POINTS
9	25	1	4	0	0	0	0	0	0	0	0	0	0	1	-2	1	25	0	0	-2	-2	0	0	0	0	0	0	1	25
9.5	102	1	4	1	1	0	0	0	0	0	0	0	0	0	0	3	75	0	0	6	6	16	16	0	0	0	0	27	102
9.5	12	1	4	7	7	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	12
9.5	50	1	4	37	37	3	3	2	4	0	0	0	8	0	0	0	0	0	0	-6	-6	0	0	0	0	0	0	37	50
9	77	1	4	42	42	1	1	3	6	0	0	0	8	0	0	0	0	0	0	0	0	0	0	2	16	0	0	49	77
8.5	10	1	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	6	0	0	0	0	0	0	7	10
8.5	4	1	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	4
8.5	4	1	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	4
8.5	29	1	4	0	0	0	0	0	0	0	0	0	0	0	0	1	25	0	0	0	0	0	0	0	0	0	0	2	29
8.5	7	1	4	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2	0	0	0	0	0	0	4	7
8	4	1	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	4
10	15	1	4	11	11	2	2	0	0	0	0	0	0	0	0	0	0	0	0	-2	-2	0	0	0	0	0	0	12	15
8.5	4	1	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	4

9	31	1	4	18	18	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	8	0	0	21	31
8.5	92	1	4	22	22	0	0	2	4	0	0	0	0	0	0	2	50	0	0	4	4	8	8	0	0	0	0	39	92
9	6	1	4	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	6
8.5	4	1	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	4
9	47	1	4	15	15	1	1	1	2	0	0	0	0	0	0	1	25	0	0	0	0	0	0	0	0	0	0	19	47
8.5	4	1	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	4
8.5	4	1	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	4
8.5	2	1	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	4
8.5	31	1	4	0	0	0	0	0	0	0	0	0	0	0	0	1	25	0	0	2	2	0	0	0	0	0	0	4	31
194	564	22	88	156	156	9	9	8	16	0	0	0	16	1	-2	9	225	0	0	10	10	24	24	3	24	0	0	242	566

Postmatch analysis and teams evaluations is as follows:

POS	CNT	CAT	NAME	CRD	PTS	1	2	3	4	5	6	7	8	9	10	11
1	BEN	AR	OAL	9	25	25	25	25								
2	BEN	AR	MHN	9.5	102	102	102	102	102	102	102	102	102	102		
3	BEN	WK	SRM	9.5	12	12	12	12	12	12	12	12	12	12	12	12
4	BEN	AR	RHL	9.5	50	50	50	50	50	50	50	50	50	50	50	50
5	BEN	BT	TBP	9	77	77	77	77	77	77	77	77	77	77	77	77
6	BEN	AR	ASDQ	8.5	10	10	10	10	10	10	10					
7	BEN	WK	TML	8.5	4											
8	BEN	BT	WHS	8.5	4											
9	BEN	BW	HBH	8.5	29	29	29	29	29	29	29	29	29	29	29	29
10	BEN	BT	MARN	8.5	7											
11	BEN	BW	AAMM	8	4											
1	FTH	BT	MSL	10	15	15	15	15	15	15	15	15	15	15	15	15
2	FTH	WK	LSV	8.5	4										4	4
3	FTH	BT	HYS	9	31	31	31	31	31	31	31	31	31	31	31	31
4	FTH	BW	IWB	8.5	92	92	92	92	92	92	92	92	92	92	92	92
5	FTH	BT	KLDS	9	6											
6	FTH	BW	AAZM	8.5	4											
7	FTH	AR	RSD	9	47							47	47	47	47	47
8	FTH	WK	SSS	8.5	4											
9	FTH	BW	JRS	8.5	4											

POS	CNT	CAT	NAME	CRD	PTS	1	2	3	4	5	6	7	8	9	10	11
10	FTH	AR	TSH	8.5	2				2	2	2	2	2	2	2	2
11	FTH	BW	NHS	8.5	31	31	31	31	31	31	31	31	31	31	31	31
					TOTAL	474	474	474	451	451	451	488	488	488	390	390
				Set-1	C	OAL	OAL	OAL	ASDQ	ASDQ	ASDQ	SRM	SRM	SRM	RHL	RHL
					VC	MHN	RHL	SRM	MHN	RHL	SRM	MHN	RHL	TBI	SRM	TBI
					IN	OAL	OAL	OAL	TSH	TSH	TSH	TSH	TSH	TSH	TSH	TSH
					OUT	*	*	*	OAL	OAL	OAL	OAL	OAL	OAL	OAL	OAL
					IN							RSD	RSD	RSD	RSD	RSD
					OUT							ASDQ	ASDQ	ASDQ	ASDQ	ASDQ
					IN										LSV	LSV
					OUT										MHN	MHN

POS	CNT	CAT	NAME	CRD	PTS	1	2	3	4	5	6	7	8	9	10	11
1	BEN	AR	OAL	9	25	25	25	25	25	25	25					
2	BEN	AR	MHN	9.5	102	102	102	102	102	102	102	102	102	102		
3	BEN	WK	SRM	9.5	12	12	12	12	12	12	12	12	12	12	12	12
4	BEN	AR	RHL	9.5	50	50	50	50	50	50	50	50	50	50	50	50
5	BEN	BT	TBP	9	77	77	77	77	77	77	77	77	77	77	77	77
6	BEN	AR	ASDQ	8.5	10	10	10	10							10	10
7	BEN	WK	TML	8.5	4											
8	BEN	BT	WHS	8.5	4											
9	BEN	BW	HBH	8.5	29	29	29	29	29	29	29	29	29	29	29	29
10	BEN	BT	MARN	8.5	7											
11	BEN	BW	AAMM	8	4											
1	FTH	BT	MSL	10	15	15	15	15	15	15	15	15	15	15	15	15
2	FTH	WK	LSV	8.5	4											
3	FTH	BT	HYS	9	31	31	31	31	31	31	31	31	31	31	31	31
4	FTH	BW	IWB	8.5	92	92	92	92	92	92	92	92	92	92	92	92
5	FTH	BT	KLDS	9	6							6	6	6		
6	FTH	BW	AAZM	8.5	4											
7	FTH	AR	RSD	9	47				47	47	47	47	47	47	47	47
8	FTH	WK	SSS	8.5	4											
9	FTH	BW	JRS	8.5	4											
10	FTH	AR	TSH	8.5	2										2	2
11	FTH	BW	NHS	8.5	31	31	31	31	31	31	31	31	31	31	31	31
						474	474	474	511	511	511	492	492	492	396	396
				Set-	C	MHN	MHN	MHN	IWD	IWD	IWD	RSD	RSD	RSD	MSL	MSL

				2	VC	OAL	RHL	SRM	MHN	RHL	SRM	MHN	RHL	SRM	RHL	**SRM**
					IN	OAL	OAL	OAL	OAL	OAL	OAL	TSH	TSH	TSH	TSH	TSH
					OUT	*	*	*	TSH	TSH	TSH	OAL	OAL	OAL	OAL	OAL
					IN	TSH	TSH	TSH	RSD	RSD	RSD	RSD	RSD	RSD	RSD	RSD
					OUT	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ	ASDQ
					IN							KLDDS	KLDS	KLDS	LSV	LSV
					OUT							TSH	TSH	TSH	MHN	MHN
					IN										ASDQ	ASDQ
					OUT										LSV	LSV

The top scored team from the created teams are compared with user created teams in 5 different contests, top scored team stands first rank in four contests out of five contests, is as follows:

CONTEST-NO	USERS	RANK-1	RANK-2	RANK-3	CREATED TEAM	CREATED TEAM RANK
CONTEST-1	2677	638	638	638	654	1
CONTEST-2	13297	654	639	638	638	1
CONTEST-3	26595	651.5	639	639	654	1
CONTEST-4	255102	659	659	659	654	8
CONTEST-5	5000	638	638	638	654	1

VI. CONCLUSION

In the Proposed work, we created teams in the game of virtual cricket domain by employ an optimize model in Fantasy Cricket. The Experimental results show all possible teams or optimal teams based on given criteria. System generated teams are tested in a real-time environment with the teams that are created manually by users. The results compared with user-generated teams in five different contests of various sizes. Top scored team from created teams stands first rank in four contests out of five participated contests.

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