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In Collaboration with

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**Cric-1'O'1**

**Quantitative Assessment of a One-On-One Opposing Player  
Encounter Performance Prediction in Cricket**

A dissertation by

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## **Abstract**

Cricket is an internationally well-known game, and changes in technology also influenced the game with significant advancements. The whole game process and minute details are observed more precisely than ever before with the help of technology running hand in hand with the game. This research proposes a One-on-One batsman-bowler outcome prediction of the score based on the number of overs selected by a user with the aid of the polynomial regression approach. In addition to the score One-on-One strike rate and economy rate statistics are also displayed to the user based on the same data acquired.

This research was proposed with the intention of being a valuable aid to team managements, sports committees, sporting boards, coaches and the players themselves

## **Subject Descriptors :**

Machine Learning, Supervised Learning

## **Keywords :**

Cricket, Machine Learning, Regression