6COSC023W – Final Project Report

CricPlayerTracker: An Application for identifying cricket talents in Sri Lanka

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Abstract

Cricket is a popular sport in Sri Lanka, having a long history and an enthusiastic following. Over the years, the country has produced numerous exceptional cricketers, including some of the world's best players. Cricket is played at all levels in Sri Lanka, from school and club cricket to international competitions. Cricket has a tremendous impact on the culture and economy of the country, with many businesses and sectors dependent on it for revenue and employment possibilities. Despite its popularity, cricket in Sri Lanka suffers a number of obstacles, such as a lack of resources and facilities, unequal access to chances, and questions over the legality of some players' bowling actions.

Cricket Player Tracker which is a cricket talent scouting system with legal bowling action prediction in Sri Lanka is a novel system that aims to identify and nurture young cricketing talent in Sri Lanka. The system utilizes machine learning and computer vision techniques to predict the legality of a player's bowling action and store and analyse data over time to track the progress of individual players. The system's objective to identify a player's bowling action and help create a fair and transparent system for talent identification and selection, while its ability to prevent the development of illegal bowling actions can help improve the overall quality of cricket played in Sri Lanka. This thesis explores the development, implementation, and evaluation of the cricket talent scouting system with legal bowling action prediction in Sri Lanka, including its technical specifications, UI, and effectiveness in identifying and nurturing young cricketing talent.

The suggested solution's legal, ethical, and societal challenges have been thoroughly examined, as have the product's design, implementation, and testing.

Keywords: Cricket , Cricket Stats, Illegal Action Prediction, Player-Coach relationship