

LIVE TOURNAMENT SCORE BOARD

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Abstract -The main objective of any game is winning. In recent times Cricket has become the second most watched sporting event right after football. There are numerous factors that decide winning of any match such as home advantage, **previous performances**, experience within the match, performance at any particular venue, performance against the precise team and therefore the current sort of the team and the player. But during this paper prediction are going to be done while match is ongoing that means live **Predicted** Results. In that works place of match, ranking based team, details about batting and bowling pitch, also wicket details like LBW, CATCH, BOLD, RUN OUT also home team advantages factor is going to be consider.

The project entitled “**Live Tournament Scoreboard**” to display score of the live tournament games like cricket, badminton etc. This application should ready to pull the info from source application or from a component. The most purpose of this project is that the user module should be ready to be use by the common user with or without security. the appliance should ready to publish **charts, graphs, comparisons, statistics data**, player’s information, and advertisements etc. Between the mean solar time of scoring. Our main Aim to develop an application ready to which can be able to show live many games by fetching data from different API’s.

1. INTRODUCTION

Cricket is the second most esteemed game for both players and the audience right after soccer. Cricket was first introduced in England in the mid-16th Century. In today’s time, cricket is played in over 100 countries and spectated almost all over the world. Various natural factors affecting the sport, enormous media coverage, and an enormously blooming betting market has given strong enticement to

model the sport from various perspectives. However, there are some complex rules that govern the sport; the player’s capability to perform on a specific day, natural parameters such as rains, humidity and other conditions have a high impact on the match. This proposed system Predict the accurate result of the match or game.

The game of cricket is mainly configured into three formats namely Test Matches, ODIs and T20s. Two teams or groups play on the sector. The bowling team has 11 players on the sector while the Batting group must have two players. The elemental objective of the game is to attain more 'Runs' than the opposite group. Within the wake of hitting the knocked ball and the batsman complete circulations running between the wickets runs will be expanded, or any defender hitting the stumps with in the time limit, or umpire rejecting the delivery due to unlawful bowling. The bowler is been picked by the skipper of the defending side to bowl; the remaining 10 players handle the outfield. Each player of either teams plays a particular role, the bowler’s role being to pitch the ball into the wickets (Three wooden stumps stuck into the ground with two bells above them). One player among the fielding team covers the outfield behind the wicket known as wicket keeper; he will get the ball if the bowler neglects to hit the wicket. Any of the remaining 10 players has the responsibility to protect the ball from reaching the boundary after the batsman hits the ball. Bowler doesn't toss the ball. Bowler bowls the ball overarm with a straight arm. One bowler has to complete an 'Over' (i.e. six continuous pitches). The bowlers have of bowl alternate overs and one pitcher cannot bowl two consecutive overs. The batsman has to protect the wickets which the bowler of the opposition is trying to hit. A wooden bat is used to do the same. With the objective to score more runs; when a batsman hits the ball he runs towards the opposite wicket. Both batsman present on the ground have to run subsequently to score runs. The runs

scored during this duration depends on how many times the batsman cross the wickets on the opposite side. But regardless if any fielder of the opposition achieves to hit the wicket before the batsman reaches the stumps he is termed as dismissed. In such situations the batsman has to leave the section and another batsman of the same team walks in to acquire the spot. When ten batsman are dismissed it is termed as end of an innings.

One class namely win, lose or draw/tie have to be predicted in Sports prediction which is treated as a classification problem. Another type of prediction that have been tried out is to predict the winning margin and return a numeric value. To predict the outcome of any sport data such as previous performances, previous results, and player performance analysis is essentially collected; this makes it easy to understand the chances of the team winning or losing for the future fixtures. The betting process involves many financial aspects due to which it vital to predict the wining team; thus, everyone involved in the game such as fans, bookmakers, bidders are curious about predicting the match results beforehand. Another problem that occurs for the potential bidders after the odds for the match are obtained is whether to back the final prediction. The people involved in managing the teams apply different strategies in real time to obtain the final result as a win for their team. Due to the availability of knowledge associated to the game which is easily acquired electronically or by other sources, there has been an increasing interest in developing a model that can predict the outcome with high accuracy.

The data acquired of the game contain noise or data sets that are irreverent for the prediction process. The useful datasets are included in the featured set. The vital feature typically known as 'Form' of the team or a particular individual is considered; although the individual form of any player is often surpassed by the team's collective form. Another important factor that plays a vital role is degrading the teams overall performance is the absence of High performing players or often referred as 'Star Players' due to the major reasons being injuries, suspension, or players being called for national duties which cannot be neglected. Efforts are made that the absence of these players does not affect he featured set.

Predicting models are used in almost every part of life such as financial growth prediction, project completion prediction

etc. Football is the most played and watched game in the world that has affected in the prediction of football games being highly demanded. Previous experimented Football prediction models used statistical approach but resulted in low prediction results. To develop a prediction model for football we have used Knowledge discovery in database by considering much more relevant and match affecting features. Thus, by using features that directly affect the match results we have obtained more accurate results. Artificial neural network and logistic regression are used to implement the said football prediction model.

2. Proposed System

The proposed model will let you spectate live sports score and predict the odds of winning. For the game of cricket, the model is divided into two sections. In the first segment of the model, we will predict the team that will be batting first. Now for anticipating the score that the batting team will achieve factors such as batting average of the players, average score of team, fall of wickets, home advantage etc. will be considered. Other natural factors such as rains, day/night, falling dew on the ground will be considered. During this initial stage it will predict the winning of toss and which of the teams will be batting first. It will try to acquire the score of the batting team considering the previous records and the above-mentioned factors Predicting which team will win the game will take place in the second segment of the model.

The data was collected from the <http://www.cricapi.com> website. Two formats of the information set were downloaded from the website; The .csv format is used to obtain second by second details of each match while the .json format obtains high level data about the match.

Java classes File was used and therefore the File Writer to read the .csv files and write the contents to a replacement file.

The .csv files included data of 7 different matches. The operation performed by the Java code was to copy the data and combine the data obtained into one file.

Factors such as date of birth of the player, Gender, Umpires information, etc. will be excluded and the vital information for prediction such as team analysis, venue, top-performer, man of the match, etc. will be filtered.

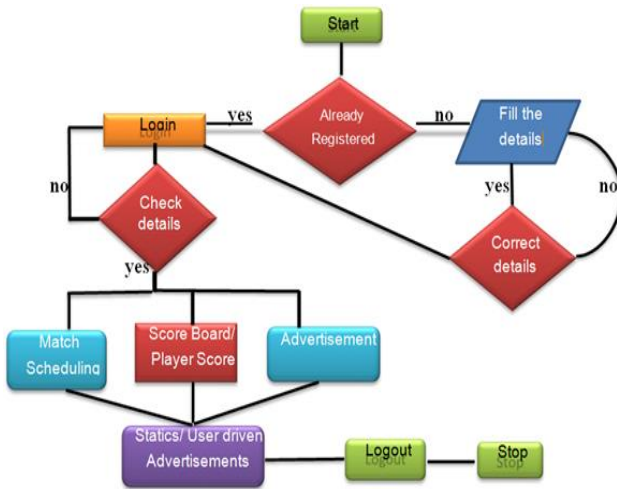


Fig -1: Name of the figure

2.1 Advantages of Proposed System:

- This application reduces the manual work force and display the score in digital platform
- This application can else may develop and plan as white label product
- The application recommends to use the push operation and event driven architecture.

2.2 Algorithm:

Naive Bayes Algorithm

- The result and evaluation phase uses this algorithm.
- It works on the probability of an event occurring given that another event has already occurred.

Mathematically:

$$P(X|Y) = \frac{P(Y|X)P(X)}{P(Y)}$$

The formula implies that we are finding probability of X, given that event Y is true.

- P(X) is the probability of occurrence of event before evidence is seen
- P(Y) is the probability of occurrence of event Y where Y is termed as Evidence

- P(X|Y) is the probability of event after the evidence is seen

3. CONCLUSIONS

The predictive accuracy needed for match result prediction is much higher. Most of the previous models for sports prediction are based on mathematical calculations and statistical analysis due to the accurate details of the match being easily available. These predictions are not very precise. The ultimate aim of the proposed paper is to develop a model has two important objectives. Prediction of the ultimate score of the first section of the game is the first objective while predicting the match result is the second and most important objective. These predictions will be done for limited overs cricket. Vital factors that have a major effect on the game such as toss winner, team ranking, and venue will be considered in the primary set for prediction. Rectilinear regression classifier is used for the prediction of the score of the first section of the game and Naive Bayes classifier will be used on previously played games for the winning team prediction.

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