

A 150 km/h ball, two camera angles, and no room for a loose box.

Cricket · Broadcast & side-view footage | Bat swing and ball trajectory | Built in-house as reference data

3

DETECTION DATASETS

99%+

LABEL ACCURACY

2

CAMERA ANGLES

30+ FPS

REAL-TIME INFERENCE

WHY CRICKET BREAKS MODELS

A ball leaving the bat at 150 km/h is not a circle in a frame. It is an elongated smear, and a box drawn around the wrong end of that smear teaches the model the wrong trajectory.

In a wide broadcast shot the ball occupies a handful of pixels. Miss it by two and the model learns to produce false negatives.

Then the bat disappears behind pads, body and stumps mid-stroke — and a single camera has no depth to recover it.

HOW WE ANNOTATED IT

- **Blur-path boxes.** Annotators trace the elongated motion path rather than guessing a centre point, so trajectory survives training.
- **Sub-pixel alignment** on small targets, because a two-pixel error at broadcast scale is a missed detection.
- **Explicit occlusion tags** when bat or ball passes behind pads, body or stumps — not silent gaps.
- **Frame interpolation** holding temporal consistency across the full stroke, backlift to follow-through.

WHAT IT ENABLES

- **Multi-angle fusion.** Front and side detections combine into 3D spatial mapping of bat and ball.
- **Shot classification.** Side-view Z-axis data separates a cover drive from a pull shot, and yields swing velocity.
- **Edge deployment.** Models efficient enough for real-time inference on broadcast hardware.
- **Portable method.** The same architecture transfers to pose, field placements and stump detection.

THE THREE DATASETS

01

Front-view bat detection

Broadcast angle. Full 2D arc of the stroke, backlift through contact to follow-through.

02

Side-view bat detection

Lateral angle for depth. Z-axis of bat movement, for shot type and swing velocity.

03

Side-view ball tracking

Frame-by-frame ball position for bounce point, swing and pace estimation.

HOW EVERY FRAME GETS CHECKED

LAYER 01

Domain-expert annotator

Understands cricket physics and camera behaviour

LAYER 02

Dedicated QA auditor

Box tightness, temporal consistency, occlusion tagging

SCOPE WE COVER

Bounding boxes · Frame interpolation · Occlusion tagging · Small-object detection · Motion-blur paths · Multi-camera sync · Ball trajectory · Bat swing arcs · Delivered as COCO / YOLO / JSON / CSV / XML

Send us your hardest 30 seconds.

We label it with a full QA report inside two business days. No contract, no payment, no obligation after.

Asif Ikbal — Founder

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