

***** CC Season Review



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Season Critical Review — Batting & Bowling Performance

Formats covered: T20 · One-Day (50-over, ICC rules) · Two-Day

The single clearest, most exploitable pattern in the data is a middle-overs batting fragility — most pronounced in two-day cricket, where the "hold & squeeze" phase (overs 26–49) accounts for more lost wickets (38) than any other phase, with dot-ball rate spiking to 42% and run rate dropping to 2.60. The same shape shows up in T20 and One-Day too, just less starkly.

A few other headlines:

- **Batting:** low boundary-hitting and low strike-rotation across every format (10%/7%/5% boundaries; 49%/33%/18% rotation) — the side is built on partnership-building rather than free scoring, and collapses in every format trace back to bowled/LBW dismissals.
- **Bowling:** strong at both ends in the shorter formats (good powerplay and excellent death containment in T20) but consistently leaks runs through the middle overs; in two-day cricket, wicket-taking threat fades sharply once the ball is old (only 7 wickets in the "soft ball" phase, at the highest run rate conceded of any phase).
- **Top batters:** ***** is the volume/anchor threat; ***** (373 runs, plus leading T20 economy) is the genuine all-format all-rounder; ***** is a clear T20 specialist (avg 39.33, SR 90.95).
- **Top bowlers:** ***** leads on wickets but at the highest economy of the trio (more attacking than defensive); ***** is the control option with the heaviest workload; ***** rounds out the trio and doubles as the squad's best all-rounder.

Scope & Method

This review is based on the club-supplied performance dashboards for the three formats played this season, plus the top-3 batting and bowling leaderboards embedded in the same document. Figures quoted below (averages, strike rates, economy rates, dot-ball %, boundary %, phase splits) are taken directly from those dashboards.

- This review deliberately does not speculate on bowling type or style (pace vs spin, left-arm vs right-arm, etc.) as a cause of any pattern, since that information isn't in the data provided. Findings are framed in terms of phase of innings, scoring tempo, dismissal type, and role — not bowling style.

- Where a figure could not be read reliably from the source images it has been left out rather than estimated, so some minor fields (e.g. a small number of individual wicket tallies) are described qualitatively rather than to the decimal.

1. Season Snapshot

Format	Batting Inns	Avg Score	Highest	Dot %	Rotation %	Boundary %	Avg Wkts Lost
T20	5	129.2	151	40%	49%	10%	6.0
One-Day	7	184.9	271	61%	33%	7%	8.86
Two-Day	10	174.3	330	78%	18%	5%	—

One-Day results this season: 7 played, 3 wins – 4 losses.

A clear pattern across formats: dot-ball % rises sharply from T20 (40%) to One-Day (61%) to Two-Day (78%), while boundary % falls (10% → 7% → 5%) and rotation of strike falls (49% → 33% → 18%). This is expected format-to-format, but the One-Day dot % (61%) is notably high for a 50-over game and, combined with a below-.500 win-loss record, suggests scoring tempo in that format is an area worth targeted work.

2. T20 Cricket

Batting

Phase	Runs scored	Dot %	Rotation %	Boundary %
Powerplay (overs 1–6)	40.6	40%	49%	10%
Middle (overs 7–15)	65.6			
Death (overs 16–20)	28.8			

- Strength: a healthy average total (129.2) built mainly through the middle overs (65.6 runs), with a proven ceiling of 151.
- Weakness: scoring drops away at the death (28.8 runs — the lowest of the three phases) and boundary hitting is low overall (10%). The team leans on running between wickets (49% rotation) rather than the bat, which caps the final total when a big finish is needed.
- Collapses occurred in 2 of 5 innings, most often to bowled or LBW dismissals — a recurring dismissal pattern rather than an isolated incident.

Bowling

Phase	Runs conceded	Dot %	Rotation %	Boundary %
Powerplay (overs 1–6)	31.2	44%	48%	8%
Middle (overs 7–15)	56.2			
Death (overs 16–20)	21.0			

- Strength: excellent death-overs containment — only 21 runs conceded in the last 4 overs, well below the middle-overs figure. Lowest total conceded in an innings this season was 95, and the team forced a collapse in 4 of the 5 innings bowled, most often via catches.
- Weakness: the middle overs are where the team leaks the most runs (56.2 — more than powerplay and death combined). Opposition batters who see off the new ball have scope to cash in through the middle of the innings before the death squeeze arrives.

3. One-Day (50-over) Cricket

Batting

- Strength: a strong average total (184.9, highest 271) shows the top order can build genuinely competitive scores.
- Weakness: 61% dot-ball rate and only 33% rotation / 7% boundary hitting is a slow scoring profile for the format — the team is compiling totals through occasional bigger scores rather than consistent tempo, and is losing close to a full complement of wickets each innings (8.86 on average) doing it.
- Collapses occurred in 2 of 7 innings, again most often bowled/LBW.
- The 3–4 win-loss record for the season sits alongside this tempo data — the batting data suggests tempo, more than total runs on the board, is the lever most likely to shift results in this format.

Bowling

- Strength: high dot-ball rate delivered (57%) and the bowling attack forces a collapse in 3 of 7 innings, most often through catches — showing the attack builds pressure effectively when it's on top.
- Weakness: as in T20, the middle overs are the leakiest phase for runs conceded, giving set batting pairs the clearest scoring opportunity of the innings once the new-ball phase has passed.

4. Two-Day Cricket

Batting

The two-day dashboard breaks wickets lost down by "ball age" phase rather than by over range alone — this is the most detailed and most actionable data in the whole review:

Phase (ball age)	Overs	Wkts lost	Dot %	Run rate
New ball (ov 1–25)	0–25	28	30%	2.67
Hold & squeeze (ov 26–49)	26–49	38	42%	2.60

Phase (ball age)	Overs	Wkts lost	Dot %	Run rate
Reverse window (ov 50–66)	50–66	10	—	3.19
Soft ball (ov 67–90)	67–90	10	—	—
Second new ball (ov 91+)	91+	4	4%	—

- **This is the single clearest exploitable pattern in the whole review: Scarborough's batting loses more wickets in the "hold & squeeze" window (overs 26–49) than in any other phase — 38 wickets, dot-ball rate spiking to 42%, and run rate dropping to 2.60. Batters who survive the new ball are still the most likely to get out once sustained pressure is applied through the middle of the day, rather than settling in and going on with it.**
- Overall boundary hitting (5%) and rotation (18%) are — as expected for two-day cricket — the lowest of the three formats, and collapses again occurred in 2 of 10 innings, most often bowled/LBW.

Bowling

The bowling dashboard mirrors this with wickets taken by ball age:

Phase (ball age)	Wkts taken	Dot %	Run rate conceded
New ball (ov 1–25)	26	—	3.42
Hold & squeeze (ov 26–49)	13	20%	2.93
Reverse window (ov 50–66)	8	—	2.22
Soft ball (ov 67–90)	7	1%	3.78
Second new ball (ov 91+)	7	—	—

- **Strength:** the new ball is clearly the team's most potent wicket-taking phase (26 of roughly 61 wickets taken across the innings sampled come in the first 25 overs), with the tightest run rate conceded (2.22) coming in the reverse-swing/wear window (overs 50–66).
- **Weakness:** wicket-taking threat drops sharply in the middle (13 wickets in overs 26–49) and again in the "soft ball" phase (overs 67–90), where only 7 wickets were taken at the highest run rate conceded of any phase (3.78). A partnership that gets through the new ball and the hold-and-squeeze period has the clearest scoring opportunity of the day right when the ball is oldest.
- Average runs conceded per innings is 186.6, with a season-low of 24; overall dot-ball rate is high (73%) but wicket-taking in the middle and later periods doesn't keep pace with the pressure being built.

5. Top 3 Batters — Individual Review

Ranked on combined One-Day/Two-Day run tally (the larger, more representative sample), with T20 figures shown for context.

Player	Format	Runs	Avg	SR	HS
*** *****	1-Day/2-Day	388	29.85	54.49	148*

Player	Format	Runs	Avg	SR	HS
	T20	—	20.67	158.97	—
*****	1-Day/2-Day	373	21.94	38.65	—
	T20	—	24.00	342.86*	—
*****	1-Day/2-Day	262	24.21	49.78	—
	T20	118	39.33	90.95	—

*** *****

- Leading run-scorer in the longer formats (388 runs) and owns a maiden century (148*), showing a genuine ability to anchor and bat long.
- In T20 his output is faster but less consistent (SR 158.97, avg 20.67) — a clear six-hitting threat, but with a higher-risk method than his longer-format game. His most secure output comes when he's allowed to build an innings rather than being made to force the pace from the outset.

- Second-highest run-scorer in the longer formats (373 @ 21.94) built through steady accumulation rather than one standout score, and also the club's leading white-ball economy bowler (see Section 6) — a genuine two-way contributor opponents have to plan for with both bat and ball.
- His T20 batting sample is small but very high strike rate (342.86) — worth noting as an anomaly from limited innings rather than an established pattern.

- Leading T20 run-scorer by some margin (118 runs @ 39.33, SR 90.95) — his method and output both peak in the shortest format, suggesting he's the squad's clearest format-specific difference-maker.
- Still a solid, if less dominant, contributor in the longer formats (262 runs @ 24.21).

Common thread for opponents: all three sit inside a batting order whose collective weak point — shown in Section 4 — is the middle-overs "hold & squeeze" period. Sustained, disciplined lines and tight fields through that window, rather than any one bowling style, is the shared route to unsettling this top order.

6. Top 3 Bowlers — Individual Review

Ranked on combined One-Day/Two-Day wickets (derived from overs bowled, economy, and average — the clearest, most reliable cross-format sample), with T20 figures shown for context.

Player	Format	Overs	Wkts	Avg	Econ	Best
*****	1-Day/2-Day	75.1	15	22.20	4.43	3-53
	T20	17.0	6	15.50	5.47	2-16
*****	1-Day/2-Day	105.1	14	24.86	3.31	3-18
*****	1-Day/2-Day	104.5	13	29.00	3.60	4-51
	T20	6.0	6	5.17	5.17	4-3

- Leads the club for wickets across the longer formats (15 @ 22.20) with by far the heaviest new-ball workload profile of the trio, but at the highest economy of the three (4.43) — he looks to be used as an attacking, wicket-taking option rather than a pure containment bowler. Opponents may look to rotate strike and pick off the occasional boundary against him rather than simply blocking him out.

- Second on wickets (14 @ 24.86) but by far the tightest economy of the leading three (3.31) and the heaviest overall workload in the squad (105.1 overs) — a control-based, high-volume bowler. That workload is worth watching over a long season from a rotation/freshness point of view.

- Third on wickets (13 @ 29.00, best 4-51) in the longer formats, and also the standout economy bowler in T20 (6 wickets from just 6 overs at 5.17 econ) — confirming him as the squad's most complete all-format contributor with both bat and ball.

In T20 specifically, four bowlers all took 6 wickets — a genuinely shared bowling workload rather than reliance on a single strike option. That's a squad strength (no obvious single bowler to simply see off), though it also means there's no standout volume wicket-taker in the shortest format to build a specific plan around.

7. Summary: Strengths, Weaknesses & Exploitable Areas

Key Strengths

- Proven scoring ceiling in every format (151 T20 / 271 One-Day / 330 Two-Day highest totals).
- Strong death-overs bowling containment in T20 (21 runs conceded in the last 4 overs) and a good record of forcing collapses via catches in the shorter formats.
- New-ball wicket-taking threat is clearly the team's biggest bowling weapon in two-day cricket (26 of the innings' wickets inside the first 25 overs).
- Genuine depth and multi-format all-rounders (Pullinger and, to a lesser extent, Hollick) mean opponents can't plan around a single key player.

Key Weaknesses / Areas an Opponent Could Target

- **Middle-overs batting fragility — most pronounced in two-day cricket's "hold & squeeze" window (overs 26–49: 38 wickets lost, dot % up to 42%, run rate down to 2.60) but present in every format. This is the clearest single pattern in the data.**
- Low boundary-scoring and low strike-rotation across the board (10% / 7% / 5% boundary; 49% / 33% / 18% rotation by format) — the batting is built on building partnerships rather than free scoring, so sustained accuracy that removes both boundary balls and easy singles is likely to stall the innings.
- Middle overs are the leakiest phase for the bowling attack in both T20 and One-Day cricket — batters who survive the new ball have the clearest scoring opportunity mid-innings.
- Bowling wicket-taking threat fades once the ball is old in two-day cricket, particularly the "soft ball" phase (overs 67–90: only 7 wickets at the highest run rate conceded of any phase, 3.78) — partnerships that get in have the best conditions of the day to accelerate.

- Collapses recur in every format (2 of 5 T20, 2 of 7 One-Day, 2 of 10 Two-Day innings) and are consistently put down to bowled/LBW dismissals — a repeated dismissal pattern worth specific technical attention, independent of any particular bowling type.
- The One-Day win-loss record (3–4) lags the batting and bowling volume data, and the high One-Day dot-ball rate (61%) points to tempo, not raw output, as the most likely lever to improve results in that format.

Note: consistent with the brief, this review does not attribute any of the above patterns to a specific bowling type or style — the data available describes phase of innings, scoring tempo, and dismissal type only, and the findings are framed accordingly.