# England's Women's Cricket Team Utilises Artificial Intelligence for Player Selection



England’s women's cricket team has adopted artificial intelligence (AI) to inform player selection, as revealed by head coach Jon Lewis. This high-tech approach played a role in their strategy during last summer's Ashes tournament, contributing to their comeback against Australia.

The software, developed by London-based firm PSi, ran 250,000 match simulations to provide strategic insights. This led to the inclusion of off-spinner Charlie Dean in the T20 squad. The AI tools are part of a broader shift in cricket towards data-driven decision-making.

Paul Hawkins, creator of Hawk-Eye ball-tracking technology, helped introduce iHawk GoPro cameras on umpires in county games. The cameras provide extensive data on each ball's movement and speed. This data helped select fast bowlers Josh Tongue and John Turner for England’s international games.

Stafford Murray, head of the ECB’s data analysis team, emphasized that these tools offer selectors detailed, contextualized information. This data supposedly improves the likelihood of player success in specific conditions, going beyond traditional statistics.

Despite being less reliant on data, Test cricket figures like Brendon McCullum and Ben Stokes have also benefited from these insights. For example, uncapped spinner Tom Hartley was chosen for England's Test tour of India based on data showing his effectiveness in conditions similar to those of Indian spinner Axar Patel.

The use of AI extends into predictive analysis, helping teams plan and adapt strategies in real-time. However, Murray notes that human instinct and context still play vital roles, ensuring that AI remains a supplementary tool rather than a replacement for traditional expertise.