

Template for winning a BCL T20 Championship

Looking at all 6 divisions of 2025 BCL tournament from the lens of data.

- Anish Ranade

Every year, 48 teams and over 950 individuals in the Brampton Cricket League invest time, money, and countless hours preparing for their T20 campaigns, to accomplish one goal. Some finish as champions. Most don't. But what separates the winners from the ones getting participation certificates?

To answer this question, I've analyzed every T20 match that ended in a result from BCL's 2025 season. Around 319 games across all six divisions and compared the six champions against the remaining 42 teams, looking for patterns that distinguish success from mediocrity.

What emerged wasn't just random variance or individual brilliance. It was a data-backed template that winning teams followed, consciously or not. The margins as often as they are in T20s, are slim, the differences subtle, but they're consistent across all divisions.

As teams begin planning for their 2026 season and start to recruit new players, understanding these patterns could mean the difference between lifting the trophy and watching someone else do it.

Here's what the numbers say.

6% advantage for just batting first

Across 319 BCL matches in 2025:

- Teams batting first won: **52.98%**
- Teams batting second won: **47.02%**

That's almost a 6% advantage for batting first, in a game of small margins this can be significant. **The takeaway** here is if you win the toss, batting first gives you a structural advantage. But of course it's what you do with that advantage that matters.

Setting the target and knowing what's enough

One of the most important skills in T20s is knowing what the par score is when batting first. That is what separates the legends like Rohit, Virat, Faf, Williamson from the rest. Going all guns blazing is one approach but it can also seriously backfire when playing on a tricky (read good) pitch.

But unless you have legends like those in your team, you should rely on data to know what the par score is. In BCL, except the 2 grounds that offer real turf, most matches are played on astro wickets. So the wicket doesn't behave drastically differently between different grounds.



(Note: Certain grounds like FCC result in high scoring games because of the dimensions, but to ensure that does not affect the numbers as much, I've taken mean instead of average)

The data provides clear thresholds:

When teams batting first won, the median 1st inning score was: **185** But let's dig deeper into the correlation between first-innings totals and win percentage:

This table* shows us, there is no chance of winning when the team batting first scores less than 100. There is a small chance of winning if they score between 101-150. Interestingly, the probability of a win goes up drastically in the 151-200 range and it might be because the brackets used are too big. To help solve for that, I looked at the same metrics with much smaller brackets.

Score	Matches	Wins	Win %
Below 100	13	0	0.00%
101-150	88	18	20.45%
151-200	166	104	62.65%
200+	52	47	90.38%

In the table* below, I've analyzed 1st inning scores in brackets of 20 runs. Here you realize that to have a higher than 50% chance of winning, you have to score more than 160 runs when batting first. And that's why the median first innings winning score is 185.

1st Innings Score	Matches	Wins	Win %
<100	13	0	0.00%
101-120	16	3	18.75%
121-140	48	12	25.00%
141-160	57	18	31.58%
161-180	72	44	61.11%
181-200	61	45	73.77%
201-220	28	25	89.29%
220+	22	22	100.00%

*Note: This is calculated based on full 20 over matches. Rain affected matches are not included.

But you won't always get to bat first. What then?

If you bowl first, the median winning score to restrict the opponent is **148**.

This provides a clear picture of what to aim for when batting first. Teams can plan their games/innings with a clear number in mind. Now let's look at numbers that would help them plan for that score.

Power play formula: 30 in 30!

How you construct that total and get to 185 or whatever your par score is matters. Specifically, how aggressive should you be in the powerplay when batting first?

Given the recent T20 world cup and the few bilateral tournaments before that, many might believe that you have to start attacking from the get go and utilize the powerplay to the fullest. But as the famous quote goes,

“You can’t win a game in powerplay, but you can certainly lose it.”, and this especially applies to Brampton Cricket League where winning teams played smart cricket instead of ultra aggressive. When I looked at the data I realized, for teams batting first and winning:

Powerplay score as % of total (1st innings): 30.58%

That's a simple formula: **Score 30% of your runs in the first 30% of your overs** (6 of 20). If you're targeting 185, aim for 56 in the powerplay. Targeting 200? Get to 60. Then, when you come to bowl, you have to ideally **restrict the opponent to less than 25%** of the target (24.71% to be precise).

But again if you end up bowling first, then you assume that the opponent is also going to score 30% of their score in powerplay. And at the end of your powerplay, you need what they're aiming for. And as per the data from the **matches won by teams batting second**, you do need to **outscore the opponent in the powerplay and score 40.65% of the target** in the first 6 overs and lose only 1.6 wickets in powerplay on average.

My gut feeling (which is not backed by data) is, this is directly related to the fitness levels seen in recreational leagues like ours. Where, by the end of second innings, energy levels of the batting team are generally down and hence you need to account for that and outscore the opponent in powerplay when batting second.

Okay, so far we've established what the par score is when batting first or when bowling first and I talked about how much to score in powerplay and how much to restrict the opponent to. Next question might be, our team manages to get only 160, how do we get to 185? And how do we actually restrict the opponent?

2 important Ds: Dots and Discipline!

They say, batsman win you matches but bowlers win your championships. That couldn't be more true if you look at the number of **dot balls bowled**. I compared each division winner's dot ball count against the average of the seven other teams in their division. The results are stark.

Across a 14-game season:

- **Division winners bowled: 724 dot balls**
- **Other teams bowled: 620 dot balls on average**

That's a difference of **104 dot balls over 14 matches—roughly 7-8 dot balls per game**. So if the opponent scores a single / double on those balls that should have been dot, you've already given around 12 runs extra at a minimum. Dots also add pressure and often result in a wicket, you're also losing that advantage by not building that pressure. Dots are a result of disciplined bowling and fielding.

We can't talk about discipline without talking about extras.

- **Division winners averaged: 155 extras in a season**
- **Other teams averaged: 161 extras**

That's roughly **half an extra per game**. Small? Yes. But combined with 7-8 fewer dots per match, these margins accumulate. This shows us that for your next season you need **disciplined bowlers**. Not necessarily bowlers with the most variations or the highest speed, but bowlers who hit their areas consistently, build pressure, and don't leak easy runs. This is how without changing anything drastic, your team can help contain the opposition. Now let's look at how do we actually reach the par score when batting.

Power hitting: 26 runs/game difference

If there's one metric that separates champions from the rest, it's this: Number of boundaries (sixes and fours) hit by the winning team.

Here's the boundary breakdown for division winners vs. the rest:

Across a 14-game season:

Metric	Winners	Others	Difference per game
Fours	189	151	+3 fours/game
Sixes	95	59	+2 sixes/game
Total Boundaries	285	210	+5 boundaries/game

Let's do the math: **3 extra fours = 12 runs. 2 extra sixes = 12 runs. Total: ~24 runs per game.**

This 24 runs and the 7-8 extra dot balls per game is the difference between a team scoring 150 and a team scoring 185. In a format where 10-15 runs can decide a match, this is massive.

What's particularly telling is the six-hitting disparity. Division winners hit **95 sixes per season**; other teams hit **59**. That's **77% more** than the other teams. Championship teams have power hitters who clear the rope more frequently.

Consistency is the key!

I also wanted to see if the winning teams were heavily dependent on 1 or 2 players who were having the season of their life or if it was a true team performance and if everyone contributed in their title.

To analyze that, I decided to look at the following two metrics:

1. **How many unique batsmen reached milestones** (100, 75, 50, 25 runs)
2. **How many times those milestones were reached**

This would tell us how many people have the potential to deliver when it comes to batting and how consistently were the able to actually deliver.

No. of unique players who scored	100	75	50	25
Avg. of all division winners	0.67	2.5	6.17	9.17
A team from Division 4 for reference	0	2	5	10

From this chart above, you can tell there is about 1 player between 2 championship winning teams who scored a century. They have 2.5 players who scored 75 runs at least once, over 6 unique players who scored a half century atleast once and over 9 players who gave them 25 or more runs at least once.

Collecting this stat was extremely time consuming, so I couldn't collect it for all remaining 42 teams. But for the sake of a control group, I selected a team from Division 4 and used them for comparison. This team had no players who scored a century, 2 unique players who scored 75 or more, 6 unique players who scored 50 and 10 players who scored 25 or more. On the surface, this team looks very close to the championship winning team and even exceeds for number of unique players who scored 25. But now lets look at the consistency and see how many times were this scores scored.

No. of times scored	100	75	50	25
Avg. of all division winners	1	3.17	13.17	21.17
A team from Division 4 for reference	0	3	7	20

Now you can see the real picture. The winning teams on average had 6 unique players in a team who scored half century at least once. This team had 5 players. So almost the same. But when you look at how many fifties were scored, the division winners scored over 13 fifties and this team only managed to score 7! That's almost double the number of fifties scored by the 5 or 6 guys who the team relies on for scoring big!

Lethal Bowling!

Since we have scrutinized batsmen, it would only be fair if we see the bowlers with our data lens and see how they fared when compared to the division winning champions. Similar to how we need batsman who can score big and score consistently, we need bowlers who can take wickets and do it often.

	Winning Team	Avg. of remaining 7 teams
Number of wickets/season	91*	71

*The number of wickets are adjusted for 14 games instead of 16 to make a fair comparison.

Division winners take **20 more wickets than average teams**, that is roughly **1.4 more wickets per match**. That might not sound like much, but remember: wickets create scoreboard pressure, break partnerships, and force new batsmen to adjust resulting in dot balls.

And since we covered batsmand and bowlers, I didn't want to leave the fielders behind. There isn't much data available about fielders but here's an **interesting insight: 54.84% of wickets taken by the championship team came via catches**. Over half. Compare this to your team and see where you stand.

Putting it all together for 2026 season:

If you're building a team for the 2026 season, this is your blueprint based on what actually worked in 2025. First check what your par score was when batting first and how close / far your team was from the championship par score. Check your avg. powerplay score and see if you need adjustment. Analyze your bowlers and see which bowlers are your wicket taking options and which ones give you those crucial dot balls, use both effectively. Power and Average/consistency independently don't help. You need power hitters who can clear the rope at will but you need them to do it consistently.

Using this template, you can analyze your team's performance for last year, if you need help creating a custom report made specifically for your team, or if you need a detailed personal analysis of your performance, please reach out. I'd be happy to assist.

When recruiting for next season's campaign, you can use this analysis to find the gaps in your team and fill them accordingly. For example instead of going for someone who has scored a century last season, you can pick one who scored 3 fifties! Each team will have unique needs and will need unique skillsets to help them lift the trophy this season! Wishing you and your team the best, go well! May the strongest (data driven) team win.

Author's note: Big shout out to Brampton Cricket league administration for putting together a fantastic tournament that is extremely competitive and fair. And for making the data available publicly, which made this analysis possible. All data used in this analysis was manually put together from brampton cricket league's website.

I'm a certified cricket performance analyst who loves working with individuals and teams to turn data into on-field results. If you have questions about this article or want to explore how these insights can help your 2026 campaign, feel free to get in touch at anish050193@gmail.com.