

1. Instead of probability for training, change it to performance based.

For Top 4 Batsman (Applicable once every 2 matches):

75-124 Runs - 5 points for the player
125+ Runs - 10 points for the player

For Remaining Batsman (Applicable once every 2 matches):

30+ Runs in 150+ Strike Rate - 5 points
50+ Runs in 200+ Strike Rate - 10 points

For Bowlers (Applicable once every 3 matches):

3 Wicket Haul - 5 points
Economy Under 5 - 10 points

2. Add a \$1,000,000 bank loan option

You can either choose a \$1,000,000 or \$500,000 bank loan and cannot take both.
Term is for 50 Matches but the interest rate is 7%.

3. Introducing Scouts

You can pay scouts money for them to get prospects for the youth academy.
Based on the player potential quality required, the cost to pay the scout will change.

<30 = \$50,000
30-50 = \$100,000
50-70 = \$150,000
70-80 = \$250,000
80-90 = \$375,000
>90 = \$500,000

The player needs to be bought separately again.

4. Improving the Market

Rebranding it to the Transfer Market.

You can list players for a certain price, and other teams can negotiate or buy your player.

You can buy other players too, and negotiate for a cheaper price.

Based on skill level, there will be a max price to list.

A minimum level below which negotiation can't happen.

You can trade a similar equivalent player, for another player.

You should be able to go to other team lists and place in an offer to buy a player, and based on the cost and skill, the other team can negotiate, accept or reject the offer.

5. Retirement

Retirement plans should start at 35 for most players, just like in real-life.

However, retirement can begin for 30, if the player is not in form, and playing poorly.

6. Champions League

Make it a group stage, and then knockouts for it to be more interesting and rewarding.

7. Different Game Formats

a. Test Match

Instead of 90-overs per day, in this version, it can be shortened to 50-overs per day.

Three sessions each day with the breakdown as 18,15,17.

Since 50-overs is long, sessions can be skipped, but it will be disadvantageous to the player.

Playing Aggressive will give a -5 rating.

Playing Defensive will give a +5 rating.

b. T10

Not only in the midweek tournament, but can be played separately.

Same format as the midweek tournament to be followed.

Test Match, T20, and T10 will have their own season simultaneously.

T10 will be unlocked from Division 4.

Test Match will be unlocked from Division 2.

Some players will be better in a certain format and worse in another format.

This will improve squad depth, and more planning for the player.

8. End of season rating

Based on a player's performance, their rating may increase, decrease or stay the same.

For young players (18-24) rating will 80% increase.

For young players (25-30) rating will completely matter on performance

For old players (30+) rating will 60% likely decrease.

If a player played less than 5 matches in the season (including tournaments), their rating will 100% decrease.

9. End of season rewards

On top of the rewards already being given from the head coach and cash other ways of rewards should be given.

If your player scored the most runs in the tournament, 10 coins should be given.

If your player got the most wickets in the tournament, 10 coins should be given.

10. DRS

Ability to take DRS while bowling also.

Adding Umpires Call, so that you don't lose your review sometimes.

11. Achievements

By adding different achievement, and giving small rewards, it will intensive to complete all the achievements.

Examples could include - First Century, 5-Wicket Haul, 250+ Runs, 150+ Run Victory etc.