

Players' Performance of a Team Game: A Conceptual Review with Special Reference to Sri Lanka Cricket

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Performance is the main objective of a person, team or organization on its respective area. Work place is the platform which created employees to perform. Team is the platform where the players can perform. It is indicated that there is a downfall of the performance of the Sri Lankan national Cricket team in international tournaments and tours. Sri Lankan team represented 116 international matches, including test, ODI, T20, from 1st January 2001 to 30th June 2019 and won only 34 matches in all three format of game. It is 29% of winning.

The main purpose of the study is to identify the key factors that influence the players' performance of a team game with special reference to Sri Lankan Cricket. Primary data were collected from the statistical review of Sri Lanka Cricket, Newspapers, Magazines, websites and research articles. The secondary data were collected through the in-depth interviews with former and current Sri Lankan national players, Cricket Administrators, Coaches, Journalist and spectators. Identified key factors were discussed with the experts of the game at the in-depth interviews. According to the study it is identified that, self-regulation, knowledge of the team strategy and tactics, and expectancy of improving as the key factors that influence the players' performance of a team game. Additionally, monetary and non-monetary incentives also affect the performance. However, there is no effect from the playing condition on the performance of the quality players.

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