

WORLD RUGBYTM GAME ANALYSIS



FINAL STANDINGS AND RESULTS



W D L PF PA PD TF TA TB LB **PTS ENGLAND IRELAND FRANCE SCOTLAND WALES ITALY** -151

P = Played W = Won D = Draw L = Lost PF = Points For PA = Points Against PD = Points Difference TF = Tries For TA = Tries Against TB = Try Bonus Points LB = Losing Bonus Points PTS = Points

RUGBY	Scotland	27-22	Ireland	₽Ş≱ HEV
	England	19-16	France	TIER.
贝	Italy	7-33	Wales	*
贝	Italy	10-63	Ireland	ieu Ieu
Ţ.	Wales	16-21	England	
S	France	22-16	Scotland	RUGBY
RUGBY	Scotland	29-13	Wales	
K IIIV	Ireland	19-9	France	W.
	England	36-15	Italy	<u>U</u>
<u>*</u>	Wales	22-9	Ireland	ieu Ieu
<u>U</u>	Italy	18-40	France	W.
	England	61-21	Scotland	RUGEY
RUGBY	Scotland	29-0	Italy	$oldsymbol{Q}$
-Ø	France	20-18	Wales	<u>"</u>
IBV	Ireland	13-9	England	

WORLD RUGBY™ GAME ANALYSIS



COMMENTARY

England won the Six Nations in 2017 as a result of being the only team to lose just one match. They were also the only team to win away from home in the 10 matches played between the former Five Nations countries.

Since the expanded Six Nations was introduced in 2000, England have won the championship more than any other team, while France and Wales have won more Grand Slams.

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		WON WON	GRAND SLAMS ACHIEVED
	England	6	2
TER.	France	5	3
Ÿ	Wales	4	3
Š.	Ireland	3	1
	Scotland	-	1
U	Italy	-	-

The years in which the titles were won – and the years where Grand Slams (*) were achieved – are shown in the following table.

		CHAMPIONSHIP WINNER			CHAMPIONSHIP WINNER
2000		England	2009	A SA	Ireland*
2001		England	2010	W.	France*
2002	W.	France*	2011		England
2003		England*	2012	Ţ.	Wales*
2004	ST.	France*	2013	Ţ.	Wales
2005	<u></u>	Wales*	2014	A SA	Ireland
2006	ST.	France	2015	A SA	Ireland
2007	A CONTRACTOR OF THE PARTY OF TH	France	2016		England*
2008		Wales*	2017		England

WORLD RUGBYTM GAME ANALYSIS

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BONUS POINTS

In 2017, the Six Nations introduced a bonus points system for the first time. The system is as follows:

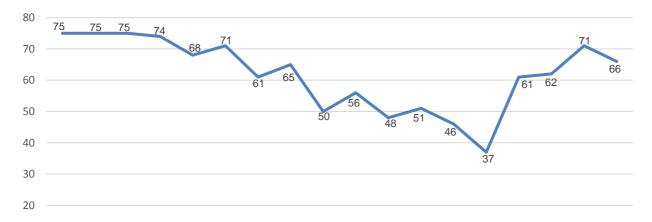
- Losing by seven points or fewer one bonus point
- Scoring four tries or more one bonus point
- Winning the Grand Slam three bonus points

The table below shows the championship standings this year and compares it with the table that would have resulted if the bonus points system had not been introduced. It shows no change in any of the positions.

	SIX NATIONS 2017 POINTS	SIX NATIONS 2017 WITHOUT BONUS POINTS
England	19	8
Ireland	14	6
France	14	6
Scotland	14	6
Wales	10	4
Italy	0	0
	Ireland France Scotland Wales	England 19 Ireland 14 France 14 Scotland 14 Wales 10

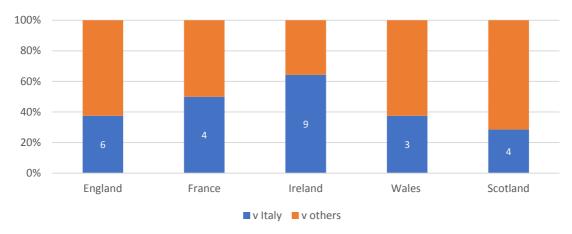
There is also another rationale behind a bonus points system and that is it could produce an increase in the number of tries scored.

The context for such a hope is that tries in the Six Nations have been in decline since 2002 with the lowest total occurring in 2013, when only 37 tries were scored in the 15 matches. Although recent championships appeared to have stopped this trend with tries increasing to 61, 62 and 71 as shown in the graph below, these totals were not a true reflection of the tournaments as the overall totals were distorted by 20 or more tries being scored in the last rounds. The reason in each case for such a plethora of tries on the final day was that success for some of the teams was totally dependent on the number of points that were scored in the three matches.





This acceleration of tries in the last round of matches did not occur this year. There was, however, a different distorting factor and that was the performance of Italy, who conceded almost 40 per cent of the 66 tries scored in the championship.



If matches against Italy are notionally excluded, the total tries scored per team and the average tries per match per team show that tries remained elusive, as shown in the following examples:

- France averaged just one try per match
- Wales averaged 1.25 tries per match
- Ireland averaged 1.25 tries per match
- In England's matches against Wales, Ireland and France they scored a total of three tries
- Overall, the 10 matches played between the historical Five Nations teams produced an average of 3.4 tries per game, which was identical as 2016
- This year, this figure would be reduced to 2.7 if the 10 tries scored in the England v Scotland match were excluded

To further highlight the lack of tries scored in matches not involving Italy, the following table shows the rate of try scoring. This is a measure of each team's success in converting possession into tries. It can be seen that all teams scored at a substantially higher rate in matches against Italy. Ireland, for example, scored nine tries against Italy, scoring every two and a half minutes, while against the other four teams they scored a try every 20 minutes of possession.

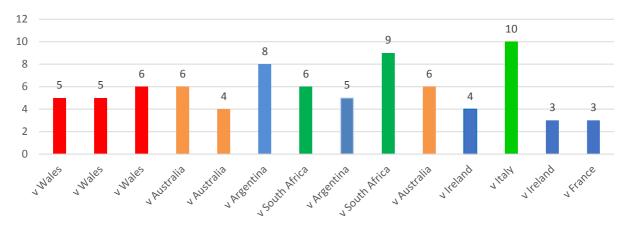


	TRY SCORING RATE									
	v Italy	v Others	Overall							
1 tr	y every 201s	1 try every 455s	1 try every 360s							
	321s	451s	414s							
	143s	1169s	510s							
	420s	876s	705s							
	268s	1208s	738s							



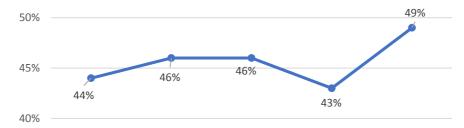
If this data is then compared to Rugby World Cup 2015 winners New Zealand, it is very noticeable that there is a big difference in the try-scoring ability of the teams.

In the 14 matches played against tier one teams in 2016, New Zealand scored an average of 5.7 tries per match, scoring at least three tries in every match and a try one every three minutes of possession.



Despite the relatively low number of tries in the Six Nations, however, the championship itself was not short of excitement. Despite penalty goals exceeding tries, the team that scored the most tries won 12 or 80 per cent of the 15 matches and in 40 per cent of the matches, at the final whistle, a converted try could have turned a loss into a win.

The ball in play (BIP) time also dramatically increased in this year's championship, reaching an average of 49 per cent of match time, the highest percentage seen so far in any tier one or t two competition.



Furthermore, five matches contained more than 40 minutes of live play, with Wales v Ireland, for example, at 47mins 28secs reaching almost 59 per cent of match time.

MATCH	SCORE	BIP TIME	PK/FK	SCRUM	LINEOUT	RUCK/ MAUL	PASS	KICK
Scotland v Ireland	27-22	42m 57 or 54%	16	6	26	276	379	37
Wales v England	16-21	42m 16 or 53%	16	10	18	253	363	37
Ireland v France	19-9	44m 28 or 56%	22	11	34	230	364	43
Wales v Ireland	22-9	47m 28 or 59%	14	9	24	270	408	52
France v Wales	20-18	43m 12 or 54%	27	20	22	216	314	50



SCRUMS

The modern scrum is quite different from that seen in the days of amateur rugby where scrums averaged over 30 per game, took less than 30 seconds to complete and produced relatively few sanctions, the majority of which were likely to be for crooked feeds.

Now it is a different story

The Six Nations in 2017 averaged 12 scrums a game, each one took an average of almost 70 seconds to complete, produced penalties or free-kicks on more than 30 per cent of occasions, not a single one of which was for a crooked feed.

One of the most significant changes, however, has been strategic. Whereas the first 100 plus years of rugby saw the scrum as a struggle for quality distributable possession, in several parts of the world and for many teams, the scrum is now seen primarily as a source of penalties that can produce points, tries and territory. Possession is not the priority.

This was especially noticeable in the France v Wales match where the 13th scrum in the game was awarded in the 78th minute. There then followed seven more French scrums located five metres away from the opposition goal line, the ball was kept in the scrum, with four of the seven being penalised. This produced the following match scrum profile.

	FRANCE V WALES SCRUM OUTCOMES											
1	*	Ball out	77secs	11	SIEK.	Ball out	68secs					
2	₩ _E R	Ball out	74secs	12	NE R	Ball out	46secs					
3	**	Penalty - Ag	80secs	13	N. S.	Free kick - For	19secs					
4	*	Ball out	53secs	14	SIEK.	Ball out	50secs					
5	SILK.	Penalty - For	62secs	15	SIEK.	Penalty - For	13secs					
6	***	Ball out	54secs	16	SIER.	Penalty - For	133secs					
7	SILK.	Penalty - For	70secs	17	SIEK.	Ball out	101secs					
8	SILK.	Penalty - Ag	61secs	18	SIEK.	Penalty - For	75secs					
9	*	Penalty - For	55secs	19	NIR.	Penalty - For	74secs					
10	₩ FFR	Ball out	96secs	20	FER	Ball out	67 secs					



A further difference between scrums in the two periods referred in the previous table, is in the imposition of scrum sanctions. In the 1980s, for example, the team putting in the ball was just as likely to be penalised as their opponents. Not so now.

Of all the scrum penalties awarded in the 2017 Six Nations, **84** per cent were in favour of the team putting in the ball while **16** per cent went to their opponents. When their opponents won the penalty, in all cases, they were the team going forward.

The result was that in the 15 matches, the team perceived to be going forward was never once penalised for an illegality. That team were never penalised for incorrect binding, pushing up an opponent, pulling an opponent down or deliberately wheeling the scrum.

As already mentioned, scrums are now taking longer to complete. In the Six Nations in 2017, scrums took up two hours and forty-six minutes of playing time – the equivalent of over two and a half matches. The following table is a breakdown of the time taken to complete scrums by match. It shows that the number of scrums per match ranged between six and 20, averaged between 54 seconds and 83 seconds and took up between 9 per cent and 27 per cent of playing time.

NO OF SCRUMS	MATCH	TIME TAKEN	TIME TAKEN AVG LENGTH OF SCRUM	
20	France v Wales	21m 58s	66s	27%
18	Italy v Ireland	18m 54s	62s	24%
15	Ireland v England	18m 09s	73s	23%
10	England v Scotland	17m 54s	83s	22%
14	Italy v France	16m 02s	69s	20%
16	England v France	16m 10s	61s	20%
15	Italy v Wales	15m 25s	62s	19%
10	Scotland v Wales	12m 45s	77s	16%
13	France v Scotland	12m 08s	60s	15%
9	Scotland v Italy	11m 11s	74s	14%
10	England v Italy	10m 26s	63s	13%
11	Ireland v France	9m 52s	54s	12%
9	Wales v England	9m 03s	60s	11%
9	Wales v Ireland	9m 02S	60s	11%
6	Scotland v Ireland	7m 32s	75s	9%
	Overall	206m 31s	67s	17%



SUMMARY POINTS

- Four of the six teams scored more tries than penalty goals. **France** and **Wales**, however, kicked twice as many penalty goals as they scored tries
- Italy were the only team to score most of their tries in the first half
- Almost 50 per cent of tries conceded in the second half were conceded by **Italy**. This means that Italy conceded almost as many tries in the second half as all other five teams combined
- Eleven of Scotland's 14 tries came from the lineout, while only four of Ireland's 14 tries came from this source
- England, Scotland and Wales did not score a single try from a turnover
- Ireland scored five tries from scrum possession, their opponents scored none
- Only three of **Wales**' eight tries started from outside their opponents' 22m
- Thirteen or 54 per cent of **England's** and **Wales'** 24 tries **contained** no rucks or mauls. Only two or seven per cent of **Ireland's** and **Scotland's** 28 tries contained no rucks or mauls
- Twenty-one tries were scored containing 10 or more passes. Wales scored none of them
- All eight Welsh tries were scored by backs
- **Ireland** successfully kicked nine from nine penalty attempts at goal. **Italy** managed only three out of nine
- Italy's kick at goal rate was less than 50 per cent. The next lowest was England, with 76 per cent
- From 23 kicks at goal, Ireland missed only one (96 per cent)
- The winning team won with less possession on four occasions (or 26 per cent of matches.) In The Rugby Championship 2016 it was seven of 12 matches or 58 per cent
- Ireland had more possession that their opponents in all five matches
- Ireland passed at the highest rate and Italy the least. They also rucked at the highest rate, with France the least
- Overall 15 per cent of passes were made by forwards. England's forwards made 10 per cent of their passes – four per cent less than the next lowest
- France's forwards passed the most and England's the least. They passed at half France's rate
- England's second rows and back rows were the least likely to pass the ball
- England's centres were the most likely to pass the ball, while Scotland's were the least
- Thirty-seven per cent of **Ireland's** rucks were inside their opponents 22 compared to **England's** 24 per cent



- England kicked the most and their scrum-half kicked twice as often as any other team's.
- France kicked the most contestable restarts (75 per cent), England the fewest (43 per cent)
- England recovered none of nine short restarts, while Ireland recovered four out of 11
- England had the most successful lineout (94 per cent) and Italy the least (79 per cent)
- France had the most successful scrum (98 per cent), Wales the least (80 per cent)
- **England's** scrums were the most likely to contain collapses and resets at a rate two and a half times greater than **Ireland**
- England's scrums were the most likely to end in a penalty, followed very closely by France and Wales. Ireland's were the least likely (23 per cent) compared to England's 41 per cent
- Ireland were the least penalised team and Scotland the most
- There were 29 ruck penalties for not releasing only one of which was committed by England
- Neither **Ireland** or **Italy** were penalised for preventing release France and Scotland were penalised six times each
- Of 18 tap penalties, Wales took just one. Of the 25 scrum penalty options that were taken,
 Scotland took none
- Ireland and Scotland each received two yellow cards. The other teams received one each
- Half of referrals to the TMO were for tries, the other half were for foul play.



OVERALL SUMMARY

	SIX NATIONS 2017	SIX NATIONS 2016	SIX NATIONS 2015	SIX NATIONS 2014	
SCORING					
AVG. POINTS PER MATCH	44	46	44	40	
AVG. TRIES PER MATCH	4.4	4.7	4.1	4.1	
TRY SCORING RATE	1 every 8m 56s	1 every 7m 40s	1 every 8m 54s	1 every 9m 05s	
AVG. PENALTY GOALS PER MATCH	4.6	5.1	5.5	4.3	
GOAL KICKING SUCCESS	82%	79%	75%	73%	
TOTAL DROP GOALS	2 in 15 matches	1 in 15 matches	3 in 15 matches	3 in 15 matches	
TRY SCORING					
% OF TRIES FROM OWN HALF	15%	24%	35%	30%	
% OF TRIES FROM INSIDE OPP 22M	45%	46%	37%	39%	
% OF TRIES FROM LINEOUT	47%	44%	34%	46%	
% OF TRIES FROM SCRUM	20%	20%	10%	16%	
GENERAL PLAY					
AVG. BALL IN PLAY PER MATCH	39m 17s or 49%	36m 19s or 43%	36m 49s or 46%	36m 26s or 46%	
AVG. PASSES PER MATCH	305	293	287	282	
AVG. RUCK/MAULS PER MATCH	209	194	190	182	
RUCK/MAUL SUCCESS	96%	95%	95%	95%	
AVG. KICKS PER MATCH	44	39	44	46	
SET PIECE					
AVG. LINEOUTS PER MATCH	24	23	24	27	
LINEOUT SUCCESS	87%	88%	86%	85%	
CONTESTED LINEOUTS	42%	50%	42%	47%	
AVG. SCRUMS PER MATCH	12	13	12	13	
SCRUM SUCCESS	91%	90%	85%	80%	
SCRUM BALL OUT	66%	62%	51%	41%	
CONTESTABLE 50M RESTART SUCCESS	1 in 3.7	1 in 4.6	1 in 4.6	1 in 5.6	
DISCIPLINE					
AVG. PKS/FKS PER MATCH	21	22	23	21	
TOTAL CARDS	8 + 0	10 + 0	15 + 0	8 + 3	
TOTAL TMO REFERRALS	32	29	24	25	



TEAM SUMMARY

	ENGL	la	IREL		FRANCE	
SCORING	2017	2016	2017	2016	2017	2016
TOTAL POINTS SCORED	146	132	126	150	107	82
TOTAL POINTS CONCEDED	81	70	77	88	90	109
TOTAL TRIES SCORED	16	13	14	17	8	7
TOTAL TRIES CONCEDED	8	4	7	7	6	9
TOTAL PGs SCORED	14	17	9	11	17	13
TOTAL PGs CONCEDED	8	14	10	13	17	17
% POINTS SCORED FROM TRIES	55%	49%	56%	57%	37%	43%
KICKS AT GOAL SUCCESS	76%	76%	96%	90%	86%	71%
DROP GOAL SUCCESS RATE	0/0	0/3	1 / 1	0/2	0/0	0/1
GENERAL PLAY						
AVG. POSSESSION	19m 12s	17m 39s	23m 47s	18m 47s	19m 41s	19m 01s
PASSING RATE	1 every 9s	1 every 9s	6s	1 every 6s	1 every 7s	1 every 8s
RUCKING RATE	1 every 12s	1 every 12s	1 every 10s	1 every 10s	1 every 12s	1 every 12s
RUCK/MAUL SUCCESS	96%	93%	97%	96%	93%	94%
KICKING RATE	1 every 48s	1 every 45s	1 every 58s	1 every 58s	1 every 65s	1 every 74s
SET PIECE						
LINEOUT SUCCESS	94%	90%	90%	96%	84%	88%
SCRUM SUCCESS	91%	92%	97%	91%	98%	87%
50M RESTART SUCCESS	0 in 9	1 in 4.2	1 in 2.8	1 in 5.0	1 in 2.6	1 in 11.0
DISCIPLINE						
PENALTIES & FKS FOR	57%	44%	59%	49%	47%	57%
PENALTIES & FKS AGAINST	43%	56%	41%	51%	53%	43%
YELLOW/RED CARDS	1/0	3/0	2/0	0/0	1/0	1/0



TEAM SUMMARY

	SCOT	•		ITALY U		
SCORING	2017	2016	2017	2016	2017	2016
TOTAL POINTS SCORED	122	79	102	128	50	122
TOTAL POINTS CONCEDED	118	224	86	87	201	115
TOTAL TRIES SCORED	14	8	8	15	6	11
TOTAL TRIES CONCEDED	12	29	7	9	26	13
TOTAL PENTY GOALS SCORED	10	8	16	11	3	17
TOTAL PEN GOALS CONCEDED	12	13	13	10	9	10
POINTS SCORED FROM TRIES	57%	51%	39%	59%	60%	45%
KICKS AT GOAL SUCCESS	84%	74%	88%	78%	47%	83%
DROP GOAL SUCCESS RATE	0 / 1	1/3	0 / 1	0/0	1 / 1	0/1
GENERAL PLAY						
AVG. POSSESSION	19m 19s	17m 57s	18m 48s	19m 05s	17m 03s	16m 28s
PASSING RATE	1 every 9s	1 every 8s	1 every 7s	1 every 7s	1 every 10s	1 every 7s
RUCKING RATE	1 every 11s	1 every 12s	1 every 11s	1 every 11s	1 every 12s	1 every 11s
RUCK/MAUL SUCCESS	96%	95%	96%	97%	96%	96%
KICKING RATE	1 every 53s	1 every 53s	1 every 53s	1 every 45s	1 every 49s	1 every 72s
SET PIECE						
LINEOUT SUCCESS	85%	83%	92%	86%	79%	85%
SCRUM SUCCESS	90%	83%	80%	97%	84%	85%
50M RESTART SUCCESS	1 in 4.3	1 in 3.3	1 in 3.7	1 in 5.7	1 in 4.0	1 in 4.0
DISCIPLINE						
PENALTIES & FKS FOR	44%	47%	53%	50%	47%	54%
PENALTIES & FKS AGAINST	56%	53%	47%	50%	53%	46%
YELLOW/RED CARDS	2/0	1/0	1/0	1/0	1/0	4/0



1. SCORING

IMPACT OF TRIES AND PENALTY GOALS ON RESULTS

The winning team scored the most tries in 12 or 80 per cent of matches.

In two matches the tries were equal (**England** v France and& **Scotland** v Ireland), and in one match the winning team scored fewer tries (**France** v Scotland).

		WON > TRIES	WON = TRIES	WON < TRIES	DRAW	LOST > TRIES	LOST = TRIES	LOST < TRIES
	ENG	3	1	-	-	-	-	1
IRFU	IRE	3	-	-	-	-	1	1
	sco	2	1	-	-	1	-	1
FFR	FRA	2	-	1	•	-	1	1
	WAL	2	-	-	-	-	-	3
LINE OF THE PARTY	ITA	-	-	-	-	-	-	5

TRIES PER TEAM PER MATCH

The following table shows the total number of tries scored per team per match. On **five** occasions a team did not score a try in a match and on **five** occasions a team scored four or more tries.

		0 TRIES	1 TRY	2 TRIES	3 TRIES	4+ TRIES	PER MATCH
	ENG	1	1	1	-	2	0,1,2,6,7
	sco	-	-	2	2	1	2,2,3,3,4
IRFU	IRE	1	2	-	1	1	0,1,1,3,9
FFR	FRA	1	2	1	-	1	0,1,1,2,4
FFR	WAL	1	2	-	2	-	0,1,1,3,3
Ü	ITA	1	2	2	-	-	0,1,1,2,2

HALF-TIME LEADERS

There were four matches where the winning team was losing at half-time.

HALF-TIME SCORE					
Italy	7-3	Wales			
Wales	England				
Scotland	9-13	Wales			
England 5-10 Italy					

FULL-TIME SCORE						
Italy 7-33 Wales						
Wales	16-21	England				
Scotland	29-13	Wales				
England 36-15 Italy						



SCORING MARGINS

The following table shows that there were seven matches with a margin of 10 points or fewer.

POINTS DIFFERENCE	NO OF MATCHES	CUMULATIVE
Draw	-	0 drawn
1 – 10	7	7 were 10 points or less
11 – 20	2	9 were 20 points or less
21 – 30	4	13 were 30 points or less
31+	2	2 were over 31 points

The following table shows the winning and losing scoring margins for each team.

		WON BY 31 +	WON BY 21 - 30	WON BY 11 - 20	WON BY 1 - 10	DRAW	LOST BY 1 - 10	LOST BY 11 - 20	LOST BY 21 - 30	LOST BY 31 +
	ENG	1	1	-	2	-	1	-	-	-
IRFU	IRE	1	-	-	2	-	1	1	-	-
FFR	FRA	-	1	-	2	-	2	-	-	-
	SCO	-	1	1	1	-	1	-	-	1
	WAL	-	1	1	-	-	2	1	-	-
PATE PATE PATE PATE PATE PATE PATE PATE	ITA	-	-	-	-	-	-	-	4	1

POINTS SCORING AND CONCEDING

The following table shows a breakdown of all points scored.

		SCORING					
	TOTAL AVERAGE % OF TOTAL POINTS						
POINTS	653	44					
TRIES	66	4.4	51%				
CONVERSIONS	55	3.7	17%				
PENALTY GOALS	69	4.6	32%				
DROP GOALS	2	0.1					

The following table shows the average points scored and conceded per team.

		POINTS SCORED		POINTS CONCEDED	
		TOTAL	AVG	TOTAL	AVG
	ENG	146	29	81	16
IRFU	IRE	126	25	77	15
	sco	122	24	118	24
FFR	FRA	107	21	90	18
FFR	WAL	102	20	86	17
U.	ITA	50	10	201	40

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The following tables show how points were scored by each team.

		TRIES SCORED	PGS SCORED	DGS SCORED
IREU	ITA	6	3	1
IRFU	IRE	14	9	1
	sco	14	10	-
	ENG	16	14	-
FFR	FRA	8	17	-
W	WAL	8	16	1

% POINTS TRIES	% POINTS KICKS	TRIES : PG SCORED
60%	40%	1:2.0
56%	44%	1 : 1.6
57%	43%	1:1.4
55%	45%	1:1.1
37%	63%	1:0.5
39%	61%	1:0.5

The following tables show how points were conceded by each team.

		TRIES CONCEDED	PGs CONCEDED	DGs CONCEDED
FFR	FRA	6	17	1
IRFU	WAL	7	13	-
IRFU	IRE	7	10	-
	ENG	8	8	1
(C)	sco	12	12	-
U	ITA	26	9	-

% POINTS TRIES	% POINTS KICKS	TRIES : PG CONCEDED
33%	67%	1:0.4
41%	59%	1 : 0.5
45%	55%	1:0.7
49%	51%	1 : 1.0
51%	49%	1 : 1.0
65%	35%	1 : 2.9

TIMING OF SCORES - TRIES AND PENALTY GOALS

The following table shows when tries and penalty goals were scored.

	TRI	ES	GO	
	TOTAL	%	TOTAL	
FIRST HALF	29	44%	41	
SECOND HALF	37	56%	28	

The following tables show the number of tries and penalty goals scored and conceded per half per team.

		IES RED		EDED			S
	1 st HALF	2 nd HALF	1 st HALF	2 nd HALF			1 st HALF
IRE	7	7	5	2	FFR	FRA	11
sco	7	7	6	6		WAL	9
ENG	5	11	4	4		ENG	8
ITA	4	2	8	18		SCO	6
FRA	3	5	3	3	IRFU	IRE	4
WAL	3	5	3	4	Tarret Land	ITA	3

	GO/ SCO	ALTY ALS RED	PENALTY GOALS CONCEDED			
	1 st HALF	2 nd HALF	1 st HALF	2 nd HALF		
	11	6	10	7		
ı	9	7	7	6		
	8	6	6	2		
	6	4	8	4		
	4	5	5	5		
	3	-	5	4		

PENALTY GOALS

%

59%

41%



RATE OF TRY SCORING / TRY CONCEDING

The following tables show the rate of try scoring and the rate of try conceding. This is a measure of each team's success in converting possession into tries and preventing their opponents converting possession into tries. Overall, there were 66 tries scored, giving a rate of one try every 536 seconds or eight minutes 56 seconds of ball in play.

The following tables show the rate of try scoring and conceding for each team.

		TRY SCORING RATE			TRY CONCEDING RATE
	ENG	1 try every 360s	S FFR	FRA	1 try every 976s
	sco	414s		WAL	955s
IRFU	IRE	510s	IRFU	IRE	784s
**	WAL	705s		ENG	711s
FFR	FRA	738s	KO)	sco	460s
inni Mark	ITA	853s	inni Marie	ITA	235s

SOURCE OF TRIES

The following table shows the possession source of tries.

	TRY SO	DURCE
	TOTAL	%
LINEOUT	31	47%
SCRUM	13	20%
OPPONENTS KICK	8	12%
TURNOVER/HANDLING ERROR	7	11%
PENALTY/FREE-KICK	6	9%
RESTART	1	2%

The following table shows the source of tries scored and conceded by each team.

		LINE	001	3	UIVI	IOKN	OVER	KIC	, rx	KES	IANI	PENC	x FK	TRI	ES
		OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP
	ENG	9	3	1	2	-	1	4	-	1	•	1	2	16	8
IRFU	IRE	4	6	5	ı	3	ı	1	1	-	1	1	-	14	7
(C)	sco	11	6	2	3	-	1	-	1	-	1	1	1	14	12
FFR	FRA	3	2	2	1	1	2	1	-	-	1	1	1	8	6
	WAL	3	2	2	3	-	•	2	1	-	1	1	-	8	7
<u>u</u>	ITA	1	12	1	4	3	3	-	5	-	1	1	2	6	26

WORLD RUGBY™ GAME ANALYSIS

TOTAL



ORIGIN OF TRIES

The following table shows the origin of tries.

	TRY O	RIGIN
	TOTAL	%
OWN HALF	10	15%
HALFWAY TO 10M	10	15%
10M TO 22M	16	24%
22M TO GOAL LINE	30	45%

The following table shows the origin of tries scored and conceded per team.

		OWN HALF		HW - 10m		10m - 22m		22m - TRY		TRIES	
		OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP
	ENG	2	1	2	1	5	3	7	4	16	8
IRFU	IRE	2	1	3	1	3	2	6	4	14	7
(C)	sco	1	1	2	ı	5	6	6	5	14	12
FFR	FRA	3	2	1	1	ı	ı	4	3	8	6
FFR S	WAL	1	1	1	2	1	1	5	3	8	7
U.	ITA	1	5	1	6	2	4	2	11	6	26

NUMBER OF RUCKS AND MAULS IN BUILD UP TO TRIES

The following table show the number of rucks and mauls that preceded each try.

	NUMBER	%	CUMULATIVE %
0 R/Ms	19	29%	29%
1 R/Ms	6	9%	38%
2 R/Ms	8	12%	50%
3+ R/Ms	33	50%	100%

The following table shows the number of ruck/mauls in the build up to tries scored and conceded per team.

	ENG
IRFU	IRE
3)	sco
S FFR	FRA
W	WAL
inni j	ITA

NO R/Ms		1 R/Ms		2 R/Ms		3+ R	R/Ms	TOTAL TRIES		
OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	
8	2	-	1	1	1	7	4	16	8	
1	4	3	2	2	-	8	1	14	7	
1	6	1	-	2	-	10	6	14	12	
2	-	1	1	1	-	4	5	8	6	
5	1	1	-	1	1	1	5	8	7	
2	6	-	2	1	6	3	12	6	26	



NUMBER OF PASSES IN BUILD UP TO TRIES

The following table shows the number of passes that preceded each try.

0 PASSES 1-3 PASSES 4-6 PASSES 7-9 PASSES 10+ PASSES

NUMBER	%	CUMULATIVE %
10	15%	15%
17	26%	41%
13	20%	61%
5	7%	68%
21	32%	100%

The following table shows the number of passes in the build up to tries scored and conceded per team.

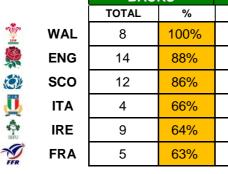
		NO PASSES		1–3 PASSES		4–6 PASSES		7–9 PASSES		10+ PASSES		TRIES	
		OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP
	ENG	3	2	6	2	1	1	1	1	5	2	16	8
IRFU	IRE	2	3	3	1	2	2	1	-	6	1	14	7
(O)	sco	1	1	1	3	4	2	2	1	6	5	14	12
FFR	FRA	1	-	3	1	2	-	-	1	2	4	8	6
	WAL	1	1	3	4	3	-	1	-	-	3	8	7
L. R.	ITA	2	4	1	6	1	8	-	2	2	6	6	26

TRY SCORERS

The following table shows tries scored by backs, forwards and penalty tries.

	TOTAL TRIES	%
TRIES BY BACKS	52	79%
TRIES BY FORWARDS	13	20%
PENALTY TRIES	1	2%

The following table shows the number and percentage of tries scored by backs, forwards and penalty tries per team.



	TRIES BY BACKS		TRIES BY FORWARDS		PENALTY TRIES	
	TOTAL	%	TOTAL	%	TOTAL	%
L	8	100%	1	0%	ı	ı
3	14	88%	2	12%	-	ı
O	12	86%	2	14%	-	ı
١.	4	66%	1	17%	1	17%
Ξ	9	64%	5	36%	•	ı
4	5	63%	3	37%	-	-



2. KICKS AT GOAL

The following table shows kick success rates.

CONVERSIONS PENALTY GOALS OVERALL SUCCESS DROP GOALS

KICKI	NG SUCC	ESS
TOTAL SCORED	TOTAL KICKED	%
55	66	83%
69	86	80%
124	152	82%
2	4	50%

The following table shows the kicking success for penalty goals, conversions and drop goals per team.

		PENALTY SUCCESS		CONVERSION SUCCESS		OVERALL SUCCESS		DROP GOAL SUCCESS	
		TOTAL	%	TOTAL	%	TOTAL	%	TOTAL	%
IRFU	IRE	9/9	100%	13/14	93%	22/23	96%	1/1	100%
	WAL	16/18	89%	7/8	88%	23/26	88%	0/1	0%
FFR	FRA	17/21	81%	8/8	100%	25/29	86%	0/0	-
	sco	10/11	91%	11/14	79%	21/25	84%	0/1	0%
	ENG	14/18	78%	12/16	75%	26/34	76%	0/0	-
U	ITA	3/9	33%	4/6	67%	7/15	47%	1/1	100%

WORLD RUGBYTM GAME ANALYSIS



3. BALL IN PLAY AND POSSESSION

The following table shows the average ball in play per match, the most in a match and the least in a match.

BALL IN PLAY				
AVERAGE	LEAST	MOST		
39m 17s or 49%	35m 45s	47m 28s		

The following table shows the ball in play times and possession times for each match and team. The winning team won with less possession in four matches and there were five matches with more than 50 per cent ball in play (highlighted in gold).

TEAM	POSSESSION TIME	%	PTS	TEAM	POSSESSION TIME	%	PTS	BIP TIME	BIP %
Scotland	18m 41	44%	27	Ireland	24m 15	57%	22	42m 57	54%
England	17m 29	49%	19	France	18m 15	51%	16	35m 45	45%
Italy	15m 28	42%	7	Wales	21m 00	58%	33	36m 29	46%
Italy	16m 08	43%	10	Ireland	21m 30	57%	63	37m 38	47%
Wales	19m 39	47%	16	England	22m 36	53%	21	42m 16	53%
France	19m 15	53%	22	Scotland	16m 48	47%	16	36m 04	45%
Scotland	22m 16	62%	29	Wales	13m 40	38%	13	35m 56	45%
Ireland	26m 09	59%	19	France	18m 18	41%	9	44m 28	56%
England	20m 07	52%	36	Italy	18m 46	48%	15	38m 54	49%
Wales	21m 10	44%	22	Ireland	26m 18	55%	9	47m 28	59%
Italy	18m 36	51%	18	France	17m 51	49%	40	36m 28	46%
England	18m 32	52%	61	Scotland	17m 23	48%	21	35m 55	45%
Scotland	21m 24	57%	29	Italy	16m 16	43%	0	37m 41	47%
France	24m 42	57%	20	Wales	18m 30	43%	18	43m 12	54%
Ireland	20m 40	55%	13	England	17m 11	45%	9	37m 52	47%

The following tables show the average possession time per team per match and the proportion of possession obtained by each team and their opponents.



IRE FRA SCO **ENG** WAL ITA





IRE SCO FRA **ENG** WAL ITA

OWN POSSESSION %	OPP POSSESSION %
57%	43%
51%	49%
50%	50%
50%	50%
46%	54%
46%	54%



4. PASSING

The following table shows the average number of passes per match, the most in a match, the least in a match and the rate of passing per match.

PASSING						
AVERAGE	LEAST	MOST	RATE OF PASSING			
305	203	408	1 every 7.7s			

The following table shows the average, the most, the least and the passing rate per team.

	AVG. PASSES PER MATCH	LEAST	MOST	RATE OF PASSING
IRE	221	161	259	1 every 6.5s
FRA	166	155	182	1 every 7.1s
WAL	152	118	176	1 every 7.4s
ENG	135	90	187	1 every 8.5s
sco	135	116	153	1 every 8.6s
ITA	107	63	135	1 every 9.5s

PASSING MOVEMENTS

The following table shows the number of passes in each passing movement.

	PASSING MOVEMENTS					
	TOTAL	%				
1 PASS	1749	62%				
2 PASSES	664	24%				
3 PASSES	233	8%				
4+ PASSES	174	6%				

The following table shows passing movements for each team.





PLAYER PASSING

The following table shows the proportion of all passes made by forwards, scrum-halves and backs.

PASSES BY FORWARDS
PASSES BY SCRUM-HALF
PASSES BY BACKS

	%
708	15%
445	53%
424	31%
	708 445 424

The following table shows the number and proportion of passes made by the forwards, the scrum-half and backs of each team.



FRA

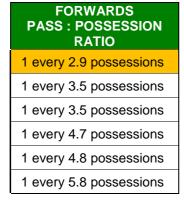
WAL **IRE** SCO ITA **ENG**

	PASSES BY FORWARDS TOTAL %		ES BY M-HALF	PASSES BY BACKS		
TOTAL			TAL % TOTAL %		TOTAL	%
158	19%	369	44%	303	37%	
126	17%	407	54%	224	30%	
181	16%	592	54%	330	30%	
100	15%	412	61%	164	24%	
74	14%	309	58%	153	29%	
69	10%	356	53%	250	37%	

Overall, forwards passed the ball once in every 3.9 possessions and the backs every 2.1 possessions. The following tables show how often forwards and backs of each team passed the ball.



SCO ITA **ENG**





10

ENG FRA **IRE** WAL ITA sco

BACKS PASS : POSSESSION RATIO
1 every 1.9 possessions
1 every 1.9 possessions
1 every 2.1 possessions
1 every 2.2 possessions
1 every 2.4 possessions
1 every 2.4 possessions



The following tables show how often front rows, second rows and back rows passed the ball.

FRONT ROW 1 every 4.1 possessions
SECOND ROW 1 every 4.1 possessions
BACK ROW 1 every 3.6 possessions

The following tables show how often front rows, second rows and back rows of each team passed the ball.

		FRONT ROW PASS : POSSESSION			SECOND ROW PASS : POSSESSION			BACK ROW PASS : POSSESSION
FFR	FRA	1 every 3.2	FFR	FRA	1 every 2.7	FFR	FRA	1 every 2.9
IRFU	IRE	1 every 3.5	IRFU	IRE	1 every 3.0		WAL	1 every 3.1
	WAL	1 every 3.6		sco	1 every 3.8	U.	ITA	1 every 3.5
	ENG	1 every 5.3		WAL	1 every 4.3	IRFU	IRE	1 every 3.6
	sco	1 every 5.9	Ü	ITA	1 every 7.2		sco	1 every 4.9
The state of the s	ITA	1 every 7.5		ENG	1 every 8.8		ENG	1 every 5.1

The following tables show how often fly-halves, centres and back threes passed the ball.

	PASS : POSSESSION
FLY-HALVES	One every 1.4 possessions
CENTRES	One every 2.3 possessions
BACK THREE	One every 3.7 possessions

The following tables show how often fly-halves, centres and back threes of each team passed the ball.

		FLY-HALF PASS : POSSESSION			CENTRES PASS : POSSESSION			BACK THREE PASS : POSSESSION
	ENG	1 every 1.3		ENG	1 every 1.6	FFR	FRA	1 every 2.7
FFR	FRA	1 every 1.3	<u>u</u>	ITA	1 every 1.8	IRFU	IRE	1 every 3.4
IRFU	IRE	1 every 1.3	FFR	FRA	1 every 2.1		WAL	1 every 3.9
(C)	sco	1 every 1.5		WAL	1 every 2.5		ENG	1 every 4.6
	WAL	1 every 1.6	IRFU	IRE	1 every 2.9		sco	1 every 4.9
GERMAN .	ITA	1 every 1.7		sco	1 every 3.6	Turner L	ITA	1 every 5.2



5. RUCKS AND MAULS

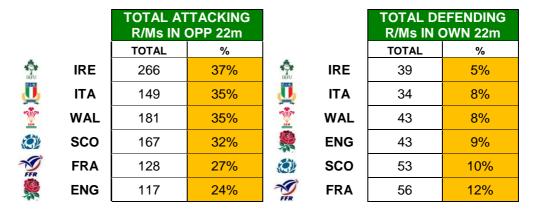
The following table shows the average number of ruck/mauls per match, the most in a match, the least in a match and the rate of ruck/mauls per match.

RUCK/MAULS									
AVERAGE	AVERAGE LEAST		RATE OF R/Ms	SUCCESS					
209	177	276	One every 11.3s	96%					

The following table shows the average, the most, the least and the ruck/maul rate per team.



Overall **32 per cent** of ruck/mauls were formed by the attacking team in the 22m area. The following tables show the total number and proportion of ruck/mauls created in the 22m area by each team in attack and defence.





RUCK AND MAUL RETENTION

The following tables show how often each team retained ruck/maul possession and how often each team won opposition ruck/maul possession.

		SUCCESS IN OWN RUCK/MAULS			SUCCESS IN OPP RUCK/MAULS
IRFU	IRE	97%	(C)	sco	5%
	ENG	96%	***	WAL	4%
<u> </u>	ITA	96%		ENG	3%
	sco	96%	FFR	FRA	3%
	WAL	96%	IRFU	IRE	3%
FFR	FRA	93%		ITA	1%
**************************************	WAL		.9.		



6. KICKING

The following table shows the average number of kicks per match, the most in a match, the least in a match and the rate of kicking per match.

KICKS									
AVERAGE	LEAST	MOST	RATE OF KICKS						
44	25	63	1 every 54s						

The following table shows the average, the most, the least and the kick-rate by each team.

		AVERAGE KICKS PER MATCH	LEAST	MOST	RATE OF KICKS
FFR	FRA	18.2	11	25	1 every 65s
FFR IRFU	IRE	24.6	18	28	1 every 58s
(O)	sco	21.8	14	34	1 every 53s
**************************************	WAL	21.4	9	32	1 every 53s
	ITA	20.8	12	29	1 every 49s
	ENG	24.0	20	29	1 every 48s

PLAYER KICKING

The following table shows how often scrum-halves, fly-halves, centres and back threes kicked the ball.

	KICK : POSSESSION
SCRUM-HALVES	1 every 14 possessions
FLY-HALVES	1 every 5 possessions
CENTRES	1 every 13 possessions
BACK THREE	1 every 6 possessions

CENTRES

The following tables show how often the scrum-half, fly-half, centres and back three kicked in each team.

FLY-HALF

		KICK : POSSESSION			KICK: POSSESSION			KICK: POSSESSION			KICK : POSSESSION
	ENG	1 every 8.5	CENTER OF STREET	ITA	1 every 4.2	F.L.R.	ITA	1 every 6.8	<u>u</u>	ITA	1 every 3.6
IRFU	IRE	1 every 15.2	(C)	sco	1 every 4.5		ENG	1 every 10.4	(C)	sco	1 every 4.1
(O)	sco	1 every 15.3		WAL	1 every 4.6	SOL	SCO	1 every 13.8		WAL	1 every 6.8
	ITA	1 every 15.4		ENG	1 every 5.3		WAL	1 every 13.7		ENG	1 every 7.0
W. W	WAL	1 every 15.5	FFR	FRA	1 every 6.4	IRFU	IRE	1 every 16.8	FFR	FRA	1 every 7.2
FFR	FRA	1 every 16.6	IRFU	IRE	1 every 7.3	FFR	FRA	1 every 30.0	IRFU	IRE	1 every 7.6
FFR		,	IRFU		, .	FFR		, , , , , , ,	IRFU		,

SCRUM-HALF

BACK THREE



7. 50m RESTARTS

The following table shows the proportion of 50m restarts that were contestable and the success rates of contestable restarts.

50m RESTARTS									
CONTESTABLE	LONG	RECEIVING SUCCESS	REGAINING SUCCESS	ERRORS					
46%	54%	1 in 1.4	1 in 3.7	2					

The following table shows the type of 50m restarts kicked and the success for each team.

		T	TYPE OF 50m RESTARTS KICKED								
		CONTESTABLE		LO	NG	SUCCESS					
		TOTAL	%	TOTAL	%	RATE					
FR	FRA	21	75%	7	25%	1 in 2.6					
RFU	IRE	11	52%	10	48%	1 in 2.8					
	WAL	11	48%	12	52%	1 in 3.7					
	ITA	8	21%	31	79%	1 in 4.0					
37	sco	13	46%	15	54%	1 in 4.3					
	ENG	9	43%	12	57%	0 in 9					

The following table shows the type of 50m restarts received and the success for each team.

		Т	TYPE OF 50m RESTARTS RECEIVED									
		CONTESTABLE		LO	NG	SUCCESS						
		TOTAL	%	TOTAL %		RATE						
	ENG	14	41%	20	59%	1 in 1.2						
FIRE OF REED	FRA	12	41%	17	59%	1 in 1.2						
	IRE	12	43%	16	57%	1 in 1.2						
LINE DE LE	ITA	9	69%	4	31%	1 in 1.3						
Ü	WAL	14	48%	15	52%	1 in 1.8						
	sco	12	44%	15	56%	1 in 2.0						



8. LINEOUTS

The following table shows the average number of lineouts per match, the most in a match, the least in a match, the lineout retention success and the proportion of lineouts contested.

LINEOUTS								
AVERAGE	LEAST	MOST	SUCCESS %	CONTESTED %				
24	18	34	87%	42%				

The following table shows the success per team on their own lineouts, the percentage contested, the success and the proportion of occasions the ball was released or a ruck/maul was formed.

			OWN LINEOUTS										
		TOTAL LINEOUTS	CONTESTED	LOST	SUCCESS	% RELEASED	% RUCK/MAUL						
	ENG	54	24	3	94%	54%	46%						
	WAL	64	28	5	92%	56%	44%						
IRFU	IRE	72	25	7	90%	49%	51%						
(C)	sco	61	24	9	85%	63%	37%						
FFR	FRA	43	18	7	84%	54%	46%						
<u>U</u>	ITA	72	34	15	79%	49%	51%						

The following table shows the success per team on their opponents' lineouts, the percentage contested and the total number of steals.

			OPP LINEOUTS										
		TOTAL LINEOUTS	CONTESTED	WON	SUCCESS	% RELEASED	% RUCK/MAUL						
	ENG	65	16	10	15%	52%	48%						
STATE OF THE PARTY	sco	65	35	10	15%	53%	47%						
IRFU	IRE	56	30	8	14%	65%	35%						
	WAL	49	23	7	14%	54%	46%						
FFR	FRA	82	39	8	10%	48%	52%						
L. C.	ITA	49	10	3	6%	54%	46%						



9. SCRUMS

The following table shows the average number of scrums per match, the most in a match, the least in a match and the scrum retention success.

SCRUMS							
AVERAGE	LEAST	MOST	SUCCESS %				
12	6	20	91%				

The following table shows the success per team on their own scrums and how they were won and lost.

			OWN SCRUMS									
		TOTAL SCRUMS	WON %	BALL RELEASED	PEN/FK FOR	LOST %	TURNOVER/ THRU 90	PEN/FK AGAINST				
FFR	FRA	45	98%	27	17	2%	-	1				
IRFU	IRE	31	97%	23	7	3%	1	-				
	ENG	32	91%	19	10	9%	-	3				
	sco	21	90%	14	5	10%	1	1				
U	ITA	32	84%	19	8	16%	3	2				
	WAL	25	80%	13	7	20%	2	3				

The following table shows the success per team on their opponents' scrums and how scrums were won and lost.

			OPP SCRUMS									
		TOTAL SCRUMS	WON %	TURNOVER / THRU 90	PEN/FK FOR	LOST %	BALL RELEASED	PEN/FK AGAINST				
FFR	FRA	29	14%	1	3	86%	14	11				
	ENG	29	10%	2	1	90%	22	4				
Ü	ITA	34	9%	1	2	91%	21	10				
**************************************	WAL	39	8%	2	1	92%	25	11				
IRFU	IRE	28	7%	1	1	93%	21	5				
(C)	sco	27	7%	-	2	93%	12	13				

WORLD RUGBYTM GAME ANALYSIS



The following table shows the rate of scrum collapses, the rate of scrum resets and the rate of ball out and the rate scrum penalties or free-kicks.

SCRUMS								
COLLAPSE RATE	RESET RATE	BALL OUT RATE	PK/FK RATE					
54	25	66	34					

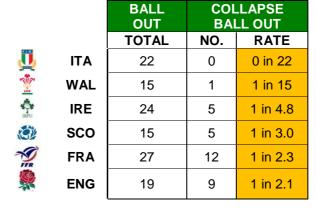
The following tables show the total number and the rate of collapses and resets on each team's scrum put-in.

		SCRUMS	COL	LAPSES			SCRUMS	RESETS	
		TOTAL	NO.	RATE			TOTAL	NO.	RATE
	ENG	32	24	75		ENG	32	12	38
SFER SEER	FRA	45	30	67		sco	21	8	38
(C)	sco	21	13	62	Territor I	ITA	32	8	25
	WAL	25	14	56	FFR	FRA	45	10	22
IRFU	IRE	31	10	32	IRFU	IRE	31	5	16
June 1	ITA	32	9	28		WAL	25	4	16

The following tables show the total number and the rate of ball out and penalties/free-kicks on each team's scrum put-in.

		SCRUMS	BAI	LL OUT			SCRUMS	PK	/FKS
		TOTAL	NO.	RATE			TOTAL	NO.	RATE
IRFU	IRE	31	24	77		ENG	32	13	41
	sco	21	15	71	ŶĘ.	FRA	45	18	40
	ITA	32	22	69	**************************************	WAL	25	10	40
W.	WAL	25	15	60	June 1	ITA	32	10	31
FFR	FRA	45	27	60	KO)	sco	21	6	29
FFR	ENG	32	19	59	IRFU	IRE	31	7	23

The following table shows the total number and how often the ball came out and the scrum had collapsed.



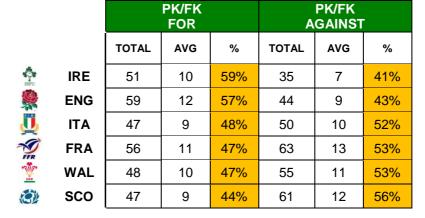


10. PENALTIES AND FREE-KICKS

The following table shows the overall average number of penalties/free-kicks per match, the most in a match, the least in a match, the proportion of penalties against the defence at scrum and at ruck/maul.

PENALTIES & FREE KICKS									
AVERAGE	LEAST	MOST	% AGAINST DEFENCE SCRUM	% AGAINST DEFENCE RUCK/MAUL					
21	14	28	84%	80%					

The following table shows the total penalties/free-kicks for and against and the proportion for and against for each team.



LOCATION OF PENALTIES AND FREE-KICKS CONCEDED

The following table shows where penalties/free-kicks were conceded for each team.



OWN 22m		OWN 22m - HW		ОРР Н	IW – 22m	OPP 22m		
TOTAL	L % TOTAL %		TOTAL	%	TOTAL	%		
23	42%	11	20%	12	22%	9	16%	
16	32%	15	30%	15	30%	4	8%	
17	28%	24	39%	17	28%	3	5%	
8	23%	10	29%	9	26%	8	23%	
14	22%	20	32%	18	29%	11	17%	
8	18%	16	36%	16	36%	4	9%	
86	28%	96	31%	87	28%	39	13%	



CATEGORIES OF OFFENCES PENALISED

The following table shows the proportion of penalties and free-kicks awarded in each facet of play.

	PK/FK REASONS					
	TOTAL	%				
TACKLE/RUCK	99	32%				
SCRUM	68	22%				
OFFSIDE	37	12%				
FOUL PLAY	34	11%				
GENERAL	8	11%				
MAUL	27	9%				
LINEOUT	8	3%				

The following table shows the total number and proportion of penalties and free-kicks against each team in each facet of play.



FRA SCO WAL ITA ENG IRE

	CKLE/ JCK	SC	RUM	OFF	SIDE		DUL _AY		ERAL _AY		OUT/ AUL	TOTAL
тот	%	тот	%	тот	%	тот	%	тот	%	тот	%	PK/FKs
25	40%	12	19%	6	10%	6	10%	7	11%	7	11%	63
22	36%	16	26%	6	10%	4	7%	5	8%	8	13%	61
15	27%	14	25%	3	5%	8	15%	9	16%	6	11%	55
9	18%	13	26%	12	24%	7	14%	5	10%	4	8%	50
16	36%	8	18%	4	9%	8	18%	4	9%	4	10%	44
12	34%	5	14%	6	17%	2	6%	4	11%	6	17%	35

TACKLE/RUCK PENALTY REASONS

The following table shows the reasons for tackle/ruck penalties for each team.



FRA SCO ENG WAL IRE ITA

NOT RELEASING		NOT ROLLING AWAY		PREVENTING RELEASE & HANDS		OFF FEET				TOTAL PENALTIES
TOTAL	%	TOTAL	%	TOTAL	%	TOTAL	%	TOTAL	%	
9	36%	3	12%	6	24%	4	16%	3	12%	25
6	27%	5	23%	6	27%	3	14%	2	9%	22
1	6%	4	25%	5	32%	3	19%	3	19%	16
5	33%	3	20%	4	26%	2	13%	1	7%	15
4	33%	5	42%	-	-	2	17%	1	8%	12
4	44%	3	33%	-	-	2	22%	-	-	9
29	29%	23	23%	21	21%	16	16%	10	10%	99



REVERSAL

PENALTY

SCRUM PENALTY REASONS

KICK TO

The following table shows the reasons for scrum penalties for each team.

		COLAP & BINI		ANGLE & WHEELING		STAND UP		REPEATED		TOTAL	
		TOTAL	%	TOTAL	%	TOTAL	%	TOTAL	%	PENALTIES	
(C)	SCO	8	57%	2	14%	4	29%	-	-	14	
	ITA	3	25%	6	50%	3	25%	-	-	12	
	WAL	8	73%	2	18%	-	-	1	9%	11	
FFR	FRA	3	43%	2	29%	-	-	2	29%	7	
	ENG	3	50%	1	17%	2	33%	-	-	6	
IRFU	IRE	4	80%	1	20%	-	-	ı	-	5	
	TOTAL	29	53%	14	25%	9	17%	3	5%	55	

OPTIONS TAKEN AT PENALTIES/FREE-KICKS

The following table shows the penalties/free-kicks options taken for each team.

		KICK TOU		KICK AT	GOAL	TAP K	AP KICKS SCRUM		SCRUM		SAL	PENALTY TRY	
		TOTAL	%	TOTAL	%	TOTAL	%	TOTAL	%	TOTAL	%	TOTAL	%
(O)	sco	32	68%	11	23%	3	6%	-	-	1	2%	-	-
IRFU	IRE	34	67%	9	18%	3	6%	5	10%	-	-	-	-
L. R.	ITA	31	66%	9	19%	5	11%	1	2%	-	-	1	2%
	ENG	36	61%	18	31%	2	3%	3	5%	-	-	ı	-
**	WAL	25	52%	18	38%	1	2%	4	8%	-	-	ı	-
FFR	FRA	19	34%	21	38%	4	7%	12	21%	-	-	-	-
	TOTAL	177	58%	86	28%	18	6%	25	8%	-	-	-	-

Y



11.CARDS

The following table shows the total number of yellow/red cards, the most in a match and the least in a match.

CARDS								
TOTAL YELLOW	TOTAL RED	LEAST	MOST					
8	-	-	2					

There were **six** matches that contained at least one yellow card with **nine** or **60 per cent** of all matches containing **none**.

The overall average points benefit to the team with 15 players was just three points.

The following table shows the reasons for the yellow and red cards.

	YELLOW CARDS	RED CARDS
TACKLE/RUCK	2	-
DANGEROUS TACKLE	2	•
REPEATED INFRINGEMENTS	2	•
DELIBERATE KNOCK-ON	1	-
MAUL	1	=

The following table shows the number of cards awarded against each team and the reasons for the cards.



YELLOW CARDS	RED CARDS	REASONS			
2	-	Tackle/ruck and collapsing maul			
2	- Dangerous tackle and repeated infringement				
1	-	Dangerous tackle			
1	-	Deliberate knock-on			
1	-	Repeated infringements			
1	-	Tackle/ruck			



12. TELEVISION MATCH OFFICIALS (TMO)

The following table shows the total number of TMO referrals, the most in a match, the least in a match and the average time taken per referral.

			тмоѕ			
TRIES	FOUL PLAY	OTHER	TOTAL	LEAST	MOST	TIME TAKEN
16	15	1	32	1	5	63s

The following table shows the reasons for the try referrals.

	TOTAL	%
GROUNDING	10	63%
TOUCH	5	31%
KNOCK-ON	1	6%
FORWARD PASS	-	-
OFFSIDE	-	-
OBSTRUCTION	-	-

The following table shows the reasons for the foul play/other referrals.

	TOTAL	%
LIFTING TACKLE	4	25%
OBSTRUCTION	3	19%
NECK GRAB/ROLL	2	13%
CHARGING	2	13%
KNEEING	1	6%
HIGH TACKLE	1	6%
DELIBERATE KNOCK ON	1	6%
BITING	1	6%
TACKLE IN THE AIR	-	-
IN GOAL	1	6%

WORLD RUGBY TM GAME ANALYSIS