



STATISTICAL REVIEW AND MATCH ANALYSIS

IRB GAME ANALYSIS



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COMMENTARY

Rugby World Cup proved once again that winning a world cup is quite a different proposition from winning a championship. When a tournament has a knock-out stage, then the dynamics suddenly change – and, in RWC 2007, some of the changes were remarkable.

In one area however, there was no surprise. South Africa, the winning team, produced the sort of rugby throughout the tournament that was consistent with its approach in the period leading up to it. Their game was based on a strong set piece, an aggressive defence and an ability to turn transgressions into points. In RWC 2007, it proved highly successful. Their own lineout was as successful as any, they managed more lineout steals than any other team, and had an effective scrum. Securing possession was not seen as the ultimate objective – pressure was the priority - and their kick at goal rate was at the satisfactory 75% mark. In addition, but excluding the final where no tries were scored, they scored tries at a consistent level throughout the tournament with match try counts of 8,3,4,9,5, and 4.

With several of the other teams, however, matters proved far less predictable.

Before RWC 2007 started, there appeared to be a clear favourite. New Zealand's record over the last several years had been outstanding.

They had done all this through pursuing a clearly identified approach that was not replicated by their rivals. New Zealand saw all their players as distributors of the ball while most other countries saw forwards as providers and just the backs as distributors. The result was that New Zealand were highly successful with their many tries coming from all parts of the field and from all available sources of possession.

There is however a risk in the 15 man distribution approach – or at least there is a perceived risk. Passing from all parts of the pitch requires a solid platform as well as skill and pace. It also requires confidence since it is thought to heighten the risk of losing possession when compared to a tight kicking and rucking game. Successful as the New Zealand approach had been, the one question that was critical therefore was whether an

expansive approach would stand up under the pressure of a winner take all knockout competition.

It did not – and this has never been more dramatically illustrated than in the France v New Zealand quarter final game. In order to understand the immensity of this game, it is necessary to go back to November 2006.

In that month, New Zealand defeated France – in France - by 47 points to 3. This suggested that New Zealand seemed to have found the right formula for beating one of their major world cup rivals. They scored 7 tries, creating just 43 rucks and kicked the ball 29 times. They made few passes – just 91 – but were clinical in their execution.

This formula disappeared however in their RWC quarter final match against France. Instead of creating 43 rucks, New Zealand created 165 or almost 4 times as many. This was around 100 more than a normal New Zealand game; was around 50% higher than the next highest in the tournament and is almost certainly the highest figure ever seen in an international match. It was at a scale that New Zealand had never remotely experienced before with an often seen expansive approach being replaced by forward attrition. The successful formula of recent years had been abandoned for some reason and New Zealand found themselves out of the competition.

The same could also be said however of their conquerors in that game – France. When they beat England, their semi final opponent by 22 points to 9, only a month or so before the tournament started, they kicked the ball just 19 times. In the RWC semi final however, against the same opponents, they kicked the ball 46 times and lost. Again, the perceived safety of kicking into the opponents half outweighed a possible alternative strategy that could have resulted in a different outcome.

It was not just New Zealand and France however that reacted in such a way at the thought of sudden death. Other teams also saw safety and comfort in kicking at a hugely accelerated rate.

While all internationals produce around 55 kicks per game, this figure was dwarfed at the knock out stages of RWC 2007. The final produced 91 kicks and the semi finals 86 and 85.

Attempted drop goals also reflected the difficulty in producing tries at the latter stages of the tournament. As the tournament progressed, so drop

goals were attempted far more frequently. Successes however were few and far between. Of the 29 attempted drop goals at the knock out stage only 2 were successful, a success rate of just 7% compared to the more usual 25-30%. What such attempts did however was confirm the view that – for whatever reason - tries are difficult to find at RWC.

But does this have to be? Is the only route to success at RWC one where creativeness has to be secondary to risk aversion?

One team certainly did not think so – Fiji.

Based on an analysis of set piece play, Fiji should have perished far earlier and far more comprehensively. They were the least successful of all 20 teams at the lineout – both on their own and their opponents' throw. They were also the least successful of all 20 teams at maintaining possession at the scrum and had a 0% success on their opponents put in. What they did however was attempt to play in the way that they knew best and what they were best at. In their matches against Wales and South Africa, they made just 19 kicks in each game while outpassing both their opponents quite comfortably. They also scored 6 tries in what proved to be a hugely successful approach. In achieving this, perhaps they also laid down a marker – that a team's approach to matches outside RWC can be replicated at the tournament if the fear of losing can be overcome and it can concentrate on what it does best.

There was another general consensus before the competition started. This concerned Tier 2 and Tier 3 countries. These so called 'minnows' were going to be heavily if not embarrassingly outgunned making the pool stage no more than an interlude before the real tournament started at the quarter final stage.

In the event, things were very different – and while the points differences in matches between Tier 1 teams and Tier 2 teams was in fact slightly greater in RWC 2007 than in RWC 2003, it was also slightly greater when Tier 1 teams played each other. In addition, rugby's unique scoring system can sometimes distort the closeness of games – South Africa's knife edge win over Fiji for example, ended with a score line of 37-20.

The fact was that no other RWC produced so many closely fought matches between Tier 1 and Tier 2 countries. Georgia came close to beating Ireland, Tonga almost beat South Africa with the last move of the game, Romania were just edged out by Italy while Fiji beat Wales and






found themselves in the quarter finals and within clutching distance of a semi final.

What happened in RWC was that Tier 2 and Tier 3 countries played for 80 minutes. In the past, less experienced teams could sometimes hold their own for the first hour or so before being overwhelmed in the last quarter. This did not happen in RWC 2007 which reflected the positive impact of the IRB Strategic Initiative Funding and the Specific IRB pre-RWC Funding that was directly targeted at improving the performance of Tier 2 and Tier 3 countries. Like Tier 1 countries, they scored just over 60% of their tries in the second half and conversely – just as Tier1 teams – conceded 40% of their tries in the first. Frequently, they were competitive right to the end.

As result, the contributions made by these, and other Tier 2 and Tier 3 countries, together with unexpected performances at the knock out stage by some of the Tier 1 teams, made RWC 2007 the most riveting and exciting world cup to date.






POOL STAGE - RESULTS

POOL A

	P	W	D	L	PD	TD	PF	TF	BP	PTS
 SOUTH AFRICA	4	4	0	0	142	18	189	24	3	19
 ENGLAND	4	3	0	1	20	4	108	11	2	14
 TONGA	4	2	0	2	-7	-1	89	9	1	9
 SAMOA	4	1	0	3	-74	-10	69	5	1	5
 USA	4	0	0	4	-81	-11	61	7	1	1

ENGLAND	28	USA	10
SOUTH AFRICA	59	SAMOA	7
USA	15	TONGA	25
ENGLAND	0	SOUTH AFRICA	36
SAMOA	15	TONGA	19
SOUTH AFRICA	30	TONGA	25
ENGLAND	44	SAMOA	22
SAMOA	25	USA	21
ENGLAND	35	TONGA	20
SOUTH AFRICA	64	USA	15

POOL B






	P	W	D	L	PD	TD	PF	TF	BP	PTS
 AUSTRALIA	4	4	0	0	174	26	215	30	4	20
 FIJI	4	3	0	1	-22	-2	114	14	3	15
 WALES	4	2	0	2	63	10	168	23	4	12
 JAPAN	4	0	1	3	-146	-23	64	7	1	3
 CANADA	4	0	1	3	-69	-11	51	6	0	2

AUSTRALIA	91	JAPAN	3
WALES	42	CANADA	17
JAPAN	31	FIJI	35
WALES	20	AUSTRALIA	32
FIJI	29	CANADA	16
WALES	72	JAPAN	18
AUSTRALIA	55	FIJI	12
CANADA	12	JAPAN	12
AUSTRALIA	37	CANADA	6
WALES	34	FIJI	38

P = Played W = Won D = Draw L = Lost PD = Points difference TD = Tries Difference
 PF = Points For TF = Tries For BP = Bonus Points PTS = Points






POOL STAGE - RESULTS

POOL C

	P	W	D	L	PD	TD	PF	TF	BP	PTS
 NEW ZEALAND	4	4	0	0	274	42	309	46	4	20
 SCOTLAND	4	3	0	1	50	6	116	14	2	14
 ITALY	4	2	0	2	-32	-6	85	8	1	9
 ROMANIA	4	1	0	3	-121	-17	40	5	1	5
 PORTUGAL	4	0	0	4	-171	-25	38	4	1	1

NEW ZEALAND	76	ITALY	14
SCOTLAND	56	PORTUGAL	10
ITALY	24	ROMANIA	18
NEW ZEALAND	108	PORTUGAL	13
SCOTLAND	42	ROMANIA	0
ITALY	31	PORTUGAL	5
SCOTLAND	0	NEW ZEALAND	40
ROMANIA	14	PORTUGAL	10
NEW ZEALAND	85	ROMANIA	8
SCOTLAND	18	ITALY	16









POOL D





	P	W	D	L	PD	TD	PF	TF	BP	PTS
 ARGENTINA	4	4	0	0	110	14	143	16	2	18
 FRANCE	4	3	0	1	151	21	188	24	3	15
 IRELAND	4	2	0	2	-18	2	64	9	3	9
 GEORGIA	4	1	0	3	-61	-10	50	5	1	5
 NAMIBIA	4	0	0	4	-182	-27	30	3	0	0



FRANCE	12	ARGENTINA	17
IRELAND	32	NAMIBIA	17
ARGENTINA	33	GEORGIA	3
IRELAND	14	GEORGIA	10
FRANCE	87	NAMIBIA	10
FRANCE	25	IRELAND	3
ARGENTINA	63	NAMIBIA	3
GEORGIA	30	NAMIBIA	0
FRANCE	64	GEORGIA	7
IRELAND	5	ARGENTINA	30

P = Played W = Won D = Draw L = Lost PD = Points difference TD = Tries Difference
 PF = Points For TF = Tries For BP = Bonus Points PTS = Points

KNOCKOUT STAGE - RESULTS


























QUARTER FINAL			
 AUSTRALIA	10	 ENGLAND	12
 NEW ZEALAND	18	 FRANCE	20
 SOUTH AFRICA	37	 FIJI	20
 ARGENTINA	19	 SCOTLAND	13

SEMI FINAL			
 ENGLAND	14	 FRANCE	9
 SOUTH AFRICA	37	 ARGENTINA	13

BRONZE FINAL			
 FRANCE	10	 ARGENTINA	34

CUP FINAL			
 ENGLAND	6	 SOUTH AFRICA	15

PLAYER STATISTICS

MOST POINTS			MOST TRIES		
	Percy Montgomery	105		Bryan Habana	8
	Felipe Contepomi	91		Drew Mitchell	7
	Jonny Wilkinson	67		Doug Howlett	6
	Nick Evans	50		Shane Williams	6
	Jean-Baptiste Elissalde	47		Vincent Clerc	5
	Chris Paterson	46		Joe Rokocoko	5
	Pierre Hla	44		Chris Latham	5
	Lionel Beauxis	43		Jaque Fourie	4
	Nicky Little	42		JP Pieterse	4
	Bryan Habana	40		Sitiveni Waica	4
	Matt Giteau	40		Paul Sackey	4
	Dan Carter	40		Juan Smith	4
				Rory Lamont	4



SUMMARY

This Report is divided into 4 sections.

- Section 1 takes a brief look at constituent game elements in RWC 2007 and compares them to RWC 2003.
- Section 2 comprises a detailed statistical analysis of all matches played in the tournament, together with all the match results.
- Section 3 contains a one-page-per-team summary of key statistics relating to each of the 20 participating teams
- Section 4 compares the shape of the game as reflected through RWC 1995, the last of the amateur era, with the shape of the game as reflected in RWC 2007.

In many of its core elements, RWC 2007 showed little change from RWC2003 as shown in the following comparisons:

Averages per game	RWC 2007	RWC 2003
POINTS	52	59
TRIES	6.2	6.9
PENALTY GOALS	3.7	4.3
DROP GOALS	0.3	0.5
BALL IN PLAY	44%	42%
PASSES	224	241
RUCK/MAULS	144	136
KICKS	56	52
LINEOUTS	31	33
SCRUMS	19	21
PENALTIES	19	24

As implied in the Commentary however, the above figures hide a number of extreme contrasts and interesting trends that are covered more fully in the main report.

SECTION 1 – SUMMARY OF CONSTITUENT GAME ELEMENTS

The following data also comes from the detailed report that follows and reflects in summary form the modern game as expressed through this year's RWC.

	RWC 2007	RWC 2003
% of points from TRIES	60%	59%
% of points from PENALTY GOALS	21%	22%
% of points from CONVERSIONS	17%	16%
% of points from DROP GOALS	2%	3%
TRIES per game	6.2	6.9
PENALTY GOALS per game	3.7	4.3
DROP GOALS per game	0.3	0.5
TRIES SCORED BY BACKS	61%	N/a
TRIES SCORED BY FORWARDS	39%	N/a
% of MATCHES with point margin of 20 or less	50%	42%
CONVERSION SUCCESS RATE	71%	73%
PENALTY GOAL SUCCESS RATE	72%	71%
DROP GOAL SUCCESS RATE	17%	17%
% of matches won by TEAM SCORING MOST TRIES	81%	81%
matches won by TEAM SCORING LEAST TRIES	8%	10%
% of TRIES FROM LINEOUT POSSESSION	32%	26%
% of TRIES FROM SCRUM POSSESSION	18%	27%
% of TRIES FROM PENALTY/FREE KICKS	9%	9%
% of TRIES FROM TURNOVER/ERROR	17%	17%
% of TRIES FROM OPPONENTS KICKS	19%	14%
OTHER	5%	7%
BALL IN PLAY TIME	44%	42%
% of all PASSES MADE BY BACKS	37%	N/a
% of all PASSES MADE BY SCRUM HALF	44%	N/a
% of all PASSES MADE BY FORWARDS	19%	N/a
% of LINEOUT POSSESSION RETAINED	80%	80%
% of SCRUM POSSESSION RETAINED	89%	91%
% of RUCK/MAUL POSSESSION RETAINED	92%	N/a
YELLOW AND RED CARDS	35 yellow + 2 red	28 yellow
REFERENCES TO TMO	57	36

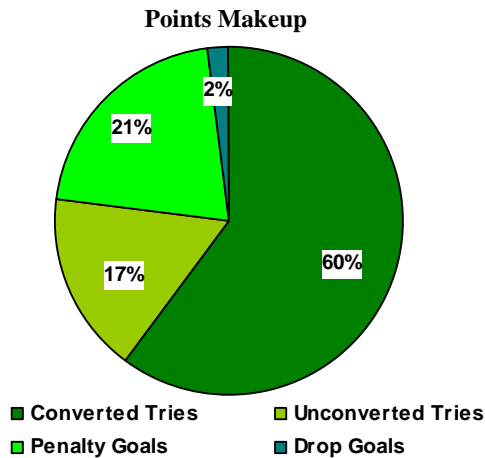
SCORING

There were **2478** points scored in the 48 matches played, giving an average of **52** points per game. They were made up as follows:

	Type of Score			% of points scored by Tries	
	Total	Points		%	
Converted Tries	211	1477	RWC 2007	52%	
Unconverted Tries	85	425	RWC 2003	59%	
Penalty Goals	178	534	RWC 1999	59%	
Drop Goals	14	42	RWC 1995	53%	
Total	488	2478	RWC 1991	51%	
			RWC 1987	55%	

It can be seen that the % of points scored by tries has remained between 51% and 59% in all 6 RWCs.

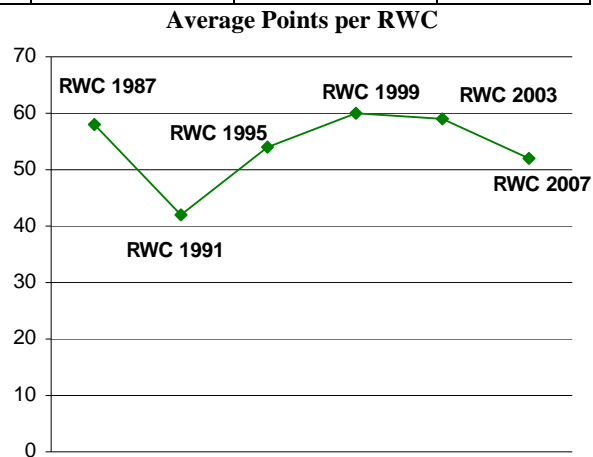
There were proportionally **more tries** and **fewer penalty goals** scored in RWC 2007 than in all but one of the previous five tournaments. The following table shows the comparative figures for all 6 RWCs to date:



Scoring Details in RWC's

	Av points per game	Av tries per game	Av pen goals per game	Try: penalty ratio	Drop Goals
RWC 2007	52	6.2	3.7	1.7:1	0.3
RWC 2003	59	6.9	4.3	1.6:1	0.5
RWC 1999	60	5.9	6.2	0.9:1	0.5
RWC 1995	54	5.8	5.0	1.2:1	0.5
RWC 1991	42	4.6	4.0	1.2:1	0.5
RWC 1987	58	7.0	4.0	1.8:1	0.5





















With an average points per game of 52, the overall team average per game is half that – ie 26. The chart shows the average points in all previous world cups.



SECTION 2 – STATISTICAL ANALYSIS AND MATCH SUMMARY

Not surprisingly, points scored and conceded varied enormously throughout the various teams and the average points per team are shown. The table is in several columns since the scoring rate achieved at the pool stage can distort the overall average. The table shows therefore, the average achieved in the pool stage and the actual points scored in the quarter final, semi final and final matches:

Points for/against per Team

		Pool match Average		Quarter final		Semi final		Final	
		FOR	AGAINST	FOR	AGAINST	FOR	AGAINST	FOR	AGAINST
	RSA	47	12	27	20	37	13	15	6
	ENG	27	22	12	10	14	9	6	15
	ARG	36	8	19	13	13	37	34	10
	FRA	47	9	20	18	9	14	10	34
	NZL	77	9	18	20				
	AUS	54	10	10	12				
	SCO	29	17	13	19				
	FJI	29	34	20	37				
	WAL	42	26						
	TON	22	24						
	ITA	21	29						
	SAM	17	36						
	IRE	16	21						
	JAP	16	52						
	USA	15	36						
	CAN	13	30						
	GEO	13	28						
	POR	10	52						
	ROM	10	40						
	NAM	8	53						

It is inevitable that there will be major contrasts as the tournament progresses since there are matches at the pool level with as many as 16 tries being scored by one team. The data shows however that the extent of points differences between teams has remained relatively consistent over recent world cups.

% of Matches With Points Difference Over 20

	%
RWC 2007	50%
RWC 2003	58%
RWC 1999	51%
RWC 1995	47%
RWC 1991	43%
RWC 1987	59%

SECTION 2 – STATISTICAL ANALYSIS AND MATCH SUMMARY

In RWC 2007, there were **9** matches with points margins in excess of 50 points. This was one less than in RWC 2003, but between two and three times more than RWC 1999 and RWC 1995. Despite this, over one third of matches still had margins of 10 points or less as can be seen below where the winning margins in all 48 matches are allocated into the various points categories:

Points Difference in RWC 2007

Points Difference	No of matches	Cumulative
1 – 5	13	13 with 5 points or less
6 – 10	4	17 with 10 points or less
11 – 20	7	24 with 20 points or less
21 – 30	8	32 with 30 points or less
31 – 40	3	35 with 40 points or less
41 – 50	4	39 with 50 points or less
51+	9	48 with 51+ points or less

Highest team scores in RWC since 1987

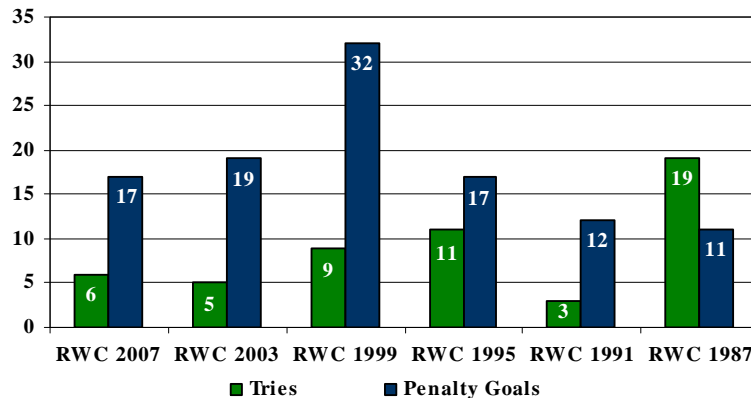
RWC	Team	vs	Points
RWC 1995	New Zealand	Japan	145
RWC 2003	Australia	Namibia	142
RWC 2003	England	Uruguay	111
RWC 1999	England	Tonga	101
RWC 1999	New Zealand	Italy	101
RWC 2007	New Zealand	Portugal	108
RWC 2003	New Zealand	Tonga	91
RWC 2007	Australia	Japan	91
RWC 2003	Australia	Romania	90
RWC 1995	Scotland	Cote D'Ivoire	89
RWC 2007	France	Namibia	87
RWC 2007	New Zealand	Romania	85
RWC 2003	England	Georgia	84
RWC 1987	New Zealand	Fiji	74
RWC 2003	South Africa	Uruguay	72
RWC 1999	Canada	Namibia	72
RWC 2003	New Zealand	Italy	70
RWC 1987	France	Zimbabwe	70
RWC 1987	New Zealand	Italy	70

As mentioned above, the above figures reflect all results in the tournament. However, as the tournament progresses and matches get tighter, the scoring profiles invariably changes. Because of this, matches played in the 2007 RWC have been divided into 3 groups:

- 1 **Pool matches plus Bronze Final**
- 2 **Quarter Finals**
- 3 **Semi Finals and Cup Final**

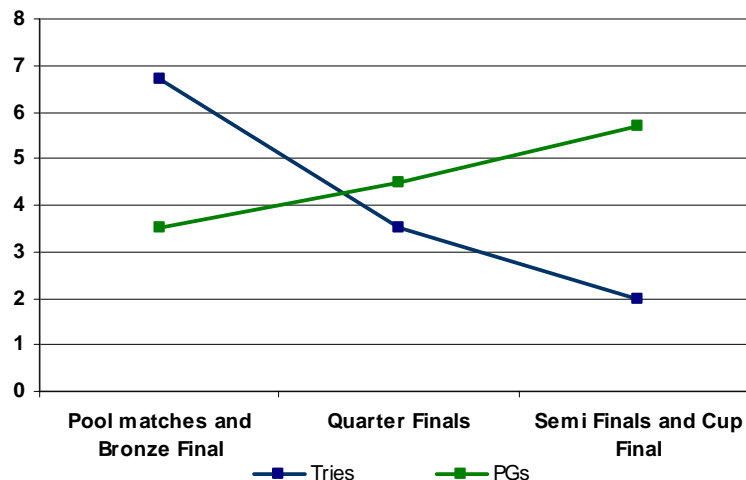
SECTION 2 – STATISTICAL ANALYSIS AND MATCH SUMMARY

The first chart below shows that in 5 of the last six tournaments, penalty goals have consistently out-numbered tries by around 3 to 1 at the Semi-Final and Cup Final stage.



The following table and chart shows how the relationship between tries and penalty goals changed dramatically as the RWC 2007 tournament proceeded:

	Pool matches and Bronze Final		Quarter finals		Semi Finals and Cup Final	
	Total	Average	Total	Average	Total	Average
Tries	276	6.7	14	3.5	6	2.0
Penalty goals	143	3.5	18	4.5	17	5.7



IMPACT OF THE PENALTY GOAL ON MATCH RESULTS

% of matches won by the team scoring the most tries

Previous paragraphs have shown that as a tournament progresses, penalty goals increase while tries decrease. Nevertheless, in general and despite this, it is tries that win matches. In RWC 2007, the winning team scored the most tries in 81% of matches. It has always been at around this percentage.

	%
RWC 2007	81%
RWC 2003	81%
RWC 1999	95%
RWC 1995	78%
RWC 1991	84%
RWC 1987	88%

In summary, of the 233 RWC matches played to date, 197 (or 85%) were won by the team scoring the most tries and **only 11 were won by the team that scored the fewest tries but kicked more penalties.**

However, 9 of the 11 occurred in RWC 2003 and RWC 2007. In RWC 2007, 3 occurred at the Pool stage – **Italy v Romania, Wales v Fiji, Scotland v Italy** – and one at the knock out stages – **England v Australia**. It goes without saying therefore that kicking remains important, especially in competitive close games. In RWC 2007, almost 70% of the points scored in the semi finals and finals came from kicks – whether conversions, penalties or drop goals.

This paucity of tries is further reflected in the fact that of the teams competing in Semi Finals and Cup Final only 3 managed to score a try and only 1 scored more than one.

The importance of kicking is underscored further by looking at the 4 most competitive matches played by the 4 semi finalists. The objective was to establish what percentage of points were the result of tries and what percentage the result of kicks. The matches examined were the final, semi-final, quarter finals and pool matches against the team that came second. This gave 4 matches to each team.

	% of points from Tries	% of points from Kicks
South Africa	48%	52%
England	16%	84%
Argentina	32%	68%
France	26%	74%





















One final piece of data to emphasise the importance of kicks –

Only 5 tries have been scored in total in the last 5 Rugby World Cup finals while 28 penalty goals have been kicked.

TRY SCORING

The total number of tries, penalty goals and drop goals scored by each country in RWC 2007 was as follows:




















Scoring per team per Round (Total tries/penalty goals/drop goals)

		Pool match			Quarter Final			Semi Final			Final		
		T	PG	DG	T	PG	DG	T	PG	DG	T	PG	DG
	RSA	24	11	-	5	2	-	4	3	-	-	5	-
	ENG	11	9	4	-	4	-	1	2	1	-	2	-
	ARG	16	12	3	1	3	1	1	2	-	5	1	-
	FRA	24	12	-	2	2	-	-	3	-	1	1	-
	NZL	46	3	-	2	2	-						
	AUS	30	7	2	1	1	-						
	FJI	14	8	-	2	2	-						
	SCO	14	6	-	1	2	-						
	WAL	23	7	-									
	TON	9	10	-									
	IRE	9	2	1									
	ITA	8	11	-									
	USA	7	6	-									
	JAP	7	7	-									
	CAN	6	5	-									
	GEO	5	5	-									
	ROM	5	3	-									
	SAM	5	12	-									
	POR	4	3	1									
	NAM	3	2	1									

RATE OF TRY SCORING

The table immediately above shows the number of tries scored by each country. The table does not show however how effective each team was in scoring tries in relation to the possession that it obtained. A team may obtain little possession but still manage to score a significant number of tries. The following paragraphs consider this and attempt to show how successful each team was in converting possession into tries.



















This was done by adding together the time each team was in possession of the ball in each of the matches played and then dividing it by the number of tries scored. The result then gave a rate of try scoring – or a measure of how effective each country was in converting possession into tries.

Rate of try scoring per Team per Round					
		Pool match	Quarter Final	Semi Final	Final
	RSA	1 try scored every 160 secs	1 try scored every 205 secs	1 try scored every 233 secs	No tries scored in 1012 secs
	ENG	437 secs	No tries scored in 918 secs	1 try scored every 1151 secs	No tries scored in 1292 secs
	ARG	311 secs	1 try scored every 1207 secs	1 try scored every 982 secs	1 try scored every 180 secs
	FRA	197 secs	1 try scored every 473 secs	No tries scored in 1262 secs	1 try scored every 1622 secs
	NZL	91 secs	1 try scored every 556 secs		
	AUS	140 secs	1 try scored every 1114 secs		
	FJI	277 secs	1 try scored every 537 secs		
	SCO	298 secs	1 try scored every 691 secs		
	WAL	185 secs			
	TON	440 secs			
	IRE	489 secs			
	ITA	525 secs			
	USA	583 secs			
	JAP	596 secs			
	SAM	711 secs			
	CAN	779 secs			
	ROM	872 secs			
	POR	877 secs			
	GEO	925 secs			
	NAM	963 secs			

The above figures show that at the knockout stage, South Africa was the most effective team in turning possession into tries.

RATE OF TRY CONCEDED

Following the above exercise, the converse was looked at ie. how effective was each team in restricting tries in relation to the possession that their opponents obtained. The following paragraph tries to measure this by illustrating how successful each team was in preventing their opposition from converting possession into tries. This was done by adding together the total time the team's opponents were in possession of the ball - and then dividing it by the number of tries conceded. The result then gave a rate of try scoring by the opposition.

Rate of try conceding per team per Round					
		Pool match	Quarter Final	Semi Final	Final
	RSA	1 try conceded every 687 secs	1 try conceded every 537 secs	1 try conceded every 982 secs	No tries conceded in 1292 secs
	ENG	532 secs	1 try conceded every 1114 secs	No tries conceded in 1262 secs	No tries conceded in 1012 secs
	ARG	2050 secs	1 try conceded every 691 secs	1 try conceded every 233 secs	1 try conceded every 1622 secs
	FRA	1167 secs	1 try conceded every 556 secs	1 try conceded every 1151 secs	1 try conceded every 180 secs
	NZL	940 secs	1 try conceded every 473 secs		
	AUS	830 secs	No tries conceded in 918 secs		
	SCO	519 secs	1 try conceded every 1207 secs		
	FJI	307 secs	1 try conceded every 205 secs		
	IRE	677 secs			
	TON	425 secs			
	WAL	321 secs			
	GEO	290 secs			
	SAM	283 secs			
	ITA	269 secs			
	CAN	248 secs			
	USA	216 secs			
	ROM	190 secs			
	NAM	175 secs			
	POR	166 secs			
	JAP	150 secs			

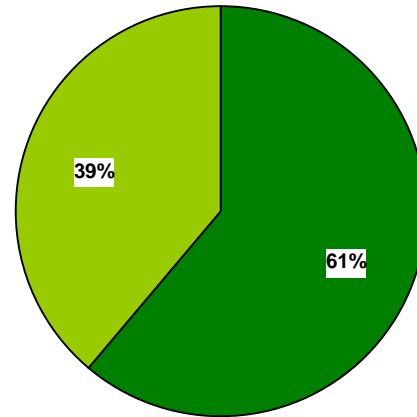
Again, the figures show that at the knockout stages, South Africa was the most effective team in preventing their opponents from turning possession into tries.

PLAYERS AND TRIES

It has been noted above that there were 296 tries scored in the 48 matches:

182 tries were scored by Backs





















114 tries were scored by Forwards



The breakdown between the 20 competing teams is shown below:

■ Backs ■ Forwards

Tries scored by Backs and Forward per Team

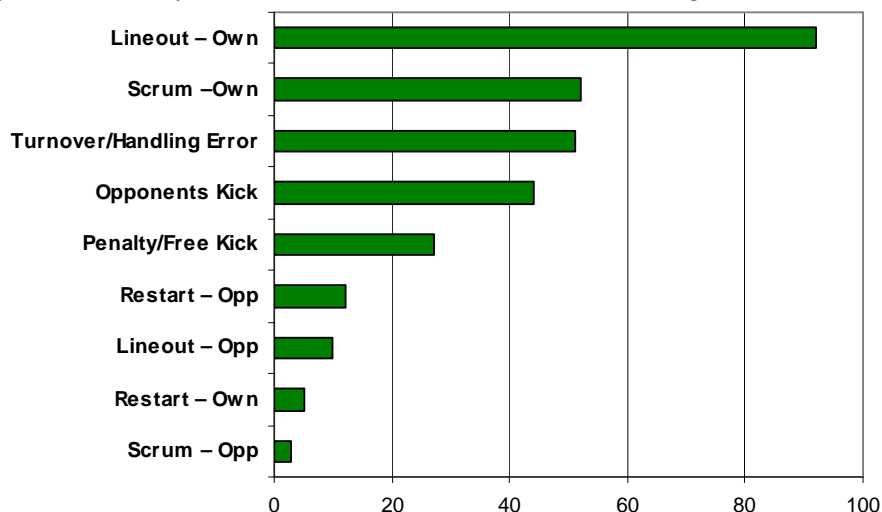
		Pool Tries by backs	Pool Tries by forwards	Knockout Tries by backs	Knockout Tries by forwards
	RSA	18	6	6	3
	ENG	8	3	1	0
	ARG	11	5	5	1
	FRA	12	12	2	1
	NZL	32	14	1	1
	AUS	20	10	1	0
	FJI	6	8	2	0
	SCO	8	6	1	0
	WAL	14	9		
	TON	4	5		
	IRE	5	4		
	ITA	5	3		
	USA	3	4		
	JAP	4	3		
	CAN	4	2		
	GEO	3	2		
	ROM	0	5		
	SAM	4	1		
	POR	1	3		
	NAM	2	1		
	Total	164	107	18	7

TRIES

1. SOURCE OF TRIES

There were 296 tries scored in RWC 2007.

The teams scoring the tries obtained possession of the ball prior to the scoring of the try from a variety of sources. This is shown in the following chart and table:























Analyses of matches played at international level, over several years, have shown that the most fruitful source of possession has consistently and clearly been the lineout – and this was maintained in RWC 2007.





















	RWC 2007	RWC 2003
Lineout – Own	32%	26%
Scrum – Own	18%	27%
Turnover/Handling Error	17%	17%
Opponents Kick	15%	9%
Penalty/Free Kick	9%	9%
Restart – Opp	4%	5%
Lineout – Opp	3%	4%
Restart – Own	1%	1%
Scrum – Opp	1%	2%

In RWC 2003, however, the position looked to have changed – the scrum became the most common possession source of tries. The results however were distorted by 3 exceptional matches. One quarter of all scrum tries came just from these 3 matches. If these matches are excluded from the total of 48, the position changes – lineout possession would then have accounted for 28% of tries while scrum possession would have accounted for 23%, figures in line with expectations and previous analyses. RWC 2007 had no such anomalies and so lineout possession continues to account for most tries.

The following table shows the breakdown between the 20 teams:

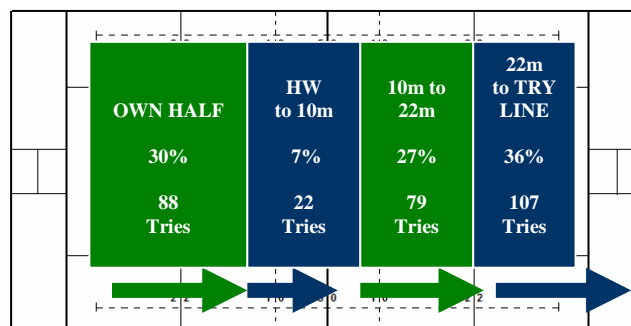
		Source of Tries scored per Team						
		Tries Scored	Lineout Own & Opp	Scrum Own & opp	Pen/ Fk	Opp Kick	Turnover	Restart
	NZL	48	17	5	5	7	7	7
	RSA	33	9	9	3	3	8	1
	AUS	31	15	4	1	6	5	0
	FRA	27	7	11	1	4	2	2
	ARG	23	5	4	3	6	5	0
	WAL	23	8	5	1	3	6	-
	FJI	16	3	4	0	2	3	4
	SCO	15	7	1	2	4	0	1
	ENG	12	2	2	3	4	1	0
	TON	9	3	4	-	-	1	1
	IRE	9	5	1	1	1	1	-
	ITA	8	3	2	-	1	2	-
	JAP	7	3	-	1	-	3	-
	USA	7	2	2	2	-	1	-
	CAN	6	2	1	1	1	1	-
	SAM	5	3	-	-	1	1	-
	ROM	5	4	-	-	1	-	-
	GEO	5	1	-	1	-	3	-
	NAM	3	1	-	-	-	1	1
	POR	4	2	-	2		-	-

The next table shows the source from which their opponents tries came:

		Source of Tries conceded per Team						
		Tries conceded	Lineout	Scrum	Pen/ Fk	Kick	Turnover	Restart
	AUS	4	3	1	-	-	-	-
	NZL	6	1	1	1	1	1	1
	IRE	7	1	3	-	-	1	2
	ARG	8	2	1	-	1	4	-
	ENG	8	2	3	1	1	1	-
	RSA	9	2	2	-	1	2	2
	SCO	9	2	2	1	2	2	-
	TON	10	1	2	3	2	1	1
	FRA	11	3	-	2	1	5	-
	WAL	13	1	3		2	5	2
	ITA	14	6	-	2	5	1	-
	GEO	15	7	3	1	2	2	-
	SAM	15	5	6	1	2	1	-
	CAN	17	8	2	2	2	2	1
	USA	18	7	2	2	3	4	-
	FJI	21	10	5	-	2	4	-
	ROM	22	6	4	2	5	2	3
	POR	29	16	2	3	3	3	2
	JAP	30	11	5	2	5	7	-
	NAM	30	8	8	4	6	3	1

2. ORIGIN OF TRIES





















Tries originate from various parts of the pitch – this is illustrated below:























SECTION 2 – STATISTICAL ANALYSIS AND MATCH SUMMARY

In RWC 2003, 1 in 4 tries originated from within the scoring team's own half. In RWC 2007, this increased to almost 1 in 3. What the table also shows is that there is a clear distinction between northern and southern hemisphere tier 1 teams. While Southern hemisphere teams show 1 in 3 tries from their own half, in the case of the northern hemisphere teams, this declined to 1 in 5.

Origin of Tries scored per team

		Tries Scored	Own Half	Halfway to 10m	10m to 22m	22m to Tryline
	NZL	48	18	6	15	9
	RSA	33	12	3	6	12
	AUS	31	10	2	10	9
	FRA	27	7	1	10	9
	ARG	23	8	2	3	10
	WAL	23	5	1	5	12
	FJI	16	8	2	3	3
	SCO	15	3	-	9	3
	ENG	12	2	2	4	4
	IRE	9	2	0	2	5
	TON	9	2	1	3	3
	ITA	8	1	0	2	5
	USA	7	1	0	1	5
	JAP	7	2	1	0	4
	CAN	6	2	0	0	4
	SAM	5	2	0	2	1
	ROM	5	1	0	0	4
	GEO	5	1	0	3	1
	POR	4	0	0	0	4
	NAM	3	1	1	1	0

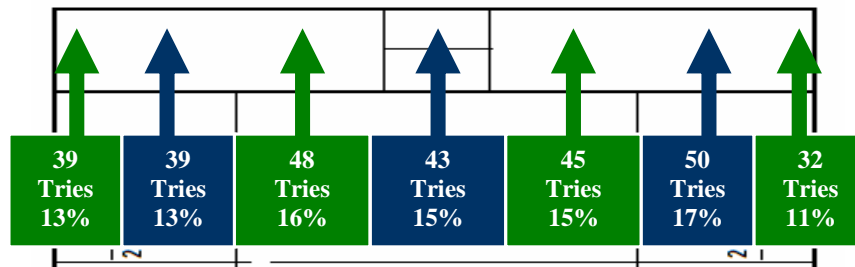
The following table provides the converse to the above ie. It shows – for each team – the origin of all tries conceded.

		Origin of Tries conceded per team				
		Tries Conceded	Opp Half	Halfway to 10m	10m to 22m	22m to Tryline
	AUS	4	-	1	-	3
	NZL	6	3	-	1	2
	IRE	7	3	0	3	1
	ARG	8	5	-	2	1
	ENG	8	3	-	3	2
	RSA	9	4	-	2	3
	SCO	9	2	1	2	4
	TON	10	4	0	2	4
	FRA	11	7	2	-	2
	WAL	13	7	1	3	2
	ITA	14	5	1	5	3
	GEO	15	1	2	6	6
	SAM	15	2	1	6	6
	CAN	17	3	3	1	10
	USA	18	4	5	2	7
	FJI	21	6	-	3	2
	ROM	22	8	1	6	7
	POR	29	5	2	12	10
	JAP	30	9	1	11	9
	NAM	30	7	1	9	13

3. TRY LOCATIONS

The chart below indicates where across the goal-line tries were scored. It shows that:

15% were scored under the posts RWC 2003 15%
42% the left side of the posts, and RWC 2003 48%
43% on the right side of the posts. RWC 2003 37%
Overall position of tries scored (%)



4. BUILD-UP TO TRIES

Possession of the ball that leads to tries is obtained from a number of sources – and they are listed above. More often than not, other actions – second phase, kicks and passes – then take place before the try is scored.

The first table below shows the number of rucks and mauls (2nd phase) that preceded each of the 296 tries scored in RWC 2007

Build Up to Tries - Ruck/Mauls

	Number	%	Cumulative %
0 R/Ms	84	28	28
1 R/Ms	95	32	60
2 R/Ms	45	15	75
3 R/Ms	24	8	83
4 R/Ms	19	6	89
5 R/Ms	12	4	93
6 R/Ms	5	2	95
7 R/Ms	3	1	96
8 R/Ms	0	-	96
9 R/Ms	3	1	97
10+ R/Ms	6	3	100
Total	296	100%	100%

The table shows that 83% of tries were preceded by 3 or fewer second phases (RWC 2003 – 83%)

The next table below shows the number of passes that preceded each of the 296 tries scored in the RWC 2007.

Build Up to Tries - Passes

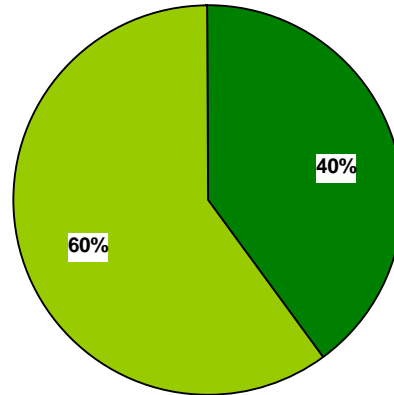
	Number	%	Cumulative %
0 pass	60	20	20
1 pass	31	10	30
2 passes	32	11	41
3 passes	42	14	55
4 passes	36	12	67
5 passes	24	8	75
6 passes	14	5	80
7 passes	20	7	87
8 passes	10	3	90
9 passes	4	1	91
10 passes	7	2	93
11+ passes	16	7	100
Total	296	100%	100%

The table shows that 55% of tries were preceded by 3 or fewer passes. (RWC 2003 – 50%). This was not a figure that was seen consistently throughout all teams. In Romania's case, for example, 4 of their 5 tries did not contain a single pass. By contrast, all of Samoa's 5 tries contains 2 or more passes.

TIMING OF SCORES - TRIES

178 or 60% of tries were scored in the second half – 118 or 40% in the first half.





















The following table breaks down these figures further and shows the halves in which teams scored tries and the halves in which they conceded tries.



■ 1st Half

■ 2nd Half

Timing of Tries Scored and Conceded per Team

		Tries scored 1st half	Tries scored 2 nd half	Tries conceded 1st half	Tries conceded 2 nd half
	RSA	13	20	2	7
	ENG	7	5	4	4
	ARG	9	14	4	4
	FRA	9	18	5	6
	NZL	24	24	2	4
	AUS	12	19	1	3
	FJI	7	9	6	15
	SCO	7	8	6	3
	WAL	5	18	9	4
	TON	2	7	3	7
	IRE	5	4	2	5
	ITA	4	4	7	7
	JAP	2	5	8	22
	USA	1	6	9	9
	CAN	2	4	5	12
	ROM	1	4	11	10
	SAM	4	1	4	11
	GEO	1	4	4	11
	POR	3	1	13	16
	NAM	0	3	13	17

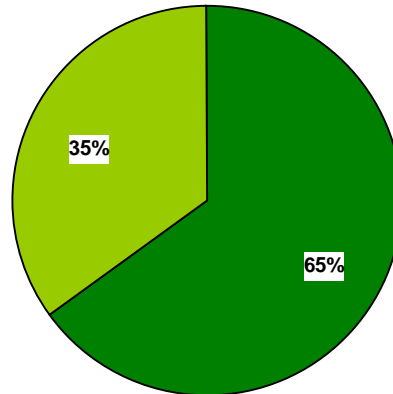
Only 4 of the 20 teams scored most of their tries in the first half – England, Ireland, Samoa and Portugal. The remaining teams apart from New Zealand and Italy's whose

tries were equally spread between the 2 halves, scored most in the second half. Only 3 teams conceded most of their tries in the first half – Scotland, Wales and Romania.

TIMING OF SCORES - PENALTY GOALS

There is a noticeable difference between the time when tries are scored and the time when penalties are kicked.





















In RWC 2007, 118 tries were scored in the first half – 178 in the second. Penalty goals however showed a different profile - 116 penalties were kicked in the first half - 62 in the second.



The following chart shows the number of penalties kicked by each team:

■ 1st Half ■ 2nd Half

Penalty Goals kicked per Team per Round

		Total kicked	Pool matches	Pool match average	Quarter final	Semi final	Final
	RSA	21	11	2.75	2	3	5
	ENG	17	9	2.35	4	2	2
	ARG	20	12	3.00	3	2	3
	FRA	18	12	3.00	2	3	1
	FJI	10	8	2.00	2		
	AUS	8	7	1.75	1		
	SCO	8	6	1.50	2		
	NZL	5	3	0.75	2		
	SAM	12	12	3.00			
	ITA	11	11	2.75			
	TON	10	10	2.50			
	ROM	3	9	2.25			
	JAP	7	7	1.75			
	WAL	7	7	1.75			
	USA	6	6	1.50			
	GEO	5	5	1.25			
	CAN	5	5	1.25			
	POR	3	3	0.75			
	NAM	2	2	0.50			
	IRE	2	2	0.50			

KICKS AT GOAL

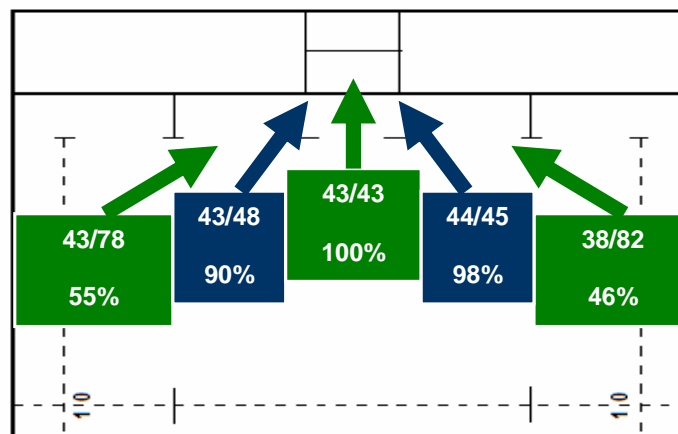
It has been noted many times in earlier reports that the success rates of kicks at goal have improved noticeably since the game went professional.

In the 5 decades since 1946, conversion rates were 50%, 61%, 55%, 54% and 47% which reflected a running average of 52/53%. These figures are now exceeded comfortably in all major rugby competitions with RWC99 showing a conversion success rate of almost 80%. This level of success was not quite maintained however in RWC 2007 where **71%** was achieved.





















Kicking success rates were as follows:

	Kicking success rates
Conversions	71%
Penalty goals	72%
Drop goals	17%

Map of Conversion Success



The kicking success for penalty goals, conversions and drop kicks – of each of the participating countries was as follows:

Kicks at Goal Success					
		Penalty success	Conversion success	Overall success %	Drop goal success
	NZL	5/6	36/48	76%	0/2
	RSA	21/29	25/33	74%	0/6
	ARG	18/24	14/23	68%	4/19
	AUS	8/13	20/31	64%	2/4
	ENG	17/24	7/12	67%	5/15
	SCO	8/9	15/15	96%	0/2
	FJI	10/13	12/16	76%	0/2
	FRA	18/24	19/27	73%	0/5
	POR	3/3	3/4	86%	1/4
	SAM	12/14	4/5	84%	0/0
	TON	10/12	7/9	81%	0/4
	JAP	7/7	4/7	79%	0/0
	ITA	11/15	6/8	74%	0/3
	USA	6/8	4/7	67%	0/1
	WAL	7/13	16/23	64%	0/0
	CAN	5/6	3/6	67%	0/2
	NAM	2/5	3/3	63%	1/4
	GEO	5/11	5/5	63%	0/8
	IRE	2/4	5/9	54%	1/1
	ROM	3/8	3/5	46%	0/1

Scotland had the most successful percentage, missing one kick out of 24.

Drop goals clearly caused a problem in RWC 2007. There were 14 successful drop goals from 83 attempts – a success rate of only 17%. At the knockout stage of the competition, there were 29 attempted drop goals – only 2 succeeded, 1 out of 8 by **England** and 1 out of 8 by **Argentina**. Of the 14 successful drop goal attempts in total, **England** accounted for 5 and **Argentina** 4. **France** attempted 5 drop goals – all in the knockout stage – none of which succeeded.

BALL IN PLAY

In percentage terms, RWC 2007 matches produced an average ball in play time of
44% or 35 mins 12 secs

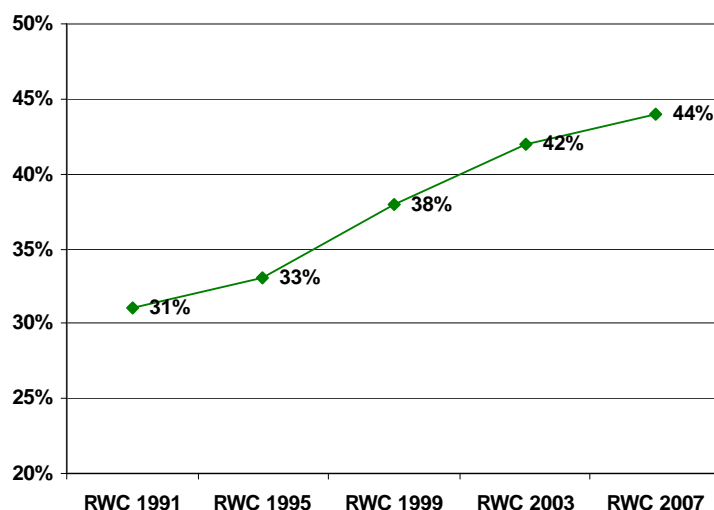
The highest Ball in play figure was
57% or 45 mins 34 secs (France v New Zealand)

The lowest Ball in play figure was
35% or 27 mins 52 secs (France v Namibia)





















This represents an increase of 2% from the 42% seen in RWC 2003. Ball in play figures show noticeable increases since RWC 1991 as reflected in the table. It shows that in the 16 years since RWC 1991, Ball in Play has increased by almost 42%.

RWC 2007
RWC 2003
RWC 1999
RWC 1995
RWC 1991

Ball in Play Time (average)	
RWC 2007	44% or 35mins 12secs
RWC 2003	42% or 33mins 35secs
RWC 1999	38% or 30mins 43secs
RWC 1995	33% or 26mins 43secs
RWC 1991	31% or 24mins 48secs



The following table shows the average possession time obtained by all teams in the pool stage, and the actual possession in each of the knockout games.

		Possession Time per Team per Round			
		<u>Pool stage</u> <u>Average</u>	<u>Quarter final</u>	<u>Semi final</u>	<u>Final</u>
	RSA	15min 56s	17min 06s	15min 33s	17min 01s
	ENG	20min 03s	15min 18s	19min 11s	21min 32s
	ARG	20min 43s	20min 07s	16min 22s	15min 01s
	FRA	19min 41s	15min 47s	21min 02s	27min 02s
	NZL	17min 24s	29min 47s		
	SCO	17min 24s	19m 00s		
	AUS	17min 05s	18min 34s		
	FJI	16min 10s	17min 53		
	CAN	19mins 28			
	GEO	19mins 17			
	IRE	18mins 20			
	ROM	18mins 10			
	WAL	17mins 45			
	ITA	17mins 30			
	JAP	17mins 05			
	USA	17mins 01			
	TON	16mins 29			
	SAM	14mins 48			
	POR	14mins 37			
	NAM	12mins 02			

As a formula for winning, having the most possession is no guarantee of success. While the team with most possession won on 68% of occasion at the pool stage, this dropped to 13% or 1 in 8 in the knockout stage. It was the same with passes and rucks. At the pool stage, the team that passed the most won on 75% of occasions and the teams that rucked the most on 53%. At the knockout stage however it was down to 13% and 25% or 1 in 8 and 2 in 8.

The difference between top and bottom is considerable. On average, **Argentina** obtained over 70% more possession than **Namibia** and over 40% more than **Portugal**.

ACTIVITY CYCLES

Activity cycles comprises

- ruck/mauls, passes, and kicks.

The following paragraphs show the number of rucks/mauls, passes and kicks made in RWC 2007 compared with RWC 2003.

Rucks/Mauls
Passes
Kicks

RWC 2007	RWC 2003
144	144
224	241
56	52





















PASSING

Games, on average, contained **224** passes (*RWC 2003 - 241*).





















The most in any game was **307 (Wales v Japan)** – the fewest was **143 (Scotland v Italy)**. The most by any team in a game was **201** – the fewest, **29**.

The following table shows the average passes per game in the pool stage and the actual passes made in the knockout stage.

Passing per Team per Round

		Pool stage Average	Quarter final	Semi final	Final
	RSA	125	93	74	76
	ENG	127	108	103	128
	ARG	129	102	83	84
	FRA	147	67	128	175
	NZL	159	190		
	SCO	116	135		
	FJI	110	128		
	AUS	139	124		
	WAL	153			
	ITA	126			
	IRE	121			
	SAM	111			
	JAP	108			
	USA	97			
	CAN	88			
	ROM	87			
	TON	85			
	GEO	77			
	POR	77			
	NAM	52			

Again, there were noticeable differences between the 20 teams with leading passing team - New Zealand - averaging over 100 more per game than Namibia. When an adjustment is made to take account of possession obtained, by each team, then the table changes. This time it shows the average number of passes per minute's possession:

Rate of Passing per Team per Round					
		Pool stage Average	Quarter final	Semi final	Final
	RSA	7.8	5.4	4.8	4.5
	ENG	6.3	7.1	5.4	5.9
	ARG	6.2	5.1	5.1	5.6
	FRA	7.5	4.2	6.1	6.5
	SCO	6.7	7.1		
	FJI	6.8	7.1		
	AUS	8.0	6.7		
	NZL	9.1	6.4		
	WAL	8.6			
	SAM	7.5			
	ITA	7.2			
	IRE	6.6			
	JAP	6.3			
	USA	5.7			
	POR	5.3			
	TON	5.1			
	ROM	4.8			
	CAN	4.5			
	NAM	4.3			
	GEO	4.0			

Under this method of calculation, when passing is related to possession, then **New Zealand**, for example, made only 21% more passes than **Samoa** and not 43% as shown in the earlier table.

PASSING MOVEMENTS

Passes are grouped into passing movements – i.e. one pass movement, two pass movements and so on. The data shows that some 83% of all passing movements contained two passes or less. This now appears to be a constant and varies little from year to year.

SECTION 2 – STATISTICAL ANALYSIS AND MATCH SUMMARY

Total passes made in the tournament were broken down into 3:





















- Passes made by backs
- Passes made by forwards
- Passes made by the scrum half

When the 10,000+ passes made in RWC 2007 were allocated into these 3 groups, the results were as follows:

	RWC 2007
Passing % by backs	37%
Passing % by scrum half	44%
Passing % by forwards	19%
	100%

The percentages for each country in each of the categories are shown below:





















Passing % by Forwards/Scrum Half/Backs per Team

		% by forwards	% by Scrum half	% by backs
	WAL	30%	34%	36%
	NZL	27%	35%	38%
	AUS	25%	44%	31%
	ROM	25%	47%	28%
	RSA	24%	42%	34%
	TON	24%	40%	36%
	JAP	20%	47%	33%
	ARG	18%	50%	32%
	ENG	18%	46%	36%
	SCO	18%	45%	37%
	NAM	17%	49%	34%
	SAM	16%	39%	45%
	USA	16%	45%	39%
	ITA	16%	43%	41%
	POR	15%	51%	34%
	FRA	14%	42%	44%
	GEO	14%	56%	30%
	CAN	14%	51%	35%
	FJI	12%	44%	44%
	IRE	11%	49%	40%

Not all countries had a similar profile. The percentage of passes made by forwards varied between 11% and 30%. The previous table shows that there are distinctly different strategic approaches when it comes to passing. Where certain teams use forwards more as suppliers of the ball for onward transmission by the backs, other teams involve the forwards themselves in the distribution process. **Wales** and **New Zealand** continue to be the most noticeable proponents of the latter process with **Ireland** and **Fiji** favouring the former.

The following tables show what each rank of forwards of each team did with the ball when they were in possession of it. The first table shows the number of times each countries' forwards had the ball in their hands and then notes the number of times they passed it. This is then expressed as a ratio so that if a team's forwards passed, the ball 20 times having received it 100 times, the ratio would be expressed as 1 to 5 – ie 1 pass for every 5 possessions. Again, the table shows major differences between the countries.

Ratio of Passes to Possession – by Forwards per Team per Round





















	<u>Pool stage</u> <u>Average</u>	<u>Quarter final</u>	<u>Semi final</u>	<u>Final</u>
 RSA	1 pass for every 2.3 possessions	1 pass for every 3.5 possessions	1 pass for every 2.1 possessions	1 pass for every 4.1 possessions
 ENG	3.1	1 pass for every 3.2 possessions	1 pass for every 3.8 possessions	1 pass for every 2.6 possessions
 ARG	3.6	1 pass for every 5.1 possessions	1 pass for every 2.8 possessions	1 pass for every 3.6 possessions
 FRA	3.3	1 pass for every 4.3 possessions	1 pass for every 4.2 possessions	1 pass for every 3.1 possessions
 AUS	2.3	1 pass for every 2.6 possessions		
 NZL	2.2	1 pass for every 3.1 possessions		
 SCO	3.2	1 pass for every 2.9 possessions		
 FJI	4.5	1 pass for every 3.9 possessions		
 WAL	1.9			
 SAM	2.6			
 JAP	2.8			
 ITA	3.0			
 TON	3.1			
 ROM	3.8			
 USA	4.0			
 NAM	4.0			
 IRE	4.5			
 POR	4.6			
 CAN	6.6			
 GEO	7.2			

SECTION 2 – STATISTICAL ANALYSIS AND MATCH SUMMARY

This difference between the forwards of each country is even more graphically illustrated when the forwards are broken down into the 3 groups of (a) front row, (b) second row and (c) back row. This time the relationship between passes and possession is expressed in percentage terms, so that if a group of forwards received the ball 20 times and passed it 6 times, it means they passed it on 30% of occasions.

Again, there are major contrasts. In the pool stage for example, while **Fiji's** front row passed the ball on only 19% of occasions – **South Africa's** passed it on 45%.





















Passing % by Front Row players per Team per Round

		Pool stage Average	Quarter final	Semi final	Final
	RSA	45%	33%	63%	21%
	ENG	25%	28%	14%	14%
	ARG	22%	19%	32%	8%
	FRA	21%	11%	14%	50%
	NZL	44%	31%		
	FJI	19%	20%		
	SCO	34%	19%		
	AUS	43%	18%		
	WAL	52%			
	JAP	40%			
	TON	38%			
	SAM	36%			
	IRE	25%			
	ITA	22%			
	ROM	20%			
	GEO	15%			
	USA	13%			
	NAM	11%			
	POR	11%			
	CAN	8%			

SECTION 2 – STATISTICAL ANALYSIS AND MATCH SUMMARY





















It was not the same as far as the second rows were concerned. For this category, the passes made by **Fiji's** second row were now much closer to **South Africa**. There were still however substantial differences between the teams – with **Georgia's** 7% rate contrasting with **England's** 44%.

Passing % by Second Row players per Team per Round

		Pool stage Average	Quarter final	Semi final	Final
	RSA	36%	31%	57%	25%
	ENG	44%	36%	29%	33%
	ARG	13%	19%	25%	44%
	FRA	29%	38%	23%	18%
	AUS	35%	53%		
	SCO	31%	38%		
	NZL	38%	30%		
	FJI	23%	28%		
	USA	43%			
	WAL	43%			
	SAM	39%			
	ROM	35%			
	ITA	34%			
	POR	31%			
	TON	27%			
	NAM	25%			
	IRE	19%			
	JAP	17%			
	CAN	15%			
	GEO	7%			

The final category is the back row where again **Wales** is once again the highest passing group with **Ireland** of the tier 1 countries, being the least likely to pass.

Passing % by Back Row players per Team per Round

		<u>Pool stage</u> <u>Average</u>	<u>Quarter final</u>	<u>Semi final</u>	<u>Final</u>
	RSA	47%	27%	40%	26%
	ENG	33%	32%	33%	54%
	ARG	48%	21%	45%	31%
	FRA	37%	8%	30%	28%
	NZL	49%	32%		
	AUS	35%	42%		
	SCO	31%	43%		
	FJI	24%	28%		
	GEO	17%			
	NAM	29%			
	WAL	58%			
	TON	30%			
	SAM	39%			
	USA	26%			
	JAP	41%			
	ROM	26%			
	ITA	39%			
	CAN	22%			
	POR	23%			
	IRE	22%			

RUCKS/MAULS (2ND PHASE)

The average number per game was **144**. (*RWC 2003 – 136*)





















The most in any game was **205** – the fewest was over 100 less at **88**

The most by any team in a game was **165** – the least, **21**.

There was a noticeable difference between the 20 teams. **England** for example created substantially more rucks/mauls than **South Africa**.

The average for all countries is shown below:

Ruck/Mauls per Team per Round

		<u>Pool stage</u> <u>Average</u>	<u>Quarter final</u>	<u>Semi final</u>	<u>Final</u>
	RSA	58	59	45	69
	ENG	83	70	84	73
	ARG	86	83	55	47
	FRA	75	40	80	91
	NZL	74	165		
	FJI	71	83		
	AUS	72	77		
	SCO	74	76		
	CAN	96			
	GEO	87			
	ROM	83			
	IRE	73			
	JAP	72			
	USA	70			
	WAL	68			
	ITA	65			
	TON	63			
	POR	60			
	SAM	52			
	NAM	46			





















The above table indicates the total number of rucks/mauls created by each team in the competition expressed as average per game. On a game by game basis therefore it shows that **Canada, Argentina** and **England** rucked and mauled the most, although the highest in any game was by **New Zealand**, whose 165 in the quarter final is likely to be an international record.

This does not mean however that they were necessarily the top ruck/mauling teams. Another method of evaluation is to relate the number of ruck/mauls to the amount of possession the team obtained. As an illustration of this – if a team has 25% possession and creates 40 second phases, it has, nevertheless, rucked and mauled at a higher rate than its opponents who rucked and mauled 60 times with 75% of possession.

SECTION 2 – STATISTICAL ANALYSIS AND MATCH SUMMARY

This is reflected in the following table which relates the number of rucks/mauls to the team's percentage of possession. The figures reflect the number of rucks/mauls per minute possession.

Rate of Rucks/Mauls per Team per Round





















		<u>Pool stage Average</u>	<u>Quarter final</u>	<u>Semi final</u>	<u>Final</u>
	RSA	3.6	3.5	2.9	4.1
	ENG	4.1	4.6	4.4	3.4
	ARG	4.2	4.1	3.4	3.1
	FRA	3.8	2.5	3.8	3.4
	NZL	4.2	5.5		
	FJI	4.4	4.6		
	AUS	4.1	4.1		
	SCO	4.2	4.0		
	CAN	4.9			
	ROM	4.6			
	GEO	4.5			
	JAP	4.2			
	USA	4.1			
	POR	4.1			
	IRE	4.0			
	WAL	3.8			
	TON	3.8			
	NAM	3.8			
	ITA	3.7			
	SAM	3.5			

BREAKDOWN RETENTION

At the breakdown the team taking in the ball retained possession by either winning the ball or being awarded a penalty on 92% of occasions.

The percentage success rate for each team was very similar and was as follows:

Ruck/Maul Retention % per Team per Round

		<u>Pool stage</u> <u>Average</u>	<u>Quarter final</u>	<u>Semi final</u>	<u>Final</u>
	RSA	92%	93%	78%	91%
	ENG	92%	93%	94%	93%
	ARG	95%	98%	85%	98%
	FRA	93%	85%	93%	91%
	NZL	92%	96%		
	FJI	94%	95%		
	AUS	94%	90%		
	SCO	90%	88%		
	TON	97%			
	GEO	93%			
	CAN	93%			
	WAL	92%			
	ITA	92%			
	JAP	91%			
	POR	91%			
	IRE	91%			
	USA	90%			
	ROM	90%			
	SAM	87%			
	NAM	87%			

The table shows that the retention rate at the breakdown was high for all teams – the least successful team was **Namibia**, who had a retention rate of 87%.

KICKING





















The average number per game was **56**. (*RWC 2003 – 52*)

The most open play kicks in a game was **91** - the fewest **32**

The most by a team was **48** – the least **12**

There were noticeable differences between the 20 participating teams as shown in the table below:





















Kicks per Team per Round

		<u>Pool stage</u> <u>Average</u>	<u>Quarter final</u>	<u>Semi final</u>	<u>Final</u>
	RSA	27	27	48	47
	ENG	31	30	39	44
	ARG	34	38	38	39
	FRA	28	40	46	27
	NZL	19	38		
	SCO	25	29		
	AUS	25	25		
	FJI	23	19		
	ITA	33			
	GEO	31			
	IRE	31			
	POR	28			
	ROM	26			
	TON	26			
	CAN	26			
	JAP	25			
	NAM	24			
	SAM	23			
	WAL	22			
	USA	21			

SECTION 2 – STATISTICAL ANALYSIS AND MATCH SUMMARY

When an adjustment is made to take account of possession obtained, by each team, then the kicking table changes. This time it shows the average number of kicks per minute's possession:

Rate of Kicking





















		<u>Pool stage Average</u>	<u>Quarter final</u>	<u>Semi final</u>	<u>Final</u>
	RSA	1.7	1.6	3.1	2.8
	ENG	1.5	2.0	2.0	2.0
	ARG	1.6	1.9	2.3	2.6
	FRA	1.4	2.5	2.2	1.0
	SCO	1.4	1.5		
	AUS	1.4	1.3		
	NZL	1.1	1.3		
	FJI	1.4	1.1		
	NAM	2.0			
	ITA	1.9			
	POR	1.9			
	IRE	1.7			
	SAM	1.6			
	TON	1.6			
	GEO	1.6			
	ROM	1.5			
	CAN	1.4			
	JAP	1.4			
	WAL	1.3			
	USA	1.2			

SUMMARY

The above paragraphs on ruck/mauls, passes and kicks reflect the tournament averages based on all 48 matches. What has become clear however is that such activity cycles were not the same throughout the tournament. At the knock out stage, there were noticeably more kicks than at the pool stages, the average per game going from 56 to 72. Passes and Rucks/mauls remained similar.

A summary of previous tables is shown below – it shows the average number of rucks, passes, and kicks per game and the rate for each per minute possession.

Activity Cycle Summary
Average per game and Rate per minute possession

		Rucks/Mauls		Passes		Kicks	
		Average	Rate	Average	Rate	Average	Rate
	RSA	58	3.6	106	6.6	33	2.0
	ENG	80	4.1	121	6.2	34	1.7
	ARG	76	3.9	112	5.8	36	1.9
	FRA	73	3.6	137	6.7	32	1.6
	NZL	92	4.5	165	8.6	23	1.1
	SCO	74	4.2	120	6.8	26	1.4
	FJI	73	4.4	114	6.9	22	1.3
	AUS	73	4.1	136	7.7	25	1.4
	CAN	96	4.9	88	4.5	26	1.4
	GEO	87	4.5	77	4.0	31	1.6
	ROM	83	4.6	87	4.8	26	1.5
	IRE	73	4.0	121	6.6	31	1.7
	JAP	72	4.2	108	6.3	25	1.4
	USA	70	4.1	97	5.7	21	1.2
	WAL	68	3.8	153	8.6	22	1.3
	ITA	65	3.7	126	7.2	33	1.9
	TON	63	3.8	85	5.1	26	1.6
	POR	60	4.1	77	5.3	28	1.9
	SAM	52	3.5	111	7.5	23	1.6
	NAM	46	3.8	52	4.3	24	2.0





















RESTARTS

Of 50m restarts, 53% were kicked long – 47% were kicked short and were contestable.

When 50m restarts were kicked short, the kicking team regained possession on 1 in 4 occasions.

Success rate and restart type varied between the 20 teams. The most effective teams in retaining short restarts are shown below.

The table shows the type of restart kicked by each team at 50m and retention rates of short 50m restarts.

	50m Restarts		% of 50m Restarts		Retention rate
	long	short	long	short	short
 NZL	11	4	73%	27%	1 in 1.3
 RSA	20	5	80%	20%	0 in 5
 ARG	6	20	23%	77%	1 in 2.0
 AUS	11	6	65%	35%	1 in 3.0
 ENG	14	21	40%	60%	1 in 4.2
 SCO	14	10	58%	42%	1 in 2.5
 FJI	17	20	46%	54%	1 in 4.0
 FRA	2	27	7%	93%	1 in 6.8
 GEO	12	11	52%	48%	1 in 5.5
 NAM	22	16	58%	42%	1 in 8.0
 WAL	13	11	54%	46%	1 in 11.0
 TON	18	8	69%	31%	1 in 2.7
 SAM	19	12	61%	39%	1 in 4.0
 USA	12	17	41%	59%	1 in 2.4
 JAP	25	11	69%	31%	1 in 6.5
 ROM	13	16	45%	55%	1 in 8.0
 ITA	14	13	52%	48%	1 in 13
 CAN	16	8	67%	33%	1 in 8.0
 POR	20	14	59%	41%	1 in 2.0
 IRE	14	8	64%	36%	1 in 8.0

LINEOUTS

The most line outs in a game was 45 – the least 21.

The Lineout success on own throw and opposition throw are shown below:

Average no per game

Percentage competed

Possession retained

Pens/f/k per game

RWC 2007





















31

62%

80%

10

Lineout Success (Own Throw and Opposition Throw)

		Success %		Lineout Steals		Not straight / Pen/FK / Knock-on	
		Own Throw	Opposition Throw	Own Throw	Opposition Throw	Own Throw	Opposition Throw
	NZL	93%	31%	3	11	2	5
	RSA	89%	32%	7	29	3	11
	ARG	82%	13%	7	15	3	1
	AUS	92%	35%	2	20	3	8
	ENG	80%	17%	16	13	7	6
	SCO	88%	25%	7	18	3	3
	FJI	69%	11%	17	7	7	1
	FRA	86%	21%	14	17	3	2
	GEO	73%	17%	12	11	5	1
	NAM	71%	15%	16	6	1	4
	WAL	89%	11%	4	3	3	2
	TON	83%	16%	7	4	2	6
	SAM	71%	23%	15	6	4	5
	USA	66%	21%	11	10	10	2
	JAP	85%	17%	9	7	1	4
	ROM	82%	19%	11	11	2	2
	ITA	86%	18%	9	9	1	4
	CAN	71%	19%	13	9	7	4
	POR	61%	7%	19	5	5	1
	IRE	81%	16%	10	7	3	0

Most teams had high success rates on their own throw. Canada, Samoa and Namibia were the least successful on 71% and New Zealand were the most successful on 93%. South Africa were particularly successful at stealing opposition lineouts.





















SCRUMS

The most scrums in a game was 35 – the least 12
The Scrum success on own feed and opposition feed are shown below:

Average no per game
Possession retained
Pens/f/k per game

RWC 2007	
	19
	89%
	125

Scrum Success (Own feed and Opposition feed)

		Scrum Success %	
		Own Feed	Opposition Feed
	NZL	93%	6%
	RSA	92%	8%
	ARG	95%	13%
	AUS	86%	14%
	ENG	94%	15%
	SCO	84%	4%
	FJI	76%	0%
	FRA	94%	18%
	GEO	89%	15%
	NAM	73%	3%
	WAL	92%	30%
	TON	92%	9%
	SAM	76%	7%
	USA	91%	11%
	JAP	87%	9%
	ROM	91%	18%
	ITA	97%	19%
	CAN	93%	12%
	POR	85%	12%
	IRE	89%	15%

Again, ball retention was relatively high for all teams, the lowest success rate being around 75% in the case of Namibia, Samoa and Fiji. There were 8 free kicks for crooked feed in RWC 2007





















PENALTIES

In RWC 2007, the average number of penalties and free kicks awarded in a game was **19**. This is 5 less than the 24 in RWC 2003. Games in general saw a lower incidence of penalties with 42 matches out of 48 showing penalty counts less than the 2003 average.

The most awarded in a single game was 28 – the least, 11.

The following table comprises the total penalties awarded to and conceded by each team. However, because the number of penalties can vary from match to match, a better measure is the **proportion** of penalties conceded by a team in all their matches compared with their opponents. This shows that Wales and France were the least penalised team in relation to their opponents.

Average and proportion of Penalties For and Against per Team

		Total Matches	Pen/FK For	Pen/FK Against	% Pen/FK For	% Pen/FK Against
	RSA	7	69	61	53%	47%
	ENG	7	59	62	49%	51%
	ARG	7	66	65	50%	50%
	FRA	7	76	49	61%	39%
	NZL	5	40	35	53%	47%
	SCO	5	51	52	50%	50%
	FJI	5	40	59	40%	60%
	AUS	5	35	52	40%	60%
	WAL	4	51	31	62%	38%
	JAP	4	44	32	58%	42%
	IRE	4	44	38	54%	46%
	USA	4	47	40	54%	46%
	ITA	4	44	38	54%	46%
	TON	4	42	39	52%	48%
	CAN	4	41	43	49%	51%
	GEO	4	37	42	47%	53%
	ROM	4	36	40	47%	53%
	POR	4	34	45	43%	57%
	SAM	4	34	48	41%	59%
	NAM	4	29	48	38%	62%

CATEGORIES OF OFFENCES PENALISED

The following table groups the penalties awarded into 10 categories – these are as follows:

% of Offences Penalised	
Ruck/tackle on ground	40%
offside	22%
Scrum	12%
lineout	4%
Plus 10	1%
Foul play	3%
obstruction	5%
Dangerous tackle	8%
Maul	3%
other	2%
	100%

The above figures are similar to those seen currently in matches at international level.

Of all penalties awarded, 69% went in favour of the attacking team and 31% went in favour of the defending team.

CARDS – YELLOW & RED

The following paragraphs examine the circumstances and effects of the issue of red and yellow cards during RWC 2007

RED CARDS

There was **2** red cards issued during RWC 2007 – one against Namibia; one against Tonga

YELLOW CARDS

There were **35** yellow cards issued during RWC 2007, with **13** issued to backs and **22** issued to forwards.

Of the 48 matches, there were 22 which contained at least one yellow card, meaning 26 (or 54%) of all matches did not contain a single yellow card. The most yellow cards in one match was 3 – this happened on 2 occasions (**England v USA** and **France v Argentina – Bronze Final**)








Reason for Cards

Yellow Card Offences	RWC 2007
Foul play	9
Dangerous Tackle	11
Ruck/Tackle – Hands in Ruck	3
Ruck/Tackle – Incorrect joining	1
Ruck/Tackle – Preventing Release	7
Not 10m	1
Maul collapse	1
Obstruction	2

Red Card Offences	RWC 2007
Foul Play	1
Dangerous Tackle	1

The following table shows the breakdown of yellow and red cards per team:

Yellow and Red Cards per Team per Round

	<u>Pool stage</u>		<u>Quarter final</u>		<u>Semi final</u>		<u>Final</u>	
	Yellow	Red	Yellow	Red	Yellow	Red	Yellow	Red
 RSA	2	-	-	-	1	-	-	-
 ENG	1	-	-	-	-	-	-	-
 ARG	-	-	-	-	1	-	2	-
 FRA	1	-	-	-	-	-	1	-
 AUS	2	-	-	-				
 FJI	2	-	1	-				
 NZL	1	-	1	-				
 SCO	1	-	-	-				
 TON	3	1						
 USA	4	-						
 ITA	3	-						
 IRE	2	-						
 SAM	1	-						
 GEO	2	-						
 NAM	-	1						
 ROM	1	-						
 CAN	1	-						
 POR	1	-						
 WAL	-	-						
 JAP	-	-						

SUBSTITUTIONS

In the 48 matches, there were 546 replacements at the pool stage and 99 at the knockout stage, which includes all forms of replacements.

This gave an average of just over 13 replacements per game.

Timing of Replacements

	RWC 2007
0 – 10 mins	6
11 – 20 mins	10
21 – 30 mins	20
31 – 40 mins	39
41 – 50 mins	79
51 – 60 mins	182
61 – 70 mins	202
71 – 80 mins	105
80+ mins	2
Total	645

TELEVISION MATCH OFFICIAL (TMO)

In RWC 2007, there were 57 references to the TMO .

As a result of the 57 references, 33 tries were awarded.

SECTION 3 - TEAM STATISTICAL SUMMARY

ARGENTINA



MATCH RESULTS

Pool	France	Won	17 – 12
Pool	Georgia	Won	33 – 3
Pool	Namibia	Won	63 – 3
Pool	Ireland	Won	15 – 30
Quarter Final	Scotland	Won	19 – 13
Semi Final	South Africa	Lost	37 - 13
Bronze Final	France	Won	34 - 10

TIME OF SCORES

	1 st Half	2 nd Half	Total
Tries scored	9	14	23
Tries conceded	4	4	8
Conversions			14 of 23
Penalty Goals			18 of 24
Drop Goals			4 of 19

RATE OF TRY SCORING/CONCEDING

Rate of try scoring	1 try every 350 secs	RWC RATE	1 try every 309secs
Rate of try conceding	1 try every 975 secs	RWC RATE	1 try every 309secs

POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES
5	Lineout	2
4	Scrum	1
3	Penalty/ Free kick	-
6	Kick receipt	1
5	Turnover	4

ACTIVITY

	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	76	71	per min	4.1 per min
Passes	112	112	per min	6.4 per min
Kicks	36	26	per min	1.5 per min

PLAYER PASSING

	%	RWC RATE -
% of passes made by forwards	18%	19%
% of passes made by scrum half	50%	44%
% of passes made by backs	32%	37%

SCRUMS

Total Own Scrums	58	Success %	95%	88% RWC RATE - POOL
Total Opp Scrums	72	Success%	13%	12%

LINEOUTS

Total Own Lineouts	104	Success %	82%	80% RWC RATE - POOL
Total Opp Lineouts	119	Success %	13%	20%

PENALTIES

Penalties For	66
Penalties Against	65
Total Cards Awarded	3

AUSTRALIA



MATCH RESULTS				
Pool	Japan	Won	91 – 3	
Pool	Wales	Won	32 – 20	
Pool	Fiji	Won	55 – 12	
Pool	Canada	Won	37 – 6	
Quarter Final	England	Lost	10 - 12	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	12	19	31	
Tries conceded	1	3	4	
Conversions			20 of 31	
Penalty Goals			8 of 13	
Drop Goals			2 of 4	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 172 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 1059secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
15	Lineout	3		
4	Scrum	1		
1	Penalty/ Free kick	-		
6	Kick receipt	-		
5	Turnover	-		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	73	71	per min	4.1 per min
Passes	136	112	per min	7.7 per min
Kicks	25	26	per min	1.4 per min
PLAYER PASSING				
	%	RWC RATE		
% of passes made by forwards	25%	19%		
% of passes made by scrum half	44%	44%		
% of passes made by backs	31%	37%		
SCRUMS				
Total Own Scrums	42	Success %	86%	88%RWC RATE - POOL
Total Opp Scrums	49	Success%	14%	12%
LINEOUTS				
Total Own Lineouts	64	Success %	92%	80%RWC RATE - POOL
Total Opp Lineouts	79	Success %	35%	20%
PENALTIES				
Penalties For		35		
Penalties Against		52		
Total Cards Awarded		2		

SECTION 3 - TEAM STATISTICAL SUMMARY

CANADA



MATCH RESULTS				
Pool	Wales	Lost	17 - 42	
Pool	Fiji	Lost	16 - 29	
Pool	Japan	Drew	12 - 12	
Pool	Australia	Lost	6 - 37	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	2	4	6	
Tries conceded	5	12	17	
Conversions			3 of 6	
Penalty Goals			5 of 6	
Drop Goals			0 of 2	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 779 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 248 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
2	Lineout	8		
1	Scrum	2		
1	Penalty/ Free kick	2		
1	Kick receipt	3		
1	Turnover	2		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	96	71	4.9 per min	4.1 per min
Passes	88	112	4.5 per min	6.4 per min
Kicks	26	26	1.4 per min	1.5 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	14%	19%		
% of passes made by scrum half	51%	44%		
% of passes made by backs	35%	37%		
SCRUMS				
Total Own Scrums	46	Success %	93%	88%RWC RATE - POOL
Total Opp Scrums	41	Success%	12%	12%
LINEOUTS				
Total Own Lineouts	68	Success %	71%	80%RWC RATE - POOL
Total Opp Lineouts	69	Success %	19%	20%
PENALTIES				
Penalties For		41		
Penalties Against		43		
Total Cards Awarded		0 – red 1 – yellow		

ENGLAND



MATCH RESULTS				
Pool	USA	Won	28 – 10	
Pool	South Africa	Lost	0 – 36	
Pool	Samoa	Won	44 – 22	
Pool	Tonga	Won	36 – 20	
Quarter Final	Australia	Won	12 – 10	
Semi Final	France	Won	14 – 9	
Cup Final	South Africa	Lost	6 - 15	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	7	5	12	
Tries conceded	4	4	8	
Conversions			7 of 12	
Penalty Goals			17 of 24	
Drop Goals			5 of 15	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 681 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 891 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
2	Lineout	2		
2	Scrum	3		
3	Penalty/ Free kick	1		
4	Kick receipt	1		
1	Turnover	1		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	80	71	per min	4.1 per min
Passes	121	112	per min	6.2 per min
Kicks	34	26	per min	1.7 per min
PLAYER PASSING				
	%	RWC RATE		
% of passes made by forwards	18%	19%		
% of passes made by scrum half	46%	44%		
% of passes made by backs	36%	37%		
SCRUMS				
Total Own Scrums	48	Success %	94%	88%RWC RATE - POOL
Total Opp Scrums	68	Success%	15%	12%
LINEOUTS				
Total Own Lineouts	113	Success %	80%	80%RWC RATE - POOL
Total Opp Lineouts	110	Success %	17%	20%
PENALTIES				
Penalties For		59		
Penalties Against		62		
Total Cards Awarded		1		

SECTION 3 - TEAM STATISTICAL SUMMARY

FIJI



MATCH RESULTS				
Pool	Japan	Won	35 – 31	
Pool	Canada	Won	29 – 16	
Pool	Australia	Lost	12 – 55	
Pool	Wales	Won	38 – 34	
Quarter Final	South Africa	Lost	20 - 37	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	7	9	16	
Tries conceded	6	15	24	
Conversions			12 of 16	
Penalty Goals			10 of 13	
Drop Goals			0 of 2	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 310 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 283 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
3	Lineout	10		
4	Scrum	5		
-	Penalty/ Free kick	-		
6	Kick receipt	2		
3	Turnover	4		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	73	71	per min	4.4 per min
Passes	114	112	per min	6.9 per min
Kicks	22	26	per min	1.3 per min
PLAYER PASSING				
	%	RWC RATE		
% of passes made by forwards	12%	19%		
% of passes made by scrum half	44%	44%		
% of passes made by backs	44%	37%		
SCRUMS				
Total Own Scrums	38	Success %	76%	88%RWC RATE - POOL
Total Opp Scrums	52	Success%	0%	12%
LINEOUTS				
Total Own Lineouts	78	Success %	69%	80%RWC RATE - POOL
Total Opp Lineouts	72	Success %	11%	20%
PENALTIES				
Penalties For		40		
Penalties Against		59		
Total Cards Awarded		3		

SECTION 3 - TEAM STATISTICAL SUMMARY

FRANCE



MATCH RESULTS				
Pool	Argentina	Lost	17 – 12	
Pool	Namibia	Won	87 – 10	
Pool	Ireland	Won	25 – 3	
Pool	Georgia	Won	64 – 7	
Quarter Final	New Zealand	Won	20 – 18	
Semi Final	England	Lost	9 – 14	
Bronze Final	Argentina	Lost	34 – 10	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	9	18	27	
Tries conceded	5	6	11	
Conversions			19 of 27	
Penalty Goals			18 of 24	
Drop Goals			0 of 5	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 317 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 667 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
7	Lineout	3		
11	Scrum	-		
1	Penalty/ Free kick	2		
6	Kick receipt	1		
2	Turnover	5		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	73	71	per min	3.6 per min
Passes	137	112	per min	6.7 per min
Kicks	232	26	per min	1.6 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	14%	19%		
% of passes made by scrum half	42%	44%		
% of passes made by backs	44%	37%		
Total Own Scrums	62	Success %	94%	88%RWC RATE - POOL
Total Opp Scrums	57	Success%	18%	12%
LINEOUTS				
Total Own Lineouts	123	Success %	86%	80%RWC RATE - POOL
Total Opp Lineouts	89	Success %	21%	20%
PENALTIES				
Penalties For		76		
Penalties Against		49		
Total Cards Awarded		2		

SECTION 3 - TEAM STATISTICAL SUMMARY

GEORGIA



MATCH RESULTS				
Pool	Argentina	Lost	3 - 33	
Pool	Ireland	Lost	10 - 14	
Pool	France	Lost	7 - 64	
Pool	Namibia	Won	30 - 0	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	1	4	5	
Tries conceded	4	11	15	
Conversions			5 of 5	
Penalty Goals			5 of 11	
Drop Goals			0 of 8	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 925 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 290 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
1	Lineout	7		
-	Scrum	3		
1	Penalty/ Free kick	1		
-	Kick receipt	2		
3	Turnover	2		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	87	71	4.5 per min	4.1 per min
Passes	77	112	4.0 per min	6.4 per min
Kicks	31	26	1.6 per min	1.5 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	14%	19%		
% of passes made by scrum half	56%	44%		
% of passes made by backs	30%	37%		
SCRUMS				
Total Own Scrums	36	Success %	89%	88%RWC RATE - POOL
Total Opp Scrums	34	Success%	15%	12%
LINEOUTS				
Total Own Lineouts	63	Success %	73%	80%RWC RATE - POOL
Total Opp Lineouts	71	Success %	17%	20%
PENALTIES				
Penalties For		37		
Penalties Against		42		
Total Cards Awarded		0 – red 2 – yellow		

SECTION 3 - TEAM STATISTICAL SUMMARY

IRELAND



MATCH RESULTS				
Pool	Namibia	Won	32 – 17	
Pool	Georgia	Won	14 – 10	
Pool	France	Lost	3 – 25	
Pool	Argentina	Lost	15 - 30	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	5	4	9	
Tries conceded	2	5	7	
Conversions			5 of 9	
Penalty Goals			2 of 4	
Drop Goals			1 of 1	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 489 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 677 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
5	Lineout	1		
1	Scrum	3		
1	Penalty/ Free kick	0		
1	Kick receipt	2		
1	Turnover	1		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	73	71	4.0 per min	4.1 per min
Passes	121	112	6.6 per min	6.4 per min
Kicks	30	26	1.7 per min	1.5 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	11%	19%		
% of passes made by scrum half	49%	44%		
% of passes made by backs	40%	37%		
SCRUMS				
Total Own Scrums	38	Success %	89%	88% RWC RATE – POOL
Total Opp Scrums	41	Success%	15%	12%
LINEOUTS				
Total Own Lineouts	70	Success %	81%	80% RWC RATE – POOL
Total Opp Lineouts	63	Success %	16%	20%
PENALTIES				
Penalties For		43		
Penalties Against		38		
Total Cards Awarded		0 red 2 yellow		

SECTION 3 - TEAM STATISTICAL SUMMARY

ITALY



MATCH RESULTS				
Pool	New Zealand	Lost	14 - 76	
Pool	Romania	Won	24 - 18	
Pool	Portugal	Won	31 - 5	
Pool	Scotland	Lost	16 - 18	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	4	4	8	
Tries conceded	7	7	14	
Conversions			6 of 8	
Penalty Goals			11 of 15	
Drop Goals			0 of 3	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 525 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 269 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
3	Lineout	6		
2	Scrum	-		
-	Penalty/ Free kick	2		
1	Kick receipt	5		
2	Turnover	1		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	65	71	4.0 per min	4.1 per min
Passes	126	112	7.2 per min	6.4 per min
Kicks	33	26	1.9 per min	1.5 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	16%	19%		
% of passes made by scrum half	43%	44%		
% of passes made by backs	41%	37%		
SCRUMS				
Total Own Scrums	33	Success %	97%	88%RWC RATE - POOL
Total Opp Scrums	27	Success%	19%	12%
LINEOUTS				
Total Own Lineouts	71	Success %	86%	80%RWC RATE - POOL
Total Opp Lineouts	74	Success %	18%	20%
PENALTIES				
Penalties For			44	
Penalties Against			37	
Total Cards Awarded			0 – red 3 – yellow	

SECTION 3 - TEAM STATISTICAL SUMMARY

JAPAN



MATCH RESULTS				
Pool	Australia	Lost	3 - 91	
Pool	Fiji	Lost	31 - 35	
Pool	Wales	Lost	18 - 72	
Pool	Canada	Drew	12 - 12	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	2	5	7	
Tries conceded	8	22	30	
Conversions			4/7	
Penalty Goals			7/7	
Drop Goals			No attempts	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 596 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 150 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
3	Lineout	11		
-	Scrum	5		
1	Penalty/ Free kick	2		
-	Kick receipt	5		
3	Turnover	7		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	72	71	4.2 per min	4.1 per min
Passes	108	112	6.3 per min	6.4 per min
Kicks	25	26	1.4 per min	1.5 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	20%	19%		
% of passes made by scrum half	47%	44%		
% of passes made by backs	33%	37%		
SCRUMS				
Total Own Scrums	38	Success %	87%	88% RWC RATE - POOL
Total Opp Scrums	34	Success%	9%	12%
LINEOUTS				
Total Own Lineouts	65	Success %	85%	80% RWC RATE - POOL
Total Opp Lineouts	64	Success %	17%	20%
PENALTIES				
Penalties For		43		
Penalties Against		32		
Total Cards Awarded		0 – red 0 – yellow		

SECTION 3 - TEAM STATISTICAL SUMMARY

NAMIBIA



MATCH RESULTS				
Pool	Ireland	Lost	17 - 32	
Pool	France	Lost	10 - 87	
Pool	Argentina	Lost	3 - 63	
Pool	Georgia	Lost	0 - 30	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	0	3	3	
Tries conceded	13	17	30	
		Conversions	3 of 3	
		Penalty Goals	2 of 5	
		Drop Goals	1 of 4	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 963 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 164 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
1	Lineout	8		
-	Scrum	8		
-	Penalty/ Free kick	4		
1	Kick receipt	7		
1	Turnover	3		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	46	71	3.8 per min	4.1 per min
Passes	52	112	4.3 per min	6.4 per min
Kicks	24	26	2.0 per min	1.5 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	17%	19%		
% of passes made by scrum half	49%	44%		
% of passes made by backs	34%	37%		
SCRUMS				
Total Own Scrums	48	Success %	73%	88% RWC RATE - POOL
Total Opp Scrums	38	Success%	3%	12%
LINEOUTS				
Total Own Lineouts	58	Success %	71%	80% RWC RATE - POOL
Total Opp Lineouts	66	Success %	15%	20%
PENALTIES				
Penalties For		29		
Penalties Against		48		
Total Cards Awarded		1 – red 0 – yellow		

SECTION 3 - TEAM STATISTICAL SUMMARY

NEW ZEALAND



MATCH RESULTS				
Pool	Italy	Won	76 – 14	
Pool	Portugal	Won	108 – 13	
Pool	Scotland	Won	40 – 0	
Pool	Romania	Won	85 – 8	
Quarter Final	France	Lost	18 - 20	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	24	24	48	
Tries conceded	2	4	6	
Conversions			36 of 48	
Penalty Goals			5 of 6	
Drop Goals			0 of 2	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 124 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 784 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
17	Lineout	1		
5	Scrum	1		
5	Penalty/ Free kick	1		
14	Kick receipt	2		
7	Turnover	1		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE
Rucks	92	71	per min	4.5 per min
Passes	165	112	per min	8.6 per min
Kicks	23	26	per min	1.1 per min
PLAYER PASSING				
	%	RWC RATE		
% of passes made by forwards	27%	19%		
% of passes made by scrum half	35%	44%		
% of passes made by backs	38%	37%		
SCRUMS				
Total Own Scrums	43	Success %	93%	88%RWC RATE - POOL
Total Opp Scrums	54	Success%	6%	12%
LINEOUTS				
Total Own Lineouts	69	Success %	93%	80%RWC RATE - POOL
Total Opp Lineouts	52	Success %	31%	20%
PENALTIES				
Penalties For		40		
Penalties Against		35		
Total Cards Awarded		2		

SECTION 3 - TEAM STATISTICAL SUMMARY

PORTUGAL



MATCH RESULTS				
Pool	Scotland	Lost	10 - 56	
Pool	New Zealand	Lost	13 - 108	
Pool	Italy	Lost	5 - 31	
Pool	Romania	Lost	10 - 14	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	3	1	4	
Tries conceded	13	16	29	
Conversions			3 of 4	
Penalty Goals			3 of 3	
Drop Goals			1 of 4	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 877 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 166 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
2	Lineout	16		
-	Scrum	2		
2	Penalty/ Free kick	3		
-	Kick receipt	5		
-	Turnover	3		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	60	71	4.1 per min	4.1 per min
Passes	77	112	5.3 per min	6.4 per min
Kicks	28	26	1.9 per min	1.5 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	15%	19%		
% of passes made by scrum half	51%	44%		
% of passes made by backs	34%	37%		
SCRUMS				
Total Own Scrums	46	Success %	85%	88%RWC RATE - POOL
Total Opp Scrums	33	Success%	12%	12%
LINEOUTS				
Total Own Lineouts	61	Success %	61%	80%RWC RATE - POOL
Total Opp Lineouts	82	Success %	7%	20%
PENALTIES				
Penalties For		33		
Penalties Against		44		
Total Cards Awarded		0 – red 1 – yellow		

SECTION 3 - TEAM STATISTICAL SUMMARY

ROMANIA



MATCH RESULTS				
Pool	Italy	Lost	18 - 24	
Pool	Scotland	Lost	0 - 42	
Pool	Portugal	Won	14 - 10	
Pool	New Zealand	Lost	8 - 85	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	1	4	5	
Tries conceded	11	11	22	
		Conversions	3 of 5	
		Penalty Goals	3 of 8	
		Drop Goals	0 of 1	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 872 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 182 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
4	Lineout	6		
-	Scrum	4		
-	Penalty/ Free kick	2		
1	Kick receipt	8		
-	Turnover	2		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	83	71	4.6 per min	4.1 per min
Passes	87	112	4.8 per min	6.4 per min
Kicks	26	26	1.5 per min	1.5 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	25%	19%		
% of passes made by scrum half	47%	44%		
% of passes made by backs	28%	37%		
SCRUMS				
Total Own Scrums	32	Success %	91%	88% RWC RATE - POOL
Total Opp Scrums	44	Success%	18%	12%
LINEOUTS				
Total Own Lineouts	72	Success %	82%	80% RWC RATE - POOL
Total Opp Lineouts	69	Success %	19%	20%
PENALTIES				
Penalties For		36		
Penalties Against		39		
Total Cards Awarded		0 – red 1 – yellow		

SECTION 3 - TEAM STATISTICAL SUMMARY

SAMOA



MATCH RESULTS				
Pool	South Africa	Lost	7 - 59	
Pool	Tonga	Lost	15 - 19	
Pool	England	Lost	22 - 44	
Pool	USA	Won	25 - 21	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	4	1	5	
Tries conceded	4	11	15	
Conversions			4 of 5	
Penalty Goals			12 of 14	
Drop Goals			No attempts	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 711 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 283 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
3	Lineout	5		
-	Scrum	6		
-	Penalty/ Free kick	1		
1	Kick receipt	2		
1	Turnover	1		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	52	71	3.5 per min	4.1 per min
Passes	111	112	7.5 per min	6.4 per min
Kicks	23	26	1.6 per min	1.5 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	16%	19%		
% of passes made by scrum half	39%	44%		
% of passes made by backs	45%	37%		
SCRUMS				
Total Own Scrums	38	Success %	76%	88%RWC RATE - POOL
Total Opp Scrums	44	Success%	7%	12%
LINEOUTS				
Total Own Lineouts	65	Success %	71%	80%RWC RATE - POOL
Total Opp Lineouts	47	Success %	23%	20%
PENALTIES				
Penalties For		34		
Penalties Against		47		
Total Cards Awarded		0 – red 1 – yellow		

SECTION 3 - TEAM STATISTICAL SUMMARY

SCOTLAND



MATCH RESULTS				
Pool	Portugal	Won	56 -10	
Pool	Romania	Won	42 – 0	
Pool	New Zealand	Lost	0 – 40	
Pool	Italy	Won	18 – 16	
Quarter Final	Argentina	Lost	15 - 19	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	7	8	15	
Tries conceded	6	3	9	
Conversions			15 of 15	
Penalty Goals			8 of 9	
Drop Goals			0 of 2	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 354 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 595 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
7	Lineout	2		
1	Scrum	2		
2	Penalty/ Free kick	1		
5	Kick receipt	2		
-	Turnover	2		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	74	71	per min	4.2 per min
Passes	120	112	per min	6.8 per min
Kicks	26	26	per min	1.4 per min
PLAYER PASSING				
	%	RWC RATE		
% of passes made by forwards	18%	19%		
% of passes made by scrum half	45%	44%		
% of passes made by backs	37%	37%		
SCRUMS				
Total Own Scrums	51	Success %	84%	88%RWC RATE - POOL
Total Opp Scrums	52	Success%	4%	12%
LINEOUTS				
Total Own Lineouts	86	Success %	88%	80%RWC RATE - POOL
Total Opp Lineouts	83	Success %	25%	20%
PENALTIES				
Penalties For		51		
Penalties Against		52		
Total Cards Awarded		1		

SOUTH AFRICA



MATCH RESULTS				
Pool	Samoa	Won	59 – 7	
Pool	England	Won	36 – 0	
Pool	Tonga	Won	30 – 25	
Pool	USA	Won	64 – 15	
Quarter Final	Fiji	Won	37 – 20	
Semi Final	Argentina	Won	37 – 13	
Final	England	Won	15 - 6	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	13	20	33	
Tries conceded	2	7	9	
Conversions			25 of 33	
Penalty Goals			21 of 29	
Drop Goals			0 of 6	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 206 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 830 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
9	Lineout	2		
9	Scrum	2		
3	Penalty/ Free kick	-		
4	Kick receipt	3		
8	Turnover	2		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	58	71	per min	3.6 per min
Passes	106	112	per min	6.6 per min
Kicks	33	26	per min	2.0 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	24%	19%		
% of passes made by scrum half	42%	44%		
% of passes made by backs	34%	37%		
SCRUMS				
Total Own Scrums	79	Success %	92%	88%RWC RATE - POOL
Total Opp Scrums	65	Success%	8%	12%
LINEOUTS				
Total Own Lineouts	92	Success %	89%	80%RWC RATE - POOL
Total Opp Lineouts	126	Success %	32%	20%
PENALTIES				
Penalties For		69		
Penalties Against		61		
Total Cards Awarded		3		

SECTION 3 - TEAM STATISTICAL SUMMARY

TONGA



MATCH RESULTS				
Pool	USA	Won	25 - 15	
Pool	Samoa	Won	19 - 15	
Pool	South Africa	Lost	25 - 30	
Pool	England	Lost	20 - 36	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	2	7	9	
Tries conceded	3	7	10	
Conversions			7 of 9	
Penalty Goals			10 of 12	
Drop Goals			0 of 4	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 440 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 425 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
3	Lineout	1		
4	Scrum	2		
-	Penalty/ Free kick	3		
1	Kick receipt	3		
1	Turnover	1		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	63	71	3.8 per min	4.1 per min
Passes	85	112	5.1 per min	6.4 per min
Kicks	26	26	1.6 per min	1.5 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	24%	19%		
% of passes made by scrum half	40%	44%		
% of passes made by backs	36%	37%		
SCRUMS				
Total Own Scrums	38	Success %	92%	88%RWC RATE - POOL
Total Opp Scrums	32	Success%	9%	12%
LINEOUTS				
Total Own Lineouts	54	Success %	83%	80%RWC RATE - POOL
Total Opp Lineouts	62	Success %	16%	20%
PENALTIES				
Penalties For		41		
Penalties Against		39		
Total Cards Awarded		1 red 3 yellow		

SECTION 3 - TEAM STATISTICAL SUMMARY

USA



MATCH RESULTS				
Pool	England	Lost	10 - 28	
Pool	Tonga	Lost	15 - 25	
Pool	Samoa	Lost	21 - 25	
Pool	South Africa	Lost	15 - 64	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	1	6	7	
Tries conceded	9	9	18	
Conversions			4 of 7	
Penalty Goals			6 of 8	
Drop Goals			0 of 1	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 583 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 216 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
2	Lineout	7		
2	Scrum	2		
2	Penalty/ Free kick	2		
-	Kick receipt	3		
1	Turnover	4		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	70	71	4.0 per min	4.1 per min
Passes	97	112	5.7 per min	6.4 per min
Kicks	21	26	1.2 per min	1.5 per min
PLAYER PASSING				
		RWC RATE - POOL%		
% of passes made by forwards	16%	19%		
% of passes made by scrum half	45%	44%		
% of passes made by backs	39%	37%		
SCRUMS				
Total Own Scrums	46	Success %	91%	88%RWC RATE - POOL
Total Opp Scrums	35	Success%	11%	12%
LINEOUTS				
Total Own Lineouts	62	Success %	66%	80%RWC RATE - POOL
Total Opp Lineouts	56	Success %	21%	20%
PENALTIES				
Penalties For		46		
Penalties Against		40		
Total Cards Awarded		0 – red 4 - yellow		

SECTION 3 - TEAM STATISTICAL SUMMARY

WALES



MATCH RESULTS				
Pool	Canada	Won	42 - 17	
Pool	Australia	Lost	20 - 32	
Pool	Japan	Won	72 - 18	
Pool	Fiji	Lost	34 - 38	
TIME OF SCORES				
	1 st Half	2 nd Half	Total	
Tries scored	5	18	23	
Tries conceded	9	4	13	
Conversions			16 of 23	
Penalty Goals			7 of 13	
Drop Goals			No attempts	
RATE OF TRY SCORING/CONCEDING				
Rate of try scoring	1 try every 185 secs	RWC RATE	1 try every 309secs	
Rate of try conceding	1 try every 321 secs	RWC RATE	1 try every 309secs	
POSSESSION SOURCE OF OWN TRIES		POSSESSION SOURCE OF OPP TRIES		
8	Lineout	1		
5	Scrum	3		
1	Penalty/ Free kick	-		
3	Kick receipt	4		
6	Turnover	5		
ACTIVITY				
	AVERAGE	RWC AVERAGE - POOL	RATE	RWC RATE - POOL
Rucks	68	71	3.8 per min	4.1 per min
Passes	153	112	8.6 per min	6.4 per min
Kicks	22	26	1.3 per min	1.5 per min
PLAYER PASSING				
	%	RWC RATE - POOL%		
% of passes made by forwards	30%	19%		
% of passes made by scrum half	34%	44%		
% of passes made by backs	36%	37%		
SCRUMS				
Total Own Scrums	39	Success %	92%	88% RWC RATE - POOL
Total Opp Scrums	27	Success%	30%	12%
LINEOUTS				
Total Own Lineouts	61	Success %	89%	80% RWC RATE - POOL
Total Opp Lineouts	46	Success %	11%	20%
PENALTIES				
Penalties For		51		
Penalties Against		31		
Total Cards Awarded		0 – red 0 – yellow		

THE FOLLOWING SECTION COMPARES

THE SHAPE OF THE GAME AS REFLECTED IN RWC 1995

WITH

THE SHAPE OF THE GAME AS REFLECTED IN RWC 2007

INTRODUCTION

RWC 1995 was the last World Cup played in the amateur era. Over the 12 years since then, rugby has become fully professional at Tier 1 level and almost all players at Tiers 2 and 3 are also playing professionally.

It has already been recognised that one of the results of professionalism is that the shape of rugby has changed in the intervening 12 years. The purpose of this brief narrative is to identify the areas of change – (and any areas where there has been no change) – as reflected in RWC 1995 and RWC 2007.

The report also makes reference to RWC 2003. This has been done in order to show that the major changes that have occurred with the onset of professionalism were established some time ago and that the current shape of the game is now relatively stable.

SUMMARY

The table below summarises the results of the exercise. It reflects the core elements of the game - in numerical form - as shown in RWC 1995, RWC 2007 and RWC 2003.

	RWC 1995	RWC 2007	CHANGE	RWC 2003
BALL IN PLAY	33%	44%	Up 33%	42%
PASSES	179	224	Up 25%	241
RUCKS/MAULS	69	144	Up 107%	136
KICKS IN PLAY	75	56	Down 25%	52
SCRUMS	27	19	Down 33%	21
LINEOUTS	37	31	Down 16%	33
POINTS – pool stage average	56	56	No change	59
PENALTIES	25	19	Down 22%	24

The above summary shows how the emphasis of the game has changed over the last decade or so. There is now much more activity as reflected through a huge increase in ball in play time. This has brought with it a major increase in the number of passes per game and a monumental increase in the number of rucks and mauls. This could be because retention of possession is considered to be a major priority in the game which, in turn, could explain why kicks in play have become a lot less frequent.

The corollary of all this has been a noticeable reduction in set pieces. Scrum and lineouts are far fewer and, together with far fewer penalties and free kicks, means the game has many less stoppages. The current shape of the game is considerably more dynamic – and it has been so for some time. RWC 2007 is little different from RWC 2003.

The following paragraphs expand on the Summary given on the previous page.

BALL IN PLAY

	RWC 1995	RWC 2007	CHANGE	RWC 2003
BALL IN PLAY	33%	44%	Up 33%	42%
Highest in a game	40%	57%		
Lowest in a game	27%	35%		

The above table shows that the highest ball in play figure seen in RWC 1995 was 40%. This figure has been exceeded in almost every game played in RWC 2007. The only matches that were below this figure were those matches where a large number of tries were scored. This is not surprising since the dead time surrounding scoring and penalty goals can take up a significant percentage of match time.

One further illustration of the change between 1995 and 2007 comes from an examination of extremes. The highest ball in play time in 2007 (*45mins34secs*) was twice that achieved in one of the games played in 1995 (*21mins36secs*)

PASSES

	RWC 1995	RWC 2007	CHANGE	RWC 2003
PASSES	179	224	Up 25%	241
Highest in a game	254	307		
Lowest in a game	90	143		

Higher ball in play leads to higher activity – more passes, rucks and mauls. This can be illustrated by comparing Wales v Japan in 1995 with Wales v Japan in 2007 which also shows the reduction in kicks and set pieces

	WALES v JAPAN 1995	WALES v JAPAN 2007	Difference
SCORE	Wales 57 Japan 10	Wales 72 Japan 18	
BALL IN PLAY	27mins35secs	34mins38secs	+ 7mins 03 secs
PASSES	219	307	+ 96
RUCK/MAUL	89	138	+ 49
KICKS	70	44	- 26
SCRUMS	26	17	- 9
LINEOUTS	42	30	- 12

RUCKS/MAULS

	RWC 1995	RWC 2007	CHANGE	RWC 2003
RUCKS/MAULS	69	144	Up 107%	136
Highest in a game	97	205		
Lowest in a game	47	88		

Rucks and mauls have shown the biggest quantum change over the last 12 years. In RWC 2007, almost every game has exceeded the maximum achieved in any game in RWC 1995.

KICKS

	RWC 1995	RWC 2007	CHANGE	RWC 2003
KICKS	75	56	Down 28%	52
Highest in a game	100+	91		
Lowest in a game	60+	32	Note: the 1995 figures have been obtained from an independent source and a notional adjustment has had to be made because of the protocol used in recording kicks.	

Kicks are also an area where there has been a noticeable change – in this case a reduction. A qualitative observation suggests that this could be a consequence of a greater willingness of backs to take intentional contact with the opposition in the modern game. In the past, where a tackle looked to be inevitable, the reaction was often a kick, either in field or to touch, which in turn could also explain the why there used to be a greater number of lineouts.

SCRUMS

	RWC 1995	RWC 2007	CHANGE	RWC 2003
SCRUMS	27	18	Down 33%	21
Highest in a game	40	35		
Lowest in a game	15	12		

There continues to be a gradual reduction in the number of scrums seen in the modern game. It is not infrequent, for example, to have a period of 20 minutes or so without a single scrum. In RWC 2007, most matches had fewer than 20 scrums – in RWC 1995, there were just two. Further, only 5 matches in 2007 have had more than 24. In 1995 however, as many as 23 of the 32 matches exceeded this figure.

LINEOUTS

	RWC 1995	RWC 2007	CHANGE	RWC 2003
LINEOUTS	37	31	Down 16%	33
Highest in a game	52	45		
Lowest in a game	23	21		

Lineouts have also declined in number – but not as much as scrums. Extremes have also narrowed. In RWC 1995, the difference between the highest and lowest was 29 – in 2007 this difference was only 24.

PENALTIES

	RWC 1995	RWC 2007	CHANGE	RWC 2003
PENALTIES	25	19	Down 22%	24
Highest in a game	39	28		
Lowest in a game	13	11		

Penalties and free kicks have also declined noticeably since 1995. This has been a general movement over recent years but in the case of RWC there could be another contributory factor.

In 1995, the panel of referees comprised individuals from Tier 1, 2 and 3 countries. Some were inexperienced at the highest levels and research showed that, as a group, they awarded far more penalties than Tier 1 referees. The current system – being totally merit-based – appears to have reduced the number of penalties and free kicks being awarded and brought all matches much closer to the mean. The difference in 1995 between the highest and lowest penalised games was 26 – in 2007, this had been reduced to 15.

POINTS

This is the one area where there has been little change. At the pool stage in both the 1995 tournament and the 2007 tournament, the average number of points scored was 56.

At the knockout stage there was a difference however. In RWC 1995, the average was 49 points per game – in RWC 2007, it was 36.