



WORLD RUGBY™  
**HSBC**   
**SEVENS SERIES**

# **2017-18 Men's Series Game Analysis Report**

World Rugby Game Analysis

## OVERVIEW

The World Rugby Sevens World Series Game Analysis Report is produced with the objective of providing a statistical profile of how the game of Rugby Sevens was played at the international level during the 2017-18 Sevens World Series as well as showing the development of the game from series to series.

The report not only comprises an analysis of all aspects of play but also shows the overall performance of each participating team on the series.

The report is structured in distinct sections, presenting a range of insights into the Sevens World Series.

- Section 1: Overall Series Commentary
- Section 2: Series Standings
- Section 3: The Shape of the Game
- Section 4: Series-to-Series Comparison
- Section 5: Team Profiles

For questions concerning any of the 2017-18 HSBC World Rugby Sevens Series Game Analysis Report, please contact:

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## SECTION 1

### Overall Series Commentary

In one of the tightest Sevens World Series to date where the outcome came down to the very last match, South Africa won the series by winning the gold medal at the Paris round, finishing just two points ahead of Fiji.

It meant that South Africa were the third team in a row to secure back-to-back series titles in the past six years of the series following Fiji and New Zealand's two consecutive wins since the 2012-13 series.

South Africa also won the series with fewer gold medal victories than runner-up, Fiji. This is the first time for this to occur since New Zealand won the series in 2012-13 over South Africa.

There were other noticeable outcomes

- Fiji won four consecutive gold medals in 2017-18, the first team to achieve this in the past 7 years.

	TEAM	DUB	RSA	AUS	NZL	USA	CAN	HKG	SIN	ENG	FRA	POINTS
1	South Africa	22	17	19	19	15	17	17	15	19	22	182
2	Fiji	15	13	12	22	17	22	22	22	22	13	180

- The first five rounds of the 2017-18 series were won by five different teams, making the first half of the series the most diversely competitive in recent years.

Round	Dubai	Cape Town	Sydney	Hamilton	Las Vegas
Winner	South Africa	New Zealand	Australia	Fiji	USA

- South Africa secured a top four finish in every round of the series.

MEDALS SUMMARY					
Team	Gold	Silver	Bronze	Fourth	Total
South Africa	2	3	3	2	10
Fiji	5		1	1	7
New Zealand	1	1	1	2	5
England		1	2	1	4
Australia	1	1	1		3
USA	1			2	3
Argentina		2	1		3
Kenya		2			2
Canada				2	2
Ireland			1		1

## Commonwealth Games

A unique aspect of the 2017-18 series was the interruption to the normal round calendar by the 2018 Commonwealth Games.

Date	Dec 1st-2nd	Dec 9th-10th	Jan 26th-28th	Feb 3rd-4th	Mar 2nd-4th	Mar 10th-11th	Apr 6th-8th	Apr 14th-15th	Apr 28th-29th	June 2nd-3rd	June 9th-10th
Round	Dubai	Cape Town	Sydney	Hamilton	Las Vegas	Vancouver	Hong Kong	Comm Games	Singapore	London	Paris

Due to the proximity of the Hong Kong tournament to the Commonwealth Games and the demands of competing in three tournaments in four weeks, several teams elected to travel with a weaker squad to Hong Kong whilst sending full strength teams to the Games and Singapore. This strategy significantly impacted performance at each tournament, of which England and Australia were the teams most affected.

- England won just one match in Hong Kong, against non-core South Korea, and just one series ranking point. However, a week later at the Commonwealth Games, they won the bronze medal, their second ever medal at the Games.
- Australia finished in 11th place in Hong Kong, their lowest finish in the series. They returned to Singapore three weeks later to win the silver medal.

## Notable Performances

Aside from South Africa and Fiji's battle for the series, there were other notable performances from several teams across the series.

### Spain

- Despite being the newly-promoted team on the 2017-18 series, Spain comfortably retained their status by finishing in 11<sup>th</sup> place ahead of their European counterparts of Scotland, France, Wales and Russia.
- Spain also reached the Cup Quarter-Finals on three occasions in 2017-18 and as well as reaching the Challenge Trophy Final three times.

### Ireland

- Ireland recorded the highest total ranking points by an invitational team since the introduction of the current series format, due to a Bronze Medal and 7<sup>th</sup> place finish in London and Paris respectively.
- In two rounds, Ireland won more series ranking points than core-team Russia did across the whole series and won more points than the five other invitational teams combined.

## Host Union Gold Medals

- Australia and USA were the only host unions to win the Gold Medal at their event.

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## Series-to-Series Consistency

The current format of the Sevens World Series of ten rounds and fifteen core teams was introduced in 2015-16. The cumulative series points won by each core team over the previous three years will indicate the degree of consistency achieved for each team over the three series. The table below contains the series ranking points won by each core team from 2015-16 to 2017-18 and ranks them based on the total points won within this period.

- Because of their two series wins, South Africa recorded the highest total of series points in the past three years.
- USA performed consistently over the past three series, even recording an identical number of points in 2015-16 and 2017-18.
- Argentina and Kenya suffered a drop in performance after the 2016 Olympic Games whilst Canada and, most notably, England experienced significant improvements.
- France have won fewer points year-on-year since 2015-16.
- Scotland suffered a dramatic drop in performance in 2017-18.

CUMULATIVE STANDINGS					
RANK	TEAM	2015-16	2016-17	2017-18	TOTAL
1	South Africa	171	192	182	545
2	Fiji	181	150	180	511
3	New Zealand	158	137	150	445
4	England	92	164	122	378
5	Australia	134	113	123	370
6	USA	117	129	117	363
7	Argentina	119	90	105	314
8	Kenya	98	63	104	265
9	Scotland	87	109	55	251
10	Canada	40	98	76	214
11	France	85	66	53	204
12	Samoa	89	51	59	199
13	Wales	54	73	49	176
14	Russia	28	29	26	83
15	Spain		2	56	58
16	Japan	21	20	3	44

## Tier 1 vs Tier 2 & 3

World Rugby organises and classifies its member unions, and by extension teams, into three tiers according to playing strength and potential. The table on the left below shows the classifications of the teams that participated on the 2017-18 series. The table on the right highlights the proportion of the total ranking points available won by Tier 1 and Tier 2 & 3 teams over the last five years.

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2017-18	
TIER 1	TIER 2&3
South Africa	Fiji
New Zealand	USA
Australia	Kenya
England	Canada
Argentina	Samoa
Scotland	Spain
France	Russia
Wales	Papua New Guinea
Ireland	Uganda
	Japan
	Uruguay
	South Korea

	% of Ranking Points Won	
	Tier 1	Tier 2 & 3
<b>2017-18</b>	58%	42%
<b>2016-17</b>	63%	37%
<b>2015-16</b>	60%	40%
<b>2014-15</b>	62%	38%
<b>2013-14</b>	63%	37%

The objective of the percentage points comparison above is that it provides an insight into how competitive Tier 2 & 3 unions are on the Sevens World Series relative to their Tier 1 counterparts.

- Tier 2 & 3 teams have become progressively more competitive on the series winning 42% of series ranking points, the highest proportion of ranking points won in the previous five years.
- The highest-ranking Tier 2 & 3 team in 2017-18 was Fiji in 2<sup>nd</sup> place, followed by USA in 6<sup>th</sup> place. The lowest ranking Tier 1 core team was Wales in 14<sup>th</sup> place.
- When non-core teams are removed from the comparison, no significant difference occurs to the proportion of points won.

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## SECTION 2

### Standings

The overall series table for the 2017-18 series is below. The table details each round of the series and the points that each team won in that round. Ranking points at each tournament range from 22 points being awarded to the gold medal winner, down to 1 point to the teams that finish in joint 15<sup>th</sup> place.



#### OVERALL STANDINGS AND TOURNAMENT POINTS

	TEAM	DUB	RSA	AUS	NZL	USA	CAN	HKG	SIN	ENG	FRA	POINTS
1	South Africa	22	17	19	19	15	17	17	15	19	22	182
2	Fiji	15	13	12	22	17	22	22	22	22	13	180
3	New Zealand	19	22	13	15	13	10	15	13	13	17	150
4	Australia	13	8	22	17	12	12	5	19	10	5	123
5	England	17	10	10	10	10	13	1	17	15	19	122
6	USA	1	12	15	8	22	15	12	8	12	12	117
7	Argentina	5	19	17	7	19	10	13	2	5	8	105
8	Kenya	10	3	10	12	10	19	19	10	8	3	104
9	Canada	5	15	3	5	7	2	7	7	10	15	76
10	Samoa	12	5	5	13	3	3	2	12	3	1	59
11	Spain	7	7	1	1	2	7	10	10	1	10	56
12	Scotland	10	1	2	10	5	8	10	5	2	2	55
13	France	8	10	8	3	8	1	8	1	1	5	53
14	Wales	3	5	7	2	5	5	3	5	7	7	49
15	Ireland	-	-	-	-	-	-	-	-	17	10	27
16	Russia	1	1	5	1	1	5	5	1	5	1	26
17	Papua New Guinea	-	-	1	5	-	-	-	-	-	-	6
18	Uganda	2	2	-	-	-	-	-	-	-	-	4
19	Japan	-	-	-	-	-	-	-	3	-	-	3
20	Uruguay	-	-	-	-	1	1	-	-	-	-	2
21	South Korea	-	-	-	-	-	-	1	-	-	-	1

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The table below presents the final standings for each series dating back to the 2012-13 series. Each team, both core and non-core, that participated in each round of the series is ranked based on their final position in each series.



## HISTORICAL SERIES STANDINGS

RANK	2017-18	2016-17	2015-16	2014-15	2013-14	2012-13
1	South Africa	South Africa	Fiji	Fiji	New Zealand	New Zealand
2	Fiji	England	South Africa	South Africa	South Africa	South Africa
3	New Zealand	Fiji	New Zealand	New Zealand	Fiji	Fiji
4	Australia	New Zealand	Australia	England	England	Samoa
5	England	USA	Argentina	Australia	Australia	Kenya
6	USA	Australia	USA	USA	Canada	England
7	Argentina	Scotland	Kenya	Scotland	Kenya	Wales
8	Kenya	Canada	England	Argentina	Samoa	Australia
9	Canada	Argentina	Samoa	Canada	Argentina	France
10	Samoa	Wales	Scotland	Samoa	France	Argentina
11	Spain	France	France	France	Wales	USA
12	Scotland	Kenya	Wales	Wales	Scotland	Canada
13	France	Samoa	Canada	Kenya	USA	Scotland
14	Wales	Russia	Russia	Portugal	Portugal	Portugal
15	Ireland	Japan	Japan	Japan	Spain	Spain
16	Russia	Chile	Portugal	Brazil	Japan	Hong Kong
17	Papua New Guinea	Uganda	Brazil	Papua New Guinea	Tonga	Russia
18	Uganda	Papua New Guinea	Zimbabwe	Russia	Russia	Tonga
19	Japan	Spain	South Korea	Hong Kong	Sri Lanka	Japan
20	Uruguay	Hong Kong		Belgium	Uruguay	Uruguay
21	South Korea	South Korea		Zimbabwe	Zimbabwe	Zimbabwe
22				American Samoa		



## SECTION 3

### The Shape of the Game

#### Scoring

##### Points

The average number of points scored per match was **37.8**. The highest scoring match on the series contained 68 points in Scotland's 61-7 victory over South Korea in Hong Kong. Argentina's 10-0 win over England was the lowest scoring match.

Average Points Scored	Most Points Scored	Least Points Scored
37.8	68	10

##### Tries

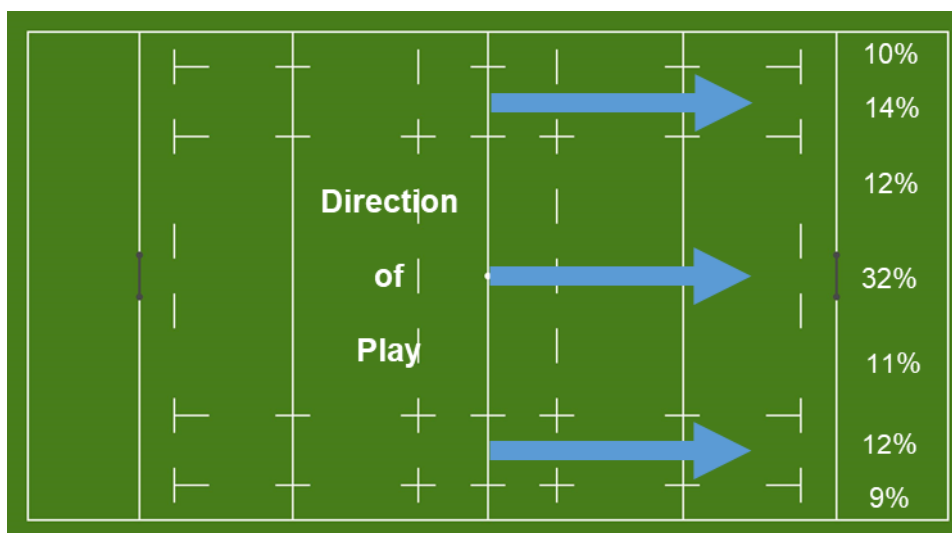
An average of 6 tries were scored per match in 2017-18, with a series total of 2,715 tries.

Overall there was a try scored every **73 seconds of play**. Try-scoring rates show how effective each team was in scoring points in relation to the possession that they obtained and try conceding rates show how effective each team was in restricting points in relation to the possession that their opponents obtained. The tables in Section 5 provide the relevant figures for each participating team, **Fiji** had the best try-scoring rate, scoring a try every **46** seconds of their own possession whilst **South Africa** had the best try-conceding rate, conceding a try every **124** seconds of their opposition's possession.

Average Tries Scored	Most Tries Scored	Least Tries Scored
6.0	11	2
Try-Scoring Rate		
1 every 73 seconds		

The match with the highest number of tries scored was Australia vs Uruguay in Vancouver where there was 11 tries in total. The lowest number of tries scored in a match was 2 and this occurred in 6 out of 450 matches.

The graph below shows the distribution of the location of all 2,835 tries scored this year. Almost a third of all tries were scored under the posts. 36% of tries were scored to the left of the posts which is 4%, or 119 tries, more than those scored to the right of the posts.



## Conversions

The overall conversion success rate was **63%**.

Section 5 presents the percentage conversion success rate of each team. **France** had the highest conversion success rate with **70%** and **Russia** the lowest with **53%**.

There were **five** penalty goals in total across the series.

## Scoring Margin

The average scoring margin per match was 15.7 points with the highest margin being New Zealand's 61-0 victory over Russia in Sydney. There were 7 drawn matches in the pool stages over the ten rounds.

Average Scoring Margin	Highest Scoring Margin	Total Drawn Matches
15.7	61	7

When broken down into individual rounds, the pool stages were shown to have the largest scoring margin while the semi-final stages had the lowest.

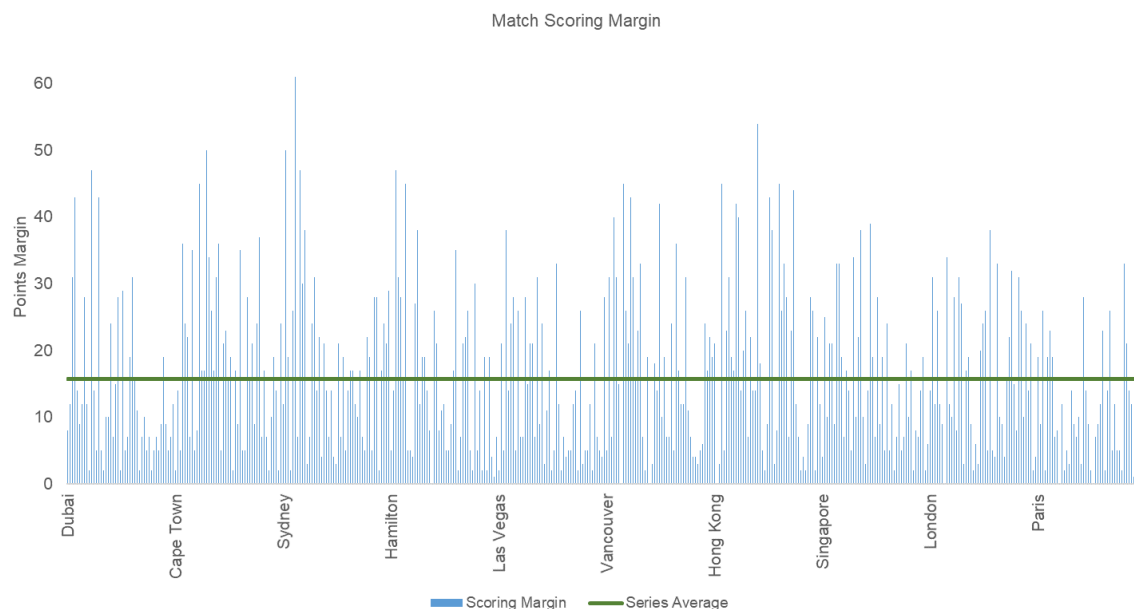
Pool Scoring Margin	Quarter Final Scoring Margin	Semi Final Scoring Margin	Final Scoring Margin
17.7	14.0	12.6	13.5

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The graph below shows the scoring margin for every match on the series as well as the average scoring margin across the 450 matches. The graph highlights the variability of scoring margins across a tournament and the series.



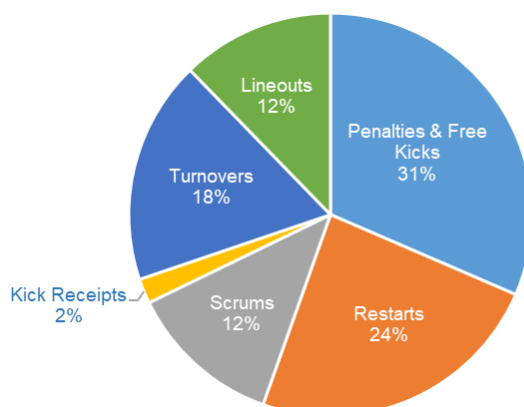
## Try Scoring

### Impact of Tries

With five penalty goals and a conversion success rate of 63%, it was inevitable that tries would determine the winning team in the clear majority of matches – and this proved to be the case. Of the 450 matches, **387 (or 86%)** were won by the team scoring the most tries, while in **63 (or 14%)** tries were equal. In those 63 matches, 56 were won by the team that scored the more conversions, while there were 7 draws.

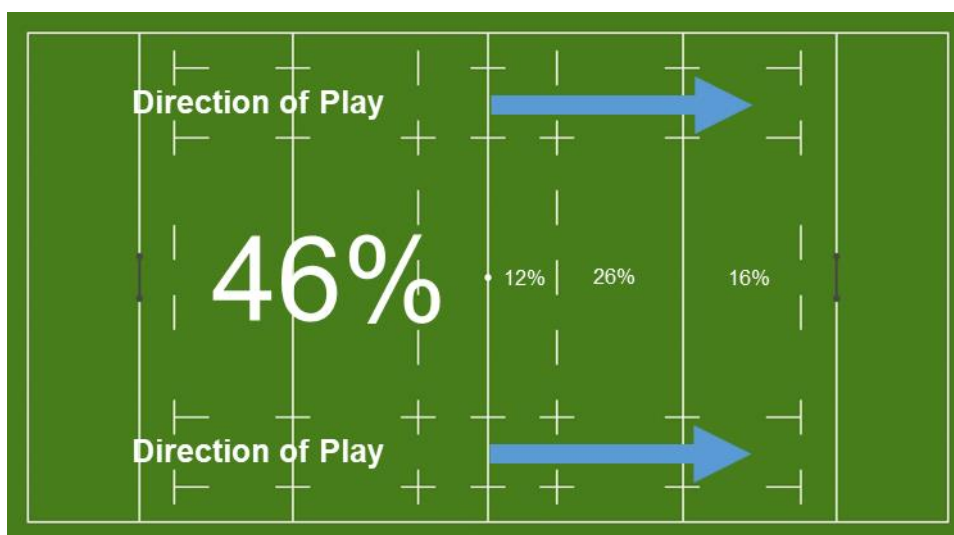
### Source of Tries

Prior to scoring a try, teams obtained possession of the ball from a variety of sources which are presented in the graph below. The potential sources of possession are from a penalty or free-kick, a restart kick, a turnover, a scrum, a lineout or a kick in general play. The most fruitful source of tries was **penalties and free-kicks** (31%). The chart also shows the importance of **restarts**, with 24% of all tries scored from possession originating at a restart.



## Origin of Tries

Of all the tries scored, **46% originated in the try scoring team's own half** and 54% in the opposition half. The teams that scored the highest proportion of tries from their own half were **Wales and Kenya**, with 56% of their tries originating in their own half. The graph below presents the proportion of tries scored from possession that originated in a team's own half, from the halfway to the 10m line, from the 10m to the opposition's 22m and from the opposition's 22m to the try-line.



## Build-Up Play to Tries

The table below shows how many rucks/mauls and the total number of passes that preceded each try scored in the series. The table shows that **51%** of tries were preceded by no ruck or maul and that **55%** of tries were preceded by three or fewer passes.

Rucks/mauls in try build-up play		
	%	Cumulative
None	51%	51%
1 ruck/maul	24%	75%
2+ ruck/mauls	25%	100%
Passes in try build-up play		
	%	Cumulative
None	12%	12%
1-3 passes	43%	55%
4-6 passes	24%	79%
7+ passes	21%	100%

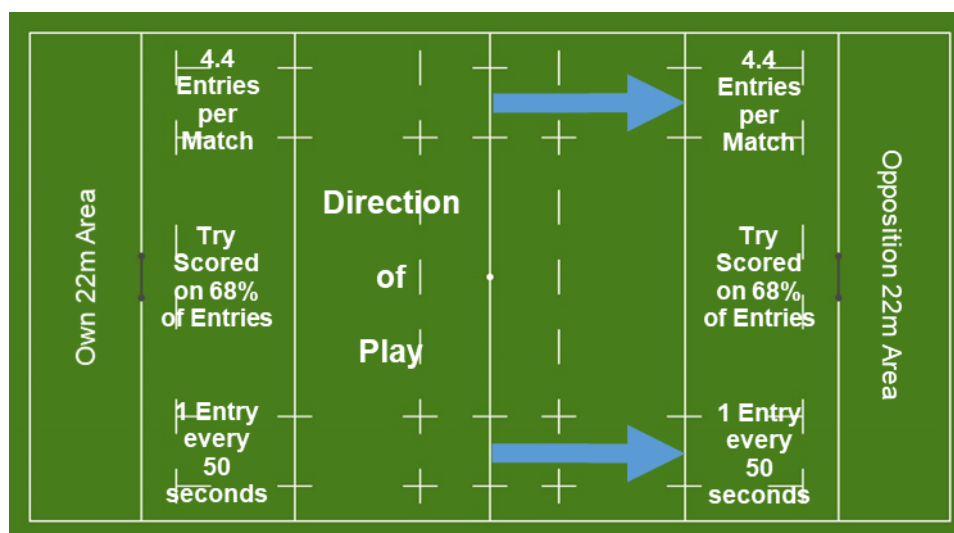
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## Possessions into the 22m Area

Of all team possessions, an average of **4.4 possessions** resulted in entering the 22m area, or **8.8 per match overall**. This equates to a rate of entry into the 22m area on average **once every 50 seconds of play**. Of these entries, an average of **68% resulted in a try** being scored from the possession.



**Fiji** were the most prolific team when it came to converting possession to tries, converted 76% of their 328 possessions into their opposition's 22m. **South Africa** limited their opposition to an average of 3.2 possessions into their 22m area.

## Television Match Official (TMO)

On the HSBC World Rugby Sevens Series, the television match official (TMO) may be used if the referee and the assistants are unsure as to whether a try has been scored or not. The referee may only refer to the TMO in instances in the act of scoring such as ball grounding in-goal, touch in-goal or being made dead, a player in touch in the act of scoring and foul play in-goal in the act of scoring. In the 2017-18 series, the TMO was referred to on **125** occasions, or **once every 3.6 matches**, with a try being awarded in **65%** of the referrals. The average duration of a TMO referral was 51 seconds.

Total TMO Referrals	Percentage of Try Awarded	Percentage of No Try Awarded
125	65%	35%
Average TMO Referral Duration		
51 seconds		

## Ball in Play and Possession

In 2017-18, the ball was in play for an average of **52%** of available time, or **7 minutes and 20 seconds** per match. There was a considerable variation in the ball in play time in each match. The highest ball in play time found was in Wales vs Canada in Hamilton with 11 minutes and 39 seconds, where the game went into extra-time. The lowest ball in play time was in Dubai in the Samoa vs Australia match with 5 minutes and 21 seconds.

Average Ball in Play	Highest Ball in Play	Lowest Ball in Play
7min 20s	11min 39s	5min 21s

The ball in play time in each match comprised of repeated cycles of game activity. The average length of a cycle of play in a match is **25 seconds** and approximately **17.6** of these cycles occur per match. The longest cycle of play in 2017-18 was 3 minutes and 22 seconds in South Africa vs Canada in Paris.

Average No. of Cycles	Average Cycle Length	Longest Cycle Length
17.6	25s	3min 22s

## Passing

Average Passes per Match	Most Passes in a Match	Least Passes in a Match
67.6	132	32
Passing Rate		
1 every 6.5 seconds		

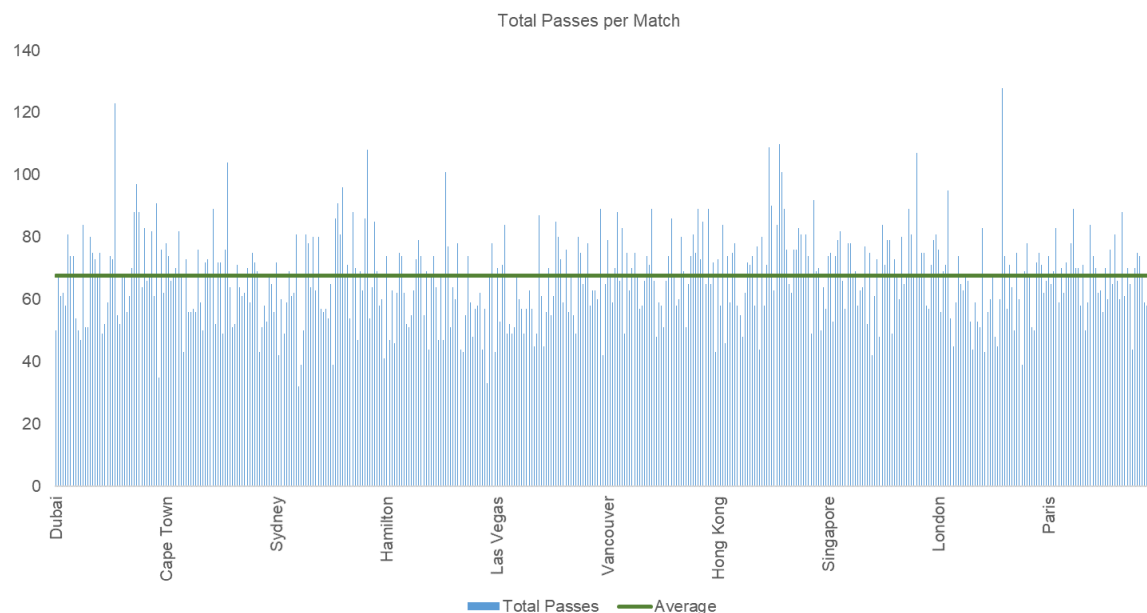
The average number of passes in a game was **67.6**. Due to varying playing styles of the teams however, the incidence of passing in each match could be highly variable as seen in the graph below. The highest number of passes in a game was 132 was Russia vs Scotland in London and the lowest was 32 in South Africa vs Spain in Sydney.

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Overall there was a pass made every **6.5 seconds of play**. Passing rates show how likely a team passes in relation to the possession that they obtained. Russia were the most likely team to pass on the series and South Africa were the least likely.



## Tackles, Rucks and Mauls

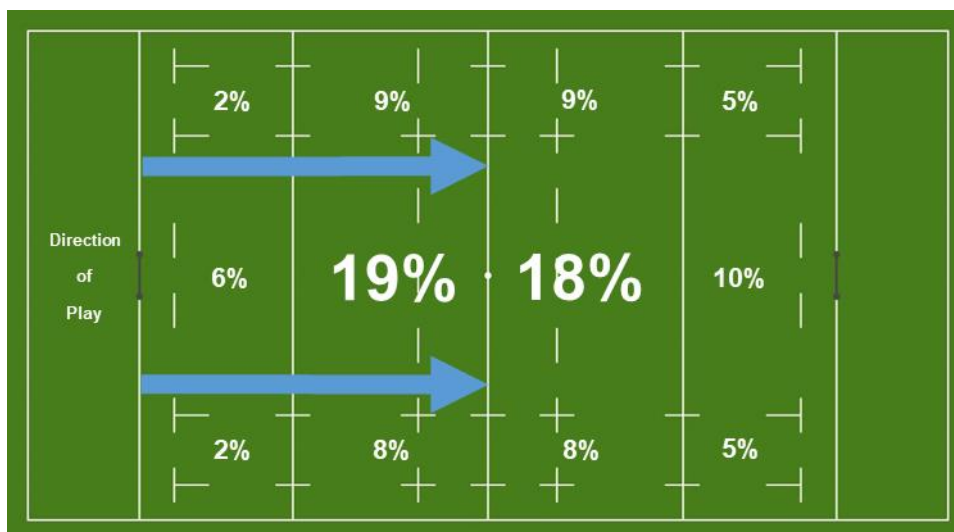
The average number of rucks and mauls in a game was **22.6** with the frequency of breakdowns occurring on average **every 19.5 seconds of play**. The game with the highest total number of breakdowns was Wales vs Canada in Hamilton with 52 rucks and mauls, where the game went into extra-time. Fiji vs USA in Paris had the lowest number with just 8.

Average Rucks/Mauls per Match	Most Rucks/Mauls in a Match	Least Rucks/Mauls in a Match
22.6	51	8
Ruck/Maul Rate		
1 every 19.5 seconds		

**Canada were the most likely team** to take possession into contact, forming a ruck or maul every 14.5 seconds of their possession. **Fiji were the least likely team**, taking the ball into contact once every 34.1 seconds of play which was 35% less often than the second least likely team, France.

## Ruck Location

Over a third of all breakdowns occurred between both 22m and 15m lines in the centre of the pitch. There was an even distribution of breakdowns down both the right and left wings and twice as many breakdowns were likely to be formed in the opposition's 22m area compared to a team's own.



## Ruck Success

At the breakdown, the team taking in the ball retained possession by either winning the ball or being awarded a penalty on **88%** of occasions. **Kenya were the most dominant team at the breakdown**, having the highest rate of retention as well as the highest rate of breakdown turnovers on the series.

## Passes per Ruck

On average, there were **three passes made prior to every ruck or maul formed** across all matches on the series. Fiji vs USA in Paris was the most expansive game with nine passes per breakdown, whilst Argentina vs Kenya in Sydney was the tightest with just 1.5 passes made prior to contact.



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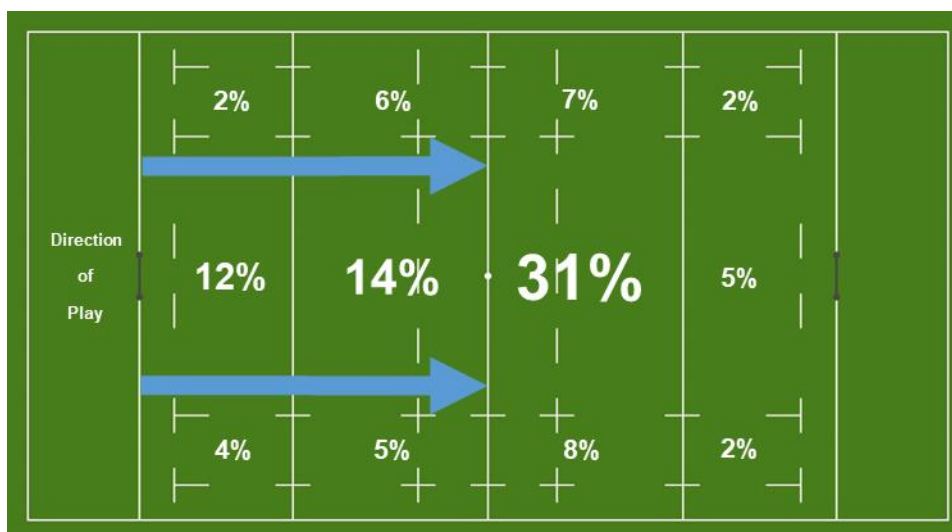
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## Kicking

Kicking activity comprises of all kicks made in general play including punts, chips, ground (i.e. football kick) and grubber kicks. The average number of kicks in a game was **1.8** with the maximum of seven kicks occurring in the Argentina vs Spain and South Africa vs Kenya matches in Dubai and Sydney respectively. **South Africa was the most likely team** to kick in open play **whilst USA was the least likely**.

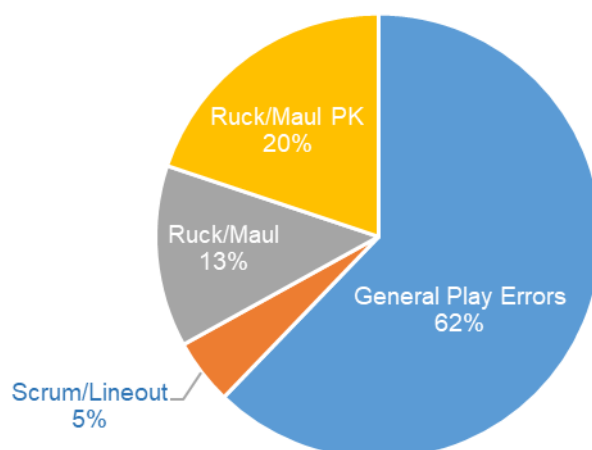
Average Kicks per Match	Most Kicks in a Match	Percentage of Matches With No Kicks
1.8	7	18%
Kicking Rate		
1 every 246 seconds		

The graph below highlights the distribution of the location of all kicks in 2017-18. **Almost a third** of all kicks were made between the opposition's 22m and halfway line in the middle channel of the pitch.



## Turnovers

Turnovers refer to the total number of events where possession is lost by one team and gained by the other. This includes general player errors such as a knock-ons, lineouts, scrums, ruck and maul, penalties and free-kicks and unplayable situations. The chart below presents the distribution of turnover by type and highlights that almost two-thirds of turnovers occur through errors in general play.

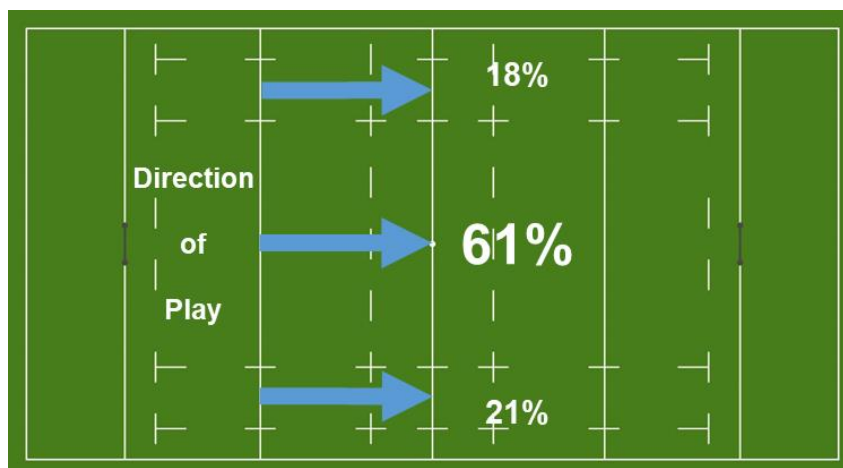


## Restarts

Restarts are the most common set pieces in rugby sevens with an average of seven restarts per match. Restarts have been classified into two types, contestable and non-contestable: **76%** of restarts kicks were contestable (kicked short) and **24%** were non-contestable (kicked long).

Retention rates reflect the number of times that possession was retained at contestable restarts. Overall, of all contestable restarts, the kicking team regained **one in three** restarts. **Fiji** kicked the highest percentage of contestable restarts whilst **USA** were the most successful in regaining their own short restarts. **South Africa** was most likely to kick a non-contestable restart.

Of the 800 restarts that were regained, the graphic below shows that just over 60% were won in the centre of the pitch. 18% were recovered down the left channel and 21% down the right.



## Scrum and Lineouts

On average, there were 2.8 scrums and 2.4 lineouts per match and success at these set-pieces was **97%** and **85%** respectively. The maximum number of scrums in a match was 8, in Kenya vs France in Hong Kong, and the maximum number of lineouts was also 8, in the Wales vs Canada match in Hamilton that played one full half of extra-time. There were 22 matches with no scrums and 40 matches with no lineouts. There were just three matches with neither a scrum or lineout in match play.

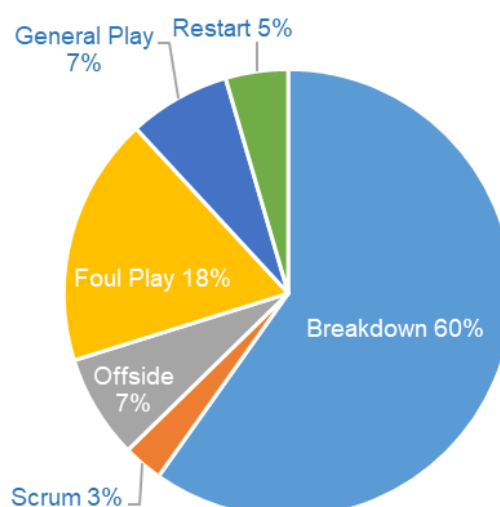
Average Scrums per Match	Retention	Average Lineouts per Match	Retention
2.8	97%	2.4	85%

## Penalties, Free Kicks and Cards

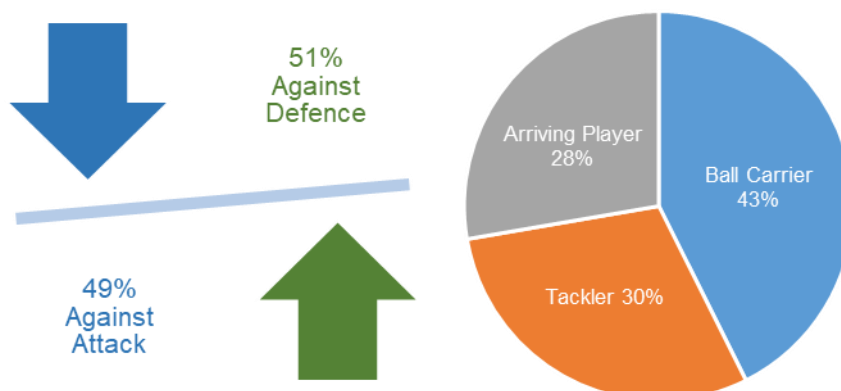
The average number of penalties and free-kicks per game was **6** and average numbers of cards given was **0.4**. The maximum amount of penalties awarded in a game was 13 which occurred on three separate occasions. The minimum number of penalties awarded was 1, which occurred in 6 matches. France were the least disciplined team in 2017-18, whilst USA were the most. Fiji received the most yellow cards on the series with 23, whilst Samoa received 3 red cards.

Average Penalties & Free Kicks	Average Cards
6.0	0.4

Of all penalties awarded, **60% were awarded at the breakdown.**



Of all penalties awarded at the breakdown, 51% were against the defending team and 49% against the team in possession. 43% of penalties were against the ball carrier, 30% against the tackler and 28% against arriving players.



After a penalty or free kick was awarded, teams opted to tap kick to restart play in over three-quarters of instances compared to kicking for touch. 1% of events included teams opting to kick for goal, take a scrum or a penalty try was awarded.

Penalty and Free Kick Decisions		
Tap Kick	Kick to Touch	Other
76%	23%	1%

## Section 4

### Series-to-Series Comparison

The table below presents a comparison of the shape of the game for the past five series back to 2013-14. Some notable changes across time include:

- The scoring profile of the game has increased over the past five years with increases in points, tries and conversions.
- The frequency of passing has progressively increased while kicks in open play have generally decreased.
- The dramatic increase in the number of rucks and mauls in a match is due to the introduction of a law trial for 2017-18 of Law 15 – Forming a Ruck, where only one player on their feet and over the ball is required to form a ruck.
- At set-piece, restarts are increasingly more contested while scrums are progressively less frequent.

	2017-18 SWS	2016-17 SWS	2015-16 SWS	2014-15 SWS	2013-14 SWS
MATCHES	450	450	450	405	405
SCORING					
POINTS (average per game)	37.8	36.4	36.6	36.4	33
TRIES (average per game)	6.0	5.8	5.8	5.8	5.2
TRY SCORING RATE (rate)	1 every 73s	1 every 74s	1 every 71s	1 every 73s	1 every 83s
CONVERSION SUCCESS (%)	63%	65%	64%	65%	65%
PENALTY / DROP GOALS (total)	5	3	7	10	7
MATCH WON by scoring most tries (%)	86%	88%	88%	87%	91%
SOURCE OF TRIES - pens/FKs (%)	31%	34%	33%	32%	34%
ORIGIN OF TRIES - own half (%)	46%	45%	43%	42%	40%
TRY BUILD UP – no rucks/mauls (%)	50%	63%	62%	64%	67%
TRY BUILD UP - 3 or fewer passes (%)	55%	56%	57%	57%	60%
ACTIVITY					
BALL IN PLAY (%)	52%	51%	49%	50%	51%
PASSES (average per game)	67.6	66.8	64	64.1	64
5+ PASSING MOVEMENTS (rate)	1 in 12.2	1 in 6.6	1 in 7.3	1 in 8	1 in 8
RUCKS/MAULS (average per game)	22.6	15.4	16.4	17.2	17
RUCK/MAUL RETENTION (%)	87%	84%	80%	80%	79%
KICKS (average per game)	1.8	2	2	2.3	2.8
SET PIECE					
CONTESTABLE RESTARTS (%)	76%	75%	73%	72%	70%
CONTESTABLE RESTARTS REGAINED (%)	34%	33%	36%	34%	36%
RESTART ERRORS (rate)	1 in 13.4	1 in 13.8	1 in 15	1 in 13.3	1 in 16
SCRUMS (average per game)	2.8	2.8	3.2	3.2	3.6
SCRUMS possession retained (%)	97%	97%	96%	96%	96%
LINEOUTS (average per game)	2.4	2.4	2.4	2.6	2.5
LINEOUTS possession retained (%)	85%	80%	80%	79%	79%
QUICK THROWS (rate)	1 in 15.5	1 in 17.8	1 in 19.8	1 in 17	1 in 13
PENALTIES/FREE-KICKS AND CARDS					
PENALTIES (average per game)	6.0	6.6	6.6	6.2	6.8
CARDS (YC + RC total)	197 + 5	201 + 5	150 + 4	142 + 2	113 + 3

## Section 5

### Team Profiles

TEAM vs SERIES COMPARISON				
SCORING & CONCEDED	SOUTH AFRICA 1ST	FJI 2ND	NEW ZEALAND 3RD	Series Average
POINTS SCORED (average per game)	25.0	26.9	22.5	18.9
TRIES SCORED (average per game)	4.0	4.2	3.6	3.0
POINTS CONCEDED (average per game)	11.5	13.2	13.7	18.9
TRIES CONCEDED (average per game)	1.9	2.2	2.2	3.0
TRY SCORING RATE (1 every " secs)	48	46	63	73
TRY CONCEDED RATE (1 every " secs)	124	107	105	73
CONVERSION SUCCESS (%)	60%	69%	61%	63%
TRY BUILD-UP - SCORED - NO RUCK/MAUL (%)	55%	69%	56%	50%
TRY BUILD-UP - CONCEDED - NO RUCK/MAUL (%)	37%	41%	50%	50%
ORIGIN OF TRIES SCORED - own half (%)	35%	50%	42%	47%
ORIGIN OF TRIES CONCEDED - own half (%)	53%	45%	41%	47%
OPPOSITION 22M ENTRIES (average per game)	5.6	5.5	5.0	4.4
OPPOSITION 22M ENTRY SCORING RATE (%)	71%	76%	72%	68%
OWN 22M ENTRIES (average per game)	3.2	4.0	4.1	4.4
OWN 22M ENTRY CONCEDED RATE (%)	59%	55%	54%	68%
ACTIVITY				
POSSESSION TIME (average per game)	03:12	03:15	03:48	03:40
OPPOSITION POSSESSION TIME (average per game)	03:54	03:56	03:53	03:40
PASSES (average per game)	24.6	26.6	36.0	33.8
PASSING RATE (1 every " secs)	7.8	7.3	6.3	6.5
RUCKS/MAULS (average per game)	9.5	5.7	9.6	11.3
RUCKS/MAULS RATE (1 every " secs)	20.3	34.1	23.8	19.5
RUCK/MAUL RETENTION (%)	88%	88%	88%	87%
OPPOSITION RUCK/MAUL TURNOVERS (%)	16%	12%	12%	13%
KICKS (average per game)	1.4	0.8	1.0	0.9
TURNOVERS RECEIVED (average per game)	5.8	5.3	5.1	4.6
TURNOVERS CONCEDED (average per game)	3.8	4.4	3.9	4.6
SET PIECE				
CONTESTABLE RESTARTS (%)	48%	88%	53%	76%
CONTESTABLE RESTARTS REGAINED (%)	30%	34%	34%	34%
RESTART ERRORS (rate)	18.9	15.9	15.8	13.4
SCRUMS (average per game)	1.3	1.8	1.4	1.4
SCRUMS possession retained (%)	95%	96%	98%	97%
LINEOUTS (average per game)	1.1	0.9	1.1	1.2
LINEOUTS possession retained (%)	86%	87%	85%	85%
DISCIPLINE				
PENALTIES/FREE KICKS CONCEDED (average per game)	3.4	2.9	3.3	3.0
TACKLE/RUCK PENALTIES CONCEDED (average per game)	2.0	1.2	1.8	1.8
CARDS (total)	17	23	13	9.6

# 2017-18 Men's Series Game Analysis Report

World Rugby Game Analysis



TEAM vs SERIES COMPARISON				
SCORING & CONCEDED	AUSTRALIA 4TH	ENGLAND 5TH	USA 6TH	Series Average
POINTS SCORED (average per game)	22.4	21.1	22.2	18.9
TRIES SCORED (average per game)	3.6	3.3	3.5	3.0
POINTS CONCEDED (average per game)	16.4	15.0	17.0	18.9
TRIES CONCEDED (average per game)	2.6	2.4	2.7	3.0
TRY SCORING RATE (1 every " secs)	65	67	66	73
TRY CONCEDED RATE (1 every " secs)	84	94	68	73
CONVERSION SUCCESS (%)	61%	67%	69%	63%
TRY BUILD-UP - SCORED - NO RUCK/MAUL (%)	47%	55%	43%	50%
TRY BUILD-UP - CONCEDED - NO RUCK/MAUL (%)	42%	46%	52%	50%
ORIGIN OF TRIES SCORED - own half (%)	36%	55%	49%	47%
ORIGIN OF TRIES CONCEDED - own half (%)	54%	42%	56%	47%
OPPOSITION 22M ENTRIES (average per game)	4.9	4.5	4.9	4.4
OPPOSITION 22M ENTRY SCORING RATE (%)	73%	73%	71%	68%
OWN 22M ENTRIES (average per game)	4.1	4.4	3.9	4.4
OWN 22M ENTRY CONCEDED RATE (%)	63%	55%	69%	68%
ACTIVITY				
POSSESSION TIME (average per game)	03:50	03:44	03:49	03:40
OPPOSITION POSSESSION TIME (average per game)	03:43	03:45	03:02	03:40
PASSES (average per game)	33.2	35.1	37.2	33.8
PASSING RATE (1 every " secs)	6.9	6.4	6.2	6.5
RUCKS/MAULS (average per game)	13.7	10.5	10.4	11.3
RUCKS/MAULS RATE (1 every " secs)	16.8	21.3	22.1	19.5
RUCK/MAUL RETENTION (%)	89%	87%	88%	87%
OPPOSITION RUCK/MAUL TURNOVERS (%)	13%	12%	16%	13%
KICKS (average per game)	1.1	1.0	0.5	0.9
TURNOVERS RECEIVED (average per game)	5.0	4.3	3.8	4.6
TURNOVERS CONCEDED (average per game)	4.3	4.6	4.4	4.6
SET PIECE				
CONTESTABLE RESTARTS (%)	70%	90%	90%	76%
CONTESTABLE RESTARTS REGAINED (%)	36%	35%	47%	34%
RESTART ERRORS (rate)	16.9	16.2	12.3	13.4
SCRUMS (average per game)	1.8	1.1	1.0	1.4
SCRUMS possession retained (%)	99%	100%	98%	97%
LINEOUTS (average per game)	1.3	0.8	1.9	1.2
LINEOUTS possession retained (%)	82%	86%	90%	85%
DISCIPLINE				
PENALTIES/FREE KICKS CONCEDED (average per game)	3.0	3.1	2.6	3.0
TACKLE/RUCK PENALTIES CONCEDED (average per game)	1.9	1.8	1.5	1.8
CARDS (total)	7	12	6	9.6

# 2017-18 Men's Series Game Analysis Report

World Rugby Game Analysis

TEAM vs SERIES COMPARISON				
SCORING & CONCEDED	ARGENTINA 7TH	KENYA 8TH	CANADA 9TH	Series Average
POINTS SCORED (average per game)	17.8	19.9	17.5	18.9
TRIES SCORED (average per game)	2.8	3.2	2.8	3.0
POINTS CONCEDED (average per game)	19.8	16.9	19.6	18.9
TRIES CONCEDED (average per game)	3.1	2.7	3.1	3.0
TRY SCORING RATE (1 every " secs)	77	77	88	73
TRY CONCEDED RATE (1 every " secs)	70	72	62	73
CONVERSION SUCCESS (%)	68%	63%	61%	63%
TRY BUILD-UP - SCORED - NO RUCK/MAUL (%)	46%	47%	39%	50%
TRY BUILD-UP - CONCEDED - NO RUCK/MAUL (%)	45%	63%	55%	50%
ORIGIN OF TRIES SCORED - own half (%)	43%	56%	39%	47%
ORIGIN OF TRIES CONCEDED - own half (%)	58%	37%	52%	47%
OPPOSITION 22M ENTRIES (average per game)	4.3	5.1	4.5	4.4
OPPOSITION 22M ENTRY SCORING RATE (%)	65%	63%	62%	68%
OWN 22M ENTRIES (average per game)	4.1	4.1	4.2	4.4
OWN 22M ENTRY CONCEDED RATE (%)	76%	66%	74%	68%
ACTIVITY				
POSSESSION TIME (average per game)	03:35	04:07	04:08	03:40
OPPOSITION POSSESSION TIME (average per game)	03:35	03:15	03:09	03:40
PASSES (average per game)	30.8	32.5	39.8	33.8
PASSING RATE (1 every " secs)	7.0	7.6	6.2	6.5
RUCKS/MAULS (average per game)	11.4	13.4	17.1	11.3
RUCKS/MAULS RATE (1 every " secs)	18.8	18.4	14.5	19.5
RUCK/MAUL RETENTION (%)	87%	90%	89%	87%
OPPOSITION RUCK/MAUL TURNOVERS (%)	11%	20%	15%	13%
KICKS (average per game)	1.4	0.9	0.5	0.9
TURNOVERS RECEIVED (average per game)	4.3	5.1	4.0	4.6
TURNOVERS CONCEDED (average per game)	5.1	4.5	4.5	4.6
SET PIECE				
CONTESTABLE RESTARTS (%)	78%	84%	94%	76%
CONTESTABLE RESTARTS REGAINED (%)	34%	31%	29%	34%
RESTART ERRORS (rate)	13.1	11.4	37.4	13.4
SCRUMS (average per game)	1.4	1.6	1.2	1.4
SCRUMS possession retained (%)	98%	96%	96%	97%
LINEOUTS (average per game)	1.2	0.7	2.0	1.2
LINEOUTS possession retained (%)	80%	81%	95%	85%
DISCIPLINE				
PENALTIES/FREE KICKS CONCEDED (average per game)	2.8	2.9	2.9	3.0
TACKLE/RUCK PENALTIES CONCEDED (average per game)	1.5	1.7	1.9	1.8
CARDS (total)	11	13	12	9.6



# 2017-18 Men's Series Game Analysis Report

World Rugby Game Analysis



TEAM vs SERIES COMPARISON				
SCORING & CONCEDED	SAMOA 10TH	SPAIN 11TH	SCOTLAND 12TH	Series Average
POINTS SCORED (average per game)	16.5	12.3	19.2	18.9
TRIES SCORED (average per game)	2.7	2.0	3.1	3.0
POINTS CONCEDED (average per game)	19.2	21.8	20.2	18.9
TRIES CONCEDED (average per game)	3.1	3.4	3.2	3.0
TRY SCORING RATE (1 every " secs)	77	113	72	73
TRY CONCEDED RATE (1 every " secs)	72	65	69	73
CONVERSION SUCCESS (%)	59%	55%	58%	63%
TRY BUILD-UP - SCORED - NO RUCK/MAUL (%)	48%	50%	48%	50%
TRY BUILD-UP - CONCEDED - NO RUCK/MAUL (%)	52%	44%	50%	50%
ORIGIN OF TRIES SCORED - own half (%)	48%	50%	42%	47%
ORIGIN OF TRIES CONCEDED - own half (%)	35%	44%	53%	47%
OPPOSITION 22M ENTRIES (average per game)	3.9	3.6	4.5	4.4
OPPOSITION 22M ENTRY SCORING RATE (%)	69%	56%	69%	68%
OWN 22M ENTRIES (average per game)	5.0	4.9	4.6	4.4
OWN 22M ENTRY CONCEDED RATE (%)	62%	69%	70%	68%
ACTIVITY				
POSSESSION TIME (average per game)	03:25	03:47	03:45	03:40
OPPOSITION POSSESSION TIME (average per game)	03:47	03:45	03:41	03:40
PASSES (average per game)	29.1	36.0	37.9	33.8
PASSING RATE (1 every " secs)	7.1	6.3	6.0	6.5
RUCKS/MAULS (average per game)	11.9	12.6	11.5	11.3
RUCKS/MAULS RATE (1 every " secs)	17.2	18.0	19.7	19.5
RUCK/MAUL RETENTION (%)	87%	87%	87%	87%
OPPOSITION RUCK/MAUL TURNOVERS (%)	16%	11%	9%	13%
KICKS (average per game)	0.6	1.2	0.6	0.9
TURNOVERS RECEIVED (average per game)	4.2	4.3	4.1	4.6
TURNOVERS CONCEDED (average per game)	4.6	5.3	4.1	4.6
SET PIECE				
CONTESTABLE RESTARTS (%)	57%	94%	74%	76%
CONTESTABLE RESTARTS REGAINED (%)	29%	32%	33%	34%
RESTART ERRORS (rate)	14.1	12.7	9.3	13.4
SCRUMS (average per game)	1.2	1.4	1.6	1.4
SCRUMS possession retained (%)	100%	96%	98%	97%
LINEOUTS (average per game)	1.3	1.8	1.4	1.2
LINEOUTS possession retained (%)	75%	93%	82%	85%
DISCIPLINE				
PENALTIES/FREE KICKS CONCEDED (average per game)	2.8	3.4	3.1	3.0
TACKLE/RUCK PENALTIES CONCEDED (average per game)	1.8	2.1	1.8	1.8
CARDS (total)	11	13	6	9.6

# 2017-18 Men's Series Game Analysis Report

World Rugby Game Analysis

TEAM vs SERIES COMPARISON				
	FRANCE 13TH	WALES 14TH	IRELAND 15TH	Series Average
SCORING & CONCEDED				
POINTS SCORED (average per game)	17.6	17.1	16.9	18.9
TRIES SCORED (average per game)	2.7	2.7	2.7	3.0
POINTS CONCEDED (average per game)	21.5	22.8	20.7	18.9
TRIES CONCEDED (average per game)	3.4	3.6	3.3	3.0
TRY SCORING RATE (1 every " secs)	77	78	73	73
TRY CONCEDED RATE (1 every " secs)	69	64	69	73
CONVERSION SUCCESS (%)	70%	67%	59%	63%
TRY BUILD-UP - SCORED - NO RUCK/MAUL (%)	52%	56%	41%	50%
TRY BUILD-UP - CONCEDED - NO RUCK/MAUL (%)	50%	53%	61%	50%
ORIGIN OF TRIES SCORED - own half (%)	48%	56%	52%	47%
ORIGIN OF TRIES CONCEDED - own half (%)	44%	47%	48%	47%
OPPOSITION 22M ENTRIES (average per game)	4.1	4.2	4.1	4.4
OPPOSITION 22M ENTRY SCORING RATE (%)	66%	64%	66%	68%
OWN 22M ENTRIES (average per game)	4.5	4.9	4.5	4.4
OWN 22M ENTRY CONCEDED RATE (%)	76%	73%	73%	68%
ACTIVITY				
POSSESSION TIME (average per game)	03:31	03:32	03:19	03:40
OPPOSITION POSSESSION TIME (average per game)	03:53	03:52	03:45	03:40
PASSES (average per game)	34.9	36.1	33.2	33.8
PASSING RATE (1 every " secs)	6.0	5.9	6.0	6.5
RUCKS/MAULS (average per game)	8.4	10.6	10.8	11.3
RUCKS/MAULS RATE (1 every " secs)	25.2	20.0	18.4	19.5
RUCK/MAUL RETENTION (%)	82%	86%	85%	87%
OPPOSITION RUCK/MAUL TURNOVERS (%)	10%	8%	12%	13%
KICKS (average per game)	0.7	0.7	0.5	0.9
TURNOVERS RECEIVED (average per game)	4.4	4.3	4.8	4.6
TURNOVERS CONCEDED (average per game)	4.9	4.6	5.7	4.6
SET PIECE				
CONTESTABLE RESTARTS (%)	81%	77%	81%	76%
CONTESTABLE RESTARTS REGAINED (%)	35%	37%	30%	34%
RESTART ERRORS (rate)	7.7	9.6	18.5	13.4
SCRUMS (average per game)	1.5	1.6	1.7	1.4
SCRUMS possession retained (%)	98%	97%	100%	97%
LINEOUTS (average per game)	0.6	0.8	1.4	1.2
LINEOUTS possession retained (%)	76%	77%	100%	85%
DISCIPLINE				
PENALTIES/FREE KICKS CONCEDED (average per game)	3.5	3	3	3.0
TACKLE/RUCK PENALTIES CONCEDED (average per game)	1.9	1.8	2	1.8
CARDS (total)	16	14	3	9.6

# 2017-18 Men's Series Game Analysis Report

World Rugby Game Analysis



TEAM vs SERIES COMPARISON				
SCORING & CONCEDED	RUSSIA 16TH	PNG 17TH	UGANDA 18TH	Series Average
POINTS SCORED (average per game)	9.4	13	11.1	18.9
TRIES SCORED (average per game)	1.5	2.0	1.8	3.0
POINTS CONCEDED (average per game)	27.1	26.9	29	18.9
TRIES CONCEDED (average per game)	4.3	4.3	4.7	3.0
TRY SCORING RATE (1 every " secs)	153	96	111	73
TRY CONCEDED RATE (1 every " secs)	50	53	52	73
CONVERSION SUCCESS (%)	53%	75%	67%	63%
TRY BUILD-UP - SCORED - NO RUCK/MAUL (%)	27%	65%	44%	50%
TRY BUILD-UP - CONCEDED - NO RUCK/MAUL (%)	58%	67%	57%	50%
ORIGIN OF TRIES SCORED - own half (%)	53%	75%	50%	47%
ORIGIN OF TRIES CONCEDED - own half (%)	40%	35%	34%	47%
OPPOSITION 22M ENTRIES (average per game)	3.0	3.3	2.6	4.4
OPPOSITION 22M ENTRY SCORING RATE (%)	50%	61%	69%	68%
OWN 22M ENTRIES (average per game)	5.3	5.9	6.4	4.4
OWN 22M ENTRY CONCEDED RATE (%)	81%	73%	73%	68%
ACTIVITY				
POSSESSION TIME (average per game)	03:55	03:12	03:14	03:40
OPPOSITION POSSESSION TIME (average per game)	03:37	03:47	04:00	03:40
PASSES (average per game)	40.7	29.9	30.8	33.8
PASSING RATE (1 every " secs)	5.8	6.4	6.3	6.5
RUCKS/MAULS (average per game)	15.1	7.7	8.4	11.3
RUCKS/MAULS RATE (1 every " secs)	15.6	25	23.1	19.5
RUCK/MAUL RETENTION (%)	87%	83%	85%	87%
OPPOSITION RUCK/MAUL TURNOVERS (%)	11%	10%	10%	13%
KICKS (average per game)	0.7	0.3	2.1	0.9
TURNOVERS RECEIVED (average per game)	4.2	5.0	5.0	4.6
TURNOVERS CONCEDED (average per game)	5.3	4.8	4.4	4.6
SET PIECE				
CONTESTABLE RESTARTS (%)	85%	54%	46%	76%
CONTESTABLE RESTARTS REGAINED (%)	23%	23%	8%	34%
RESTART ERRORS (rate)	10.4	12.0	28	13.4
SCRUMS (average per game)	1.6	2.0	1.8	1.4
SCRUMS possession retained (%)	95%	90%	100%	97%
LINEOUTS (average per game)	1.7	0.9	0.7	1.2
LINEOUTS possession retained (%)	82%	78%	50%	85%
DISCIPLINE				
PENALTIES/FREE KICKS CONCEDED (average per game)	3.0	3.3	3.6	3.0
TACKLE/RUCK PENALTIES CONCEDED (average per game)	2.0	1.7	2.3	1.8
CARDS (total)	11	5	2	9.6

# 2017-18 Men's Series Game Analysis Report

World Rugby Game Analysis

TEAM vs SERIES COMPARISON				
SCORING & CONCEDED	JAPAN 19TH	URUGUAY 20TH	SOUTH KOREA 21ST	Series Average
POINTS SCORED (average per game)	21.5	8.3	3.8	18.9
TRIES SCORED (average per game)	3.5	1.3	0.6	3.0
POINTS CONCEDED (average per game)	25.3	36.6	49.4	18.9
TRIES CONCEDED (average per game)	4.0	5.6	7.4	3.0
TRY SCORING RATE (1 every " secs)	62	148	310	73
TRY CONCEDED RATE (1 every " secs)	53	42	31	73
CONVERSION SUCCESS (%)	57%	69%	67%	63%
TRY BUILD-UP - SCORED - NO RUCK/MAUL (%)	49%	23%	67%	50%
TRY BUILD-UP - CONCEDED - NO RUCK/MAUL (%)	45%	59%	62%	50%
ORIGIN OF TRIES SCORED - own half (%)	37%	46%	33%	47%
ORIGIN OF TRIES CONCEDED - own half (%)	58%	36%	41%	47%
OPPOSITION 22M ENTRIES (average per game)	4.3	2.2	1.8	4.4
OPPOSITION 22M ENTRY SCORING RATE (%)	81%	59%	33%	68%
OWN 22M ENTRIES (average per game)	4.2	6.9	8.0	4.4
OWN 22M ENTRY CONCEDED RATE (%)	95%	81%	93%	68%
ACTIVITY				
POSSESSION TIME (average per game)	03:36	03:12	03:06	03:40
OPPOSITION POSSESSION TIME (average per game)	03:30	03:53	03:53	03:40
PASSES (average per game)	37.5	29.0	38.6	33.8
PASSING RATE (1 every " secs)	5.8	6.6	4.8	6.5
RUCKS/MAULS (average per game)	10.8	11.5	11.0	11.3
RUCKS/MAULS RATE (1 every " secs)	19.9	16.7	16.9	19.5
RUCK/MAUL RETENTION (%)	93%	84%	78%	87%
OPPOSITION RUCK/MAUL TURNOVERS (%)	10%	13%	11%	13%
KICKS (average per game)	0.5	1.5	0.6	0.9
TURNOVERS RECEIVED (average per game)	4.2	3.4	3.2	4.6
TURNOVERS CONCEDED (average per game)	3.0	5.6	5.8	4.6
SET PIECE				
CONTESTABLE RESTARTS (%)	50%	56%	75%	76%
CONTESTABLE RESTARTS REGAINED (%)	42%	40%	17%	34%
RESTART ERRORS (rate)	24.0	9.0	8.0	13.4
SCRUMS (average per game)	1.3	1.1	1.6	1.4
SCRUMS possession retained (%)	100%	91%	100%	97%
LINEOUTS (average per game)	1.2	2.1	1.0	1.2
LINEOUTS possession retained (%)	71%	81%	60%	85%
DISCIPLINE				
PENALTIES/FREE KICKS CONCEDED (average per game)	2.3	3.5	3.0	3.0
TACKLE/RUCK PENALTIES CONCEDED (average per game)	1.3	1.7	2.4	1.8
CARDS (total)	0	7	0	9.6