

IRB SEVENS WORLD SERIES 2009/10



STATISTICAL REVIEW LAS VEGAS 2010

IRB GAME ANALYSIS

This is a report on the **LAS VEGAS** leg of the IRB Sevens World Series 2009/10.

It comprises a quantitative analysis of all elements of play together with the approach to, and performance of, all participating teams in various aspects of the game.

The report looks, therefore, at such areas as:

- *Scoring and the effectiveness of each team in attack and defence*
- *The source, origin and build up of tries*
- *Each team's possession times and percentages*
- *Each team's passes and rate of passing*
- *Each team's rucks and rate of rucking*
- *Each team's success and approach at rucks*
- *Each team's performance at Set Piece - Restarts, Scrums and Lineouts*
- *Plus data on Penalties, Free Kicks and Cards*

CONTENTS	
CURRENT STANDINGS	
RESULTS	
PLAYER STATISTICS	
STATISTICAL SUMMARY	
STATISTICAL REVIEW & MATCH ANALYSIS	
	PAGE 1
SCORING & CONCEDED POINTS	
	PAGE 2
TRY SCORING	
	PAGE 5
BALL IN PLAY & POSSESSION	
	PAGE 6
ACTIVITY	
	PAGE 10
SET PIECE	
	PAGE 12
PENALTIES & FREE KICKS	
	PAGE 13
CARDS	












2010 Las Vegas 7s Cup Winners, Samoa, produced the following statistics:

- **Samoa's** average match score was 26 pts to 7pts
- They scored a try every 43 secs of possession and it took opposition 119 secs to score against them.
- **Samoa** scored 25 tries and conceded 11 in 6 matches.
- The current overall top try scorer, Mikaele Pesamino (**Samoa**) scored 11 of their 25 tries.
- Nearly 50% of their tries came from their own half
- **Samoa** averaged only 45% of the total possession in their matches.
- They achieved a high passing rate – passing 10.9 passes per minutes possession.
- They avoided physical contact as they only had 1.8 rucks per minutes possession, averaging 5 rucks per game. **Samoa's** opposition averaged 11.5 rucks per game.
- **Samoa** achieved the highest retention rate at own rucks, which was 87% and achieved a 23% success rate at opposition rucks. They committed 2+ players in defence on 35% of occasions.
- They were one of the 4 teams to kick contestable restarts more times than not contestable.
- **Samoa** won despite being penalised proportionally more than any other team and being awarding 1 red card.





2009/10 IRB SEVENS CURRENT STANDINGS

	DUB	GEO	NZL	USA	HKG	AUS	LON	SCO	TOT
 NZL	24	24	16	20					84
 SAM	20	6	20	24					70
 FIJ	16	20	24	8					68
 ENG	16	12	16	6					50
 AUS	12	6	12	16					46
 KEN	6	16	6	16					44
 RSA	8	8	8	12					36
 ARG	6	16	0	0					22
 WAL	4	4	4	6					18
 CAN	0	0	6	0					6
 USA	0	0	0	4					4



LAS VEGAS 2010 MATCH RESULTS

POOL	TEAM	SCORE	TEAM	KNOCKOUT	TEAM	SCORE	TEAM
Pool	ENGLAND	12 - 12	ARGENTINA	Cup Final	NEW ZEALAND	12 - 33	SAMOA
Pool	SAMOA	19 - 7	KENYA	Plate Final	SOUTH AFRICA	12 - 7	FIJI
Pool	FIJI	12 - 5	SOUTH AFRICA	Bowl Final	FRANCE	17 - 28	USA
Pool	NEW ZEALAND	12 - 7	AUSTRALIA	Shield Final	JAPAN	7 - 17	SCOTLAND
Pool	WALES	22 - 5	JAPAN	Cup S/F	SAMOA	14 - 12	AUSTRALIA
Pool	SCOTLAND	26 - 10	CHILE	Cup S/F	NEW ZEALAND	21 - 7	KENYA
Pool	USA	26 - 5	CANADA	Plate S/F	WALES	0 - 32	FIJI
Pool	FRANCE	12 - 12	GUYANA	Plate S/F	SOUTH AFRICA	27 - 14	ENGLAND
Pool	ARGENTINA	15 - 21	WALES	Bowl S/F	ARGENTINA	14 - 19	USA
Pool	ENGLAND	24 - 5	JAPAN	Bowl S/F	FRANCE	45 - 7	CHILE
Pool	KENYA	17 - 0	SCOTLAND	Shield S/F	SCOTLAND	31 - 7	GUYANA
Pool	SAMOA	29 - 12	CHILE	Shield S/F	CANADA	5 - 17	JAPAN
Pool	SOUTH AFRICA	33 - 12	USA	Cup Q/F	FIJI	7 - 28	AUSTRALIA
Pool	FIJI	26 - 12	CANADA	Cup Q/F	SAMOA	17 - 10	WALES
Pool	AUSTRALIA	38 - 0	FRANCE	Cup Q/F	ENGLAND	21 - 26	KENYA
Pool	NEW ZEALAND	49 - 0	GUYANA	Cup Q/F	NEW ZEALAND	12 - 5	SOUTH AFRICA
Pool	ARGENTINA	0 - 7	JAPAN	Bowl Q/F	USA	33 - 12	GUYANA
Pool	ENGLAND	26 - 10	WALES	Bowl Q/F	SCOTLAND	7 - 14	ARGENTINA
Pool	KENYA	33 - 7	CHILE	Bowl Q/F	JAPAN	7 - 19	CHILE
Pool	SAMOA	41 - 12	SCOTLAND	Bowl Q/F	FRANCE	19 - 12	CANADA
Pool	SOUTH AFRICA	33 - 0	CANADA				
Pool	FIJI	14 - 12	USA				
Pool	AUSTRALIA	33 - 0	GUYANA				
Pool	NEW ZEALAND	31 - 12	FRANCE				













LAS VEGAS 2010 PLAYER STATISTICS

			POINTS SCORED LAS VEGAS 2010				TRIES SCORED LAS VEGAS 2010
	Mikaele Pesamino	SAM	55		Mikaele Pesamino	SAM	11
	Ben Gollings	ENG	42		Alafoti Fa'osiliva	SAM	7
	Cecil Afrika	RSA	42		Cecil Afrika	RSA	6
	Alafoti Fa'osiliva	SAM	35		Matt Hawkins	USA	6
	Nese Malifa	USA	35				
	Emosi Vucago	FIJ	32				



2009/10 IRB SEVENS CURRENT PLAYER STATISTICS

			POINTS SCORED OVERALL 2009/10				TRIES SCORED OVERALL 2009/10
	Ben Gollings	ENG	187		Mikaele Pesamino	SAM	26
	William Ryder	FIJ	166		Collins Injera	KEN	20
	Mikaele Pesamino	SAM	130		Sherwin Stowers	NZL	20
	Lolo Lui	SAM	122		Renaud Delmas	FRA	18
	Mzwandile Stick	RSA	112		William Ryder	FIJ	18





IRB SEVENS 2009/10 - STATISTICAL SUMMARY

	DUB 2009 44	GEO 2009 44	NZL 2010 44	USA 2010 44	OVERALL 2008/09 365
MATCHES					
SCORING					
POINTS (average per game)	37	36	36	32	36
TRIES (average per game)	6.0	5.7	5.8	5.2	5.7
CONVERSION SUCCESS (%)	63%	62%	58%	62%	62%
PENALTY GOALS (total)	0 / 1	0 / 0	0 / 0	0 / 1	6
DROP GOALS (total)	0 / 0	1 / 2	0 / 0	0 / 2	2
TRY SCORING					
MATCHES WON by team scoring most tries (%)	91%	91%	91%	89%	90%
SOURCE OF TRIES - pens/fks (%)	29%	27%	38%	27%	29%
ORIGIN OF TRIES - own Half (%)	42%	44%	45%	40%	42%
BUILD UP TO TRIES – no rucks/mauls (%)	61%	69%	69%	58%	63%
BUILD UP TO TRIES - 3 Or fewer passes (%)	57%	58%	56%	54%	59%
ACTIVITY					
BALL IN PLAY (%)	51%	52%	49%	49%	50%
PASSES (average per game)	68	72	67	68	67
5+ PASSING MOVENTS (rate)	1 in 7.2	1 in 8.0	1 in 7.5	1 in 9.7	1 in 7.9
RUCKS/MAULS (average per game)	17	18	15	17	16
RUCK/MAUL RETENTION (%)	79%	80%	83%	82%	79%
KICKS (average per game)	3.7	3.8	3.5	4.8	4
SET PIECE					
CONTESTABLE RESTARTS (%)	75%	79%	72%	38%	74%
CONTESTABLE RESTARTS REGAINED (%)	37% or 1 in 2.7	31% or 1 in 3.2	38% or 1 in 2.7	39% or 1 in 2.6	35% or 1 in 2.8
RESTART ERRORS (total)	17 or 1 in 19	17 or 1 in 18	27 or 1 in 11	19 or 1 in 15	156 or 1 in 15
SCRUMS (average per game)	4	4	4	4	4
SCRUMS possession retained (%)	79%	85%	84%	82%	85%
LINEOUTS (average per game)	2	3	2	4	3
LINEOUTS possession retained (%)	82%	76%	72%	80%	75%
QUICK THROWS (total)	12 or 1 in 8	9 or 1 in 8	12 or 1 in 7	18 or 1 in 10	106 or 1 in 8
PENALTIES/FREE KICKS & CARDS					
PENALTIES (average per game)	5.0	5.3	6.6	5.6	6
CARDS (total)	3 + 0	16 + 1	12 + 0	8 + 1	108 + 3

































1. SCORING & CONCEDED POINTS

The average number of points scored in a game was **32**. The average number of points scored/conceded by a team was **16** but, not surprisingly, there were major variations around this average. The Cup winners **Samoa** scored an average of **26** points per game while **Canada** managed just 7. With regard to points conceded, **Australia** only conceded an average of **7** points per game while **Guyana** conceded **32**. Samoa's average match score was 26 points to 11.

The figures do not show, however, how effective each team was in scoring points in relation to the possession that it obtained and also, the figures do not show, how effective each team was in restricting points in relation to the possession that their opponents obtained. A team may, for example, obtain little possession but still manage to score a significant number of tries conversely a team may concede very few tries in the face of considerable opposition possession.

Overall, in Las Vegas 2010 a try was scored every 79 seconds of play (Dubai 2009 a try every 72 secs of play, George 2009 a try every 77 secs of play and Wellington 2010 a try every 71 secs of play).

Scoring rates are calculated (a) by dividing the total possession obtained by a team by the number of tries scored (b) by dividing the total possession obtained by a team opponents by the total number of tries conceded. The following table gives the relevant figures for each participating team. **Samoa** had the best try scoring rate, scoring a try every **43** seconds in attack and **Australia** had the best try conceding rate, conceding a try every **183** seconds in defence. **USA** had a good try scoring rate, with a try every **63** secs, however they conceded tries at a similar rate.

	Av POINTS SCORED	Av POINTS CONCEDED		TRY SCORING RATE	TRY CONCEDED RATE
 SAM	26	11	 SAM	43 secs	119 secs
 AUS	24	7	 USA	63 secs	68 secs
 NZL	23	11	 NZL	65 secs	130 secs
 USA	22	16	 AUS	71 secs	183 secs
 RSA	19	10	 FJI	74 secs	142 secs
 KEN	18	14	 ENG	74 secs	70 secs
 ENG	19	16	 FRA	74 secs	58 secs
 FRA	18	21	 RSA	77 secs	121 secs
 FJI	16	12	 SCO	82 secs	74 secs
 SCO	16	16	 KEN	88 secs	92 secs
 WAL	13	19	 WAL	89 secs	70 secs
 ARG	11	13	 CHI	98 secs	49 secs
 CHI	11	28	 ARG	107 secs	107 secs
 JAP	8	15	 GUY	134 secs	48 secs
 CAN	7	24	 JAP	146 secs	75 secs
 GUY	6	32	 CAN	146 secs	49 secs

There was 1 penalty goal attempt and 2 drop goal attempts but **no** penalty goals or drop goals were successfully kicked. The overall conversion success rate was **62%**.

There were noticeable variations in the percentage success rates as seen in the attached table:

Because of the relatively few tries scored, applying percentages can, at this stage, only be regarded as indicative. In addition, the location of the score can be a significant factor in achieving a successful conversion. This is the reason that the attached table has assigned a percentage success rate only to those teams that scored 16 tries or more. **Australia** had the highest success rate - **78%**

	CONVERSION SUCCESS %		CONVERSION SUCCESS %
AUS	78%	SCO	9/15
NZL	76%	KEN	10/14
USA	75%	WAL	4/11
FRA	59%	ARG	5/9
SAM	56%	CHI	5/9
FJI	56%	JAP	4/8
RSA	53%	CAN	2/6
ENG	11/15	GUY	3/5

2. TRY SCORING

There were **228** tries scored in Las Vegas 2010 giving an average of **5.2** per game. (*Dubai 2009 = 6.0 tries, George 2009 = 5.7 tries and Wellington 2010 = 5.8 tries*)

On Day 1 there were **124** tries scored (average – 5.2) and on Day 2 there were **104** tries scored (average – 5.2)

2.1 IMPACT OF TRIES

With no penalty goals or drop goals and a conversion success rate of 62%, it was inevitable that tries would determine the winning team in the vast majority of cases – and this proved to be the case.

Of the 44 matches, **39 (or 89%)** were won by the team scoring the most tries. There were **3** matches won because of conversions (**Fiji** v USA, Argentina v **Wales** and **Samoa** v Australia) and there were 2 Draws (France v Guyana and England v Argentina)



2.2 POSSESSION SOURCE OF TRIES

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:

It can be seen that the most fruitful source of tries is **penalties/free kicks (27%)**. In 2010 Las Vegas there was a high percentage of tries scored from **lineout** possession.

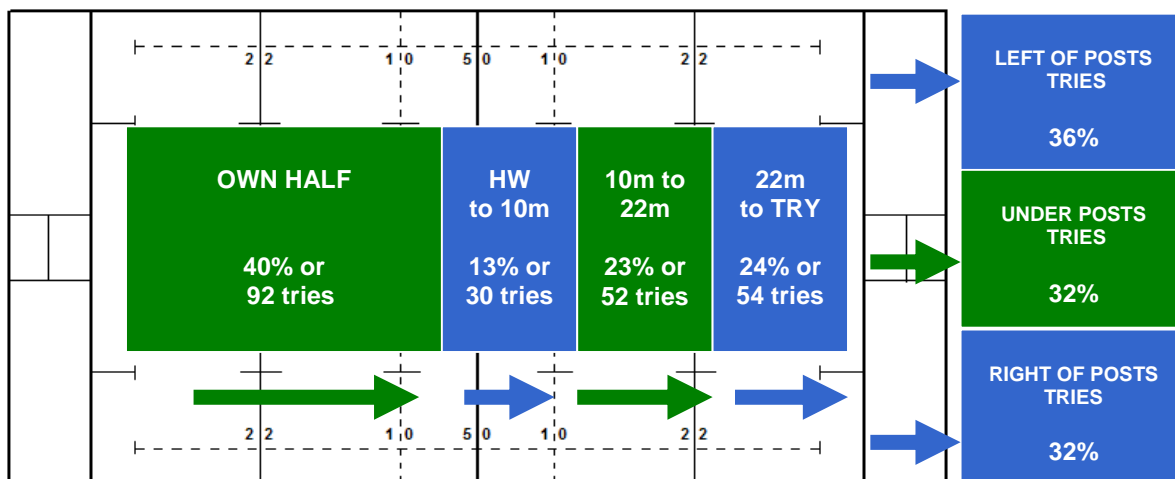
	LAS VEGAS 2010	OVERALL 2008/09
PENALTY/FREE KICK	27%	29%
TURNOVER (Gen Play or Ruck)	22%	18%
LINEOUT	20%	11%
RESTART	12%	22%
SCRUM	12%	14%
KICK RECEIPT	7%	6%

The following table on the next page shows the possession source of tries scored (own) and tries conceded (opp) by each team:

















	PEN & FK		T/OVER & ERROR		RESTART		SCRUM		LINEOUT		KICK		TOTAL	
	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP
SAM	4	2	8	2	3	2	1	2	8	3	1	-	25	11
NZL	4	-	9	4	1	2	3	2	3	2	1	-	21	10
USA	3	6	4	4	5	1	2	1	5	2	1	1	20	15
RSA	3	4	2	5	1	-	6	-	7	-	-	-	19	9
AUS	4	1	7	3	2	-	1	-	3	1	1	-	18	5
FRA	2	6	2	7	7	2	2	2	3	2	1	1	17	20
FJI	6	2	5	4	1	-	1	3	1	1	2	1	16	11
ENG	3	4	5	1	-	1	1	3	3	5	3	-	15	14
SCO	5	4	1	6	1	1	2	2	3	3	3	-	15	16
KEN	6	3	2	3	1	1	2	1	2	2	1	-	14	10
WAL	6	3	1	3	1	2	1	3	2	4	-	2	11	17
ARG	4	6	1	1	1	2	2	-	1	1	-	-	9	10
CHI	4	6	1	2	1	6	2	2	1	4	-	2	9	22
JAP	3	4	-	-	2	1	1	3	1	3	1	4	8	15
CAN	3	6	1	1	-	2	-	2	1	5	1	3	6	19
GUY	2	5	1	4	-	4	1	2	1	7	-	2	5	24

2.3 ORIGIN & LOCATION OF TRIES

Tries originate from various parts of the pitch and are scored all across the try line. The following diagram shows the location on the pitch of where the attacking team obtained possession from which they eventually scored and where they were scored along try line. **40%** of all tries originated in the try scoring team's **own half** and **32%** were scored under the posts.



The following table shows the origin of tries scored (own) and tries conceded (opp) by each team. The teams which scored a high percentage of their tries from their own half were **Guyana, Fiji** and **England**. The teams which had a low percentage of their tries from their own half were **Canada, New Zealand** and **Scotland**.

	OWN HALF		HW – 10m		10m – 22m		22m - TRY		TOT	
	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP
 SAM	12	5	3	2	6	1	4	3	25	11
 NZL	6	5	5	-	3	3	7	2	21	10
 USA	9	5	-	2	7	4	4	4	20	15
 RSA	3	2	2	3	8	4	6	-	19	9
 AUS	7	1	4	1	3	1	4	2	18	5
 FRA	7	11	2	3	6	-	2	6	17	20
 FJI	10	1	2	1	4	3	-	6	16	11
 ENG	9	1	3	2	2	6	1	5	15	14
 SCO	4	8	2	2	5	3	4	3	15	16
 KEN	5	6	1	-	5	-	3	4	14	10
 WAL	4	8	1	1	2	5	4	3	11	17
 ARG	3	6	-	1	1	3	5	-	9	10
 CHI	5	8	1	3	-	8	3	3	9	22
 JAP	3	6	3	2	-	1	2	6	8	15
 CAN	1	10	1	3	-	2	4	4	6	19
 GUY	4	9	-	4	-	8	1	3	5	24

2.4 BUILD UP TO TRIES

The table shows how many **rucks/mauls** preceded each try scored in the tournament.

The table shows that **58%** of tries were preceded by **not one** ruck or maul.

It shows the total number of **passes** that preceded each try scored in the tournament.

The table shows that **54%** of tries were preceded by **3 or fewer** passes.

	%	CUMULATIVE %	OVERALL 2008/09
None	58%	58%	63%
1 rucks/mauls	26%	84%	86%
2 rucks/mauls	10%	94%	95%
3 + rucks/mauls	6%	100%	100%

	%	CUMULATIVE %	OVERALL 2008/09
No passes	13%	13%	12%
1 - 3 passes	41%	54%	58%
4 - 6 passes	29%	83%	83%
7 - 9 passes	11%	94%	94%
10+ passes	6%	100%	100%

When the build up to tries on day 1 is compared to day 2, the percentages increased which shows that teams passed and rucked **less** in the build up to tries on the second day of the tournament:

Day 1: **56%** of tries had no r/ms & **51%** < 3 passes (*Wellington 2010 = 68% and 55%*)

Day 2: **61%** of tries had no r/ms & **57%** < 3 passes (*Wellington 2010 = 69% and 57%*)

3. BALL IN PLAY & POSSESSION

















	LAS VEGAS 2010	OVERALL 2008/09
AVERAGE B-I-P	6m 48s or 49%	6m 58s or 50%
HIGHEST B-I-P	8m 36s or 61%	9m 28s or 68%
LOWEST B-I-P	5m 01s or 36%	4m 53s or 35%
HIGHEST POSSESSION TIME	5m 49s	7m 18s
LOWEST POSSESSION TIME	1m 39s	1m 06s

There was a considerable variation between the ball in play figures achieved by the various teams. This is shown in the following table which gives the average possession times achieved by each team throughout the tournament in attack and defence:

As seen in the table, there were some noticeable differences. **Australia, Kenya** and **South Africa** averaged the highest, all averaging over 4 minutes possession per game, with **Guyana** averaging the lowest – 2m 13s.

Australia, Kenya and **South Africa** dominated possession in their matches, averaging nearly 60% of total possession. **Guyana** only had 40% of possession in their matches on average. **10 out of the 16** teams spent more time attacking than defending.



	OWN AVERAGE POSSESSION	%	OPPONENTS AVERAGE POSSESSION	%
 AUS	4m 16s	58%	3m 03s	42%
 RSA	4m 04s	57%	3m 01s	43%
 KEN	4m 05s	57%	3m 03s	43%
 USA	3m 28s	55%	2m 49s	45%
 FJI	3m 17s	53%	4m 20s	47%
 ENG	3m 42s	53%	3m 17s	47%
 FRA	3m 30s	52%	3m 11s	48%
 NZL	3m 47s	51%	3m 35s	49%
 JAP	3m 14s	51%	3m 06s	49%
 SCO	3m 23s	51%	3m 17s	49%
 CAN	2m 54s	48%	3m 06s	52%
 ARG	3m 12s	47%	3m 34s	53%
 CHI	2m 55s	45%	3m 33s	55%
 SAM	2m 59s	45%	3m 38s	55%
 WAL	3m 16s	44%	3m 57s	56%
 GUY	2m 13s	40%	3m 52s	60%

4. ACTIVITY

4.1 PASSING

The average number of passes in a game was **68**. The average number of passes by a team was **34** but, not surprisingly, there were major variations around this average.

	LAS VEGAS 2010	OVERALL 2008/09
AVERAGE PASSES	68	67
HIGHEST PASSING MATCH	97	115
LOWEST PASSING MATCH	36	35

The table shows major differences between the teams. Such differences can however partly be explained by the amount of possession obtained by each team – more possession means more passes. If possession is taken into account, therefore the rate at which each country passed the ball is far closer.

Fiji, South Africa, Australia and **Samoa** had the highest passing rate and **USA, Canada** and **Guyana** had the lowest. **Fiji** on average passed less than **Australia**, but it can be seen that they passed at a slightly higher rate when possession is taken into account.

Passes came in passing sequences of which there were just over 1000.

Of these passing sequences:

- 28%** comprised 1 pass
- 26%** comprised 2 passes
- 23%** comprised 3 passes
- 13%** comprised 4 passes
- 10%** comprised 5+ passes

Most teams fell into this profile – ie around 50% of their passing movements contained 2 or fewer passes. Where major differences arose, these were seen in the more lengthy passing movements.

Of all passing movements, **1 in 9.7** contained 5+ passes (*Dubai 2009 1 in 7.2, George 2009 1 in 8.0, Wellington 2010 1 in 7.5*). Certain teams were far more inclined to continue passing than others. This is shown in the above table which notes the proportion of 5+ pass movements to total number of passing movements made by each country.

Fiji were more likely to make a 5+ passing movement, they made **one in every 4.5** passing movements, whereas **Guyana** and **Chile** were least likely.

	AVERAGE PASSES	PASSING RATE	5+ PASSING
FJI	37	11.3	1 in 4.5
RSA	46	11.2	1 in 8.0
AUS	47	11.1	1 in 10.6
SAM	33	10.9	1 in 12.3
SCO	36	10.6	1 in 17.2
KEN	42	10.4	1 in 11.3
WAL	34	10.4	1 in 10.8
FRA	36	10.4	1 in 4.2
NZL	38	10.0	1 in 9.1
ARG	32	9.9	1 in 10.5
JAP	32	9.9	1 in 7.2
CHI	27	9.2	1 in 30.5
ENG	33	9.0	1 in 14.2
CAN	26	8.8	1 in 19.3
USA	28	8.1	1 in 11.7
GUY	17	7.7	1 in 45.0



4.2 KICKS

















Kicks include all kicks made in general play inc. punts, chips, ground (i.e. football kick) and grubber kicks. The average number of kicks in a game was **4.8**. This is the highest average so far this series, as the average in *Dubai 2009* was 3.7, *George 2009* was 3.8 and *Wellington 2010* was 3.5.

	LAS VEGAS 2010	OVERALL 2008/09
AVERAGE KICKS	4.8	4
HIGHEST KICKING MATCH	11	16
LOWEST KICKING MATCH	1	0
KICK REGAIN RATE	1 in 6.1	1 in 3

As can be seen in the table **Guyana, Japan** and **France** kicked far more often than any other team. **Chile, England** and **Australia**, on the other hand, kicked very little.

Of the total kicks made by teams in open play, the attached table shows how many were regained. The overall kick regain rate was **1 in 6.1** (*Dubai 2009* 1 in 2.6, *George 2009* 1 in 3.0 and *Wellington 2010* 1 in 3.4)

Of all the kicks, there were 35 chip kicks (17%), 108 punt kicks (51%), 40 ground kicks (19%) and 29 grubber kicks (13%). In Las Vegas 2010 a high percentage of kicks were **punts**.

		TOTAL KICKS	KICKS REGAINED	TOTAL CHIPS	TOTAL PUNTS	TOTAL GROUND	TOTAL GRUBBER
	GUY	25	3	5	11	2	7
	JAP	24	4	5	9	6	4
	FRA	22	4	4	11	5	2
	SAM	17	2	4	9	2	2
	ARG	16	2	1	10	4	1
	FJI	16	2	3	10	2	1
	SCO	16	3	2	10	3	1
	WAL	14	2	-	9	2	3
	NZL	12	1	2	8	2	-
	CAN	11	2	2	5	3	1
	KEN	11	1	2	7	1	1
	RSA	7	1	2	4	-	1
	USA	7	3	1	-	5	1
	CHI	6	-	1	3	1	1
	ENG	5	3	1	1	1	2
	AUS	3	2	-	1	1	1

4.3 RUCKS & MAULS

The average number of passes in a game was 17. The average number of passes by a team was 8.5 but, not surprisingly, there were major variations around this average.

AVERAGE RUCKS
HIGHEST RUCKING MATCH
LOWEST RUCKING MATCH
SUCCESS %

	LAS VEGAS 2010	OVERALL 2008/09
AVERAGE RUCKS	17	16
HIGHEST RUCKING MATCH	26	31
LOWEST RUCKING MATCH	7	4
SUCCESS %	82%	79%

The table below shows major differences in the average number of rucks/mauls created by each team. Some of this can be explained by the amount of possession obtained by each team. If this is taken into account, the rate at which each country rucked and mauled is far closer, as also shown in the table. This expresses rucks/mauls as 'rucks/mauls per minute possession'. **USA** had the highest rucking rate and **Fiji** had the lowest. **Kenya** on average rucked the same as **USA**, but it can be seen that they rucked at a lower rate when possession is taken into account.

	AVERAGE RUCKS	RUCKING RATE		SUCCESS % OWN RUCKS	SUCCESS % OPP RUCKS
USA	12	3.4	SAM	87%	23%
AUS	13	3.0	SCO	86%	19%
ENG	11	3.0	USA	86%	24%
ARG	10	3.0	FRA	85%	10%
WAL	10	3.0	CHI	84%	7%
CHI	9	3.0	ENG	84%	15%
KEN	12	2.9	JAP	84%	14%
CAN	8	2.9	WAL	84%	7%
SCO	10	2.8	AUS	83%	13%
RSA	11	2.6	FJI	81%	28%
JAP	8	2.3	KEN	80%	28%
NZL	9	2.3	RSA	80%	15%
SAM	5	1.8	CAN	79%	10%
GUY	4	1.7	NZL	79%	21%
FRA	6	1.6	ARG	77%	19%
FJI	5	1.4	GUY	74%	16%

At the breakdown, the team taking in the ball retained possession by either winning the ball or being awarded a penalty on 82% of occasions. The percentage success rate of each team in attack and defence is also shown in the table above:

































Samoa, **Scotland** and **USA** had the high success rate in attack, while **Guyana** and **Argentina** had a low success rate. In defence, **Samoa** and **USA** won possession from opponents on a number of occasions. **Wales** and **Canada** only had a 7% and 10% success rate at opposition rucks.

There are over 500 breakdowns in a tournament - and a breakdown occurs when at least one player from each side is on his feet at or over the ball. When the tackler is on his feet and an opponent joins in, then there is a breakdown. When the tackler is not on his feet, a breakdown occurs when at least one player from each side joins in.

What became immediately noticeable was that there were clear differences in the approach of the various countries in committing players to the breakdown. While certain teams frequently committed few additional players, other countries consistently committed more.

The extent of the differences between each team's approach is illustrated by an exercise that looked at how many players were committed to the breakdown (1) in attack and (2) in defence. Overall on average, the attacking team committed only 1 extra player on 67% of occasions and defending teams committed only 1 extra player on 56% of occasions.

It can be seen that in the table below, in attack, **Fiji** committed only one player on 85% of occasions while **England** and **Japan** committed 2 or more players over 50% of the time. In defence, **Fiji** and **Scotland** committed no extra players on 38% of occasions, whereas **Samoa** committed 2 or more players in defence on 35% of occasions.

		(1) ATTACK				(2) DEFENCE		
		1 PLAYER	2+ PLAYERS			NO PLAYER	1 PLAYER	2+ PLAYERS
	FJI	85%	15%		FJI	38%	45%	17%
	SAM	84%	16%		SCO	38%	55%	7%
	WAL	84%	16%		FRA	37%	59%	4%
	NZL	75%	25%		KEN	33%	53%	15%
	USA	75%	25%		CAN	31%	45%	24%
	CHI	73%	27%		AUS	30%	57%	13%
	ARG	71%	29%		ARG	28%	57%	16%
	RSA	70%	30%		RSA	27%	53%	20%
	AUS	67%	33%		USA	26%	62%	12%
	KEN	66%	34%		JAP	20%	54%	27%
	CAN	64%	36%		SAM	20%	45%	35%
	SCO	59%	41%		WAL	20%	66%	14%
	GUY	53%	47%		ENG	19%	71%	10%
	FRA	50%	50%		NZL	16%	65%	19%
	JAP	47%	53%		CHI	14%	66%	21%
	ENG	43%	57%		GUY	14%	65%	22%

5. SET PIECE

	RESTARTS	SCRUMS	LINEOUTS	RESTARTS OVERALL 2008/09	SCRUMS OVERALL 2008/09	LINEOUTS OVERALL 2008/09
AVERAGE	6	4	4	7	4	3
HIGHEST IN A MATCH	9	7	9	11	10	7
LOWEST IN A MATCH	3	0	1	3	0 7 matches	0 30 matches
SUCCESS %	39%	82%	80%	35%	85%	75%

Unusually a high percentage of restarts were not contestable in Las Vegas 2010:

38% of restarts were kicked **contestable**

62% of restarts were kicked **not contestable**

Only 4 teams kicked more contestable restarts than not contestable restarts – **Japan (100%)**, **France (74%)**, **Canada (60%)** and **Samoa (52%)**.

Retention rates reflect the number of times that possession was retained at contestable restarts – they varied considerably. Even though there were less contestable restarts, the regain success was the highest so far this series - of all contestable restarts, the kicking team regained **39%** or **1 in 2.6** (*Dubai 2009 - 37%*, *George 2009 - 31%* and *Wellington 2010 - 38%*)

REGAINING RESTARTS				RECEIVING RESTARTS			
	CONTESTABLE	NOT CONTESTABLE	REGAIN SUCCESS		CONTESTABLE	NOT CONTESTABLE	RECEIVE SUCCESS
ENG	7%	93%	1 in 1	AUS	56%	44%	1 in 1
WAL	7%	93%	1 in 1	SCO	21%	79%	1 in 1
FRA	74%	26%	1 in 1.8	USA	42%	58%	1 in 1.1
JAP	100%	0%	1 in 1.8	WAL	58%	42%	1 in 1.2
RSA	29%	71%	1 in 2	NZL	53%	47%	1 in 1.3
NZL	30%	70%	1 in 2.3	FRA	30%	70%	1 in 1.5
USA	37%	63%	1 in 2.3	SAM	20%	80%	1 in 1.5
CHI	50%	50%	1 in 2.5	RSA	25%	75%	1 in 1.5
CAN	60%	40%	1 in 3	GUY	30%	70%	1 in 1.8
ARG	50%	50%	1 in 3.5	ARG	50%	50%	1 in 2
SAM	52%	48%	1 in 3.5	JAP	20%	80%	1 in 2
FJI	47%	53%	1 in 4.5	KEN	17%	83%	1 in 2
KEN	35%	65%	1 in 6	CAN	47%	53%	1 in 2.3
AUS	5%	95%	0 in 1	CHI	65%	35%	1 in 2.5
GUY	11%	89%	0 in 1	FJI	36%	64%	1 in 2.5
SCO	15%	85%	0 in 3	ENG	33%	67%	1 in 6

France and **Japan** kicked a high percentage of contestable restarts and they regained 1 in every 1.8 contestable restarts. **Australia** and **Scotland** received every opposition contestable restarts but **England** only won 1 in 6 opposition contestable restarts.

There were **19** restart errors or **1 in 14.6** restarts (*Dubai 2009 – 17 or 1 in 14.0, George 2009 – 17 or 1 in 17.7 and Wellington – 27 or 1 in 11.4*)

Prior to Las Vegas there had been 15 matches in 3 tournaments which contained **no lineouts**, however in Las Vegas there was at least one lineout in every match and for the first time there was as many lineouts as scrums. Overall Scrum success was **82%** and overall Lineout success was **80%**. The following table shows the success rate for each team on own put/throw in and opposition put/throw in:

		SCRUM				LINEOUT	
		OWN	OPP			OWN	OPP
	RSA	16/19	3/8		NZL	18/19	2/12
	FRA	11/14	1/7		SCO	12/17	2/9
	SCO	10/14	1/11		ARG	12/16	1/8
	CAN	10/13	3/15		AUS	13/14	0/6
	JAP	9/13	1/15		USA	11/14	1/13
	ARG	8/11	4/12		RSA	13/13	4/9
	SAM	10/10	1/7		WAL	10/13	0/8
	FJI	9/10	2/16		SAM	10/12	3/17
	WAL	8/10	2/8		CAN	6/10	1/8
	ENG	6/10	2/9		FRA	7/9	2/11
	USA	8/9	3/11		JAP	7/9	2/14
	GUY	8/9	0/10		GUY	6/9	6/20
	AUS	8/8	0/9		KEN	6/8	5/10
	NZL	8/8	1/10		CHI	3/6	0/4
	CHI	8/8	6/15		ENG	4/5	5/14
	KEN	5/8	2/13		FJI	4/4	2/15

New Zealand, Australia, Samoa and **Chile** won possession on everyone of their own scrum put in's and **Fiji** and **South Africa** won everyone of their lineouts. **Chile** won 6 of the 15 opposition scrum put in's and **Kenya** managed to steal 5 of the 10 opposition lineouts.

















There were **18** quick throws or **1 in 10** lineouts were quick.

8. PENALTIES & FREE KICKS

The average number of penalties and free kicks per game (not inc restart free kicks) was **5.6** (*Dubai 2009 – 5.0, George – 5.3, Wellington – 6.6*). What needs to be noted that absolute statistics and averages do not necessarily reflect the true degree of discipline or ill-discipline of a particular team.

	LAS VEGAS 2010	OVERALL 2008/09
AVERAGE PENS/FKs	5.6	6
HIGHEST IN A MATCH	11	14
LOWEST IN A MATCH	2	0 (2 matches)

The number of penalties can, for example, vary from match to match. Some referees penalise more than others. A better and probably more accurate indicator, therefore, is the proportion of penalties conceded by a team in all their matches compared with their opponents. Each team's proportion % for and against can be seen in the following table together with the totals and averages per game. It can be seen that **Australia** were awarded more penalties than they conceded and **Samoa** conceded more.

	PENS & FKS FOR			PENS & FKS AGAINST		
	TOTAL	AVERAGE	%	TOTAL	AVERAGE	%
 AUS	14	2.8	70%	6	1.2	30%
 SCO	23	3.8	62%	14	2.3	38%
 KEN	18	3.6	60%	12	2.4	40%
 CHI	16	3.2	57%	12	2.4	43%
 USA	21	3.5	54%	18	3.0	46%
 WAL	15	3.0	54%	13	2.6	46%
 JAP	19	3.2	51%	18	3.0	49%
 ARG	17	3.4	49%	18	3.6	51%
 CAN	17	3.4	49%	18	3.6	51%
 GUY	12	2.4	48%	13	2.6	52%
 NZL	16	2.7	48%	17	2.8	52%
 RSA	15	2.5	47%	17	2.8	53%
 ENG	14	2.8	45%	17	3.4	55%
 FJI	10	1.7	37%	17	2.8	63%
 FRA	8	1.3	36%	14	2.3	64%
 SAM	12	2.0	34%	23	3.8	66%

Of the penalties awarded **61%** were awarded at the breakdown (*Dubai 2009 - 68%, George 2009 – 61% and Wellington – 56%*). There were 151 breakdown penalties awarded, **63%** were **FOR** the attacking team and **37%** were **AGAINST** the attacking team (*Dubai 2009 57% & 43%, George 2009 55% & 45% and Wellington 2010 74% & 26%*).

71% of Penalties and Free kicks were tap kicks and **29%** were kicks to touch – there was **1** Penalty Goal attempt. (*Dubai 2009 - 83% & 17%, George 2009 - 84% & 16% and Wellington 2010 – 87% & 13%*)

The average number of penalties and the total number of cards awarded by the 8 participating referees was as follows:

BERRY
BOLABIU
DOYLE
FRASER
HIRABAYASHI
LEES
MASON
PASTRANA

MATCHES	AVERAGE PENS & FKS PER GAME	TOTAL YELLOW/RED CARDS
5 + 1	6.6 + 6	
5	7.2	4 + 1
6	4.3	1
5	4.0	
5	6.0	1
6	5.8	1
5	5.4	1
6	5.7	

9. CARDS

There were **8** yellow cards and **1** red card issued.

This year, 7 of the 16 teams conceded at least one card, as seen in the table.

Samoa conceded a red card for a dangerous charge.

South Africa are the only core team that have not conceded a card so far this series.

The offences for which yellow cards were awarded were as follows:

	LAS VEGAS 2010
Dangerous Tackle/Charge	3
Ruck Offence	2
Tripping/Stamping	2
Unsportsmanlike	1

The following table shows the number of yellow and red cards awarded at each leg of the IRB Sevens:

	CARDS 2009/10	CITINGS 2009/10	CARDS 2008/09
DUBAI	3 + 0	2	12 + 0
GEORGE	16 + 1	1	18 + 1
WELLINGTON	12 + 0	4	23 + 1
USA	8 + 1	3	15 + 0
ADELAIDE			9 + 0
HONG KONG			14 + 0
LONDON			6 + 0
SCOTLAND			11 + 1
OVERALL			108 + 3

- WAL
- CAN
- ARG
- AUS
- FRA
- KEN
- USA
- ZIM
- SAM
- FJI
- NZL
- GUY
- POR
- TUN
- SCO
- ENG
- RUS
- NIU
- TON
- PNG
- JAP
- CHI
- RSA
- TOTAL

	LAS VEGAS 2010 YELLOW CARDS	LAS VEGAS 2010 RED CARDS	OVERALL 2009-10
WAL			7
CAN	3		4
ARG	1		4
AUS	1		4
FRA			4
KEN			3
USA			3
ZIM			2
SAM		1	1 + 2
FJI	1		1
NZL	1		1
GUY	1		1
POR			1
TUN			1
SCO			1
ENG			1
RUS			0
NIU			0
TON			0
PNG			0
JAP			0
CHI			0
RSA			0
TOTAL	8	1	39 + 2