



**WORLD
RUGBY™**

**Rio 2016 Olympic Games
Men's Rugby Sevens
Game Analysis Report**

World Rugby Game Analysis

COMMENTARY

The Rio 2016 Olympic Games, which saw the reintroduction of rugby to the Games after a gap of 92 years, provided the opportunity for rugby to display all those features of the game that make rugby sevens such a compelling sport.

In addition to the skill, pace and excitement which are characteristics of the game, the competition at the Rio Olympic Games showed to the sporting world the elements of the game that gives it such a universal appeal.

- It showed that smaller countries could compete on the world stage.
- It showed that it is possible for a team to produce a unique interpretation of the game that reflects their particular skills, temperament and tradition.
- It shows that there is more than one way in which the game can be played.
- It showed that what happens in 15s rugby does not automatically transfer to rugby sevens.

The men's competition saw Fiji secure the first men's sevens Olympic gold medal with Great Britain and South Africa winning silver and bronze respectively.

The competition showed that the game of Rugby Sevens is highly competitive and often unpredictable – and while the winner in Rio was Fiji, the number one seeded team,

- Great Britain secured the silver medal while being seeded in fourth, while Japan finished fourth from a seeding of tenth.
- New Zealand who were seeded third, finished fifth, while Australia finished eighth when seeded fifth and USA failed to progress to the medal knockout stages despite a seeding of sixth.

Teams were seeded by their aggregate performance on the HSBC World Rugby Sevens Series in 2014-15 and 2015-16 and drawn into pools for the competition based on their seeding. The competition's seeding and final rankings are presented below.

Olympic Ranking	World Series Seeding	Team
1	1	Fiji
2	4	Great Britain
3	2	South Africa
4	10	Japan
5	3	New Zealand
6	7	Argentina
7	8	France
8	5	Australia
9	6	USA
10	11	Spain
11	9	Kenya
12	12	Brazil

Further indication of the competitiveness of the event can be seen in the comparison of the scoring margins of the medal quarter-finals and semi-finals in the Olympic Games and the Cup quarter-finals and semi-finals in 2015-16 HSBC World Rugby Sevens Series.

	QF/SF Scoring Margin	
	5pts or less	6pts or more
Rio 2016 Olympics	67%	33%
2015-16 SWS	33%	67%

- Of the six Medal Quarter-Final and Semi-Final matches in the Olympic Games, 67 per cent were won by a margin of five points or fewer.
- In contrast, of the sixty Cup Quarter-Final and Semi-Final on the series, just 33 per cent were won by a margin of five points or fewer.
- Overall, 41 per cent of all matches in the Olympic Games were won by a margin of five points or fewer, compared to 32 per cent on the series.

An intriguing element in rugby sevens is the opportunity it provides to the smaller rugby nations to compete at an elite level on the international stage and achieve significant success. This can be seen by comparing the final Rio 2016 rankings with the World Rugby Rankings (15s) in August 2016, which shows that dominance in the 15s game is not necessarily guaranteed in rugby sevens. This was graphically illustrated in Rio where, as mentioned earlier, New Zealand and Australia, the two finalists at Rugby World Cup 2015, and who dominated that competition, failed to progress beyond the quarter-finals.

Team	Rugby Sevens Olympic Games Ranking	15s World Rugby Rankings
Fiji	1	11
Great Britain	2	2*
South Africa	3	4
Japan	4	12
New Zealand	5	1
Argentina	6	8
France	7	9
Australia	8	3
USA	9	16
Spain	10	23
Kenya	11	22
Brazil	12	29

*England is used to represent Great Britain in the 15s World Rugby Rankings

A further feature of rugby sevens is that there are several approaches that can be taken in how to play the game and achieve success. This was very evident in the comparison of the style of play of the gold medal match participants Fiji and Great Britain. Fiji's strategy, for example, was to avoid contact, and distribute and retain the ball with the result that over the competition.

- They obtained 20 per cent more possession than Great Britain.
- They made over 40 per cent more passes than Great Britain.

- They rucked and mauled 40 per cent fewer times than Great Britain.
- They retained possession in 93 per cent of their rucks and mauls whereas Great Britain retained possession in only 74 per cent of theirs.
- They were 50 per cent more successful than Great Britain in turning over their opponents' rucks and mauls.
- They kicked the ball half as often as Great Britain.

The finalists also illustrated how success is not the result of a simple universal playing formula. In contrast to Fiji, Great Britain's game was heavily based on a well-organised and committed defence which is illustrated in their unbeaten journey to the final.

- They conceded more tries than they scored, conceding 15 and scoring 14. (Fiji scored 26 tries and conceded only 10).
- They scored more tries than their opposition in only two out of their five victories. (Fiji scored more tries than their opposition in all of their matches).
- In those victories, their average winning margin was seven, with three of those matches being won by just two points (Fiji had an average margin of 16 points).

Japan were a surprising success in Rio, finishing fourth despite entering the competition seeded 10th. The main differences in their performance in Rio compared to that on the world series centred around a particular strategic approach which recognised the importance of retaining possession and playing at a high tempo. The result was that:

- Japan won more possession than any other team.
- They also played at pace with the third-highest passing rate and the fourth-highest rucking rate.
- They kicked the least – just twice in the whole competition.

It was the final, however, which epitomised the appeal of rugby sevens. This was a match between Fiji, with a playing population of 65,980 players in a country of 899,277 inhabitants, playing against Great Britain, with a playing population of 463,096 players in a state of 65,238,727 inhabitants, where the smaller country produced a performance of such pace, skill and strength that it could constitute a benchmark for the game of sevens. In that match:

- Five tries were scored in the first half.
- The half-time score was 29 – 0, the game ending 43 – 7.
- In the first half, Great Britain were restricted to just 51 seconds of possession.
- Great Britain only had the ball in their possession on two occasions.
- In the entire game the Fijian players were only tackled twice – once in each half.

The game was a fitting finale to what was a memorable tournament.



The following report is a quantitative review of the Rio 2016 Olympic Games men's rugby sevens competition. It brings together the relevant data relating each team's performance in the competition. The report has several objectives:

- To provide a profile of how the game of sevens was played at Rio 2016 Olympic Games.
- To provide a profile of each participating team's performance in the competition.
- To provide an instrument to compare the development of the game from the series to the Olympic Games.
- To present the relative performance of each participating team in all aspects of the game, enabling a comparison in performance between teams.
- To identify alternative strategies in performance adopted in certain areas of game play by various teams.

In summary, the report comprises an analysis of all aspects of play together with the approach and performance of all the participating teams.

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RIO 2016 OLYMPIC GAMES FACTS

Scoring

- An average of 32.4 points were scored per game
- Seventy-nine per cent of the points scored came from tries with an average of 5.2 tries scored per match
- A try was scored every 84 seconds of possession
- The winning team scored the most tries in 28 or 82 per cent of matches
- Conversion success was 65 per cent and one penalty goal was successfully kicked
- A third of tries came from penalty or free-kick possession, while a fifth came from turnover possession
- Sixty-four per cent of tries contained no ruck or maul in the build-up play, while 58 per cent contained three or fewer passes
- Sixty-two per cent of possessions that entered into the opposition's 22m area resulted in a try
- The referee video review (RVR) was used a total of nine times with 56 per cent of referrals resulting in a try being awarded

Open play

- Ball in play time averaged 52 per cent or seven minutes and 14 seconds per match
- A pass was made once every 6.6 seconds of possession, resulting in an average of 66 passes being made per match
- Fourteen per cent of phases in play, or one every seven, contained five or more passes, while 30 per cent contained just one pass
- There was an average of 17 rucks and mauls per game with 84 per cent being retained
- Sixty-nine per cent of all rucks and mauls were located between both 22m lines
- An average of 2.8 kicks occurred per game

Set piece

- Sixty-two per cent of all restarts kicked were contestable
- Possession was retained in 28 per cent of contestable restart kicks
- Scrum success rate was 98 per cent
- Lineout success rate was 79 per cent

Discipline

- An average of 7.4 penalties and free-kicks were awarded per match
- Sixty-seven per cent of all penalties were awarded at the breakdown
- Sixty-four per cent of penalties awarded at the breakdown were against the defending team
- A total of 17 yellow cards were given
- Seventy-six per cent of cards shown were for foul play offences

OLYMPIC GAMES AND SEVENS WORLD SERIES COMPARISON

Overall, there were differences in the shape of the game in Rio compared to the 2015-16 series in the following areas:

- The frequency of tries scored was significantly reduced. A try was scored every 84 seconds of play in Rio compared to every 71 seconds of play in the 2015-16 series.
- The time the ball was in play was significantly increased. Ball-in-play percentage was 52 per cent in Rio compared to 49 per cent in the 2015-16 series.
- The contest at the breakdown was reduced. Ruck and maul retention was 84 per cent in Rio compared to 80 per cent in the 2015-16 series.
- The restart set-piece was less contested. Restarts were contested 62 per cent of the time in Rio compared 73 per cent in the series. Possession was retained in 26 per cent of these restarts in Rio compared to 36 per cent in 2015-16.
- The rate of infringements increased. An average of 7.4 penalties and free-kicks were awarded per match in Rio compared to 6.6 per match in the series.

	2016 Olympics	2015-16 SWS	2014-15 SWS	2013-14 SWS	2012-13 SWS	2011-12 SWS
MATCHES	34	450	405	405	392	392
SCORING						
POINTS (average per game)	32.4	36.6	36.4	33	33	34
TRIES (average per game)	5.2	5.8	5.8	5.2	5.4	5.4
TRY SCORING RATE (rate)	1 every 84s	1 every 71s	1 every 73s	1 every 83s	1 every 80s	1 every 79s
CONVERSION SUCCESS (%)	65%	64%	65%	65%	63%	62%
PENALTY / DROP GOALS (total)	1	7	10	7	18	11
MATCH WON by scoring most tries (%)	82%	88%	87%	91%	85%	88%
SOURCE OF TRIES - pens/FKs (%)	33%	33%	32%	34%	33%	33%
ORIGIN OF TRIES - own half (%)	39%	43%	42%	40%	44%	44%
TRY BUILD UP – no rucks/mauls (%)	64%	62%	64%	67%	62%	70%
TRY BUILD UP - 3 or fewer passes (%)	58%	57%	57%	60%	57%	56%
ACTIVITY						
BALL IN PLAY (%)	52%	49%	50%	51%	51%	51%
PASSES (average per game)	66	64	64.1	64	66	68
5+ PASSING MOVEMENTS (rate)	1 in 7	1 in 7.3	1 in 8	1 in 8	1 in 8	1 in 7.7
RUCKS/MAULS (average per game)	17	16.4	17.2	17	17	18
RUCK/MAUL RETENTION (%)	84%	80%	80%	79%	81%	84%
KICKS (average per game)	2.8	2.0	2.3	2.8	2.6	2.4
SET PIECE						
CONTESTABLE RESTARTS (%)	62%	73%	72%	70%	71%	70%
CONTESTABLE RESTARTS REGAINED (%)	28%	36%	34%	36%	36%	33%
RESTART ERRORS (rate)	1 in 15.3	1 in 15	1 in 13.3	1 in 16	1 in 15	17
SCRUMS (average per game)	3.6	3.2	3.2	3.6	2.8	4
SCRUMS possession retained (%)	98%	96%	96%	96%	94%	94%
LINEOUTS (average per game)	3	2.4	2.6	2.5	2.4	2
LINEOUTS possession retained (%)	79%	80%	79%	79%	77%	74%
QUICK THROWS (rate)	1 in 50	1 in 19.8	1 in 17	1 in 13	1 in 9.5	1 in 13
PENALTIES/FREE-KICKS AND CARDS						
PENALTIES (average per game)	7.4	6.6	6.2	6.8	6.2	6
CARDS (YC + RC total)	17	150 + 4	142 + 2	113 + 3	119 + 4	93 + 4

SCORING AND CONCEDED

TRIES

The average number of points scored in a match was **32**. The average number of points scored/conceded by a team was **16** but, not surprisingly, there were major variations around this average. **Fiji** scored an average of 26.7 points and conceded an average of 10.7 points, whereas **Brazil** scored an average of 4.8 points and conceded an average of 29 points.

Overall there was a try scored every **84 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 below tables give the relevant figures for each participating team. **South Africa** had the best try-scoring and conceding rate, scoring a try every **55** seconds of their own possession and conceding a try every **219** seconds of opposition possession.

	Avg points scored	Avg points conceded	Avg tries scored	Avg tries conceded		Try scoring rate		Try conceding rate
FJI	26.7	10.7	4.3	1.7	RSA	55	RSA	219
RSA	22.7	6.3	3.7	1.0	FJI	57	FJI	118
USA	21.4	13.0	3.4	2.2	USA	70	NZL	117
NZL	17.8	14.2	2.8	2.2	NZL	78	ARG	102
ARG	17.0	13.0	2.7	2.0	AUS	84	USA	97
AVG	16.2	16.2	2.6	2.6	AVG	84	GBR	96
FRA	15.8	15.2	2.3	2.5	GBR	87	AVG	84
JPN	15.8	20.2	2.5	3.2	ARG	93	FRA	82
GBR	15.3	15.5	2.3	2.5	FRA	97	KEN	75
AUS	14.7	18.0	2.3	2.8	JPN	99	AUS	74
KEN	11.0	20.8	1.8	3.2	KEN	104	JPN	59
ESP	8.6	22.4	1.4	3.6	ESP	148	ESP	57
BRA	4.8	29.0	0.8	4.6	BRA	216	BRA	51

CONVERSIONS

The overall conversion success rate was **65 per cent**.

There were noticeable variations in the percentage success rates as seen in the below table. Because of the relatively few tries scored by some teams, applying percentages can only be regarded as indicative. In addition, the location of the score can be a significant factor in achieving a successful conversion.

The below table shows the success rate of all participating teams, with **France** having the highest conversion success rate with **79 per cent** and **Brazil** the lowest with **50 per cent**.

There was **one** penalty goal.

	Conversion Success (%)
FRA	79%
GBR	79%
ARG	69%
JPN	67%
NZL	65%
USA	65%
AVG	65%
AUS	64%
RSA	59%
FJI	58%
ESP	57%
KEN	56%
BRA	50%

TRY SCORING

There were **175** tries scored, giving an average of **5.2** per match. **Fiji** scored an average of 4.3 tries per match and conceded an average of 1.7 tries. The average number of tries scored and conceded by all participating teams is shown in the table on the previous page.

IMPACT OF TRIES

With one penalty goal and a conversion success rate of 65 per cent, it was inevitable that tries would determine the winning team in the vast majority of matches – and this proved to be the case. Of the 34 matches, **28** (or 82 per cent) were won by the team scoring the most tries, while in **six** (or 18 per cent) tries were equal. In those six matches, all were won by the team that scored the more conversions. There were no draws.

SOURCE OF TRIES

Teams obtained possession of the ball prior to scoring a try from a variety of sources which are presented in the table below. It can be seen that the most fruitful source of tries was penalties and free-kicks (33 per cent). The table shows the importance of turnovers, with 20 per cent of all tries scored from possession originating at a turnover. The following table shows the possession source of tries scored by each team. The team that scored the highest proportion of their tries from penalties/free-kicks were **Australia and France**, from turnovers **South Africa** and from restarts **Kenya**.

	Penalty & Free-Kick	Lineout	Turnover	Kick Receipt	Scrum	Restart
AUS	50%	0%	14%	0%	29%	7%
FRA	50%	7%	7%	14%	21%	0%
GBR	43%	0%	29%	0%	14%	14%
FJI	42%	8%	19%	4%	4%	23%
JPN	40%	33%	0%	0%	13%	13%
ARG	38%	6%	13%	6%	25%	13%
AVG	33%	14%	20%	4%	16%	13%
NZL	29%	29%	18%	0%	24%	0%
ESP	29%	29%	0%	14%	29%	0%
USA	24%	24%	24%	0%	18%	12%
RSA	18%	14%	50%	0%	0%	18%
BRA	0%	25%	50%	0%	25%	0%
KEN	0%	11%	11%	22%	22%	33%

ORIGIN OF TRIES

Of all the tries scored, **43 per cent** originated in the try-scoring team's own half and **57 per cent** in the opposition half. The team that scored the highest proportion of tries from their own half was **Spain**.

	Own Half	Halfway to 10m	10m to 22m	22m to Tryline
ESP	57%	0%	29%	14%
KEN	56%	11%	22%	11%
USA	53%	6%	24%	18%
RSA	50%	18%	23%	9%
ARG	44%	13%	6%	38%
AVG	39%	12%	21%	27%
FJI	38%	8%	38%	15%
GBR	36%	36%	7%	21%
NZL	35%	0%	29%	35%
AUS	29%	14%	21%	36%
FRA	29%	29%	14%	29%
BRA	25%	0%	25%	50%
JPN	20%	0%	7%	73%

BUILD-UP TO TRIES

The table below shows how many rucks/mauls and number of passes preceded each try in the competition. The table shows that **64 per cent** of tries were preceded by no ruck or maul and that **58 per cent** of tries were preceded by three or fewer passes.

Ruck/maul in try build-up		
	%	Cumulative
None	64%	64%
1 ruck/maul	17%	81%
2+ ruck/mauls	19%	100%
Passes in try build-up		
	%	Cumulative
None	11%	11%
1-3 passes	47%	58%
4-6 passes	21%	79%
7+ passes	21%	100%

The percentage of tries both scored and conceded with no rucks in the build-up – and the percentage of tries scored with three or fewer passes – are in the table below. It shows, 81 per cent of tries scored by **Fiji** contained no rucks in the build-up, while 80 per cent of tries conceded by **Fiji** contained no rucks. It also shows that 75 per cent of tries scored by **Brazil** contained three or fewer passes in the build-up, compared with 43 per cent by **Spain and Great Britain**. Thirty-seven per cent of tries conceded by **Japan** contained three or fewer passes in the build-up.

% of tries with no ruck or maul				% of tries with < 3 passes			
	Tries scored	Tries conceded		Tries scored	Tries conceded		Tries conceded
BRA	100%	RSA	33%	BRA	75%	JPN	37%
FJI	81%	NZL	46%	JPN	73%	KEN	44%
AUS	71%	FRA	47%	KEN	67%	NZL	46%
GBR	71%	KEN	56%	USA	65%	RSA	50%
USA	71%	USA	64%	AUS	64%	FRA	53%
JPN	67%	AVG	64%	ARG	63%	GBR	53%
FRA	64%	AUS	65%	AVG	58%	AVG	58%
AVG	64%	ARG	67%	FRA	57%	USA	64%
ARG	63%	JPN	68%	RSA	55%	AUS	65%
RSA	55%	ESP	72%	FJI	54%	ARG	67%
NZL	53%	GBR	73%	NZL	47%	ESP	67%
KEN	44%	BRA	74%	GBR	43%	FJI	70%
ESP	14%	FJI	80%	ESP	43%	BRA	74%

ENTRY INTO OPPOSITION 22M AREA

Of all team possessions, an average of 4.1 possessions per match resulted in entering the opposition's 22m area. Of these entries, an average of **62 per cent** resulted in a try being scored from the possession. **Fiji** had an average of 5.5 possessions per match that entered the opposition's 22m area, with 79 per cent of **Fiji's** entries resulting in a try being scored. **South Africa's** opposition had an average of 1.5 possessions that entered their 22m area, with 67 per cent of these entries resulting in a try being scored.

	Opposition 22m			Own 22m	
	Avg 22m Entries	Tries scored per entry (%)		Avg 22m Entries	Tries scored per entry (%)
FJI	5.5	79%	RSA	1.5	67%
ARG	5.0	53%	ARG	3.2	63%
JPN	5.0	50%	FJI	3.2	53%
AUS	4.8	48%	AUS	4.0	71%
RSA	4.7	79%	FRA	4.0	63%
USA	4.4	77%	JPN	4.0	79%
NZL	4.3	66%	AVG	4.1	62%
AVG	4.1	62%	NZL	4.2	52%
FRA	4.0	58%	GBR	4.5	56%
KEN	3.4	53%	USA	4.6	48%
GBR	3.2	74%	KEN	5.2	62%
BRA	2.8	29%	BRA	5.8	79%
ESP	1.6	88%	ESP	6.2	58%

REFEREE VIDEO REVIEW

The referee video review (RVR) 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 RVR 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. The RVR was referred to on **nine** occasions with a try being awarded in **five or 56 per cent** of these referrals.

RVR total	Try	No try
9	5	4
	56%	44%

BALL IN PLAY AND POSSESSION

The ball was in play for an average of 52 per cent of available time with each team averaging **3mins 37secs** possession per match. There was a considerable variation in the amount of possession achieved by the various teams. This is shown in the below table, which gives the average possession times and proportion of possession percentages achieved by each team and their opponents in the competition. As seen in the table, there were some measurable differences. **Argentina, Fiji and Japan** averaged the highest possession per match with 4m 08s, with **Brazil** only averaging 2m 52s. **Japan** achieved the highest proportion of possession with 57 per cent and **Brazil** had the least proportion of possession with 42 per cent.

	Own avg possession time	%	Opp avg possession time	%
ARG	04:08	55%	03:25	45%
FJI	04:08	56%	03:17	44%
JPN	04:08	57%	03:08	43%
USA	03:58	53%	03:33	47%
FRA	03:47	53%	03:25	47%
NZL	03:42	47%	04:13	53%
AVG	03:37	50%	03:37	50%
ESP	03:28	50%	03:25	50%
GBR	03:24	46%	04:01	54%
RSA	03:22	48%	03:38	52%
AUS	03:15	48%	03:30	52%
KEN	03:06	44%	04:01	56%
BRA	02:52	42%	03:55	58%

PASSING

The average number of passes in a match was **66**. The average number of passes by a team was **33** but, not surprisingly, there were major variations around this average.

The next 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 typically means more passes. If possession is taken into account, therefore, the rate at which each country passed the ball can be far closer. **Fiji** had the highest passing rates (passes per minute of possession) and **Kenya** the lowest.

Passing activity can also be measured as the number of passes made per phase (or movement) of play. The frequency at which a team completes five or more passes in one phase or movement of play is reported in the table below. A 5+ passing movement occurred on average once every seven phases of play. **Fiji** had the highest frequency of 5+ passing movements and **Kenya** had the lowest, completing a 5+ passing movement only once every 25.5 movements.

	Passing rate	Avg passes		Movements with 5+ passes
FJI	5.8	43	FJI	4.1
ARG	5.9	41.8	JPN	4.5
JPN	6.2	39.8	ARG	5.2
ESP	6.3	32.8	GBR	5.7
BRA	6.4	27	USA	6.2
USA	6.6	35.8	ESP	6.4
AVG	6.6	32.9	BRA	6.7
AUS	6.9	28.2	AVG	7.0
GBR	6.9	29.7	NZL	9.5
FRA	7	32.5	RSA	10.0
RSA	7.1	28.5	FRA	11.1
NZL	7.3	30.5	AUS	18.5
KEN	8.2	22.6	KEN	25.5

RUCKS AND MAULS

The average number of rucks and mauls in a game was **17**. The average number of ruck and mauls by a team was **8.5** but, not surprisingly, there were major variations around this average.

The table below shows major differences in the average number of rucks 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 is far closer, as also shown in the table. This expresses rucks as 'rucks per minute possession'. **Spain** had the highest rucking rate and **Fiji** the lowest.

	Rucking rate	Avg rucks
ESP	17.3	12
AUS	19.8	9.8
NZL	20.8	10.7
JPN	22.8	10.8
FRA	23.9	9.5
KEN	23.9	7.8
RSA	25.2	8
BRA	25.4	6.8
AVG	25.6	8.5
USA	25.8	9.2
ARG	33	7.5
GBR	35.9	5.7
FJI	55	4.5

RUCK SUCCESS

At the breakdown, the team taking in the ball retained possession by either winning the ball or being awarded a penalty on **84 per cent** of occasions. The percentage success rate of each team in attack and defence is shown below. In attack **Fiji** had the highest success at their own rucks, **Great Britain** the least. In defence, **Fiji** had the highest success at their opponents' rucks winning **28 per cent** of breakdowns, however **South Africa** won the highest average amount with an average of 2.8 rucks won per match. **USA** were the least successful team at their opposition's breakdown.

	% Success own rucks	Avg own rucks won		% Success opp rucks	Avg opp rucks won
FJI	93%	4.2	FJI	28%	2.2
BRA	91%	6.2	AUS	24%	2
JPN	90%	9.7	RSA	24%	2.8
AUS	87%	8.5	BRA	19%	1
ESP	85%	10.2	GBR	19%	1.8
RSA	84%	6.7	NZL	17%	1.8
AVG	84%	7.1	AVG	16%	1.4
ARG	83%	6.2	ARG	16%	1.2
NZL	81%	8.7	JPN	14%	0.8
FRA	81%	7.7	FRA	11%	1.2
KEN	77%	6	ESP	8%	0.6
USA	76%	7	KEN	8%	0.6
GBR	74%	4.2	USA	7%	0.6

RUCK LOCATION

The location where a ruck occurs was categorised into four areas of the pitch: from a team's own try line to their 22m, from a team's 22m to the halfway line, from the halfway line to the opposition's 22m and from the opposition's 22m to the try-line. The percentage of rucks within the categorised pitch areas in attack and defence for each team are presented in the tables on the next page. **Sixty-nine per cent** of all rucks occur between the 22m areas with **11 per cent** between a team's try line and 22m, and **20 per cent** between the opposition's 22m and try line. In attack, **Japan** had the highest percentage of rucks inside the opposition's 22m, while **Spain** had the highest percentage of rucks between both 22m areas. In defence, **South Africa** had the lowest percentage of rucks inside their own 22m, while **Australia** had the lowest percentage between both 22m areas.

Attacking					
	Own Try-22m	22m-Halfway	Halfway-22m	22m-Opp Try	Total
JPN	3%	40%	26%	31%	65
NZL	8%	41%	27%	25%	64
ESP	13%	50%	32%	5%	60
AUS	3%	36%	34%	27%	59
FRA	14%	26%	39%	21%	57
AVG	11%	37%	32%	20%	578
RSA	6%	42%	29%	23%	48
USA	4%	46%	33%	17%	46
ARG	11%	22%	42%	24%	45
KEN	15%	33%	31%	21%	39
BRA	21%	32%	32%	15%	34
GBR	29%	29%	29%	12%	34
FJI	11%	33%	41%	15%	27

Defending					
	Own Try-22m	22m-Halfway	Halfway-22m	22m-Opp Try	Total
RSA	9%	29%	52%	10%	69
FRA	24%	21%	48%	8%	63
NZL	19%	37%	33%	11%	63
GBR	35%	39%	19%	7%	57
AUS	16%	33%	24%	27%	49
AVG	20%	32%	37%	11%	578
FJI	11%	34%	51%	4%	47
USA	20%	39%	37%	4%	46
ARG	16%	31%	33%	20%	45
KEN	30%	38%	30%	3%	40
ESP	42%	47%	11%	0%	38
JPN	11%	9%	54%	26%	35
BRA	15%	35%	42%	8%	26

KICKING

Kicks 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 **2.8**. As can be seen in the table, **Great Britain** were most likely to kick and **Japan** the least.

	Avg own kicks	%	Avg opp kicks	%
GBR	3	72%	1.2	28%
FRA	2.7	70%	1.2	30%
ARG	1.7	45%	2	55%
ESP	1.4	100%	0	0%
AVG	1.4	50%	1.4	50%
FJI	1.3	62%	0.8	38%
AUS	1.2	37%	2	63%
KEN	1.2	35%	2.2	65%
RSA	1.2	39%	1.8	61%
NZL	1	30%	2.3	70%
BRA	0.8	44%	1	56%
USA	0.4	50%	0.4	50%
JPN	0.3	22%	1.2	78%

RESTARTS

Restarts are the most common set pieces in rugby sevens with an average of 6.2 restarts per match. Restarts have been classified into two types, contestable and non-contestable: **62 per cent** of restarts kicks were contestable (kicked short) and **38 per cent** were non-contestable (kicked long).

Retention rates reflect the number of times that possession was retained at contestable restarts. They varied considerably. Overall, of all contestable restarts, the kicking team regained **28 per cent** of restarts. **Spain** kicked the highest percentage of contestable restarts and **France** were the most successful in regaining their own short restarts. **New Zealand** kicked non-contestable restarts the most, while **South Africa, Brazil and Japan** did not regain possession once from their own short restarts. There was a restart error once in every **15.3** restarts. **France and USA** made a restart error one in every 8.5 attempts while Australia, Fiji and Kenya did not make a restart error.

	% Contestable restarts		% Restart regained		Restart errors (rate)
ESP	100%	FRA	54%	NZL	22.0
FJI	87%	ESP	50%	JPN	18.0
GBR	83%	AUS	44%	AVG	15.3
KEN	77%	ARG	33%	RSA	12.0
FRA	76%	KEN	30%	ESP	10.0
USA	71%	AVG	28%	ARG	9.0
ARG	67%	FJI	27%	BRA	9.0
AVG	62%	USA	25%	GBR	9.0
AUS	50%	GBR	20%	FRA	8.5
RSA	42%	NZL	17%	USA	8.5
BRA	33%	BRA	0%	AUS	0.0
JPN	33%	JPN	0%	FJI	0.0
NZL	27%	RSA	0%	KEN	0.0

SCRUMS AND LINEOUTS

Overall scrum success was **98 per cent** and lineout success was **79 per cent**. The following table shows the success rates for each team on their own put-in/throw-in. **Ten teams** won 100 per cent of their scrum put-ins, while **four teams** won 100 per cent of their lineout throw-ins.

	Scrum success %		Lineout success %
ARG	100%	FRA	100%
AUS	100%	NZL	100%
FJI	100%	ESP	100%
FRA	100%	USA	100%
GBR	100%	ARG	85%
JPN	100%	GBR	83%
KEN	100%	FJI	80%
NZL	100%	AVG	79%
RSA	100%	JPN	75%
USA	100%	KEN	67%
AVG	98%	RSA	62%
ESP	91%	BRA	57%
BRA	86%	AUS	33%

PENALTIES, FREE-KICKS AND CARDS

The average number of penalties and free-kicks per game was **7.4**. What needs to be noted is that absolute statistics and averages do not necessarily reflect the true degree of discipline or ill-discipline of a particular team. 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 below table, together with the totals. **Australia** were penalised the least and **New Zealand** the most.

Of all penalties awarded, **67 per cent** were awarded at the breakdown, with **64 per cent** of the penalties against the defending team and **36 per cent** against the attacking team. **New Zealand and Kenya** were the most penalised team at the breakdown, while **Brazil** were the least penalised.

	Avg Pen/FK against	Avg tackle/ruck Pen against	% PK against	% PK for	Cards
NZL	5.3	3.0	46%	54%	1
USA	4.8	2.6	43%	57%	1
KEN	4.4	3.0	33%	67%	2
GBR	4.3	1.5	46%	54%	1
ESP	3.8	2.6	32%	68%	1
ARG	3.7	1.8	52%	48%	5
AVG	3.7	1.9	50%	50%	17
FJI	3.5	1.2	52%	48%	2
RSA	3.5	1.9	43%	57%	0
JPN	3	1.8	61%	39%	2
BRA	2.8	0.4	60%	40%	2
FRA	2.7	1.5	62%	38%	0
AUS	2.5	1.7	63%	38%	0