



WORLD RUGBY™
HSBC 
**WOMEN'S
SEVENS SERIES**

2015-16 Series

Game Analysis Report

World Rugby Game Analysis

COMMENTARY

The 2015-16 HSBC World Rugby Women's Sevens Series was the most competitive yet with Australia securing their first-ever series title, finishing ahead of runners-up New Zealand, Canada and England. Australia won the first three rounds of the series in Dubai, Sao Paulo and Atlanta with England and Canada winning in Langford and Clermont-Ferrand respectively. Canada and England finished the series tied on 74 points with points difference deciding their final ranking. The 2015-16 series was the first in which New Zealand failed to secure a title.

Australia produced consistently dominant performances in winning the 2015-16 series, exhibiting a variety of significant differences in performance compared to their opposition:

- They dominated territory by entering their opposition's 22m area an average of 5.5 possessions per match, while limiting entry into their own 22m area to just 2.4 possessions per match
- They conceded a try every 168 seconds of their opposition's possession, significantly superior to runner-up New Zealand's try conceding rate of one try every 124 seconds
- They scored an evenly distributed proportion of their tries from possession sourced from penalties and free-kicks, turnovers, restarts, lineouts and scrums, meaning that they posed a scoring threat from the majority of sourced possessions
- They scored an evenly distributed proportion of their tries from possession originating from all areas of the playing field, meaning that they posed a scoring threat from anywhere on the playing field
- They were one of the most frequent passing team on the series, passing on average every 5.4 seconds of possession, as well as producing phases of play with five or more passes once every 5.8 phases. Furthermore, just 44 per cent of their tries were scored with fewer than three passes in the build-up play, the lowest in the series
- Their opposition struggled to engage them into tackle/ruck contact situations with Australia producing a low rucking rate of one ruck every 27.2 seconds of possession, the second lowest in the series. Despite the avoidance of contact, Australia secured possession in 83 per cent of their breakdowns and turned possession over in 22 per cent of their opposition's breakdowns
- Australia were the most likely team to kick in open-play (an average of 1.3 kicks per game) and were one of the most likely teams to kick restarts long (50 per cent of restarts) suggesting that kicking for territory is significant to their style of play

It is these minor but significant differences in Australia's performance in 2015-16 that enabled consistent performances across the whole series to secure their first HSBC World Rugby Women's Sevens Series title.

The core elements of rugby sevens differ very little from year to year, as seen in the series statistical comparison from 2012-13 to 2015-16 within this report. However, some small variations were witnessed in the 2015-16 series:

- The average number of points scored per game decreased to 31.8 points per game in 2015-16, upsetting the trend of steady increases between the 2012-13 and 2014-15 series

2015-16 Series Game Analysis Report

World Rugby Game Analysis



- Ball in play percentage time remained high in 2015-16 at 54 per cent of available time, a significant contrast to the men's series where ball in play percentage time dropped to 49 per cent
- Passing frequency has steadily increased since 2012-13 with an average of 72.6 passes per match in 2015-16 (compared to 68 in 2012-13) and movements with five or more passes increasing to one occurring every 7.2 phases of play (compared to one every nine phases in 2012-13)
- Contrastingly, rucking frequency has consistently decreased from an average of 21 rucks and mauls per game in 2012-13 to 18.8 in 2015-16
- The frequency of contestable restarts dramatically increased in 2015-16 with 61 per cent of all restarts kicked being contested. This is a significant increase from 49 per cent of restarts in 2014-15 and 39 per cent in 2012-13 being contested. This increase suggests a significant improvement in the skill of restart kicking in the women's game

The following report is a quantitative review of the 2015-16 HSBC World Rugby Women's Sevens Series. It brings together the relevant data relating to each round as well as the relevant data relating to each team's performance across them.

The report has several objectives:

- Provide a profile of how the game of sevens was played at international level in the 2015-16 series
- Provide a profile of each participating team's performance in all rounds of the 2015-16 series
- Provide an instrument to compare the development of the game from series to series.
- Present the relative performance of each participating team in all aspects of the game, enabling the comparison in performance between rounds and between teams
- Identify alternative strategies in performance adopted in certain area 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.

For questions concerning the 2015-16 HSBC World Rugby Women's Sevens Series Game Analysis Report please contact:

Rhys Jones (World Rugby Game Analysis Manager) – rhys.jones@worldrugby.org

Phil Dunne (World Rugby Sevens Game Analyst) – phil.dunne@worldrugby.org

OVERALL STANDINGS

	TEAM	DUB	BRA	USA	CAN	FRA	POINTS
1	AUSTRALIA	20	20	20	16	18	94
2	NEW ZEALAND	12	16	18	18	16	80
3	CANADA	10	18	14	12	20	74
4	ENGLAND	16	8	16	20	14	74
5	FRANCE	14	12	8	14	12	60
6	USA	2	14	12	8	10	46
7	RUSSIA	18	4	10	6	4	42
8	FIJI	8	10	6	4	6	34
9	SPAIN	6	2	2	10	8	28
10	BRAZIL	3	6	-	3	-	12
11	JAPAN	4	3	3	1	1	12
12	IRELAND	1	1	4	2	3	11
13	KENYA	-	-	-	-	2	2
14	COLOMBIA	-	-	1	-	-	1

2015-16 SERIES FACTS

Scoring

- An average of 31.8 points were scored per game across the whole series
- Eighty-two per cent of the points scored came from tries with an average of 5.2 tries scored per match
- A try was scored every 87 seconds of possession
- The winning team scored the most tries in 160 or 94 per cent of matches
- Conversion success was 54 per cent and four penalty goals were successfully kicked
- Thirty-eight per cent of tries came from penalty or free-kick possession, while a fifth of tries came from turnover possession
- Sixty-four per cent of tries contained no ruck or maul in the build-up play, while 55 per cent contained three or fewer passes
- Sixty-three 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 eight times with 25 per cent of the referrals resulting in a try being awarded

Open play

- Ball in play time averaged 54 per cent or seven minutes and 32 seconds per match
- A pass was made once every 6.2 seconds of possession, resulting in an average of 72.6 passes being made per match
- Fourteen per cent of phases in play, or one every 7.2, contained five or more passes whilst 28 per cent contained just one pass
- There was an average of 18.8 rucks and mauls per game with 81 per cent being retained
- Seventy-four per cent of all rucks and mauls were located between both 22m lines
- An average of 1.8 kicks occurred per game

Set Piece

- 61 per cent of all restarts kicked were contestable
- Possession was retained in 31 per cent of contestable restart kicks
- Scrum success rate was 95 per cent
- Lineout success rate was 74 per cent

Discipline

- An average of 7.2 penalties and free-kicks were awarded per match
- Sixty-nine per cent of all penalties were awarded at the breakdown
- Fifty-two per cent of penalties awarded at the breakdown were against the attacking team
- A total of 39 yellow cards were given
- Forty-nine per cent of cards shown were for foul play offences

SERIES STATISTICAL SUMMARY AND COMPARISON

	2015-16 SWS	2014-15 SWS	2013-14 SWS	2012-13 SWS
MATCHES	170	204	170	102
SCORING				
POINTS (average per game)	31.8	34.4	29.4	28
TRIES (average per game)	5.2	5.6	4.8	4.8
TRY SCORING RATE (rate)	1 every 87s	1 every 82s	1 every 89s	1 every 88s
CONVERSION SUCCESS (%)	54%	57%	53%	48%
PENALTY / DROP GOALS (total)	4	0	3	4
MATCH WON by scoring most tries (%)	94%	89%	90%	85%
SOURCE OF TRIES - pens/FKs (%)	38%	37%	37%	39%
ORIGIN OF TRIES - own half (%)	39%	42%	41%	37%
TRY BUILD UP – no rucks/mauls (%)	64%	64%	64%	60%
TRY BUILD UP - 3 or fewer passes (%)	55%	56%	57%	57%
ACTIVITY				
BALL IN PLAY (%)	54%	55%	48%	50%
PASSES (average per game)	72.6	70.2	69.4	68
5+ PASSING MOVEMENTS (rate)	1 in 7.2	1 in 7.3	1 in 7.6	1 in 9
RUCKS/MAULS (average per game)	18.8	19	19.6	21
RUCK/MAUL RETENTION (%)	81%	81%	80%	80%
KICKS (average per game)	1.8	1.9	2	2.2
SET PIECE				
CONTESTABLE RESTARTS (%)	61%	49%	52%	39%
CONTESTABLE RESTARTS REGAINED (%)	31%	34%	32%	38%
RESTART ERRORS (rate)	1 in 15	1 in 12.3	1 in 12.1	1 in 19.2
SCRUMS (average per game)	4	3.6	4.4	4.6
SCRUMS possession retained (%)	95%	94%	84%	87%
LINEOUTS (average per game)	1.8	1.8	2.2	2.2
LINEOUTS possession retained (%)	74%	75%	73%	73%
QUICK THROWS (rate)	1 in 13.3	1 in 11.6	1 in 14	1 in 18
PENALTIES/FREE-KICKS AND CARDS				
PENALTIES (average per game)	7.2	7	6.6	6.8
CARDS (YC + RC total)	39	36	38	18

SCORING AND CONCEDED

TRIES

The average number of points scored in a match was **31.8**. The average number of points scored/conceded by a team was **15.9** but, not surprisingly, there were major variations around this average. **New Zealand** scored an average of 24.5 points and conceded an average of 10.2 points, while **Ireland** scored an average of 9.4 points and conceded an average of 19.6 points.

Overall there was a try scored every **87 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. **New Zealand** had the best try-scoring rate, scoring a try every **57** seconds of their own possession, and **Australia** had the best try-conceding rate, conceding a try every 168 seconds of opposition possession.

	Avg points scored	Avg points conceded	Avg tries scored	Avg tries conceded
NZL	24.5	10.2	4.0	1.7
AUS	24.0	7.9	3.9	1.3
ENG	20.5	12.0	3.3	2.0
CAN	20.4	11.5	3.3	1.9
FRA	16.7	12.2	2.8	2.0
AVG	15.9	15.9	2.6	2.6
RUS	15.8	17.6	2.6	2.9
USA	15.5	15.9	2.5	2.6
FJI	13.9	18.2	2.3	3.0
JPN	9.7	25.2	1.7	3.9
ESP	9.5	19.0	1.6	3.1
IRE	9.4	19.6	1.5	3.3
non-core teams				
BRA	8.5	23.9	1.5	4.0
KEN	5.8	24.4	1.0	4.4
COL	5.2	32.6	0.8	5.4

	Try scoring rate		Try conceding rate
NZL	57	AUS	168
AUS	61	NZL	124
CAN	69	ENG	122
ENG	74	FRA	121
FRA	86	CAN	114
RUS	86	AVG	87
AVG	87	RUS	86
FJI	90	USA	83
USA	91	ESP	76
ESP	133	FJI	75
JPN	137	IRE	69
IRE	145	JPN	55
non-core teams			
BRA	138	KEN	59
KEN	191	BRA	54
COL	291	COL	41

CONVERSIONS

The overall conversion success rate was **54 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 **Canada and England** having the highest conversion success rate with **61 per cent** and **Japan** the lowest with **28 per cent**.

There were **four** penalty goals scored.

	Conversion Success (%)
CAN	61%
ENG	61%
USA	60%
NZL	59%
AUS	58%
IRE	58%
AVG	54%
ESP	50%
FRA	49%
RUS	49%
FJI	46%
JPN	28%
non-core teams	
COL	75%
KEN	40%
BRA	33%

TRY SCORING

There were **889** tries scored, giving an average of **5.2** per match. **New Zealand** scored an average of four 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 on the previous page. During the pool stages there were **487** tries scored, an average of 5.4 per match, and during the knockout stages there were **402** tries scored, an average of five per match.

IMPACT OF TRIES

With four penalty goals and a conversion success rate of 54 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 170 matches, **160** (or 94 per cent) were won by the team scoring the most tries, while in **10** (or six per cent) tries were equal. In those 10 matches, nine were won by the team that scored the more conversions while one match was won by a penalty drop goal. 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 (38 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 was **Japan**, from turnovers **England and Canada** and from restarts **Ireland**.

	Penalty & Free Kick	Lineout	Turnover	Kick Receipt	Scrum	Restart
JPN	63%	0%	9%	0%	16%	12%
ESP	58%	14%	2%	2%	9%	14%
FJI	44%	0%	24%	3%	7%	22%
NZL	41%	13%	19%	3%	13%	11%
IRE	39%	11%	13%	5%	5%	26%
ENG	38%	3%	26%	6%	12%	15%
AVG	38%	9%	20%	4%	14%	16%
FRA	37%	6%	19%	7%	20%	11%
RUS	32%	11%	23%	1%	16%	16%
AUS	30%	15%	19%	4%	17%	15%
CAN	28%	12%	26%	3%	13%	18%
USA	25%	6%	24%	8%	14%	24%
non-core teams						
COL	75%	0%	0%	0%	25%	0%
KEN	67%	0%	0%	0%	17%	17%
BRA	33%	13%	17%	0%	25%	13%

ORIGIN OF TRIES

Of all the tries scored, **39 per cent** originated in the try scoring team's own half and **61 per cent** in the opposition half. The team that scored the highest proportion of their tries from their own half was **England**.

	Own Half	Halfway to 10m	10m to 22m	22m to Tryline
ENG	55%	8%	30%	7%
RUS	50%	15%	28%	7%
USA	46%	8%	28%	18%
FJI	41%	7%	29%	22%
AUS	41%	15%	25%	20%
AVG	39%	11%	30%	20%
IRE	39%	11%	32%	18%
CAN	36%	12%	28%	24%
JPN	35%	7%	23%	35%
NZL	32%	15%	37%	16%
ESP	30%	7%	33%	30%
FRA	26%	8%	36%	30%
non-core teams				
KEN	67%	0%	33%	0%
BRA	29%	13%	25%	33%
COL	25%	0%	50%	25%

BUILD-UP TO TRIES

The table below shows how many rucks/mauls and the total number of passes preceded each try scored in the series. The table shows that **64 per cent** of tries were preceded by no ruck or maul and that **55 per cent** of tries were preceded by three or fewer passes.

	Ruck/maul in try build-up	
	%	Cumulative
None	64%	64%
1 ruck/maul	21%	85%
2+ ruck/mauls	15%	100%
	Passes in try build-up	
	%	Cumulative
None	10%	10%
1-3 passes	45%	55%
4-6 passes	25%	80%
7+ passes	20%	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 that 91 per cent of tries scored by **Fiji** contained no rucks in the build-up, while 71 per cent of tries conceded by

2015-16 Series Game Analysis Report

World Rugby Game Analysis



USA contained no rucks. It also shows that 65 per cent of tries scored by **Russia** contained three or fewer passes in the build-up, compared with 44 per cent by **Australia**.

	% of tries with no ruck or maul				% of tries with < 3 passes		
	Tries scored		Tries conceded		Tries scored		Tries conceded
FJI	91%	FRA	56%	RUS	65%	USA	49%
FRA	70%	NZL	59%	NZL	63%	ESP	49%
NZL	67%	AUS	61%	FRA	61%	RUS	51%
AVG	64%	ENG	61%	CAN	57%	AUS	53%
RUS	64%	CAN	62%	AVG	55%	IRE	54%
CAN	63%	RUS	62%	USA	53%	AVG	55%
AUS	62%	FJI	63%	IRE	53%	CAN	55%
ESP	59%	ESP	63%	FJI	51%	NZL	57%
ENG	58%	AVG	64%	JPN	51%	ENG	58%
USA	56%	JPN	65%	ENG	49%	JPN	60%
IRE	55%	IRE	70%	ESP	45%	FRA	61%
JPN	49%	USA	71%	AUS	44%	FJI	63%
non-core teams							
BRA	75%	KEN	55%	BRA	75%	KEN	45%
COL	50%	BRA	70%	COL	75%	COL	52%
KEN	40%	COL	70%	KEN	60%	BRA	56%

ENTRY INTO OPPOSITION 22M AREA

Of all team possessions, an average of 4.2 possessions per match resulted in entering the opposition's 22m area. Of these entries, an average of **63 per cent** resulted in a try being scored from the possession. **Australia** had an average of 5.5 possessions per match that entered the opposition's 22m area, with 71 per cent of these entries resulting in a try being scored. **Australia's** opposition had an average of 2.4 possessions that entered their 22m area with 54 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 (%)
AUS	5.5	71%	AUS	2.4	54%
NZL	5.4	74%	CAN	3.1	63%
FRA	5.3	53%	NZL	3.1	54%
CAN	4.8	68%	FRA	3.3	59%
JPN	4.4	39%	ENG	4.0	49%
ENG	4.2	78%	AVG	4.2	63%
AVG	4.2	63%	FJI	4.6	65%
FJI	3.8	62%	RUS	4.6	64%
USA	3.8	66%	USA	4.8	55%
RUS	3.8	70%	IRE	4.9	67%
IRE	2.9	53%	JPN	4.9	80%
ESP	2.9	55%	ESP	5.1	61%
non-core teams					
BRA	3.1	48%	KEN	5.2	85%
KEN	2.2	45%	BRA	5.4	74%
COL	1.6	50%	COL	7.2	75%

2015-16 Series Game Analysis Report

World Rugby Game Analysis



REFEREE VIDEO REVIEW

On the HSBC World Rugby Women's Sevens Series, 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. In the 2015-16 series, the RVR was referred to on a total of **eight** occasions with a try being awarded in **25 per cent** of the referrals.

RVR total	Try	No try
8	2	6
	25%	75%

	RVR total	Try	No try
JPN	4	1	3
CAN	1	1	0
RUS	1	0	1
ESP	1	0	1
USA	1	0	1

BALL IN PLAY AND POSSESSION

In 2015-16, the ball was in play for an average of **54 per cent** of available time with each team averaging **3 mins 46 secs** 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 throughout the series. As seen in the table, there were some measurable differences. **England** averaged the highest possession per match with 4m 02s, with **Spain** only averaging 3m 29s. **Australia** achieved the highest proportion of possession with 53 per cent and **Spain** had the least proportion of possession with 47 per cent.

	Own avg possession time	%	Opp avg possession time	%
ENG	04:04	50%	04:00	50%
AUS	03:59	53%	03:33	47%
FRA	03:59	50%	03:58	50%
JPN	03:56	52%	03:35	48%
CAN	03:47	51%	03:41	49%
RUS	03:47	48%	04:10	52%
USA	03:47	51%	03:39	49%
NZL	03:46	52%	03:31	48%
AVG	03:46	50%	03:46	50%
IRE	03:41	49%	03:48	51%
FJI	03:31	49%	03:41	51%
ESP	03:29	47%	03:55	53%
non-core teams				
COL	03:52	51%	03:43	49%
BRA	03:28	49%	03:34	51%
KEN	03:11	43%	04:18	57%

2015-16 Series Game Analysis Report

World Rugby Game Analysis



PASSING

The average number of passes in a game was **72.6**. The average number of passes by a team was **36.3** but, not surprisingly, there were major variations around this average.

The table below 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 **Ireland** 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 occurs on average once every 7.2 phases of play. **Fiji** had the highest frequency of 5+ passing movements and **Ireland** had the lowest, completing a 5+ passing movement only once every 16.4 movements.

	Passing rate	Avg passes		Movements with 5+ passes
FJI	5.2	40.8	FJI	3.2
AUS	5.4	44	AUS	5.8
JPN	5.8	40.6	FRA	6.0
FRA	6.1	39.3	ESP	6.3
ENG	6.2	39.6	USA	7.0
ESP	6.2	33.7	AVG	7.2
USA	6.2	36.5	ENG	7.7
AVG	6.2	36.3	RUS	8.1
CAN	6.7	33.8	NZL	8.1
NZL	6.8	33.4	JPN	8.9
RUS	6.9	33	CAN	8.9
IRE	7	31.4	IRE	16.4
non-core teams				
KEN	6.3	30.2	KEN	6.6
BRA	7.9	26.2	BRA	14.8
COL	8.2	28.4	COL	34.0

RUCKS AND MAULS

The average number of rucks and mauls in a game was **18.8**. The average number of ruck and mauls by a team was **9.4** 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'. **Ireland** had the highest rucking rate and **Fiji** the lowest.

	Rucking rate	Avg rucks
IRE	16.4	13.4
JPN	17.5	13.5
ESP	23.7	8.8
AVG	24.1	9.4
USA	24.4	9.3
ENG	24.8	9.8
CAN	25.7	8.8
RUS	25.8	8.8
NZL	26.2	8.6
FRA	26.8	8.9
AUS	27.2	8.8
FJI	50.5	4.2
non-core teams		
COL	14.4	16.2
BRA	20.1	10.3
KEN	24.5	7.8

2015-16 Series Game Analysis Report

World Rugby Game Analysis



RUCK SUCCESS

At the breakdown, the team taking in the ball retained possession by either winning the ball or being awarded a penalty on **81 per cent** of occasions. The percentage success rate of each team in attack and defence is shown below. In attack, **Japan** had the highest success at their own rucks while **Spain and USA** had the least. In defence, **France** had the highest success at their opponents' rucks winning **23 per cent** of breakdowns, while **Canada** was the least successful team at their opposition's breakdown.

	% Success own rucks	Avg own rucks won		% Success opp rucks	Avg opp rucks won
JPN	86%	11.6	FRA	23%	2.6
AUS	83%	7.3	AUS	22%	2.1
CAN	83%	7.3	RUS	22%	2.4
IRE	81%	10.9	FJI	21%	2
AVG	81%	7.6	JPN	21%	2
NZL	80%	6.9	ESP	20%	1.8
RUS	80%	7	NZL	20%	2
FRA	79%	7.1	AVG	19%	1.8
FJI	79%	3.3	USA	19%	1.5
ENG	78%	7.6	ENG	17%	1.7
USA	77%	7.2	IRE	16%	1.3
ESP	77%	6.8	CAN	14%	1.3
non-core teams					
KEN	87%	6.8	BRA	18%	1.3
COL	80%	12.8	KEN	14%	1
BRA	79%	8.1	COL	10%	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 page 18. **Seventy-four per cent** off all rucks occur between the 22m areas with **eight per cent** occurring between a team's try line and 22m, and **19 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, **Canada** had the lowest percentage of rucks inside their own 22m, while **Spain** had the lowest percentage of rucks between both 22m areas.

Attacking					
	Own Try-22m	22m-Halfway	Halfway-22m	22m-Opp Try	Total
JPN	6%	30%	30%	34%	337
IRE	12%	36%	37%	15%	336
ENG	12%	42%	35%	12%	295
FRA	4%	36%	36%	23%	269
USA	8%	36%	38%	18%	269
CAN	5%	34%	36%	25%	265
AUS	9%	28%	46%	18%	263
NZL	5%	30%	46%	19%	259
RUS	9%	41%	35%	15%	246
ESP	8%	39%	38%	15%	246
AVG	8%	37%	37%	19%	3190
FJI	10%	45%	31%	13%	121
non-core teams					
BRA	12%	52%	21%	16%	165
COL	4%	35%	45%	16%	80
KEN	5%	46%	41%	8%	39

Defending					
	Own Try-22m	22m-Halfway	Halfway-22m	22m-Opp Try	Total
FRA	14%	37%	36%	13%	341
RUS	24%	39%	35%	2%	310
NZL	15%	34%	42%	9%	303
ENG	17%	40%	36%	6%	299
AUS	16%	33%	46%	5%	288
FJI	19%	32%	41%	9%	276
CAN	12%	37%	39%	11%	271
ESP	28%	37%	28%	7%	251
JPN	16%	38%	32%	14%	240
USA	25%	37%	32%	5%	232
AVG	19%	37%	37%	8%	3190
IRE	21%	43%	31%	6%	199
non-core teams					
BRA	19%	30%	40%	11%	115
KEN	22%	44%	33%	0%	36
COL	34%	41%	24%	0%	29

2015-16 Series Game Analysis Report

World Rugby Game Analysis



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 **1.8**. As can be seen in the table below, **Australia** were most likely to kick and **Ireland** the least.

	Avg own kicks	%	Avg opp kicks	%
AUS	1.3	62%	0.8	38%
FJI	1.2	62%	0.7	38%
ESP	1.2	59%	0.8	41%
ENG	1.1	50%	1.1	50%
CAN	0.9	46%	1.1	54%
NZL	0.9	52%	0.9	48%
AVG	0.9	50%	0.9	50%
FRA	0.8	38%	1.2	62%
USA	0.8	44%	1	56%
RUS	0.6	39%	1	61%
JPN	0.5	32%	1	68%
IRE	0.3	30%	0.6	70%
non-core teams				
KEN	2.2	79%	0.6	21%
BRA	1.4	66%	0.8	34%
COL	0.8	40%	1.2	60%

RESTARTS

Restarts are the most common set pieces in rugby sevens with an average of 6.3 restarts per match. Restarts have been classified into two types, contestable and non-contestable: **61 per cent** of restarts kicks were contestable (kicked short) and **39 per cent** of restarts kicks 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 **one in three** restarts. **Ireland** kicked the highest percentage of contestable restarts and were the most successful in regaining their own short restarts, along with **USA**. **Russia** were most likely to kick a non-contestable restart and were the least likely to regain possession from their own short restarts. There was a restart error once in every **15** restarts. **France** made a restart error every 8.9.

	% Contestable restarts		% Restart regained		Restart errors (rate)
IRE	87%	USA	40%	FRA	8.9
CAN	76%	IRE	40%	AUS	9.0
USA	73%	NZL	36%	FJI	9.6
FRA	67%	ENG	32%	USA	12.3
ESP	65%	CAN	32%	AVG	15.0
FJI	64%	ESP	31%	JPN	15.8
NZL	62%	AVG	31%	ENG	18.7
AVG	61%	FRA	29%	ESP	21.7
JPN	57%	JPN	25%	CAN	22.4
ENG	55%	AUS	24%	RUS	28.3
AUS	50%	FJI	22%	NZL	30.5
RUS	31%	RUS	19%	IRE	55.0
non-core teams					
COL	56%	BRA	33%	COL	0.0
BRA	49%	COL	0%	KEN	0.0
KEN	0%	KEN	0%	BRA	9.3

SCRUMS AND LINEOUTS

Overall scrum success was **95 per cent** and overall lineout success was **74 per cent**. The following table shows the success rates for each team on their own put-in/throw-in. **USA** won 98 per cent of their scrum put-ins, while **England and Ireland** won 92 per cent of their lineout throw-ins.

	Scrum success %		Lineout success %
USA	98%	ENG	92%
AUS	97%	IRE	92%
FRA	97%	AUS	89%
NZL	97%	CAN	79%
JPN	96%	USA	75%
AVG	95%	AVG	74%
ENG	95%	NZL	74%
CAN	95%	ESP	71%
RUS	95%	FJI	67%
FJI	94%	RUS	63%
ESP	92%	JPN	50%
IRE	90%	FRA	47%
Non-core Teams			
BRA	100%	COL	67%
KEN	100%	KEN	67%
COL	90%	BRA	65%

PENALTIES, FREE-KICKS AND CARDS

The average number of penalties and free-kicks per game was **7.2**. 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. Of the core teams, **Japan** were penalised the least and **Ireland** the most.

Of all penalties awarded, **69 per cent** were awarded at the breakdown, with **48 per cent** of the penalties against the defending team and **52 per cent** against the attacking team. **England** were the most penalised team at the breakdown, while **Fiji** were the least penalised.

	Avg Pen/FK against	Avg tackle/ruck Pen against	% PK against	% PK for	Cards
IRE	4.1	2.7	49%	51%	2
USA	4.1	2.3	58%	42%	7
ENG	3.9	2.9	55%	45%	5
FRA	3.9	2.6	49%	51%	3
NZL	3.8	2.4	50%	50%	4
FJI	3.7	1.4	50%	50%	7
AVG	3.6	2.3	50%	50%	2.8
AUS	3.5	2	53%	47%	2
ESP	3.5	2.1	45%	55%	3.0
CAN	3.3	2.2	55%	45%	3
JPN	3.3	2.4	41%	59%	1
RUS	3.3	2.2	49%	51%	1
non-core teams					
BRA	3.9	2.6	48%	52%	0
COL	3.2	2.6	43%	57%	0
KEN	2	1	43%	57%	1