

Performance Analysis - Match Round 2

TOURNAMENT LEADING							
TEAM				PLAYER			
Average Ruck Speed Ireland 2.92s	Red Zone Efficiency Tonga 7.00	Carries Made Ireland 295	Metres Made Ireland 1651	Points Scored George Ford ENG 41	Tries Scored Bundee Aki IRE 4	Kick Success Rikiya Matsuda JPN 10/10	Carries Made Bundee Aki IRE 39
Linebreaks NZL/IRE 29	Defenders Beaten Ireland 77	Offloads Ireland 32	Attack Width (+2 Passes) Scotland 73%	Metres Made Bundee Aki IRE 375	Linebreaks Bundee Aki IRE 7	Defenders Beaten Bundee Aki IRE 18	Offloads Leicester Fainoa'anuku NZL 5
Gainline Success New Zealand 64%	Collision Success Italy 63%	Kicks In Play England 85	Passes Made Ireland 463	Passes Made Marcelo Torrealba CHI 101	Break Passes Anton Lienert-Brown NZL 4	Kicks In Play George Ford ENG 37	Kick Metres George Ford ENG 983
Possession Time Ireland 36:57	Territory % Australia 60%	Lineout Success ITA/NZL 95%	Scrum Success 5 Teams 100%	Tackles Made Jack Cornelsen JPN 35	Tackle Success Michele Lamaro ITA 19/19	Dominant Tackles Rob Valetini AUS 5	Breakdown Steals 4 Players 3
Tackles Made Wales 365	Tackle Success Italy 87%	Turnovers Won Japan 18	Penalties Conceded Italy 9	Own Rucks Hit Maro Itoje ENG 62	Opposition Rucks Hit Jac Morgan WAL 16	Lineout Catches 4 Players 12	Lineout Throw % Dave Porecki AUS 21/21

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Trends

- Ireland are managing the fastest ruck speed of anyone, albeit they have not yet played the highest-ranked teams in their pool. They are the only team averaging under 3 seconds per ruck.
- Fiji had a significant drop-off in attacking output versus Australia compared to Wales but saw the significance of kicking points. They also had the most dominant carries per game.
- France showed respect for opponents Uruguay by they opting to kick points from penalties (which they have done more than anyone in the tournament so far scoring; 21 in total from kicks outside the red zone).
- Italy, Georgia and Japan have been the big hitters in defence, averaging 12 dominant tackles per game, well ahead of South Africa and England (8 per game) and New Zealand (7).

Australia

- Have had the most separate possessions (110).
- Second highest red-zone entries (25) despite being 16 behind Ireland. Similarly, only Ireland have had more total phases in the opposition 22 (66). Averaged the third-most entries per game with 12.5 and spent the third longest time there on average (04:39 per game).
- Have won the most lineouts (31) and stole the most lineouts (5)
- Averaged the fewest tackles per game in the tournament so far (77.5) with the second worst tackle success (77%)
- Rob Valetini leads the way with five dominant tackles in the tournament.
- Dave Porecki is one of nine hookers with 100 per cent lineout success but has won eight more than his nearest rival (21).

Chile

- Have the third lowest gain-line success (40%) with only two teams, Argentina and Scotland, having been stopped before the gain-line more on average per game (55 carries before the gain-line).
- Have the worst positive outcomes of their possession (57%), have the second fewest in the first place (34.5 possessions per game) but make too many errors.
- Struggling for any pressure in the opposition 22, they are 16th for entries (6 per game), 18th for average time spent there (02:16) and 16th for phases (13).
- Only Uruguay kick less often in game (17.5 per game).
- Have the most carries immediately next to the breakdown (pick and goes 17% of all their carries).
- Conceded the third-most penalties overall (28).
- Have the joint fourth best tackle success overall (83%).

England

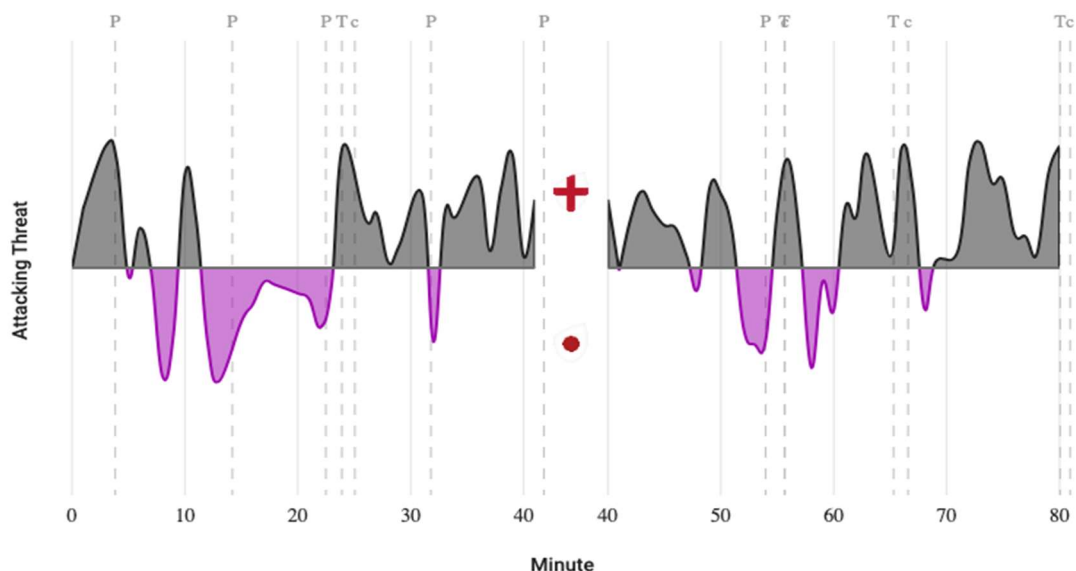
- Have the best positive outcomes of their possessions (77%) mainly down to how much they are kicking, they have the most kicks in play (34.5 per game) and the highest percentage of their possession kicked away (84%).
- Discipline is also very good with the fourth fewest penalties conceded (8.5 per game).
- Attacking output is still very limited, they are in the bottom half of the teams for carries, metres made, clean breaks, defenders beaten and offloads. 17th for collision dominance (27%) and 16th for gain-line success (45%). Average ruck speed is 13th (4.39s) and they have the second-most rucks lasting longer than five seconds (29%).
- Very average red zone return, seventh for entries with 10 per game, ninth for phases (19) and time spent there (03:24) and ninth for efficiency (2.23 points per entry), second-most points scored from outside the 22 (9) per game which is one-and-a-half behind France.
- Only Argentina have won fewer turnovers per game (3).
- George Ford leads the way in the tournament from the boot in terms of points scored, kicks in play and kick metres.

- Maro Itoje is showing his work-rate, having cleared the most rucks for his own team (62).

Capgemini Metrics

- Lewis Ludlam's try in the 24th minute signalled the start of dominating momentum for England.

England (34) vs Japan (12)
Rugby World Cup - 17 Sep 2023



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Fiji

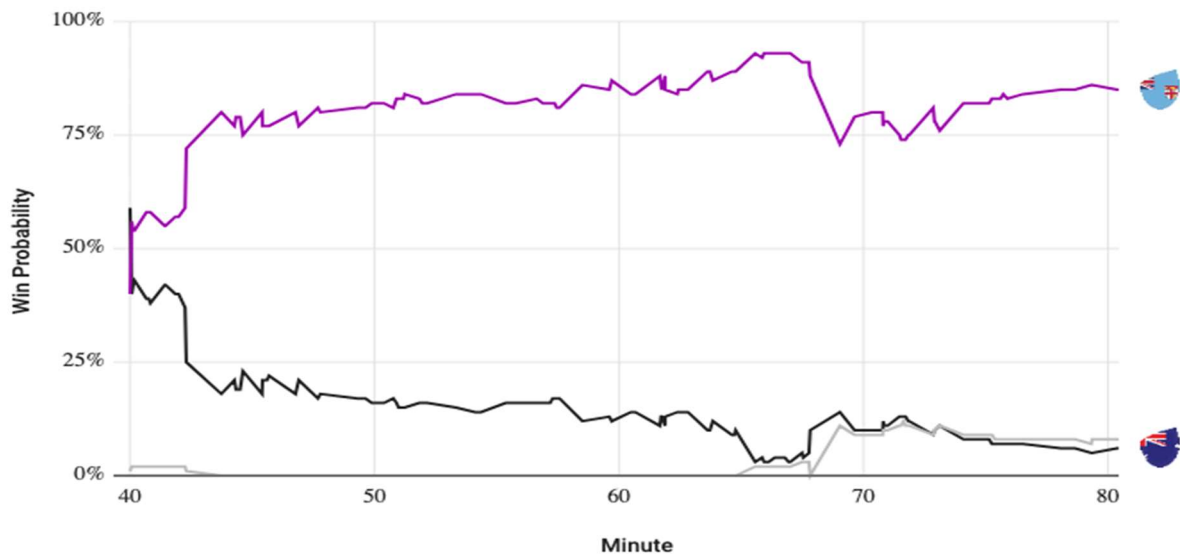
- Had a significant drop-off from their round one match vs Wales, exactly half the carries (88), far fewer metres and breaks, slower ruck speed, half as many entries to the opposition 22. Also, instead of the most time spent in the opposition's 22 in round one (10:00), they spent the lowest in this round with just 24 seconds ball in hand in total. The big difference was taking points from outside the 22 when on offer, 15 compared to 0 in round one.
- Still average the most dominant collisions per game (45).
- Fourth-most carries over the gain-line (69 per game).
- One of five teams to still not lose a scrum, won 14.
- Want to play with the ball, third-most possession time (17:22 per game) and third best territory (55%).
- Won the fifth-most breakdown turnovers (4.5 per game) despite having to make just the 15th most tackles (92.5).
- Only Japan conceded fewer penalties per game (8) but conceded the fewest in defence (4.5).

Capgemini Metrics

- After Simone Kuruvilla's 33rd minute penalty, Fiji were always predicted to win.



Australia (15) vs Fiji (22)
Rugby World Cup - 17 Sep 2023



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France

- Managed a similar level of attacking output in round two as they did in round one vs New Zealand, one carry more but comparable metres, breaks and defenders beaten. They managed a faster average ruck speed (4.74s to 4.08), increased their collision success from 25% to 73% - the latter being the highest of any team in any game in the RWC so far.
- Scored the most points from outside the opposition 22 (21 in total).
- Increased their entries, time spent in the opposition 22, phases and an entry ratio of 41 per cent. But efficiency per entry decreased (1.71 to 1.40) and they relied on pressure more than precision.
- 15th for missed tackles (25 per game) and 15th for tackles success (82%).

Ireland

- Still averaging the most carries (148) and metres made (826) per game. They have the second-most line breaks (14) and offloads (16). They also have the second-most dominant collisions in attack behind Fiji (43.5), the most over the gain-line carries (92.5 per game).
- Averaged the fastest ruck speed, 2.92s (the only team under three seconds) from the most rucks, just under 100 per game at that speed (96).
- Averaged the most red-zone entries (20.5 per game), most amount of time spent there (06:20), most phases (39.5) and averaged 70.5 points in total from their entries.
- Not lost a scrum yet, one of five teams to achieve that.
- Averaged the highest possession time (18:29 per game).
- Missed the fewest tackles (11.5 per game).



- Played two plus passes from the breakdown 63% of the time - the third highest to do so.

Japan

- Averaged the second fewest carries per game (82), limited metres made, defenders beaten or even offloads but the fifth-most line breaks per game (5) even from so few carries.
- Just 16th for positive outcomes (63% completion).
- Fifth fastest ruck speed (3.46s) and third-most under two seconds (39%).
- Won the most scrums per game in total (8.5).
- Third-most possession kicked per game (68%).
- Had to make the second-most tackles per game (161) but made the joint most dominant hits with Italy (12).
- Most turnovers won per game (11).
- Fewest penalties conceded overall (7) and fewest in attack, just two per game.

Namibia

- The fewest turnovers lost by any team (11 per game).
- Ninth for collision success (41%), very little attacking output beyond that.
- Ninth fastest average ruck speed (3.65s) but 18th for retention rate (88%).
- Reasonable pressure exerted in the opposition 22 with a lot of time spent there (03:19) and phases played (20) but just averaging 0.31 efficiency, only Scotland lower in their one game so far scoring 0 points from their entries.
- Only Romania have a lower possession time per game (11:36) but Namibia are operating with 54 per cent territory, the fifth-most meaning they're forcing their opponents to play a lot with the ball in their own half.
- Most missed tackles per game (43.5) for the lowest success rate (72%).
- Highest pass-accuracy, had the fourth fewest overall but 92 per cent completion.
- The highest per cent of carries one pass away from the breakdown (51%).

New Zealand

- Averaged the most line breaks per game (14.5). Second-most defenders beaten (38.5) and the highest gain-line success as a percentage of their carries (64%).
- Made some errors, 14.5 turnovers conceded per game (11th).
- Average ruck speed was third behind Ireland and Italy (3.34s) which is linked so highly to that momentum and attacking output.
- Not quite as many red-zone entries as they might want, just ninth with nine-and-a-half per game, not spending a lot of time there, (03:05 in 14th) and 15 phases per game is 12th. But they are very clinical at scoring and quickly too! 3.54 red zone efficiency only bettered by Tonga and Wales.
- Just one lineout lost over two games for the best success rate (95%), scrum not quite so good as they lost one from six on average for 83 per cent in 15th.
- Fifth-most kicks in play despite all their attacking output, still recognise need to kick the ball a lot, kicked fifth-most of their possession (63%).



- Averaged the second highest split of possession time (59%).
- Only Australia had to make fewer tackles on average per game so far (79.5).
- Not affecting the breakdown particularly well, five turnovers won per game just in 15th.
- Discipline not great especially if not competing by design. Only two teams conceding more penalties in attack, giving their possession away a bit too easily (6.5 per game).

Portugal

- First game and some decent outputs in places. They had the fifth-most line breaks per game of any team (6).
- Clinical with their possessions, just 12 turnovers conceded (third) and that led to the second-best positive outcomes of those possessions (76% completion).
- Not quite the ruck speed to stress defences, 15th with 4.59s and the second fewest rucks under two seconds (12%).
- Reasonable amount of time spent in the 22 (03:33, seventh) and phases in the area (sixth) and scored their try, 1.14 efficiency just 17th.
- Lost two scrums which put them in 17th for success (75%) but the lineout was much better, 92 per cent which is the third best of any team.
- Fourth-most passes and completed the fourth-most too (121), looking to play with a positive approach!

Romania

- Fewest carries per game (65.5) and a very limited attacking output because of it, second fewest offloads being one example (2.5 per game).
- Not a bad gain-line success with 56% of their total carries getting over the gain line - the seventh best.
- Third lowest positive outcomes a big issue, too many errors with just 62 per cent completed possessions.
- Had the second fewest rucks (51 per game) but the lowest retention of them (87%).
- Lowest possession time in the opposition 22 (01:38) and phases played (9) also leading to very few points scored in total or per entry, 0.5 for efficiency (18th).
- Second worst lineout success (69%), scrum just at 16th (80%).
- Averaging the lowest possession time per game with just 10:16.
- Second-most missed tackles (37.5).
- Fewest passes made in the tournament per game (62.5).
- Most turnovers where they forced the attack into touch (2 per game).
- Second-most penalties conceded (16.5 per game).
- Second lowest per cent of play out wide (after 2 or more passes), 39%.

South Africa

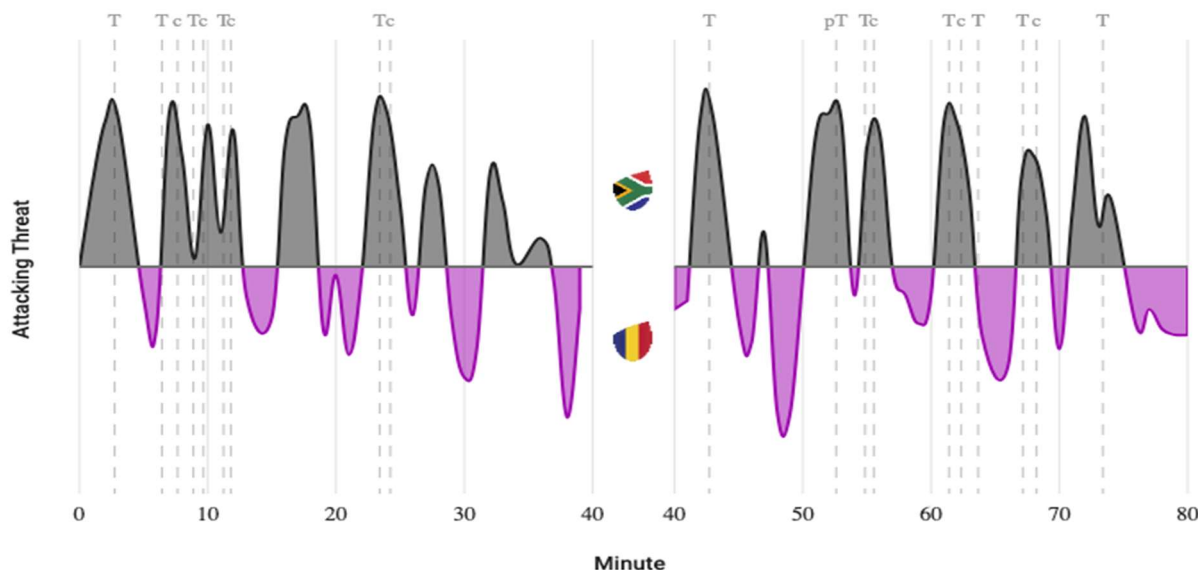
- Averaged 705 metres made (third), eight line-breaks (fourth) and 27 defenders beaten (fifth) per game.
- Second worst for turnovers lost, only Italy conceding more (17.5 per game).
- Eighth for collision success (42%) and sixth for gain-line success (57%).

- Sixth for ruck speed (3.52s) but the best ruck retention (96%) making sure they keep that pressure on.
- Pressure showing in the opposition 22, fourth-most entries (12) and sixth highest possession time in the red zone (04:15) giving them a decent return of 3.11 points per entry (seventh).
- Third-most breakdown turnovers won per game (5).
- Lowest percentage of pick and go carries (just 5%).

Capgemini Metrics

Romania managed a fair bit of momentum with a lot of spikes interspersed within South Africa's and significant ones at that. But the huge difference is how many did and did not end in tries (T and Tc at the top of the graphic)

South Africa (76) vs Romania (0) Rugby World Cup - 17 Sep 2023



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Tonga

- Second fewest metres made of anyone (259), fewest linebreaks with just two, third fewest defenders beaten (12), lowest collision dominance of any team (14%) and the most negative collisions which also might be unexpected (9). Gain-line success struggled as a result as well (44%, 17th).
- Didn't have too many possessions but did make the fewest possession errors (11).
- 17th for ruck success (89%) and the second slowest (4.95s) with only Georgia slower.
- Just one entry into the opposition 22, the lowest of the World Cup so far, clearly the lowest entry ratio too (3%). However, scoring a converted try from that solitary entry did give them a maximum return of seven points and the most of any team so far!

- One of five teams not to lose a scrum yet, eight from eight. Lineout success the exact opposite, lost more than they won. In fact, lost five from nine which is 44% success, the worst of any team.
- Didn't kick much possession away but then lost out on a lot of territory and particularly possession time (39%, second lowest).
- Had to make the third-most tackles (160) but managed the fewest per game of anyone (just four).
- Most turnovers won at the breakdown of any team (6) and actually accounted for every single one of their turnovers won.
- Most penalties conceded in defence (13).

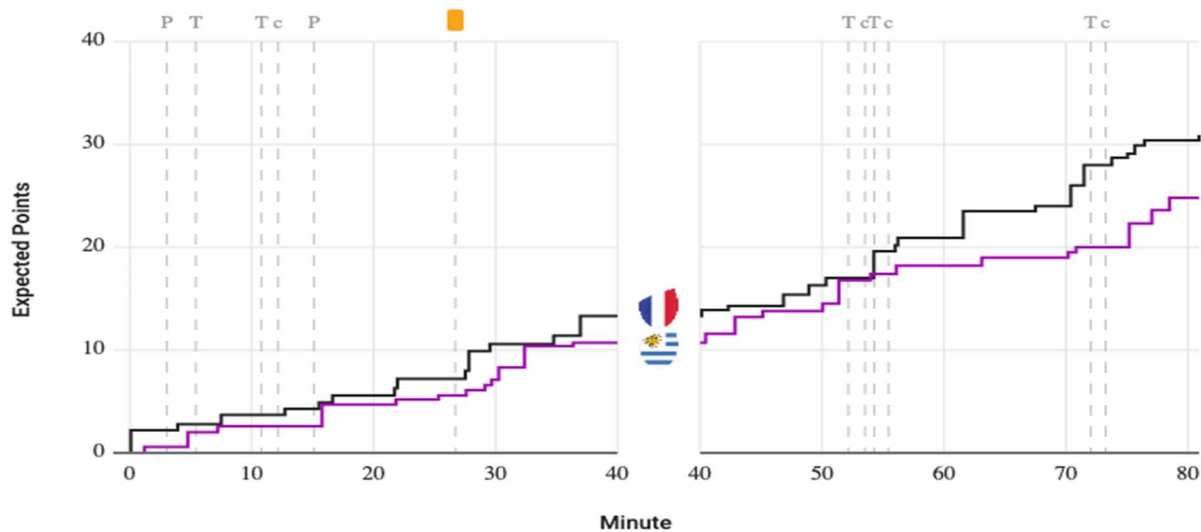
Uruguay

- Made five linebreaks (10th) and physical in their carries, second best collision dominance of any team against France, 51% carries where they won the collisions!
- Gain-line success a little lower, (50% in 12th).
- Didn't make many turnovers as a whole (12), they were third but they had so few possessions that accounted for a big proportion of them and so had the second lowest positive outcomes (60%).
- Not many rucks and therefore not amassing total pressure but with what they did have they were quick, seventh fastest of anyone (3.57s) and the second-most rucks under two seconds as a percentage of their total (41%).
- 10 red-zone entries put them in seventh compared to the rest per game, second best entry ratio in fact with 33%. But then efficiency not quite as high, just 1.20 points per entry in 16th.
- Lost three out of eight scrums, the second-most of anyone for the second worst success rate (63%).
- Lost four lineouts as well but had the third-most (15) so success rate of 79% wasn't quite as bad (13th).
- The fewest kicks in play, just 13.
- Didn't have to make too many tackles (89 in 16th) but didn't miss many either (13 in fourth) so success rate the fourth best as well (87%).
- Won the most turnovers per game of any team with nine, including the joint most at breakdowns with Tonga (6).
- The most penalties conceded in total for a game (17).
- Second highest percentage of plays out wide, more than two passes from the breakdown (64%)

Capgemini Metrics

- Uruguay kept their expected points close to France's right into the second half, just broke away in the last 20 minutes mainly.

France (27) vs Uruguay (12) Rugby World Cup - 14 Sep 2023



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Wales

- Fifth-most carries per game (118) and fourth-most offloads (13).
- Sixth best collision dominance (44%) and fifth best gain line success (57%) highlighting their momentum going forward and the attacking output off the back of that.
- Ruck speed way down in 17th (4.81s) might be the hinderance to that, can't capitalise on the forward momentum to stress teams' defences enough. The lowest percentage of rucks under two seconds (12%).
- Reasonable number of entries into the opposition 22 with nine per game (10th) and then spending a lot of time there (04:32 in fourth), 23.5 phases is fifth best then only Tonga with their extraordinary conversion from just one entry is better efficiency than Wales are managing (3.68).
- Not playing with much territory, just 43% in 18th, improving that could lead to more entries where their efficiency will gain them even more points.
- Still had to make the most tackles per game with 182, despite having to make well over half as many as their first round, 252 to 112. Great tackle success with so many (89% in third).
- Fourth-most turnovers won with eight but the most coming from within the tackle itself (5.5).

Teams not in action in round two

Argentina

- The team had 37 per cent gain line success which is still the second lowest of any team in any game (Scotland vs South Africa the lowest), every team managed a higher gain line success in round two.
- They had four red-zone entries which also equals the second fewest by any team in any game, Tonga managed just one vs Ireland in the second round.



- Romania in round two equalled their penalty count in attack for a single game with 10.

Georgia

- Made the fewest dominant collisions overall (7) which was also the fewest when average per game for those who have played two so far. Also the second lowest collision success rate in attack (16%).
- Averaged the slowest ruck speed (5.63s), the third fewest rucks under two seconds (13%), the most over five seconds (33%), all with the fewest rucks overall.
- Had the 10th most entries to the red zone (9) but 13th for efficiency (1.67) and 18th for phases in the red zone (10).
- 100 per cent scrum and they won six. Stole three lineouts which is still the highest average per game.
- Second-most kicks in play (35 per game) and the most from their own 22 (22).
- Played with the lowest territory (35%). Sixth lowest possession time (13:54).
- Had to make the fourth-most tackles (159) and still managed the second-best success (89%) and the most dominant tackles per game now (12).
- Lowest pass accuracy (75%).
- Just one breakdown turnover made (19th).

Italy

- Average per game having just played one, their attacking stats stand up well. Second-most carries and metres made, most defenders beaten and offloads.
- Made the most turnovers conceded on average per game (19).
- Best collision dominance of any team on average per game but have just played one (63%).
- Most possessions (55) but most possession errors (19).
- Second fastest ruck speed (3.30s) but still some way behind Ireland.
- Second-most entries to the red zone, fourth for phases played there and efficiency.
- Not lost a scrum.
- Lowest possession kicked away (38%).
- Most dominant tackles per game now (12) and highest tackle success (92%).
- Captain Michele Lamaro with 100 per cent tackle success rate and the most of any player yet to miss (19).

Scotland

- Team now has an average of 230 metres made, which is the lowest of any team.
- Just three line-breaks puts them in 16th.

- Fewest negative collisions, just two where they were really dominated in the tackle. But they also didn't dominate going forward, resulting in the third lowest collision success (27%).
- The worst gain-line success as a percentage of their total (31%) and actual carries over the gain-line (28).
- Just 16th for ruck speed, which is way down on their target that has given them so much success (4.60s)
- Entries, time spent and phases in the red zone all now bottom three, scoring 0 points from those entries is the worst of anyone.
- No one averaging more scrums lost per game (3), just 70 per cent success (18th), not much better for lineouts (76% puts them 16th).
- Stuck in their own half a lot, second lowest split of territory (41%).
- Fourth-most dominant tackles of any team (11) is something to be said against South Africa.
- Fourth-most turnovers won as well (8).
- Still average the highest play wide out, two or more passes from the breakdown (73%).

For more match preview and analysis, go to
<https://www.world.rugby/media-zone/rwc-2023/notes>