

Performance Analysis - Match Round 3

TOURNAMENT LEADING							
TEAM				PLAYER			
Average Ruck Speed Italy 3.19s	Red Zone Efficiency Tonga 4.90	Carries Made Ireland 389	Metres Made Ireland 1869	Points Scored Johnny Sexton IRE 45	Tries Scored Henry Arundell ENG 5	Kick Success Tommaso Allan ITA 13/13	Carries Made Bundee Aki IRE 53
Linebreaks Ireland 32	Defenders Beaten Ireland 95	Offloads France 37	Attack Width (30m+) South Africa 21%	Metres Made Bundee Aki IRE 487	Linebreaks Damian Penaud FRA 9	Defenders Beaten Bundee Aki IRE 22	Offloads Antoine Dupont FRA 7
Gainline Success New Zealand 64%	Collision Success FRA/ITA 54%	Kicks In Play England 110	Passes Made Ireland 592	Passes Made Samuel Marques POR 124	Break Passes Bundee Aki IRE 5	Kicks In Play George Ford ENG 37	Kick Metres Thomas Ramos FRA 1082
Possession Time England 54:23	Territory % Ireland 57%	Lineout Success New Zealand 95%	Scrum Success FIJ/ITA 100%	Tackles Made Jac Morgan WAL 44	Tackle Success Tornike Jalagonia GEO 29/29	Dominant Tackles Rob Valetini AUS 7	Breakdown Steals Manuel Ardao 6
Tackles Made Wales 505	Tackle Success Italy 91%	Turnovers Won France 21	Penalties Conceded Japan 14	Own Rucks Hit Josh Van Der Flier IRE 68	Opposition Rucks Hit Jac Morgan WAL 25	Lineout Catches Nick Frost AUS 16	Lineout Throw % Giacomo Nicotera ITA 18/18

POWERED BY
 Capgemini

Trends

- Italy have overtaken Ireland with the fastest average ruck speed of the tournament. Ireland managed just 4.83s against South Africa, the seventh slowest of any team in any game in the tournament to put them back to sixth overall.
- Tonga keep their mantle of the best efficiency in the opposition 22. Managed a credible 2.8 points per entry from their five versus Scotland but New Zealand best of the rest with 3.54.
- A dominant performance from England with ball in hand versus Chile highlighted they have now totalled the highest possession time of any team.
- Whilst Wales have still made the most tackles in the tournament, it's taken them the last two games to double their total from the first. 252 versus Fiji, 253 versus Portugal and Australia.
- Italy are the only team averaging over 90 per cent tackle success.
- Final count of South Africa's dominant tackles versus Ireland was 31, only France (34) have made more dominant tackles **in total** across the whole tournament.

Argentina

- Averaged the fourth-most carries per game (122.5), the fifth-most defenders beaten (29). 14th for metres made (347.5), 17th for line breaks (2.5), 16th for both collision (34%) and gain-line success (46%).
- With the fifth-fastest average ruck speed (3.52s) and the second-most rucks under two seconds (38%) you might expect far more output than what they're achieving.
- Red zone highlights their troubles, averaging just seven entries per game, better than only five teams. This accounts for just 15 per cent of their possession. Only Tonga get into the opposition 22 less as a percentage of their possession. Finally, despite the second-most phases played inside the opposition 22 (37.5) they come away with just 1.53 points per entry, just 16th in the tournament.
- Only Uruguay with a worse scrum success to date (75% to 71%)
- Had to make the second-fewest tackles per game (80.5) but managed the second-best success rate (89%).
- Won the least turnovers per game of any team, just averaging three.
- Conceded the most penalties on offence (7.5 per game).

Australia

- Only three teams have had more negative collisions per game (7).
- Gain-line success dropped but still remains one of their best attacking metrics, 55 per cent in fifth.
- Seventh-fastest average ruck speed linked to that forward momentum (3.63s).
- Reasonable entries to the red zone with 9.3 per game (ninth), then they have the fourth-most phases whilst there (27.7 per game). However, efficiency is letting them down, 1.56 points per entry puts them just 15th overall.
- Only Japan and South Africa stealing more lineouts per game (1.7).
- Eddie Jones employing similar tactics to England, fifth-most kicks per game (29) and getting the fourth-highest territory off the back of that (55%).
- Had to make relatively few tackles per game (92.7, 17th) but tackle success poor (81%, 15th).
- Not affecting the breakdown much, 16th for turnovers won (4.7).

Chile

- The lowest gain-line success of any team, just 38 per cent of their carries getting over the gain-line. The most carries of any team stopped before the gain-line (54.3 per game).
- The lowest positive outcomes of their possession (53%), making far too many errors. Average just 35.7 possessions per game (19th), make 16.7 errors and only complete 19 possessions.
- Have the 12th fastest ruck speed (4.18s), significant teams slower: England, Fiji, Scotland and Wales.
- Good output for defenders beaten (23, eighth) and offloads (10.3, seventh). Beat more defenders than England, France, Australia and Wales. Made the same number of offloads per game as Ireland. More than England and South Africa as significant others.
- Don't get their possessions into the right areas enough, playing in the wrong places, just 42 per cent territory, only Tonga operate with less.
- Partly down to teams forcing them to play from deep but also not kicking, the fewest kicks in play (16.3) to get them into the right areas first.
- Summarised in their red zone stats, third fewest entries (6.6 per game) with the third lowest time spent there (02:32) and the third lowest efficiency on top of that, only Namibia and Romania worse.
- Very few turnovers won per game (4.3, 18th)
- Third-most penalties conceded in defence (10).



England

- Still the most kicks in play per game (36.6). Equates to 76 per cent of their possession ending in a kick, also the most.
- Forcing teams into playing the same way as receiving the ball deep and can't risk running it out, so England averaging the highest possession time of any team (18:08 per game) and also the fourth-most territory with 55 per cent.
- Facilitating the purpose of that style of play and not making mistakes with ball in hand, just 11.6 turnovers per game the fewest of anyone. That also equals the best positive outcomes of their possession, 11.6 errors from 51 total possessions equals 77 per cent positive outcomes or conversely just 23 per cent possessions ending in errors.
- Last game versus Chile increased their attacking output, up to sixth for carries (114.3) and line-breaks (8) per game.
- Just 10th for collision success (38%), 11th for gain-line success (52%) and 13th for average ruck speed (4.18s).
- The same game dramatically improved their red-zone efficiency as well, now average the fourth-most entries (12.3), fourth-most time spent there (04:38) and fifth for points per entry (2.88). Their 4.18 efficiency versus Chile was the seventh best of any team in any game.
- Just 10th for tackle success (86%) and 13th for dominant tackles (8).
- Not much at the breakdown either, 16th for turnovers won overall (4.7 per game).

France

- The most dominant team in the contact area so far, 54 per cent collision dominance.
- Third-most line-breaks (10.3) and offloads (12.3).
- Very clinical with their possession, just 14.3 turnovers per game (seventh best) from 50.6 possessions equalling 71 per cent positive outcomes (fourth).
- Have the second-fewest rucks per game (51.3), keeping the ball alive with those offloads and away from defenders with the line-breaks. But when they do have a ruck, pretty average with the recycling speed, 4.14s and 29 per cent under two seconds - both in 11th.
- A huge number of entries to the red zone (14 per game, third) equating to 29 per cent of their possession, only Ireland get there more as a percentage of their possession. Then a decent return in points, 2.64 (seventh) but do it so quickly. Average just 12.6 phases (18th) and 03:25 spent in the red zone (12th).
- One of the best attacking teams still employing a high kick style plan, 31.7 per game (third) and accounting for 62 per cent of their possession (fifth).
- Scoring so quickly accounting for their low possession time, despite so many individual possessions, just 13:55 averaged ball in hand per game (15^h).
- Fourth-most dominant tackles per game (11.3).
- Averaged the worst pass accuracy (77%).
- Third-best discipline (8.3 penalties conceded per game).

Georgia

- Made the most offloads per game so far (13.5).
- Surprisingly, the lowest collision dominance in attack, just 28 per cent. But then also the third-fewest negative collisions, not losing a huge amount; not winning them either.
- Decent return of metres made (545.5, sixth) from just the 12th-most carries (109.5).
- Completing possessions well, sixth best (69%).
- Ruck speed particularly slow, not winning collisions to help the forward momentum to clear them out, 4.60s in 17th but also losing a lot, just 17th again for ruck retention (90%).
- Decent number of entries, sixth-most (10.5) but then just 13th for efficiency (1.58).
- Lost just one scrum in total for a success of 94 per cent (seventh).



- Had to make the fourth-most tackles (143.5) but great success rate with it (87% in fifth) and the fifth-most dominant tackles (11).
- Second-worst pass accuracy (80%)
- Second-fewest turnovers won overall (3.5 per game) including the second-fewest breakdown turnovers won as well (1.5).

Ireland

- Dropped out of first place for almost every category they were in before the weekend.
- Second-most carries (129.7) and line-breaks (10.7) now.
- Making a lot of turnovers from all their possessions (14.7 in 10th).
- When relative to their possession just eighth for collision dominance (41%), sixth for gain-line success (54%) and eighth for positive outcomes (67%).
- Second-most rucks (89.3) and second-best ruck retention (95%) but now dropped right down to sixth for average ruck speed (3.56s).
- Still maintained the most red-zone entries per game (17.3), the most time spent there per game (05:44), the best entry ratio (38%) and the most phases played there (38). However, their efficiency was not quite as high (2.58 in eighth).
- Just 16th for lineout success (75%), joint last for lineouts lost per game with four.
- Playing with the most territory per game (57%) and possession split (59%).
- Made the most passes (197.3) and the most directly for try assists (6).
- Just 10th for total turnovers won (6.7) but the second-most at the breakdown (5).

Italy

- Overtaken Ireland in a number of attacking categories to lead the tournament.
- The most offloads per game (13.5), second-most metres made (658.5), second best gain-line (58%) and collision success (54%) with the fourth-most line-breaks (8.5) and defenders beaten (31.5).
- The most turnovers lost per game though, risk and reward, (18).
- The fastest average ruck speed of any team now, (3.19s) and the third-most ruck under two seconds (37%).
- Second-most red-zone entries (15) equalling the third-best entry ratio (29%) with a very good efficiency of 3.00 (fourth) equalling the second-most points from red zone entries overall (45) behind Ireland.
- One of just two teams not to lose a single scrum yet, the other being Fiji.
- Second-best lineout success to match, 93 per cent, just lost one lineout on average per game from 15.5.
- Lowest percent of their possession kicked away (44%).
- Best tackle success (91%), the only team over 90 per cent completion with the second-most dominant tackles per game (12).
- Second-most passes (177.5) and second-most try assist passes (5.5).
- Least penalties conceded on defence (4).

Namibia

- The second fewest line-breaks (2), defenders beaten (11.3) and offloads (3).
- Collision success as a percentage of their total very impressive (49% in fourth)
- Too many errors from very little possessions, 58 per cent positive outcomes, with only Chile worse off.

- The third-fastest average ruck speed (3.42s) and 30 per cent under two seconds (seventh) but clearly can't translate that into attacking output.
- 12th for red-zone entries but importantly now the worst red-zone efficiency of any team (0.21 points per entry). Multiplied by so few entries equals the fewest points from entries overall (1.7).
- Very few kicks away (19.3 in 18th) but do somehow force teams to play in their own half a lot. Namibia with the highest territory (57%) could be explained by teams happy to attack them from anywhere with little risk even if they turn it over.
- The worst tackle success (70%) and fewest dominant tackles (6).
- The best pass-accuracy (91%), don't have that many in the first place (103 in 18th) and don't make incisive passes, just one per game leading to a line-break (eighth), one in total leading to a try (19th).

Portugal

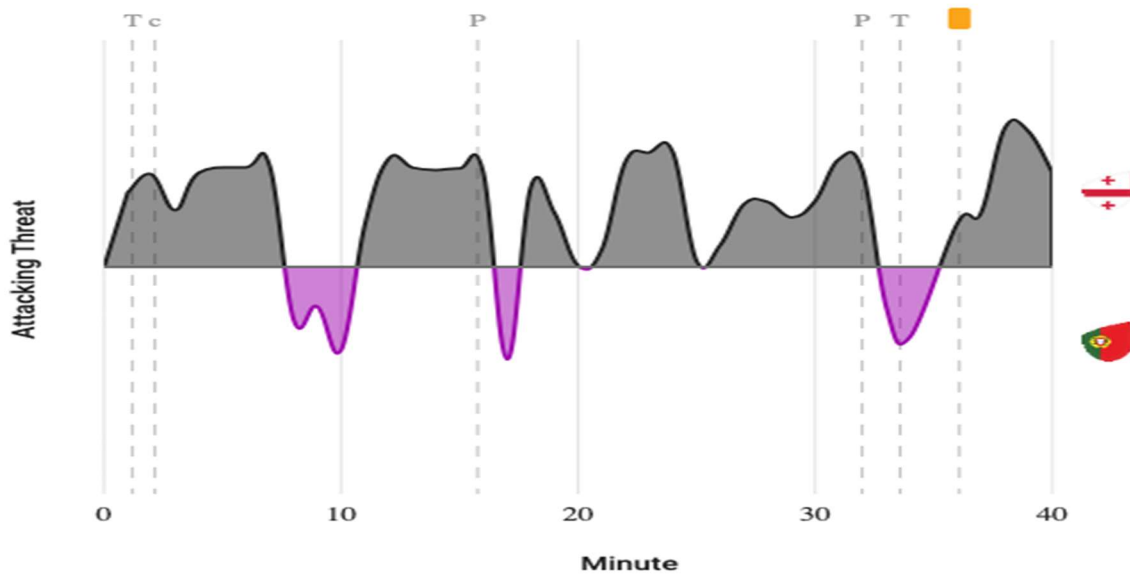
- Eighth-most carries (111) and line-breaks (6.5). Fifth-most offloads (11) the peak of their attacking output.
- Turned over the ball infrequently as well to be very efficient with their possession (13 turnovers in fourth), fifth-best positive outcomes (70%).
- Gain-line (45%) and collision success (31%) down in 17th.
- Average ruck speed just 16th (4.33s) and 16th for rucks under two seconds as well (21%).
- Nothing special in the red zone, 13th for entries (8) and 14th for efficiency (1.57).
- Lineout success in fourth (90%) the best of their-set pieces.
- Playing a lot of the time in their own half, just 45 per cent territory, 18th.
- Had to make the fourth-most tackles (143.5) and turned over the ball the fourth-most as a result (7.5).

Capgemini Metrics

- At 56 minutes versus Georgia, Portugal had just a 23 per cent chance of winning, at 76 minutes it was 76 per cent chance of winning before the draw.
- A game of two halves with the below image representing Portugal's complete lack of momentum in the first half.



Georgia (18) vs Portugal (18)
Rugby World Cup - 23 Sep 2023



POWERED BY
Capgemini

Samoa

- Second-fewest carries per game (77.5) for the least number of metres (265.5) and the least number of defenders beaten (10).
- Least number of dominant collisions as a total per game (16) and second-lowest percentage (31%).
- Second-slowest ruck speed of any team (5.10s), second-fewest under two seconds (14%) and the most over five seconds (31%).
- Not many entries to the red zone (7.5 in 14th), very little pressure there, 17th for time spent (02:38) and phases (13.5) but not a bad return in ninth (2.56 points per entry).
- Most turnovers won (9) and the most forced in the tackle (5).

Scotland

- Second-most defenders beaten (35.5) a stand-out attacking stat for them. Fourth-most line-breaks (8.5) closely following.
- Just 12th for collision dominance in attack (34%) but average the least number of negative collisions of anyone, just three per game.
- Second-lowest gain-line success as a percentage of their carries (42%).
- 14th for ruck speed, way down on their normal levels and the way they would like to play the game (4.21s) and 17th for rucks under two seconds (19%).
- Decent number of entries, fifth with 11 per game. High entry ratio of 24 per cent of their possessions reaching the 22 (fourth) but then efficiency just nowhere near enough, 17th with 1.32 points per entry!
- Averaging two lost scrums per game, the joint most of any team with Uruguay.
- Won the most lineouts per game overall (15.5) but success rate just 81 per cent (13th).
- Fourth-best tackle success (88%).
- Third-most passes leading to line-breaks (5.5)

- Fourth-most turnovers won (7.5)
- Fewest penalties conceded in defence (4).

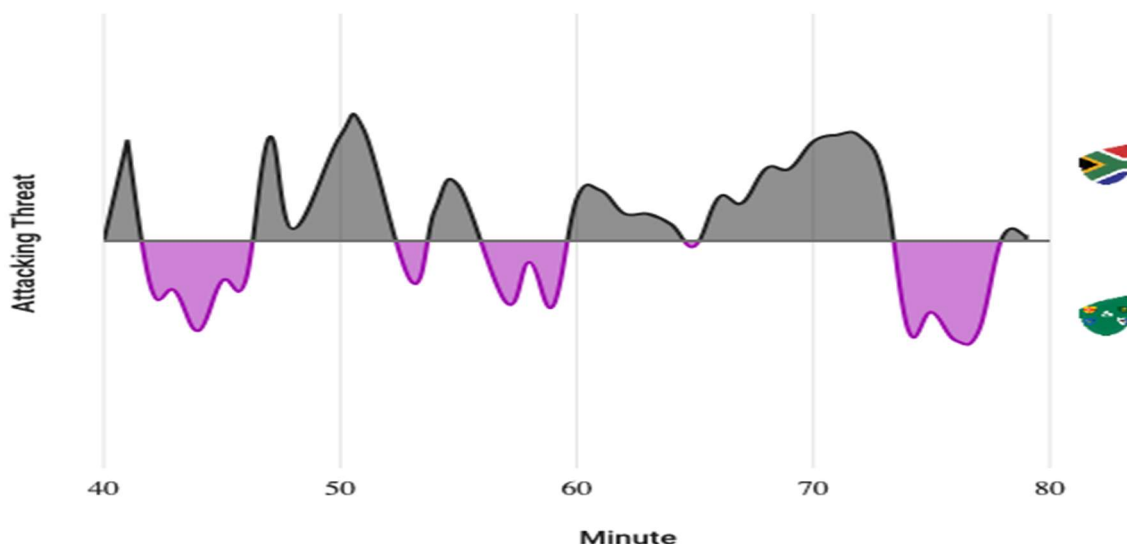
South Africa

- Just 14th for carries per game (105.3) but fourth-most metres made (596).
- Huge number of errors (17.7 per game) only Italy with more turnovers conceded.
- Sixth for collision success (43%) and fourth for gain-line success (55%). Just the ninth-most dominant collisions (27.3) and carries over the gain-line per game (58.7).
- Eighth for ruck speed (3.71s).
- 10th for red-zone entry success rate, 2.52 points on average.
- Scrum success 86 per cent in 13th, lineout success 87 per cent - eighth. Have stolen the most lineouts with 2.7 per game.
- 11th for kicks in play (22), ninth for territory (51%) and possession time just 12th (15:14).
- The most dominant tackles by far but almost solely attributed to the Ireland game. Average 15.7 per game, 47 per game, 31 of which versus Ireland. Only France have made more dominant tackles **in total** (34) than South Africa managed versus Ireland.
- Only comes with an 85 per cent success rate though, just 14th.
- 12th-most turnovers won (6.3) not turning those dominant hits into positive outcomes in the end in defence.
- Discipline one good aspect, fifth with just 9.3 per game and the second fewest conceded in attack (2.7).

Capgemini Metrics

- Arguably South Africa dominated a lot of the second half but couldn't convert that into enough points, lost the second half 6-5.
- At the 58th minute of the match, South Africa were at 60 per cent chance of winning.

South Africa (8) vs Ireland (13) Rugby World Cup - 23 Sep 2023



POWERED BY
Capgemini

Tonga

- The fewest line-breaks per game of any team (1.5).
- Very few carries (89 in 17th) so little attacking output overall but then also means very few turnovers lost as a total (12 per game) second best.
- Even as a percentage of their carries, their gain-line success (48% in 15th) and collision dominance (31% in 18th) isn't anywhere near what you might expect of a Tongan team.
- Last for ruck speed (5.12s), the second-most rucks over five seconds (29%) and even though they are slow they are also losing so many, the second-worst ruck retention (89%).
- Bit of an outlier in their red-zone stats, managed the fewest entries per game (3) but scored three tries in total from those entries so efficiency is off the charts and the best in the tournament by some way (4.90).
- Won the most scrums overall per game (9) but the fewest lineouts (4). Lost the same number of lineouts as they've won for 50 per cent success (20th).
- Second-fewest kicks in play (18) meaning they're playing in their own territory the most of anyone (40%).
- Had to make the third-most tackles (155.5) but missed the most (41.5 per game).
- Only Romania conceded more penalties per game (14).

Uruguay

- Line-breaks are their best attacking stat with 16.5 per game in 10th, everything else is in the bottom five.
- Sixth for turnovers conceded (14) but as they have so few possessions (38.5 in 16th) their positive outcomes are actually pretty low too (63% in 15th).
- Middle of the pack in 10th for average ruck speed (3.93s) and rucks under two seconds (29%).
- Just 15th for red-zone entries (7) but ninth as a percentage of their possession (21%) and 11th for efficiency (2.35).
- Worst scrum success in the tournament (71%). Slightly better for lineouts being 12th (82%).
- Missed the sixth-fewest tackles per game (17) for the seventh-best tackle success (86%).
- Won the third-most turnovers in total (8.5) including the most at the breakdown (6.5 per game).

Wales

- Very average attacking stats, sitting around 10th/11th for multiple. Third fewest turnovers conceded, however a good sign of their efficiency ball in hand (12.3 per game).
- Relative to their carries, again showing efficiency in attack, their collision dominance is fifth best (43%) and gain-line success ninth best (53%).
- Positive outcomes second only to England because of those lack of errors (73%).
- Ruck speed improved slightly from slowest to third slowest (4.92s) but they do have the fewest rucks under two seconds still (13%).
- Ninth-most entries (9.3) but then their return has been excellent (3.48 points per entry in third).
- Third-best scrum success (97%), lost just one scrum in total.
- Fourth-most possession time (16:22) but just 15th for territory (46%) meaning they are playing a lot from their own half.
- Most tackles made per game still (168.3) and matching that with a great success rate, third best (88%).
- Just 10th for turnovers won (6.7), again right in the middle of the pack.

Capgemini Metrics

- Wales predicted to beat Australia from the 17th minute onwards.

- At the 14th minute the match was predicted to be 25-25.

Teams who didn't play this round:

Fiji

- The most carries per game (132)
- The most dominant collisions with 45 per game and the third-best success rate with that equalling 50 per cent of their total carries being dominant!
- Perhaps opposite to what we might think of Fiji in almost seeking out the contact, winning the collisions but not finding space, seventh for metres made (525.5) from the most carries, but then just 14th for clean breaks (4 per game) and 10th for gain-line success (53%)
- Playing with a lot of ball but losing a lot too, 15th for turnovers lost (16 per game) equalling just 64 per cent positive outcomes (13th)
- Similar unusual numbers at ruck time, have the most rucks (94 per game) with the best retention (96%) but just 15th for speed (4.27s)
- Huge amount of pressure exerted in the red zone when they get there, third-most phases (32) and second-most time spent (05:12) from just the 11th-most entries (9) but then not quite the return from all that pressure. 12th for efficiency (1.67).
- One of only two teams to still have 100 per cent scrum success, Italy the other.
- Following their typical style with kicks however, very few, just 45 per cent of their possessions kicked away, only Italy again kicking it away less often.
- Second-most possession time, behind England, averaging 17:22 per game.
- Attack the best form of defence, not having to make many tackles (92.5, 18th) but poor success even so, (80%, 17th).
- Very good discipline overall (8 penalties on average, second) and particularly in defence again as they're under such little pressure (4.5, third).

Japan

- Fourth-fastest average ruck speed (3.46s) including the most rucks under two seconds (39%) and then the seventh best gain-line success (54%) might suggest they would get a decent attacking output but unfortunately not the case.
- Ninth for clean breaks, their next-best metric (6), 15th for metres made (317.5), defenders beaten (17) and collision success (34%).
- A lot of turnovers conceded (17 in 18th) for a low positive outcomes of their possession (63%).
- As always red zone is where it counts, whilst their efficiency is good (2.85 in sixth) they are only 15th for entries with seven.
- Just one scrum lost for the fourth-best success rate (96%) from the second-most scrums overall. (9)
- 15th for lineout success (80%) but won the second-most steals (2.5)
- A lot of kicks away (31 in fourth) meaning they have very low possession split (39% in 19th)
- Second-most tackles made (161) giving them plenty of opportunities for dominant tackles (second-most with 12).
- Most turnovers won per game (9) with half of them coming in the tackle itself, forced knock on, stripped etc.
- Fewest penalties conceded overall (7) and in attack (2).

New Zealand

- Despite not playing this round, they have taken over a lot of the attacking averages per game thanks to Ireland's hard-fought game versus South Africa.
- The most metres made (681.5), line-breaks (14.5) and defenders beaten (38.5).
- Not offloading the ball as much as you might think, 16th with 5.5 per game.
- Collision success a little average, 11th with 36 per cent. But the best gain-line success (64%) suggests playing to the space as much as possible!
- Third-best positive outcomes of their possessions (71%).
- Second-fastest ruck speed now behind Italy (3.34s) and the fourth-most under two seconds (36%).
- Getting to the red zone a reasonable amount (9.5 per game in eighth) but then don't take much time at all to score. Just 15th for phases (15) and 16th for time spent there (03:05), however the second-best efficiency (3.54) behind an outlier number from Tonga.
- Just 15th for scrum success (83%) but the very best lineout success (95%) losing just one lineout in total.
- Second-most kicks in play behind England (32) but still getting all that attacking output.
- Second-most possession split with 59 per cent.
- Have had to make the least number of tackles per game so far (79.5).
- Made the most 'break passes' with 7.5.

Romania

- The least amount of carries in the competition so far per game (65.5), giving them the second-fewest metres (282), very few line-breaks and defenders beaten and then making the fewest offloads as well (2.5).
- As a percentage of their carries their collision success (43% in seventh) and gain-line success (56% in third) is very good.
- Fewest offloads per game (2.5) and second-fewest metres made (282).
- The fewest individual possessions (35.5) and just 62 per cent positive outcomes (17th).
- Worst ruck retention (87%).
- Second-fewest red-zone entries (6) for the lowest time spent there (01:38) and phases played (9), only Namibia with a worse efficiency (0.50).
- Set-piece not much better, 16th for scrum success (80%) and 19th for lineout success (69%).
- Play with the lowest possession split (37%).
- Second-worst tackle success (78%).
- Most penalties conceded per game (16.5)

For more match preview and analysis, go to
<https://www.world.rugby/media-z1/rwc-2023/notes>