

## Performance Analysis - Match Round 4

TOURNAMENT LEADING							
TEAM				PLAYER			
Average Ruck Speed Italy 3.17s	Red Zone Efficiency New Zealand 3.82	Carries Made Australia 443	Metres Made South Africa 1869	Points Scored Johnny Sexton IRE 45	Tries Scored Henry Arundell ENG 5	Kick Success Tommaso Allan ITA 15/15	Carries Made Bundee Aki IRE 53
Linebreaks New Zealand 49	Defenders Beaten Scotland 143	Offloads Scotland 44	Attack Width (30m+) Scotland 17%	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 67%	Collision Success France 54%	Kicks In Play Australia 116	Passes Made Scotland 635	Passes Made Samuel Marques POR 184	Break Passes Ben Healy SCO 6	Kicks In Play George Ford ENG 37	Kick Metres Tiaan Swanepoel NAM 1132
Possession Time South Africa 01:02:48	Territory % Argentina 58%	Lineout Success New Zealand 97%	Scrum Success Fiji 100%	Tackles Made Sione Havili TON 60	Tackle Success Danilo Fischetti ITA 22/22	Dominant Tackles Rob Valetini AUS 7	Breakdown Steals Manuel Ardao NZL 6
Tackles Made Chile 529	Tackle Success SCO/GEO 89%	Turnovers Won South Africa 27	Penalties Conceded Fiji 24	Own Rucks Hit Richie Arnold AUS 79	Opposition Rucks Hit Manuel Ardao URU 32	Lineout Catches Guido Petti ARG 21	Lineout Throw % Samisoni Taukel'aho NZL 11/11

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### Trends

- Despite their heavy defeat, Italy still managed a faster ruck speed (3.13s) than New Zealand and faster than their average for the tournament to maintain their status as fastest at RWC23 with 3.17s.
- South Africa have spent the most time in the opposition 22 with 19 minutes 31 seconds; Romania are last in that list, just 6 minutes 34.
- New Zealand have just taken over from Tonga for best red-zone efficiency, their 4.36 vs Italy helping them achieve an average of 3.82 points per entry, just 0.01 better than Tonga. Romania also bottom that list as well, 0.33 points per entry.
- Fiji are the only team who have not lost a scrum. New Zealand have lost just one lineout in the tournament for the best lineout success rate, 97%.
- France maintain the highest collision dominance as a percentage of their carries, 54% but Fiji have the most dominant collisions per game, 44.3.
- Scotland and Georgia now boast the best tackle success with 89%.
- Uruguay average five breakdown turnovers per game, the most of any team with a tournament average of 3.1.
- Scotland are playing with the most width in their attack, with the highest percentage of their attacks more than 30m from the previous breakdown (17%), then the second-

most between 10-30m (51%) and the lowest percentage within 10m of the previous breakdown (32%).

### Knock-out permutations

- Pool A – France need something from their game against Italy to top pool.
- Pool B – Scotland need to beat Ireland and deny them a bonus point to progress.
- Pool C – Fiji need something from their game against Portugal to qualify with Wales.
- Pool D – Argentina v Japan: winner takes all to join pool winners in quarter-finals.

[Click for the full knock-out permutations >>](#)

### Argentina

- Average the fourth-most carries per game (127.3), the third-most defenders beaten (34.7) but turn the ball over the seventh most (15 per game). Their collision success is just 1sixth (35% of their carries) and gainline success 13<sup>th</sup> (51%).
- Second-fastest ruck speed behind Italy, (3.36s) and the second-highest number of rucks under two seconds (38%) but still struggle for line breaks and metres made.
- Struggle to convert, despite just having the ninth-most entries to the 22 per game (10), the third-most possession time in the opposition 22 (05:10) and most phases (40.7).
- Have the worst scrum success in the tournament (74%).
- Operate with the most territory per game (58%).
- Had the make the fewest tackles per game in the tournament (87.3), also win the fewest turnovers (3.7).
- Have conceded the most penalties in attack (6.3 per game) and fewer in defence (6.0); Italy the only other team to have it that way round.

### Australia

- Their highest-ranking metric (fourth) are kicks in play (29.0).
- Gainline success stayed at fifth best as a percentage of their total (56%) and their best attacking metric. Just 13<sup>th</sup> for line-breaks (5.3) and 1fifth for defenders beaten (19.5).
- Average ruck speed now eighth (3.71s), 58% of their rucks are between 2-5s, only five teams have more in that range.
- Middle of the pack for red-zone entries (9.5 in 10<sup>th</sup>) and only accounts for 19% of their possessions reaching the red zone (1seventh), then efficiency at coming away with points is 1fourth (1.94).
- 12<sup>th</sup> for scrum success (88%), 10<sup>th</sup> for lineout success (85%).
- Kicks in play remains high and those 29 per game equate to 62% of their possession, gives them 53% territory on average, the seventh highest of the tournament.
- Had to make relatively few tackles per game (107.0, 1fourth) but tackle success poor (82%, 1sixth). Fifth-most dominant tackles (10.3).
- 1sixth for discipline (12.8 per game).
- Seventh-most number of carries between 0-2m of the breakdown (12%).

### Capgemini Metrics

- Portugal were expected to score more points than Australia, 28.1 to 29.8, prior to the match beginning but the first half took it away from Portugal. Australia scoring 24 points compared to their expected 14.7 and Portugal scored five fewer than expected, seven to 12.4.

## Chile

- Just 37% of their carries getting over the gainline, the lowest of any team, which also equates to the fewest in total (38.5 per game).
- The lowest positive outcomes of their possession (48%), meaning more possessions end in errors than they do completed. Average just 33.3 possessions per game (20<sup>th</sup>), make 17.0 errors and only complete 16.3 possessions.
- Ninth-most defenders beaten (23.0) their best attacking metric.
- Just 1fourth for ruck speed (4.17s), only England and Wales slower.
- Haven't scored a single point from a penalty kick where they didn't enter the red zone, but third-fewest red-zone entries (6.5) and spend the lowest time there on average (02:07) for the fourth-lowest return (1.14 points per entry).
- 90% scrum success just 10<sup>th</sup> overall but only lost 2 in the tournament from their 4 games already played. Are 1ninth for lineout success (70%) and not stolen a single opposition lineout.
- Fewest kicks in play (15.5) means they played in their own territory more than anyone else, 41% overall.
- Had to make a lot of tackles (second most, 131.8) but sixth-most dominant ones with 10 per game.
- The most penalties conceded in defence (10.3).

## Fiji

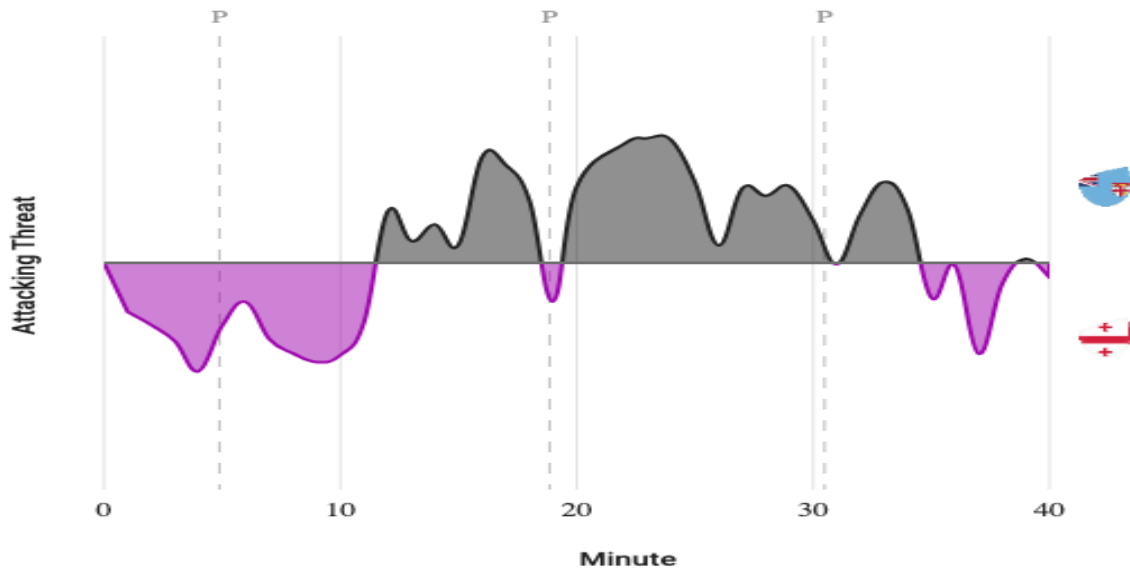
- Dropped to the second-most carries per game (138.0) behind Scotland.
- Just 1fifth for line-breaks (4.7 per game).
- Concede the most turnovers per game which is typically linked to their risk/reward style (17.7). So many turnovers resulting in just 61% of their possessions ending positively (1seventh).
- The most dominant collisions with 44.3 per game and the fourth-best success rate, with 47% of their carries being dominant.
- Eighth for metres made (516.0), 12<sup>th</sup> for gainline success (51%).
- Similar unusual numbers at ruck time, have the most rucks (94 per game) with the second-best retention (95%) but just 11<sup>th</sup> for speed (4.04s), 13<sup>th</sup> for percentage of rucks under two seconds (26%).
- Huge number of pressure exerted in the red zone when they get there, third-most phases (37) and second-most time spent (05:22) from just the 13<sup>th</sup>-most entries (8.7) but just 1fifth for efficiency (1.69). Have scored the second-most points from outside the red zone per game (6.0).
- The only team to still have 100% scrum success. Not as good in their lineout, lost the most lineouts per game (4.0) joint with Ireland for just 1sixth-best success rate (78%).
- 1sixth for possession kicked away (45%) meaning they have a huge possession time per game (18:05, second only to England).
- Not having to make many tackles (97.0 in 1seventh) but missing a lot, just 1eighth for success (80%).
- Most turnovers won per game (8.3) with 5.0 of those coming from the breakdown, the most of any team.
- The best discipline overall (8.0) pens conceded and particularly in defence (5.0, also the fewest).

## Capgemini Metrics

- Fiji enjoyed a huge amount of momentum in the first half without scoring any points. Red-zone efficiency in the second half got them out of their deficit.



**Fiji (17) vs Georgia (12)**  
Rugby World Cup - 30 Sep 2023



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### Georgia

- Made the third-most offloads per game so far (12.0).
- Surprisingly the second-lowest collision dominance in attack, just 31%, but also the second-fewest negative collisions (4.3).
- Decent return of metres made (522.7, seventh) from just the 13<sup>th</sup>-most carries (108.0) and beating the seventh-most defenders per game (24.0).
- Average turnovers conceded down to 16<sup>th</sup> (16.3).
- Ruck speed particularly slow, 4.56s in 18<sup>th</sup>, 17<sup>th</sup> for ruck retention (90%).
- fourth-most rucks over five seconds (23%).
- Decent number of red-zone entries, 10<sup>th</sup> most (10.3) but just 18<sup>th</sup> for efficiency (1.06 points).
- Lost just two scrums in total for a success of 92% (18<sup>th</sup>). 11<sup>th</sup> for lineout success (83%).
- Had to make the third-most tackles (161.0) but the joint-best tackle success with Scotland; the seventh-most dominant tackles as well (9.7).
- Third-worst pass accuracy (80%)
- Second-fewest breakdown turnovers won per game (1.7).
- Play the third-most possessions tight to the previous ruck (0-2m, 15%).

### Capgemini Metrics

- Georgia were predicted to win their game against Fiji right up until the 5<sup>th</sup> minute with a 54% chance of winning, they were at 45% chance of winning at 64 minutes.

### Italy

- Dropped significantly from their tournament-leading attacking stats with that heavy defeat to New Zealand.
- Third for collision success (49%) their best metric here.



- Still a lot of turnovers lost per game (16.3), risk and reward, and gives them just the 14th-best positive outcomes of their possession (64%).
- Still maintained the fastest average ruck speed of any team (3.17s) and the most rucks under two seconds (39%).
- Unsurprisingly dropped to fifth-most red-zone entries (12.7) and efficiency dropped to eighth (2.58).
- Hadn't lost a scrum before their match against NZL, lost four in the game to put their overall average down to 18th (78%, from first). Similarly gone from second-best lineout success to 14th (80%), losing 5 of 11 vs NZL.
- Lowest percent of their possession kicked away (41%).
- Dropped to fourth for tackle success (87%).
- Just 18th for turnovers won (5.0 per game)
- Second-fewest penalties conceded on defence (5.3).
- The third-most plays beyond 30m in width (14%) and the most 10-30m (53%).

### Japan

- Dropped to seventh-fastest average ruck speed (3.66s) but still high for rucks under two seconds (39%, third).
- Gone up to the second-best gainline success (57%) but just ninth for clean breaks their next best metric (6), 15th for metres made (353.3), 16th for defenders beaten (18.3) and 17th for offloads (4.7).
- Big improvement in their error rate brings their average turnovers lost down to 13.7 (eighth) and their positive outcomes up to 69% (sixth).
- While their red-zone efficiency is good (2.95 in fourth), just the seventh-most entries (7 on average).
- Win the most scrums per game (8.7), lost just two in total for the fifth-best success rate (94%).
- 12th for lineout success (82%) but won the most steals (2.3 per game)
- Kick the ball away a lot (28.7 in fifth) meaning they have the second-lowest possession split (41%)
- Second-most tackles made (167.7) giving them plenty of opportunities for dominant tackles (second-most with 11.7).
- Dropped to fourth-most turnovers won per game (7) with the second-most forced in the tackle itself (3.3)
- Third-best discipline overall (8.7) and the second-fewest conceded in attack (2.7), bettered only by South Africa.

### Capgemini Metrics

- Japan expected to score 30.9 points in their game against Samoa, whilst they missed that mark (28), they made Samoa miss by more, expected points were 26.4 (22 actual).

### Namibia

- The second-fewest line-breaks (2.5), defenders beaten (13.0) and offloads (3.8).
- Collision success as a percentage of their total the second best of any team (51%) and make the third-most dominant carries per game (34.5).
- Sixth best (13.5) for turnovers conceded.
- Gainline success third worst (46%) and the third-fewest over-the-gainline carries per game (41.8) despite so many being dominant contacts.
- The fifth-fastest average ruck speed (3.61s) and 28% under two seconds (ninth) but can't translate that into attacking output.





- Fifth for red-zone entries (8.0) but importantly the second-worst red-zone efficiency of any team (0.87 points per entry); only Romania worse.
- Very few kicks away (19.3 in sixth) but do force teams to play in their own half a lot. Second-lowest possession time overall (12:18 per game) meaning that their opposition playing with the ball in their own half.
- The worst tackle success-rate (72%) but picked up their dominant tackles from last to 13th (9.3).
- The best pass accuracy (91%), don't have that many in the first place (106.8 in eighth) and don't make incisive passes, just 1.3 per game leading to a line-break (ninth), one in total leading to a try (eighth).
- The lowest percentage of plays wider than 30m from the breakdown (5%), the most between 2-10m away (47%).

### New Zealand

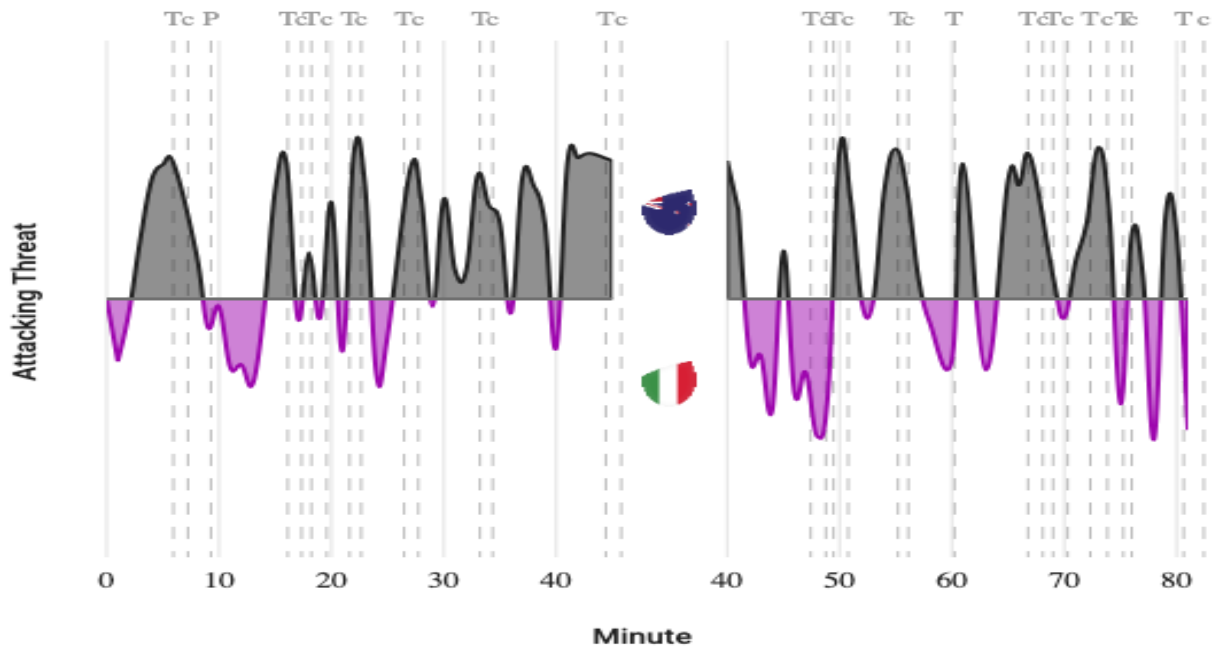
- Top for many stats after their 96-17 win versus Italy.
- The most metres made (723.3) and line-breaks (16.3) per game, second-most defenders beaten (36.7) whilst not turning the ball over much (13.0 per game).
- Collision success average, 10<sup>th</sup> (39%) but gainline success the best both as a percentage (67%) and total carries over the gainline (82.0).
- Their limited turnovers conceded giving them the second-best positive outcomes of their possession (74%), just behind England.
- Third-fastest average ruck speed (3.52s) and the third-best retention rate (95%) – impressive.
- Third-most red-zone entries (13.7) with best red-zone efficiency (3.82) also equals the most points a team scores from their entries during a game (57.7).
- Just 11<sup>th</sup> for scrum success (89%) but the best lineout success (97%), losing just one lineout in total so far. Average 1.7 lineouts stolen per game as a comparison (third best).
- Third-most kicks in play (29.7) but exiting mainly, the most kicks from their own 22 (13.3), they then win those attacking kicks back to play with the ball themselves with the third-highest possession split (58%).
- Had to make the second-fewest tackles per game of the tournament (88.7).
- Second-most plays 30m+ from the breakdown (15%) and the second fewest 0-2m away (8%) highlight the kind of width they want to play with.

### Capgemini Metrics

- New Zealand's dominance represented by huge spikes in attacking momentum, the vast majority of which ended in a try being scored.

## New Zealand (96) vs Italy (17)

Rugby World Cup - 29 Sep 2023



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### Portugal

- Sixth-most carries (120.7) and line-breaks (7.7); fifth-most offloads (11.3).
- Gainline (45%) the second lowest and collision success (31%) down in eighth suggesting a slight lack of efficiency in attack.
- Average ruck speed just 12<sup>th</sup> (4.10s) and eighth for rucks under two seconds (22%), limiting their attacking platform that would help their momentum in the carries.
- 11<sup>th</sup> for red-zone entries (9.3), ninth for time spent there (03:57) although sixth for efficiency (1.44).
- Lineout success in fourth (89%); scrum success sixth (81%).
- Had to make the sixth-most tackles (139.7) but made the fewest dominant tackles per game of anyone (5.7). Fourth-most turnovers, though (7.0).
- Play the fourth-most 30m+ from the breakdown (13%), looking for width.

### Romania

- The fewest carries in the competition so far per game (78.0), giving them the second-fewest metres (289), the fewest line-breaks (2.0), third-fewest defenders beaten (14.0) and fewest offloads (3.0) for the lowest attacking output overall.
- As a percentage of their carries their collision success (39% in 12<sup>th</sup>) and gainline success (52% in 10<sup>th</sup>) is pretty good.
- The second-fewest individual possessions (35.0) and just 59% positive outcomes also the second worst, behind Chile.
- Have the second-fewest rucks overall (58.7) but the second-worst retention as well (89%)
- Ninth for ruck speed (3.72) a decent return, the second-most rucks between 2-5s (62%).

- Fewest red-zone entries (5), the second-lowest time spent there (02:11), fewest phases (11.7) played there with the worst efficiency (0.33).
- Set-piece fourth for scrum success (87%) and eighth for lineout (73%).
- Play with the lowest possession split (38%), the lowest possession time (11:42) and the second-lowest territory (43%).
- Miss the most tackles per game (49.0) for the second-worst success rate overall (75%).
- Second-fewest breakdown turnovers won (1.7).
- Most penalties conceded per game (14.3)
- Playing very tight to the rucks, second-most 2-10m (42%) and eighth most 0-2m away (11%).

### Samoa

- Sixth-most offloads (10.3) their best attacking stat.
- Up to eighth for collision success (40%) and fifth-most dominant collisions per game (32.3). Gainline success up to ninth (52%).
- Third-slowest ruck speed of any team (4.32s), third-fewest under two seconds (23%) but a significant improvement.
- Not many entries to the red zone (8.0 in fifth), very little pressure there, sixth for time spent (03:23) and 13<sup>th</sup> for phases (22.0) and slightly reduced return in 12<sup>th</sup> (2.41 points per entry). Actually scored the fifth-most points from outside the 22 from the boot. (4.0)
- Third-best scrum success (96%), just one lost in total.
- Seventh for tackle success (81%) and just fourth for dominant tackles (8.7), might have expected higher.
- Second-most turnovers won (8) and the second-most forced in the tackle (3.3).
- The most possessions played within two metres of the previous ruck (19%).

### Scotland

- Huge pick-up in their attacking stats after their victory against Romania.
- Most carries (144), defenders beaten (47.7) and offloads (14.7) per game; second-most metres made (698) and line-breaks (14) both behind New Zealand.
- Fourth for turnovers lost (15.0).
- Just fifth for collision success (37%), and seventh for gainline success (48%) as they have so many carries it's hard to maintain high numbers, gives them their total output rather than being efficient with it.
- Just 10<sup>th</sup> for ruck speed (3.81s) and just fifth for rucks under two seconds (24%).
- Fourth-most red-zone entries (13.3) makes them the second-most prolific at getting into the opposition 22 as a percentage of their possession (30%). 11<sup>th</sup> for red-zone efficiency (2.44).
- Second-worst scrum success (74%), losing the most per game (1.7). Won the most lineouts per game, though (15.0), for the eighth-best success (85%).
- Playing with the third-most territory (56%) and possession time (18:05).
- Missed the second-fewest tackles per game (14.7) for the joint-best tackle success (89%).
- Made the most passes per game (212)
- Third-most turnovers won (7.7)
- Comfortably the team attacking with the most width, the most 30m+ from the breakdown (17%) and then the second-most 10-30m away (51%).





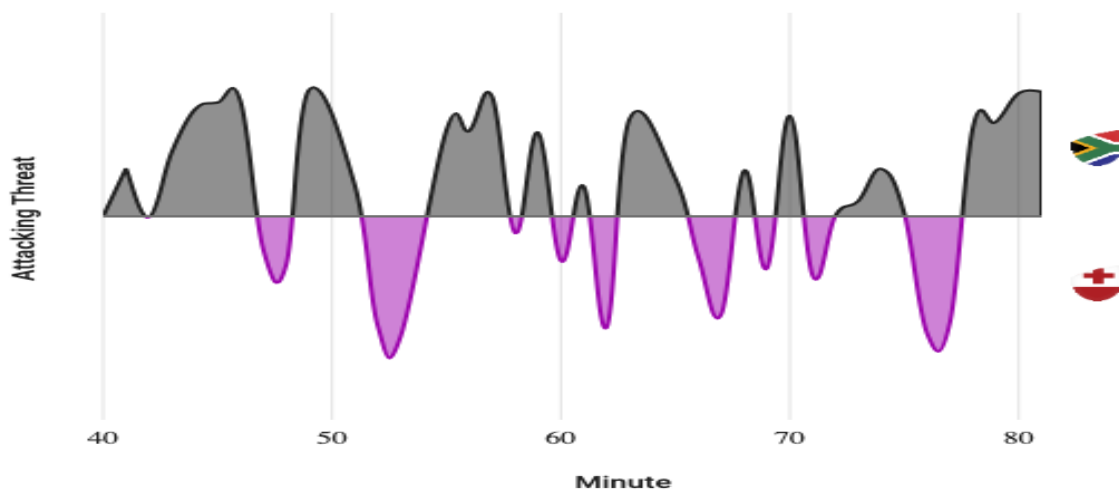
## South Africa

- Fourth best gainline success (56%) their best attacking output.
- Sixth for metres made (544.8) and eighth for line-breaks (6.3) and defenders beaten (23.3.)
- Just 13<sup>th</sup> for collision success as a percentage (38%) and total dominant carries (25.8).
- Third worst for positive outcomes in their possession (60%).
- Sixth for ruck speed (3.65s) and fourth-most under two seconds (32%).
- Fourth-most possession time in the opposition 22 (04:52) from the seventh-most entries (11.0) and the sixth-best efficiency (2.76).
- Just fifth for scrum success (81%) losing one per game on average.
- Sixth for lineout success (89%) and second-most steals (2.3).
- Most dominant tackles per game (14.8).
- Fourth-most turnovers won at the breakdown (4.5).
- Fourth-best discipline overall (9.3) with the fewest penalties conceded in attack (2.5)

## Capgemini Metrics

- South Africa's second-half momentum taking the game away from Tonga.

**South Africa (49) vs Tonga (18)**  
Rugby World Cup - 1 Oct 2023



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## Tonga

- The fewest metres made of any team (282), second-fewest defenders beaten (13) and just seventh for line-breaks (3.0 per game).
- Very few carries (98.3 in seventh) which also means very few turnovers lost as a total (12.3 per game, second best).
- Even as a percentage of their carries their gainline success (48% in sixth) is low, seventh for actual carries over the gainline (47.7) and then collision dominance is last (30%) as a percentage and just 18.7 dominant carries, also last.
- Sped up their ruck speed just slightly to improve to second slowest ahead of Wales (4.83s) and the second fewest rucks under two seconds (18%).
- Second-best red-zone efficiency 3.81 but second-fewest entries per game (5.7).



- Won the fewest lineouts per game (7.3) with the worst success rate (65%), limiting their platform.
- Second-fewest kicks in play (17) meaning they're playing in their own territory a lot.
- Had to make the fourth-most tackles (156.3) but just fifth for success (83%).
- Just 11<sup>th</sup> most turnovers in total (5.7) but fifth most from breakdowns (4).
- Much higher percentage of play in tight to the breakdown relative to the competition fourth-most between 2-10m (41%) and also fourth-most between 0-2m (14%).

### Uruguay

- Top half of the table for line-breaks (6.0 in ninth), 10<sup>th</sup> for defenders beaten (22.3).
- Fifth for turnovers conceded (13.3).
- Seventh for collision success as a percentage (40%).
- Dropped down to sixth for average ruck speed (4.28s), limiting their attacking momentum; gainline success too, just fourth (50%).
- 10<sup>th</sup> for red-zone efficiency you could see as a big win for them (2.57), perhaps were expected they might be if not slightly higher with fourth-most entries (8.3).
- Improved scrum success up to seventh (81%) and lineout success (86%, also seventh).
- Second-fewest dominant tackles per game (7.0)
- Won the fourth-most turnovers in total (7.0) including the most at the breakdown (5.0 per game).

### Teams not in action in Round 4

#### England

- The most kicks in play per game (36.7).
- Highest possession time of any team (18:08 per game) and fifth-most territory (55%).
- Just 11.7 turnovers per game the fewest of anyone.
- Eight line-breaks per game is the fifth best.
- Fourth for collision success (38%), fifth for average ruck speed (4.18s).
- Only France average more points per game from outside the red zone than England (6).
- Second-most scrums won per game (8.3).
- Fifth fewest penalties conceded overall (9.7).

#### Ireland

- Third-most carries (129.7), metres made (623.0) and line-breaks (10.7).
- Third-most rucks (89.3) and fourth-best ruck retention (95%).
- Most red-zone entries per game (17.3), most time spent there (05:44).
- Second-most territory per game (57%) but still the highest possession split (59%).
- Had to make the third fewest tackles per game (94.0)
- Scotland overtaken them for the most passes per game (197.3, in second now).

#### France

- The most dominant team in the contact area so far, 54% collision dominance.
- Second-most offloads per game (12.3).
- Average fewest rucks per game (51.3).

- Score the most points per game from outside the red zone (7.0). A huge number of entries as well (14 per game, second).
- Second-fewest lineouts lost per game (1.3) for the third-best success rate (91%).
- 31.7 kicks per game (second), accounting for 62% of their possession (third).
- Second-best discipline (8.3 pens conceded per game) and the second-fewest conceded in defence (5.3). Only England better.

### Wales

- Second-fewest turnovers conceded (12.3 per game).
- Positive outcomes third (73%) behind England and New Zealand.
- Third-best points per red-zone entries (3.48)
- Second-best scrum success (97%), lost just one in total.
- Averaging the most tackles made per game (168.3) and third-best success rate (88%).
- Most turnovers won from the tackle contest (forcing knock-ons, strips etc, 4.0).
- Second-most plays tight to the ruck, 16% within 0-2m and the second fewest played wider than 30m (just 6%).

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