



RUGBY WORLD CUP SEVENS 2009

STATISTICAL REVIEW AND MATCH SUMMARY

Compiled by IRB Games Analysis

Dubai 2009

IRB Rugby World Cup Sevens 2009 in Dubai was the biggest international Sevens Tournament ever, with 40 teams from 31 nations competing for the ultimate prize in Rugby Sevens.

Joining the traditional 24-team men's event for the first time was a 16-team women's event and after three days and 98 matches of compelling action Wales won the men's event, the Melrose Cup, while Australia were crowned inaugural Women's Rugby World Cup Sevens champions.

What follows is a playing analysis of the overall event. This comprises 2 reports – one on the men's competition and one on the women's competition. In addition there is a short section containing a comparison of Rugby World Cup Sevens 2009 with Rugby World Cup Sevens 2005 as well as a comparison between the men's and women's tournament.

The two reports are in the form of a **Statistical Analysis** and **Match Summary** comprising an analysis of all elements of play together with the approach to, and performance of, all participating teams in various aspects of the game.

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Dubai 2009



RUGBY WORLD CUP SEVENS 2009

MEN'S COMPETITION

Dubai 2009

COMMENTARY - MEN'S COMPETITION

The 2009 Rugby World Cup Sevens tournament will live long in the memory. It was an exceptional tournament, generating record crowds, exceptional matches and was certainly full of surprises.

Before the start of the competition, the most successful teams for a long period of time had been Fiji, New Zealand, England and South Africa. Based on form, these teams were again expected to reach the semi-finals. However, one of the great attractions of Sevens is that in a short game of 14 minutes, surprises can, and do occur.

At RWC Sevens 2009, the first major surprise happened in the opening quarter-final when Wales upset defending IRB Sevens World Series champions New Zealand. This shock was followed up in quick succession by Samoa defeating England, Argentina beating Fiji and Kenya defeating World Champions Fiji in the remaining quarter-finals. Incredibly, none of the pre-tournament favourites had reached the semi-finals, while the semi finalists represented four continents, underlining the truly global stature of the sport.

A detailed analysis of the tournament highlights certain signs from the Pool matches that could have contributed towards some of the quarter-final surprises.

In international cup competitions, defence is regarded of paramount importance. RWC Sevens 2009 was no exception and the two finalists (Wales and Argentina) were not high-scoring teams. In fact, their average points scored put them fourteenth and fifteenth of the 24 teams. However, when it came to defence and conceding points, they were first and third respectively and this ability to restrict opponents from scoring became apparent at the Pool stages where Argentina, Samoa and Wales conceded just 12, 12 and 19 points in the three games they played. England, however, conceded 36, Fiji 27 and South Africa 26. The seeds of the quarterfinal surprises could perhaps have been seen therefore at the Pool stage.

As a further illustration of the priority given to defence and pressurising opponent, Argentina, the beaten finalists produced a very distinctive playing profile. Their opponents, for example, required two and a half times more possession to score a try than England's opponents. While Argentina's opponents needed 174 seconds of possession to score a try, England's needed just 61 seconds. Argentina were also the lowest passing team in the competition, they did not concede a single try from an error, they attacked their own restarts regaining more than any other team and hit their opponents rucks with more players than any other team apart from Fiji and England.







This constant pressure on opponents was also a characteristic of the Wales performance. Together with Argentina, they kicked for territory more than any of the other 22 teams. Wales were also particularly effective at the set piece. They won more opponents' scrums and more opponents' lineouts than any other team. This targeted approach – and its successful implementation – brought Wales and Argentina the greatest possible reward – a place in the final.

What the competition served to show, therefore, was one of the core attractions of rugby – which is that there is no unique winning formula. Matches and competitions can be won through a variety of strategies and tactics – and it is this factor which allows teams of what may appear to be of different abilities to produce maximum dividends through thoughtful preparation and effective execution. As an illustration of this, Rugby World Cup Sevens 2009 was a perfect example.







Men's Rugby World Cup Sevens 2009 Champions - Wales




POOL RESULTS – MEN'S COMPETITION

POOL A								
	PLD	W	D	L	PS	PC	PD	PTS
 NZL	3	3	0	0	107	12	95	9
 TON	3	2	0	1	57	34	23	7
 ITA	3	1	0	2	29	90	-61	5
 GLF	3	0	0	3	22	79	-57	3

POOL A			
1	TONGA	19 - 0	ARABIAN GULF
2	NEW ZEALAND	42 - 0	ITALY
3	NEW ZEALAND	41 - 5	ARABIAN GULF
4	TONGA	31 - 10	ITALY
5	ARABIAN GULF	17 - 19	ITALY
6	NEW ZEALAND	24 - 7	TONGA

POOL B								
	PLD	W	D	L	PS	PC	PD	PTS
 FIJ	3	3	0	0	90	27	63	9
 FRA	3	2	0	1	64	55	9	7
 USA	3	1	0	2	62	57	5	5
 GEO	3	0	0	3	15	92	-77	3

POOL B			
1	FRANCE	26 - 17	USA
2	FIJI	26 - 10	GEORGIA
3	FIJI	26 - 12	USA
4	FRANCE	33 - 0	GEORGIA
5	USA	33 - 5	GEORGIA
6	FIJI	38 - 5	FRANCE

POOL C								
	PLD	W	D	L	PS	PC	PD	PTS
 RSA	3	3	0	0	60	26	34	9
 CAN	3	2	0	1	62	41	21	7
 SCO	3	1	0	2	59	62	-3	5
 JAP	3	0	0	3	27	79	-52	3

POOL C			
1	SCOTLAND	14 - 33	CANADA
2	SOUTH AFRICA	26 - 5	JAPAN
3	SOUTH AFRICA	15 - 7	CANADA
4	SCOTLAND	31 - 10	JAPAN
5	CANADA	22 - 12	JAPAN
6	SOUTH AFRICA	19 - 14	SCOTLAND

POOL D								
	PLD	W	D	L	PS	PC	PD	PTS
 SAM	3	3	0	0	74	12	62	9
 AUS	3	1	0	2	45	55	-10	5
 POR	3	1	0	2	36	49	-13	5
 IRE	3	1	0	2	34	73	-39	5

POOL D			
1	AUSTRALIA	24 - 12	PORTUGAL
2	SAMOA	35 - 5	IRELAND
3	SAMOA	20 - 7	PORTUGAL
4	AUSTRALIA	21 - 24	IRELAND
5	PORTUGAL	17 - 5	IRELAND
6	SAMOA	19 - 0	AUSTRALIA



ENG
KEN
TUN
HKG

POOL E							
PLD	W	D	L	PS	PC	PD	PTS
3	3	0	0	94	36	58	9
3	2	0	1	79	40	39	7
3	1	0	2	48	69	-21	5
3	0	0	3	26	102	-76	3

POOL E			
1	KENYA	29 - 7	TUNISIA
2	ENGLAND	42 - 5	HONG KONG
3	ENGLAND	26 - 24	TUNISIA
4	KENYA	43 - 7	HONG KONG
5	TUNISIA	17 - 14	HONG KONG
6	ENGLAND	26 - 7	KENYA



ARG
WAL
ZIM
URU

POOL F							
PLD	W	D	L	PS	PC	PD	PTS
3	3	0	0	73	12	61	9
3	2	0	1	58	19	39	7
3	1	0	2	38	95	-57	5
3	0	0	3	31	74	-43	3

POOL F			
1	WALES	31 - 5	ZIMBABWE
2	ARGENTINA	19 - 7	URUGUAY
3	ARGENTINA	40 - 5	ZIMBABWE
4	WALES	27 - 0	URUGUAY
5	ZIMBABWE	28 - 24	URUGUAY
6	ARGENTINA	14 - 0	WALES

KNOCKOUT RESULTS – MEN'S COMPETITION

Bowl ¼	ZIMBABWE	28 - 10	GEORGIA
Bowl ¼	JAPAN	12 - 19	URUGUAY
Bowl ¼	IRELAND	24 - 5	ARABIAN GULF
Bowl ¼	HONG KONG	14 - 7	ITALY
Plate ¼	TONGA	24 - 7	TUNISIA
Plate ¼	USA	14 - 24	AUSTRALIA
Plate ¼	FRANCE	19 - 21	SCOTLAND
Plate ¼	PORTUGAL	12 - 5	CANADA
Cup ¼	NEW ZEALAND	14 - 15	WALES
Cup ¼	ENGLAND	26 - 31	SAMOA
Cup ¼	SOUTH AFRICA	12 - 14	ARGENTINA
Cup ¼	KENYA	26 - 7	FIJI
Bowl ½	ZIMBABWE	24 - 7	URUGUAY
Bowl ½	IRELAND	22 - 15	HONG KONG
Plate ½	TONGA	19 - 22	AUSTRALIA
Plate ½	SCOTLAND	29 - 7	PORTUGAL
Cup ½	WALES	19 - 12	SAMOA
Cup ½	ARGENTINA	12 - 0	KENYA
Bowl Final	ZIMBABWE	17 - 14	IRELAND
Plate Final	AUSTRALIA	17 - 21	SCOTLAND
Cup Final	WALES	19 - 12	ARGENTINA

SUMMARY – MEN'S COMPETITION

	RWC 7s MEN 2009 57 matches
SCORING	
POINTS (average per game)	35
TRIES (average per game)	6
CONVERSION SUCCESS (%)	59%
PENALTY GOALS (total)	0
DROP GOALS (total)	0
TRY SCORING	
MATCHES WON by team scoring most tries	88%
SOURCE OF TRIES - Pens/FKs (%)	32%
SOURCE OF TRIES - Turnover/Opp Error (%)	23%
ORIGIN OF TRIES - Own Half (%)	52%
BUILD UP TO TRIES - No Rucks/Mauls	62%
BUILD UP TO TRIES - 3 Or Fewer Passes	60%
BALL IN PLAY	
BALL IN PLAY (%)	51%
ACTIVITY	
PASSES (average per game)	68
RUCKS/MAULS (average per game)	15
RUCK/MAUL RETENTION (%)	77%
KICKS (average per game)	5
SET PIECE	
RESTARTS kicked short (%)	79%
SHORT RESTARTS possession retained (%)	34%
RESTART ERRORS (Total)	1 in 19 restarts
SCRUMS (average per game)	4
SCRUMS possession retained (%)	83%
LINEOUTS (average per game)	3
LINEOUTS possession retained (%)	74%
PENALTIES/FREE KICKS & CARDS	
PENALTIES/FKs (average per game)	7
CARDS (Total)	1 in 2.7 matches

1. SCORING & CONCEDED POINTS

























The average number of points scored in a game was **35** making the average number of points scored/conceded by a team **17.5**. Not surprisingly, there were major variations around this average. **England** and **New Zealand** for example, scored an average of **30** points per game while **Georgia** managed just **6**. With regard to points conceded **Argentina** and **New Zealand**, for example, conceded an average of **7** points per game while **Georgia** conceded **30**.

These figures do not show, however, how effective each team was in scoring points in relation to the possession that it obtained. Conversely, the figures also do not show, how effective each team was in restricting points in relation to the possession that their opponents obtained. A team may, for example, obtain little possession but still manage to score a significant number of tries while another team may concede very few tries in the face of considerable opposition possession.

























The following table addresses this issue by showing the rate of scoring and conceding tries. Such scoring rates are calculated (a) by dividing the total possession obtained by a team by the number of tries scored (b) by dividing the total possession obtained by a team's opponents by the total number of tries conceded. The following 2 tables gives the relevant rates for each participating team.

It shows that **England** and **New Zealand** had the best try scoring rate (ie **49secs** to score a try) and **Argentina** the best try conceding rate (ie **174secs** for their opponents to score a try.).



























		MATCHES PLAYED	AV POINTS SCORED	TRY SCORING RATE			MATCHES PLAYED	AV POINTS SCORED	TRY SCORING RATE
	ENG	4	30	49 secs		USA	4	19	75 secs
	NZL	4	30	49 secs		ARG*	6	19	79 secs
	FJI	4	24	52 secs		WAL*	6	19	80 secs
	SAM	5	23	55 secs		CAN	4	17	83 secs
	RSA	4	18	58 secs		TUN	4	14	89 secs
	KEN	5	21	60 secs		HKG	5	11	100 secs
	ZIM	6	18	62 secs		URU	5	11	108 secs
	TON	5	20	70 secs		JAP	4	10	119 secs
	FRA	4	21	71 secs		GEO	4	6	122 secs
	AUS	6	18	72 secs		ITA	4	9	128 secs
	SCO	6	22	73 secs		POR	5	11	157 secs
	IRE	6	16	74 secs		ARA	4	7	183 secs

*20 min Final

		MATCHES PLAYED	AV POINTS CONCEDED	TRY CONCEDING RATE			MATCHES PLAYED	AV POINTS CONCEDED	TRY CONCEDING RATE
	ARG*	6	7	174 secs		FRA	4	19	67 secs
	NZL	4	7	148 secs		ZIM	6	21	66 secs
	WAL*	6	10	144 secs		USA	4	20	64 secs
	RSA	4	10	143 secs		POR	5	17	63 secs
	SAM	5	11	130 secs		ITA	4	26	63 secs
	TON	5	17	114 secs		TUN	4	23	62 secs
	KEN	5	12	104 secs		ENG	4	17	61 secs
	CAN	4	13	100 secs		HKG	5	26	56 secs
	FJI	4	13	81 secs		JAP	4	25	55 secs
	SCO	6	18	81 secs		URU	5	22	55 secs
	AUS	6	18	76 secs		GEO	4	30	53 secs
	IRE	6	18	72 secs		ARA	4	26	49 secs

*20 min Final

- There were **318** tries scored in the tournament making an average of **5.6** per game.
- 0** penalty goals or drop goals were kicked.
- The overall conversion success rate was **59%**.
- There were noticeable variations in the conversion success rates as seen in the attached table.

		CONVERSION SUCCESS %			CONVERSION SUCCESS %
	ENG	83% (15/18)		HKG	56% (5/9)
	ARG*	76% (13/17)		POR	56% (5/9)
	SCO	75% (15/20)		TUN	56% (5/9)
	FJI	73% 11/15		CAN	55% (6/11)
	FRA	69% (9/13)		AUS	50% (9/18)
	NZL	68% (13/19)		RSA	50% (6/12)
	URU	66% (6/9)		ITA	50% (3/6)
	USA	66% (8/12)		IRE	44% (7/16)
	ZIM	65% (11/17)		WAL*	42% (8/19)
	TON	63% (10/16)		JAP	29% (2/7)
	KEN	59% (10/17)		ARA	20% (1/5)
	SAM	58% (11/19)		GEO	0% (0/5)

2. TRY SCORING

The total number of tries scored in Rugby World Cup Sevens 2009 was **318** (average per game : 5.6). In the pool stage there were **208** tries scored (average per game – 5.8) and on Day 2, finals day, there were **110** tries scored (average per game: 5.2)

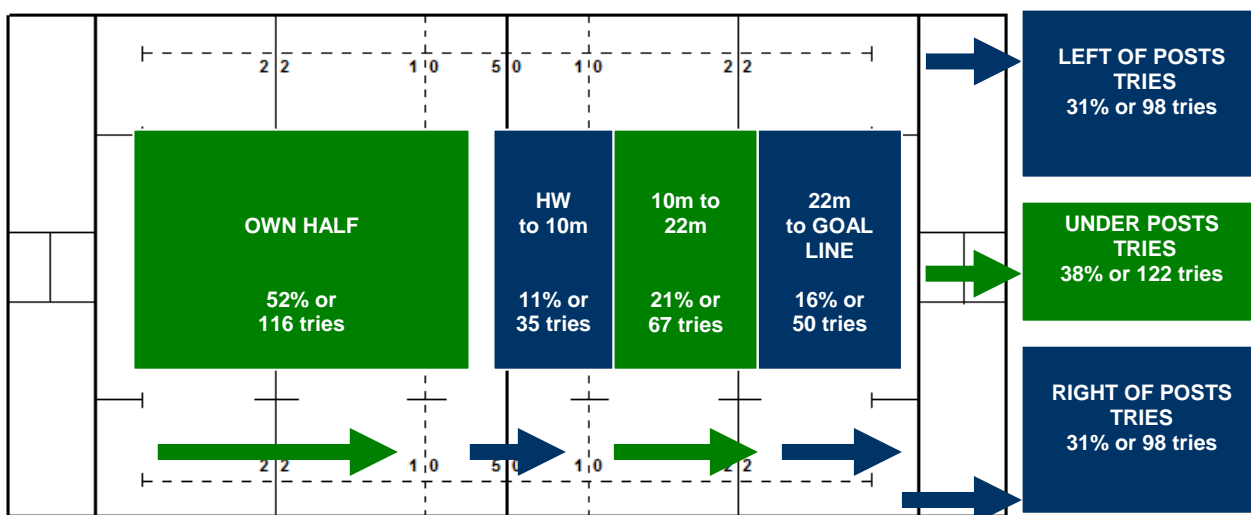
2.1 IMPACT OF TRIES

With not a single penalty goal and drop goal kicked in the entire tournament, and a conversion success rate of 59%, it was inevitable that tries would determine which team won in the vast majority of cases – and this proved to be the case.

























Of the 57 matches, **50 (or 88%)** were won by the team scoring the most tries. There were **6** matches won because of conversions and there was 1 draw (England v Samoa – Extra Time played).

2.2 ORIGIN & LOCATION OF TRIES

Tries originate from various parts of the pitch and are scored all across the goal line. The following diagram shows the location on the pitch of where the attacking team obtained possession from which they eventually scored and where they were scored along try line. **Over 50%** of all tries originated in the try scoring team's **own half** and tries were scored equally on both sides of the posts (both were **31%**).



The following table shows the origin of tries scored (own) and tries conceded (opposition) by each team. The teams which scored a high number of tries from their own half were **Zimbabwe** (65%), **Scotland** (60%) and winners **Wales** (58%). The teams which scored few tries from their own half were **Arabian Gulf** (20% or 1 of 5), **Canada** (36%), **Samoa** (37%), **France** (38%) and **New Zealand** (42%).

	OWN HALF		HW – 10m		10m – 22m		22m - TRY		TOT	
	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP
 SCO	12	8	3	2	3	6	2	1	20	17
 NZL	8	3	2	0	1	2	8	0	19	5
 SAM	7	6	4	1	2	1	6	1	19	9
 WAL*	11	6	2	1	3	0	3	2	19	9
 AUS	9	9	2	2	4	5	3	1	18	17
 ENG	9	5	2	1	5	1	2	4	18	11
 ARG*	8	5	3	0	2	1	4	1	17	7
 KEN	8	4	1	1	2	1	6	3	17	9
 ZIM	11	10	1	3	4	4	1	3	17	20
 IRE	7	9	2	1	6	5	1	3	16	18
 TON	6	4	1	0	9	2	0	5	16	11
 FJI	8	3	2	2	4	1	1	3	15	9
 FRA	5	6	2	2	2	2	4	2	13	12
 RSA	6	0	1	1	1	3	4	2	12	6
 USA	6	7	2	1	3	3	1	2	12	13
 CAN	4	5	1	0	6	0	0	4	11	9
 HKG	6	8	0	2	0	9	3	2	9	21
 TUN	7	8	0	1	2	5	0	1	9	15
 POR	5	7	0	3	2	1	2	4	9	15
 URU	5	10	1	4	1	3	2	1	9	18
 JAP	4	7	1	3	1	4	1	2	7	16
 ITA	3	6	2	2	1	3	0	5	6	16
 ARA	1	11	0	2	2	2	2	2	5	17
 GEO	2	11	1	1	2	4	0	2	5	18

2.3 POSSESSION SOURCE OF TRIES

























In scoring tries, teams obtained possession of the ball prior to the scoring of the try from a variety of sources.

It can be seen in the table that the most fruitful source of tries was **penalties/free kicks (32%)**.

There were some interesting contrasts between the various teams. Australia, for example, scored 5 tries from lineout possession but none from the scrum while Wales scored 4 from the scrum and only 1 from the lineout. It was also interesting to note that in the 6 matches played by Argentina, their opponents never scored a single try from an Argentinean error.

	%
PENALTY/FREE KICK	32%
TURNOVER/OPPONENT'S HANDLING ERROR	23%
RESTART	19%
SCRUM	14%
LINEOUT	9%
KICK RECEIPT	3%

The following table shows the possession source of tries scored (own) and tries conceded (opp) by each team:

		PEN & FK		T/OVER & ERROR		SCRUM		LINEOUT		RESTART		KICK		TOT	
		OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP
	SCO	4	3	8	4	1	2	4	1	3	7	0	0	20	17
	NZL	9	1	1	2	5	1	3	0	0	1	1	0	19	5
	SAM	7	1	8	4	2	3	0	0	2	1	0	0	19	9
	WAL*	5	4	4	3	4	1	1	1	3	0	2	0	19	9
	AUS	6	4	2	5	0	1	5	1	5	6	0	0	18	17
	ENG	3	4	2	3	5	0	2	1	4	3	2	0	18	11
	ARG*	5	3	5	0	3	3	0	0	4	1	0	0	17	7
	KEN	5	4	5	1	2	3	1	1	4	0	0	0	17	9
	ZIM	2	7	6	4	3	1	1	1	5	6	0	1	17	20
	IRE	7	4	2	3	1	2	1	4	5	4	0	1	16	18
	TON	4	5	5	3	1	0	1	1	5	1	0	1	16	11
	FJI	5	3	3	4	2	0	1	0	3	2	1	0	15	9
	FRA	5	4	3	3	3	0	2	1	0	3	0	1	13	12
	RSA	5	5	3	0	2	1	0	0	2	0	0	0	12	6
	USA	4	6	5	2	2	1	0	2	0	2	1	0	12	13
	CAN	1	3	4	2	2	2	0	0	4	2	0	0	11	9
	HKG	3	4	1	3	3	2	1	4	1	6	0	2	9	21
	TUN	4	5	2	0	0	6	0	0	3	4	0	0	9	15
	POR	4	7	0	4	2	2	1	0	1	2	1	0	9	15
	URU	5	3	1	4	0	4	0	1	2	4	1	2	9	18
	JAP	1	4	0	8	1	1	1	2	4	1	0	0	7	16
	ITA	1	7	1	5	0	3	2	0	1	1	1	0	6	16
	ARA	3	8	2	1	0	2	0	4	0	1	0	1	5	17
	GEO	4	3	1	6	0	3	0	2	0	3	0	1	5	18

2.4 BUILD UP TO TRIES

Possession of the ball that leads to tries is obtained from a number of sources – and they are listed above.

More often than not, other actions – second phase, kicks and passes – then take place before the try is scored.

The table shows how many **rucks/mauls** preceded each try scored in the tournament. The table shows that **62%** of tries were preceded by **not one** ruck or maul.

	%	Cumulative
None	62%	
1 rucks/mauls	23%	85%
2 rucks/mauls	11%	96%
3 + rucks/mauls	4%	100%

The table also shows the total number of **passes** that preceded each try scored in the tournament. The table shows that **60%** of tries were preceded by **3 or fewer** passes.

When the pool stage of competition is compared to knockout stage, there was little difference:

In the Pools: **63%** of tries had no r/ms & **62%** < 3 passes

At the Knockout stage: **59%** of tries had no r/ms & **58%** < 3 passes

	%	Cumulative
No passes	13%	
1 - 3 passes	47%	60%
4 - 6 passes	24%	84%
7 - 9 passes	12%	96%
10+ passes	4%	100%

3. BALL IN PLAY & POSSESSION

AVERAGE BALL-IN-PLAY % PER MATCH

HIGHEST BALL-IN-PLAY % MATCH

LOWEST BALL-IN-PLAY % MATCH

HIGHEST POSSESSION TIME IN A MATCH

























LOWEST POSSESSION TIME IN A MATCH

RWC 7s MEN 2009
7m 08s or 51%
9m 01s or 64%
5m 49s or 42%
5m 32s
1m 45s

There was a considerable variation between the ball in play figures achieved by the various teams. This is shown in the following table which gives the average possession times achieved by each team throughout the tournament in attack and defence:

As seen in the table, there were some noticeable differences. **Portugal** averaged the highest, being the only team to average over 4 minutes possession per game. This resulted in them having 50% more possession than their opponents. **10** out of the **24** teams spent more time defending than attacking.



		AVERAGE TIME IN ATTACK	%	AVERAGE TIME IN DEFENCE	%
	POR	4m 43s	60%	3m 08s	40%
	ENG	3m 42s	57%	2m 48s	43%
	NZL	3m 50s	55%	3m 05s	45%
	FRA	3m 52s	54%	3m 19s	46%
	WAL*	4m 14s	54%	3m 36s	46%
	ARG*	3m 43s	52%	3m 22s	48%
	SCO	4m 04s	52%	3m 48s	48%
	KEN	3m 24s	52%	3m 08s	48%
	USA	3m 44s	52%	3m 27s	48%
	ARA	3m 48s	52%	3m 30s	48%
	FJI	3m 14s	51%	3m 03s	49%
	AUS	3m 34s	50%	3m 36s	50%
	CAN	3m 47s	50%	3m 45s	50%
	URU	3m 14s	50%	3m 17s	50%
	JAP	3m 28s	49%	3m 39s	51%
	IRE	3m 17s	48%	3m 36s	52%
	TON	3m 42s	47%	4m 11s	53%
	TUN	3m 21s	47%	3m 51s	53%
	SAM	3m 29s	47%	3m 53s	53%
	ZIM	2m 56s	45%	3m 39s	55%
	RSA	2m 52s	45%	3m 33s	55%
	ITA	3m 11s	43%	4m 10s	57%
	GEO	3m 02s	43%	3m 59s	57%
	HKG	3m 00s	43%	3m 55s	57%

4. ACTIVITY

4.1 PASSING

	RWC 7s MEN 2009
AVERAGE PASSES PER MATCH	68
HIGHEST PASSING MATCH	119
LOWEST PASSING MATCH	39

The table shows major differences between the teams. Such differences can however partly be explained by the amount of possession obtained by each team – more possession means more passes. If possession is taken into account, therefore the rate at which each country passed the ball is far closer – with the rate being expressed as number of passes per minute's possession. The attached table shows the average number of passes per game per team and also each team's passing rate.

This shows that while 7 teams made more passes than **Zimbabwe**, in relation to the amount of possession obtained, Zimbabwe were the highest passing team.

























Passes came in passing sequences of which there were just over 1000.

Of these passing sequences:

- 27% comprised 1 pass
- 24% comprised 2 passes
- 22% comprised 3 passes
- 13% comprised 4 passes
- 14% comprised 5+ passes

Most teams fell into this profile – ie around 50% of their passing movements contained 2 or fewer passes. Where major differences arose, these were seen in the more lengthy passing movements. Of all passing movements, **1 in 13** contained 5+ passes although certain teams were far more inclined to continue passing than others. This is also shown in the attached table which notes the proportion of 5+ pass movements to total number of passing movements made by each country.

The table shows major differences between various teams. **Italy** made a 5+ passing movement once in every 5 passing sequences. **Scotland, USA** and **Zimbabwe** made 1 every 6, whereas **Tunisia** made 1 in 49, **Uruguay** 1 in 59 and **Kenya** 1 in 63. In the entire tournament, **Kenya** had only 1 passing movement that contained 5 or more passes.

		PASSING RATE	AVERAGE PASSES	5+ PASSING
	ZIM	11.8	35	1 in 6
	USA	10.8	41	1 in 6
	SCO	10.5	43	1 in 6
	HKG	10.4	31	1 in 18
	RSA	10.2	29	1 in 15
	POR	10.0	47	1 in 7
	WAL*	10.0	43	1 in 8
	AUS	9.9	35	1 in 14
	IRE	9.9	33	1 in 18
	JAP	9.8	34	1 in 7
	URU	9.8	32	1 in 59
	CAN	9.7	37	1 in 8
	SAM	9.6	33	1 in 32
	FRA	9.5	37	1 in 17
	NZL	9.5	37	1 in 19
	TUN	9.5	32	1 in 49
	GEO	9.5	29	1 in 23
	KEN	9.0	31	1 in 63
	FJI	8.9	29	1 in 22
	TON	8.9	33	1 in 34
	ENG	8.4	31	1 in 28
	ITA	8.4	27	1 in 5
	GLF	7.8	30	1 in 12
	ARG*	7.5	28	1 in 23

4.2 KICKS

Kicks include all kicks made in general play inc. punts, chips, ground and grubber kicks.

























	RWC 7s MEN 2009
AVERAGE KICKS PER MATCH	5
HIGHEST KICKING MATCH	11
LOWEST KICKING MATCH	0

The average kicks per team per match was 2.5 but teams varied around this average. As can be seen in the table **Arabian Gulf** kicked more often than any other team - on average they kicked 5 times every game. **Australia, Fiji** and **Japan**, on the other hand, kicked very little, with Fiji making only 2 in the entire tournament..

Of the total kicks made by teams in open play, the attached table shows how many were regained. Overall, **1 in 2.6** kicks were regained or **38%**. **Zimbabwe** regained 50% of their 22 kicks.

A variety of kicks are used in sevens. Of all the kicks, **29%** were punt kicks, **28%** were chip kicks, **24%** were ground kicks (i.e. football kick) and **19%** were grubber kicks.



























		AVERAGE KICKS	TOTAL KICKS	KICKS REGAINED
	ARA	5.0	20	5
	SAM	3.8	19	7
	ZIM	3.7	22	11
	CAN	3.3	13	4
	KEN	3.2	16	8
	WAL*	3.2	19	4
	ARG*	3.0	18	4
	ITA	3.0	12	5
	FRA	3.0	12	8
	ENG	2.8	11	4
	IRE	2.8	17	4
	GEO	2.5	10	5
	RSA	2.3	9	3
	SCO	2.2	13	7
	POR	1.8	9	4
	HKG	1.6	8	3
	NZL	1.5	6	2
	TUN	1.5	6	2
	TON	1.4	7	2
	USA	1.3	5	1
	URU	1.0	5	4
	AUS	0.8	5	2
	JAP	0.8	3	1
	FJI	0.5	2	1

4.3 RUCKS & MAULS

	RWC 7s MEN 2009
AVERAGE RUCKS/MAULS PER MATCH	15
HIGHEST RUCKING MATCH	24
LOWEST RUCKING MATCH	6
RETENTION SUCCESS RATE	77%

The table on the following page shows major differences in the average number of rucks/mauls created by each team. Just as in the case of passes and kicks, 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 and mauled is far closer, as also shown in the table. This expresses rucks/mauls as 'rucks/mauls per minute possession '.

















































At rucks, the team taking in the ball retained possession by either winning the ball or being awarded a penalty on **77%** of occasions. The percentage success rate of each team in attack and defence is also shown in the table below:

		RUCKING RATE	AVERAGE RUCKS	RUCK ATTACK SUCCESS %	RUCK DEFENCE SUCCESS %
	ARA	3.0	11.3	73%	42%
	POR	2.8	13.2	76%	21%
	URU	2.8	9.2	72%	35%
	HKG	2.6	7.8	79%	19%
	TON	2.6	9.8	76%	21%
	GEO	2.5	7.5	90%	29%
	SCO	2.4	9.7	83%	16%
	RSA	2.4	7.0	93%	32%
	KEN	2.3	7.8	79%	35%
	ENG	2.2	8.4	81%	19%
	WAL*	2.2	9.2	78%	28%
	AUS	2.1	7.5	73%	16%
	CAN	2.1	8.0	78%	23%
	SAM	2.0	6.8	76%	31%
	IRE	1.9	6.2	81%	26%
	JAP	1.9	6.5	69%	10%
	ITA	1.9	6.0	71%	19%
	USA	1.8	6.8	78%	28%
	FRA	1.8	7.0	71%	13%
	TUN	1.8	6.0	71%	15%
	ARG*	1.7	6.5	69%	30%
	FJI	1.7	5.5	73%	10%
	NZL	1.6	9.5	84%	16%
	ZIM	1.1	3.3	55%	22%

The above table shows that **South Africa** and **Georgia** had the high success percentage in attack, while **Zimbabwe** had the least. **Arabian Gulf**, **Kenya**, **Uruguay**, **Samoa** and **South Africa** won possession from opponents on over 30% of occasions. Fiji and Japan had the least success at opponents' rucks.

There were over 800 rucks in the tournament - and a ruck occurs when at least one player from each side is on his feet at or over the ball. This means that when the tackler is on his feet and an opponent joins in, then there is a ruck. When the tackler is not on his feet, a ruck occurs when at least one player from each side joins in. What became immediately noticeable was that there were clear differences in the approach of the various countries in committing players to the rucks. While certain teams frequently committed few additional players, other countries consistently committed more.

The extent of the differences between each team's approach is illustrated by an exercise that looked at how many players were committed to the rucks (1) in attack and (2) in defence.

		(1) ATTACK				(2) DEFENCE		
		1 PLAYER	2+ PLAYERS			NO PLAYER	1 PLAYER	2+ PLAYERS
	NZL	92%	8%		SCO	48%	48%	4%
	CAN	88%	12%		AUS	43%	41%	16%
	POR	88%	12%		FRA	29%	61%	10%
	SAM	88%	12%		JAP	29%	52%	19%
	WAL*	85%	15%		WAL*	26%	52%	22%
	TON	80%	20%		USA	25%	44%	31%
	TUN	79%	21%		ZIM	24%	50%	26%
	KEN	79%	21%		ITA	23%	58%	19%
	FJI	77%	23%		IRE	21%	56%	23%
	FRA	71%	29%		CAN	21%	67%	12%
	ARG*	71%	29%		SAM	20%	40%	40%
	USA	70%	30%		NZL	19%	57%	24%
	ZIM	70%	30%		TON	19%	48%	33%
	ARA	67%	33%		KEN	15%	59%	26%
	SCO	67%	33%		TUN	13%	53%	34%
	HKG	64%	36%		URU	13%	70%	17%
	RSA	64%	36%		GEO	10%	62%	28%
	GEO	63%	37%		ENG	10%	67%	23%
	AUS	62%	38%		HKG	8%	72%	20%
	JAP	58%	42%		ARA	8%	58%	34%
	ITA	58%	42%		POR	7%	64%	29%
	IRE	51%	49%		ARG*	6%	56%	38%
	URU	48%	52%		FJI	5%	81%	14%
	ENG	28%	72%		RSA	3%	56%	41%

It can be seen that, in attack, **New Zealand's** approach was to commit only 1 player – which they did on 92% of occasions. **England's** policy however was quite different – 3 times out of 4 they sent in 2 or more players. committed only one player on **92%** of occasions while **England** was **28%**. In defence, **Scotland** and **Australia** committed no extra players on almost 50% of occasions. South Africa, on the other hand, attacked almost every opponents ruck with one or more players.

5. SET PIECE

5.1 RESTARTS

Restarts are the most common and most competitive set piece. They are classified into 2 types, **contestable** and **not contestable**.

Certain teams can intentionally kick long (ie making the ball not contestable) on more occasions than others. This is shown in the table below, it also shows how successful each team was at regaining own contestable restarts and receiving opposition contestable restarts - they varied considerably.

















































AVERAGE PER MATCH

HIGHEST IN A MATCH

LOWEST IN A MATCH

SUCCESS %

RESTARTS	SCRUMS	LINEOUTS
6	4	3
10	9	6
4	1	0
34%	83%	74%

OWN RESTARTS				OPP RESTARTS			
	CONTESTABLE	NOT CONTESTABLE	SUCCESS		CONTESTABLE	NOT CONTESTABLE	SUCCESS
 ARG*	18	3	1 in 1.5	 ENG	11	2	1 in 1.2
 CAN	14	0	1 in 1.8	 JAP	16	1	1 in 1.2
 IRE	17	3	1 in 1.9	 NZL	6	1	1 in 1.2
 HKG	2	8	1 in 2	 FJI	8	2	1 in 1.3
 AUS	17	4	1 in 2.1	 ARA	9	6	1 in 1.3
 TON	15	3	1 in 2.1	 TON	10	3	1 in 1.3
 ENG	18	1	1 in 2.3	 FRA	9	3	1 in 1.3
 KEN	16	2	1 in 2.3	 IRE	15	6	1 in 1.4
 SCO	22	1	1 in 2.4	 POR	15	3	1 in 1.4
 ZIM	8	11	1 in 2.7	 ZIM	20	4	1 in 1.4
 USA	11	0	1 in 2.8	 KEN	9	3	1 in 1.5
 TUN	10	1	1 in 3.3	 SCO	18	3	1 in 1.5
 SAM	16	4	1 in 4	 ARG*	8	6	1 in 1.6
 FRA	12	5	1 in 4	 CAN	8	2	1 in 1.6
 GEO	5	2	1 in 5	 URU	14	5	1 in 1.6
 URU	10	2	1 in 5	 TUN	12	4	1 in 1.7
 FJI	10	7	1 in 5	 GEO	12	5	1 in 1.7
 POR	12	0	1 in 6	 AUS	17	3	1 in 1.7
 ITA	6	1	1 in 6	 WAL*	10	3	1 in 1.7
 ARA	6	3	1 in 6	 ITA	13	6	1 in 1.8
 JAP	8	0	1 in 8	 SAM	10	1	1 in 2
 WAL*	17	6	1 in 8.5	 RSA	8	1	1 in 2
 NZL	13	7	1 in 13	 USA	11	5	1 in 2.2
 RSA	8	5	0 in 8	 HKG	22	1	1 in 2.2

79% of restarts were **contestable** and 21% of restarts were **not contestable**

Of all contestable restarts, the kicking team won **34%** or **1 in 3**.

Finalists, **Argentina** were the most successful in regaining own short restarts and **England, Japan** and **New Zealand** the most successful in receiving opposition short restarts. **New Zealand** and **South Africa** were the least successful at regaining own short restarts and **USA** and **Hong Kong** the least successful at receiving opposition short restarts.

There were **20** restart errors - **1 in every 19 restarts**





5.2 SCRUM & LINEOUT

Overall Scrum success was **83%** and overall Lineout success was **74%**. The following table shows the success rate for each team on own put/throw in and opposition put/throw in:

Only **New Zealand, England, USA, France** and **Georgia** won possession on everyone of their own scrum put ins although Georgia had only 3 put ins in their 4 games. **Italy, France** and **Tunisia** won everyone of their lineouts but threw into far fewer lineouts than many of the other teams. **Wales** was the most successful team on the opposition put in and also on the opposition lineout, winning 4 of the former and 6 of the latter.

There were **17 ELV quick throws**– 11 out of the 24 teams threw at least 1 quick throw. **Scotland** and **Uruguay** threw 3 quick throws each.



		SCRUM				LINEOUT	
		OWN	OPP			OWN	OPP
	ARG*	12/17	1/9		ARG*	13/17	2/7
	SAM	12/16	0/12		IRE	6/10	0/5
	POR	14/15	3/10		GEO	8/9	2/7
	FJI	13/14	2/9		SCO	8/9	0/7
	NZL	13/13	3/11		WAL*	6/8	6/13
	TON	9/13	1/12		NZL	5/8	2/5
	WAL*	11/12	4/14		URU	5/8	2/10
	ENG	11/11	2/7		CAN	6/7	3/7
	AUS	9/11	2/11		ZIM	6/7	2/8
	JAP	8/11	2/6		TON	5/7	0/3
	ARA	9/10	3/10		AUS	5/6	1/4
	ZIM	8/10	2/8		JAP	3/6	1/3
	IRE	7/10	1/11		USA	2/6	1/7
	SCO	8/9	1/4		ITA	5/5	0/2
	HKG	7/9	1/9		ENG	4/5	2/5
	USA	8/8	0/5		HKG	4/5	1/8
	TUN	6/8	1/13		POR	4/5	0/3
	ITA	6/8	1/10		KEN	2/5	1/6
	RSA	6/8	2/10		FJI	3/4	2/6
	FRA	7/7	0/5		RSA	3/4	3/11
	KEN	5/7	4/19		SAM	3/4	4/7
	CAN	5/6	2/13		FRA	3/3	3/6
	URU	4/6	1/11		ARA	2/3	1/7
	GEO	3/3	2/13		TUN	2/2	1/6























8. PENALTIES & FREE KICKS

The average number of penalties and free kicks per game in Rugby World Cup Sevens was **7**. (2005 – 6)

Of the penalties and free kicks awarded **56%** were awarded at the breakdown.

What needs to be noted 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 following table together with the totals and averages per game. It shows for example that **Canada** was penalised more than twice as often as their opponents.

		PENS & FKS FOR			PENS & FKS AGAINST		
		TOTAL	AVERAGE	%	TOTAL	AVERAGE	%
	GEO	17	4.3	71%	7	1.8	29%
	NZL	15	3.8	63%	9	2.3	37%
	URU	29	5.8	62%	18	3.6	38%
	SAM	18	3.6	60%	12	2.4	40%
	USA	16	4.0	59%	11	2.8	41%
	AUS	20	3.3	56%	16	2.7	44%
	HKG	18	3.6	55%	15	3.0	45%
	IRE	16	2.7	55%	13	2.2	45%
	POR	19	3.8	54%	16	3.2	46%
	RSA	17	4.3	53%	15	3.8	47%
	ARG*	28	4.7	52%	26	4.3	48%
	ITA	14	3.5	52%	13	3.3	48%
	TUN	14	3.5	50%	14	3.5	50%
	ARA	14	3.5	47%	16	4.0	53%
	KEN	18	3.6	47%	20	4.0	53%
	SCO	12	2.0	46%	14	2.3	54%
	JAP	10	2.5	45%	12	3.0	55%
	WAL*	21	3.5	45%	26	4.3	55%
	ENG	11	2.8	44%	14	3.5	56%
	FJI	10	2.5	38%	16	4.0	62%
	FRA	9	2.3	38%	15	3.8	62%
	ZIM	10	1.7	37%	17	2.8	63%
	TON	13	2.6	34%	25	5.0	66%
	CAN	6	1.5	29%	15	3.8	71%

9. CARDS

























There were **19** yellow cards and **0** red cards issued in the 57 matches in Rugby World Cup Sevens 2009.

In their 4 matches, **France** and **South Africa** each received **3** yellow cards.

11 of the 24 teams did not concede a single yellow card.

The offences for which they were awarded were as follows:

	YELLOW CARDS
Tripping	3
Dangerous Tackle	3
Dangerous Charging	3
Tackle in the air	3
Time wasting	2
Punching/Striking	1
Preventing Throw	1
Playing ball on ground	1
Late charge on kicker	1
Deliberate knock on	1

	MATCHES	YELLOW CARDS	RED CARDS
 FRA	4	3	-
 RSA	4	3	-
 POR	5	2	-
 TON	5	2	-
 USA	4	1	-
 TUN	4	1	-
 ENG	4	1	-
 SAM	5	1	-
 URU	5	1	-
 ARG*	6	1	-
 SCO	6	1	-
 IRE	6	1	-
 WAL*	6	1	-
 GEO	4	-	-
 ARA	4	-	-
 ITA	4	-	-
 NZL	4	-	-
 JAP	4	-	-
 FJI	4	-	-
 CAN	4	-	-
 HKG	5	-	-
 KEN	5	-	-
 AUS	6	-	-
 ZIM	6	-	-



RUGBY WORLD CUP SEVENS 2009

WOMEN'S COMPETITION

Dubai 2009

COMMENTARY – WOMEN'S COMPETITION

Rugby World Cup Sevens 2009 was a watershed for the Women's Game. Given the opportunity for the first time to compete alongside the men's competition in front of a global television audience of over 300 million, the women's competition was historic.

After the Pool stage of the competition, there were three undefeated teams - England, New Zealand and Spain. However, a closer look at the final pool standings suggested that there would be just two teams likely to be crowned champions.

At that stage, England had scored 93 points and New Zealand 120, while neither team had conceded a point. Yet, like the men's competition, the reality was less straightforward. The exciting, sudden death element of Sevens' knock out stage created yet more upsets.

Eventual champions Australia won their title by beating both favourites, despatching England at the quarter final stage and New Zealand in the final. That then posed the question – was there anything identifiable in the Australian approach that made contributed towards their success? The answer was a resounding 'yes'.

Australia put great pressure on their opponents.

- They obtained more possession than almost every other team
- They were the second highest rucking team, rucking at a rate that was 50% higher than New Zealand
- They were the most successful team at their own rucks, with a 90% retention rate
- They were the most successful team at opponents rucks winning one in every three rucks
- They attacked their own restarts making them the most successful team at regaining restart possession
- They were the most successful team in recovering their in-field kicks
- They won all their lineouts
- And despite conceding more yellow cards than any other team (3 cards), were awarded twice as many penalties and free kicks than their opponents

Just as in the case of the men's competition, the nature of this targeted approach, and its successful implementation, brought the ultimate reward. It showed once again, that there is no unique winning formula – which makes the conclusion of this particular Commentary identical to that of the men's:

Matches and competitions can be won through a variety of strategies and tactics and it is this factor which allows teams of what may appear to be of different abilities to produce maximum dividends through thoughtful preparation and effective execution. As an illustration of this, Rugby World Cup Sevens 2009 was a perfect example in both the men's and women's tournaments.



POOL RESULTS – WOMEN'S COMPETITION



FRA



AUS



CHI



NET

POOL A							
PLD	W	D	L	PS	PC	PD	PTS
3	2	0	1	47	32	15	7
3	2	0	1	96	26	70	7
3	1	0	2	48	81	-33	5
3	1	0	2	29	81	-52	5

POOL A			
1	AUSTRALIA	50 - 12	CHINA
2	NETHERLANDS	17 - 14	FRANCE
3	AUSTRALIA	10 - 14	FRANCE
4	NETHERLANDS	12 - 31	CHINA
5	AUSTRALIA	36 - 0	NETHERLANDS
6	FRANCE	19 - 5	CHINA



ENG



USA



RUS



JAP

POOL B							
PLD	W	D	L	PS	PC	PD	PTS
3	3	0	0	93	0	93	9
3	2	0	1	50	17	33	7
3	1	0	2	31	51	-20	5
3	0	0	3	10	116	-106	3

POOL B			
1	ENGLAND	17 - 0	USA
2	JAPAN	10 - 31	RUSSIA
3	ENGLAND	29 - 0	RUSSIA
4	JAPAN	0 - 38	USA
5	RUSSIA	0 - 12	USA
6	ENGLAND	47 - 0	JAPAN



SPA



CAN



BRA



THA

POOL C							
PLD	W	D	L	PS	PC	PD	PTS
3	3	0	0	50	12	38	9
3	2	0	1	90	19	71	7
3	1	0	2	12	67	-55	5
3	0	0	3	29	83	-54	3

POOL C			
1	CANADA	52 - 7	THAILAND
2	BRAZIL	0 - 19	SPAIN
3	BRAZIL	12 - 10	THAILAND
4	CANADA	0 - 12	SPAIN
5	SPAIN	19 - 12	THAILAND
6	CANADA	38 - 0	BRAZIL



NZL



RSA



ITA



UGA

POOL D							
PLD	W	D	L	PS	PC	PD	PTS
3	3	0	0	120	0	120	9
3	2	0	1	43	30	13	7
3	1	0	2	17	69	-52	5
3	0	0	3	7	88	-81	3

POOL D			
1	NEW ZEALAND	50 - 0	UGANDA
2	SOUTH AFRICA	17 - 5	ITALY
3	NEW ZEALAND	45 - 0	ITALY
4	SOUTH AFRICA	26 - 0	UGANDA
5	ITALY	12 - 7	UGANDA
6	NEW ZEALAND	25 - 0	SOUTH AFRICA

KNOCKOUT RESULTS – WOMEN'S COMPETITION

BOWL ¼	CHINA	21 - 5	JAPAN
BOWL ¼	ITALY	17 - 0	THAILAND
BOWL ¼	BRAZIL	12 - 7	UGANDA
BOWL ¼	RUSSIA	12 - 5	NETHERLANDS
CUP ¼	FRANCE	0 - 19	USA
CUP ¼	NEW ZEALAND	33 - 12	CANADA
CUP ¼	SPAIN	7 - 15	SOUTH AFRICA
CUP ¼	ENGLAND	10 - 17	AUSTRALIA
BOWL ½	CHINA	28 - 0	ITALY
BOWL ½	BRAZIL	17 - 12	RUSSIA
PLATE ½	FRANCE	12 - 19	CANADA
PLATE ½	SPAIN	7 - 12	ENGLAND
CUP ½	USA	12 - 14	NEW ZEALAND
CUP ½	SOUTH AFRICA	10 - 19	AUSTRALIA
BOWL FINAL	CHINA	10 - 7	BRAZIL
PLATE FINAL	CANADA	0 - 12	ENGLAND
CUP FINAL	NEW ZEALAND	10 - 15	AUSTRALIA



Women's Rugby World Cup Sevens Champions - Australia

SUMMARY – WOMEN'S COMPETITION

	RWC 7s WOMEN 2009
SCORING	
POINTS (average per game)	29
TRIES (average per game)	4.7
CONVERSION SUCCESS (%)	56%
PENALTY GOALS (total)	1
DROP GOALS (total)	0
TRY SCORING	
MATCHES WON by team scoring most tries	88%
SOURCE OF TRIES - Pens/FKs (%)	30%
SOURCE OF TRIES - Turnover/Opp Error (%)	26%
ORIGIN OF TRIES - Own Half (%)	40%
BUILD UP TO TRIES - No Rucks/Mauls	67%
BUILD UP TO TRIES - 3 Or Fewer Passes	55%
BALL IN PLAY	
BALL IN PLAY (%)	54%
ACTIVITY	
PASSES (average per game)	74
RUCKS/MAULS (average per game)	17
RUCK/MAUL RETENTION (%)	76%
KICKS (average per game)	4
SET PIECE	
RESTARTS kicked short (%)	40%
SHORT RESTARTS possession retained (%)	25%
RESTART ERRORS (Total)	1 in 18 restarts
SCRUMS (average per game)	5
SCRUMS possession retained (%)	82%
LINEOUTS (average per game)	2
LINEOUTS possession retained (%)	77%
QUICK THROWS (Total)	9
PENALTIES/FREE KICKS & CARDS	
PENALTIES/FKs (average per game)	6
CARDS (Total)	11

1. SCORING & CONCEDED POINTS

































The average number of points scored in a game was **29** making the average number of points scored/conceded by a team **14.5**. Not surprisingly, there were major variations around this average. **New Zealand** for example, scored an average of **30** points per game while **Japan and Uganda** managed just **4**. With regard to points conceded **England** conceded an average of **4** points per game while **Japan** conceded **35**.

These figures do not show, however, how effective each team was in scoring points in relation to the possession that it obtained. Conversely, the figures also do not show, how effective each team was in restricting points in relation to the possession that their opponents obtained. A team may, for example, obtain little possession but still manage to score a significant number of tries while another team may concede very few tries in the face of considerable opposition possession.

The following table addresses this issue by showing the rate of scoring and conceding tries. Such scoring rates are calculated (a) by dividing the total possession obtained by a team by the number of tries scored (b) by dividing the total possession obtained by a team's opponents by the total number of tries conceded. The following two tables gives the relevant rates for each participating team.

It shows that **New Zealand** had the best try scoring rate (ie **48secs** to score a try) and **England** the best try conceding rate (ie **314secs** for their opponents to score a try.).



















		MATCHES PLAYED	Av POINTS SCORED	TRY SCORING RATE			Av POINTS CONCEDED	TRY CONCEDED RATE
	NZL*	6	30	48 secs		ENG	4	314 secs
	AUS*	6	24	62 secs		USA	6	226 secs
	ENG	6	21	68 secs		NZL*	7	192 secs
	CAN	6	21	74 secs		SPA	8	130 secs
	CHI	6	18	77 secs		AUS*	9	120 secs
	USA	5	16	84 secs		FRA	14	101 secs
	FRA	5	12	97 secs		RUS	15	102 secs
	RSA	5	14	109 secs		RSA	11	101 secs
	RUS	5	11	131 secs		BRA	16	98 secs
	SPA	5	13	132 secs		CAN	13	96 secs
	THA	4	7	144 secs		CHI	16	91 secs
	ITA	5	7	158 secs		ITA	19	85 secs
	BRA	6	8	169 secs		UGA	25	66 secs
	NET	4	9	171 secs		NET	23	59 secs
	JAP	4	4	296 secs		THA	25	57 secs
	UGA	4	4	381 secs		JAP	35	44 secs

* 20 min Final

*20 min Final

- There were **193** tries scored in the tournament making an average of **4.7** per game.
- 1** penalty goal was kicked. There were no drop goals.
- The overall conversion success rate was **56%**.
- There were noticeable variations in the conversion success rates as seen in the attached table.

		CONVERSION SUCCESS %		CONVERSION SUCCESS %
	UGA	(100%) 2 of 2		NZL* (55%) 16 of 29
	FRA	(78%) 7 of 9		ENG (52%) 11 of 21
	CAN	(74%) 14 of 19		BRA (50%) 4 of 8
	CHI	(69%) 11 of 16		AUS* (40%) 10 of 25
	SPA	(70%) 7 of 10		RSA (33%) 4 of 12
	RUS	(67%) 6 of 9		THA (40%) 2 of 5
	USA	(62%) 8 of 13		ITA (33%) 2 of 6
	NET	(60%) 3 of 5		JAP (0%) 0 of 3

2. TRY SCORING

The total number of tries scored in Women's Rugby World Cup Sevens 2009 was **193** (average per game – 4.7). In the pool stage there were **125** tries scored (average per game – 5.2) and on Day 2, finals day, there were **68** tries scored (average per game – 4.0)

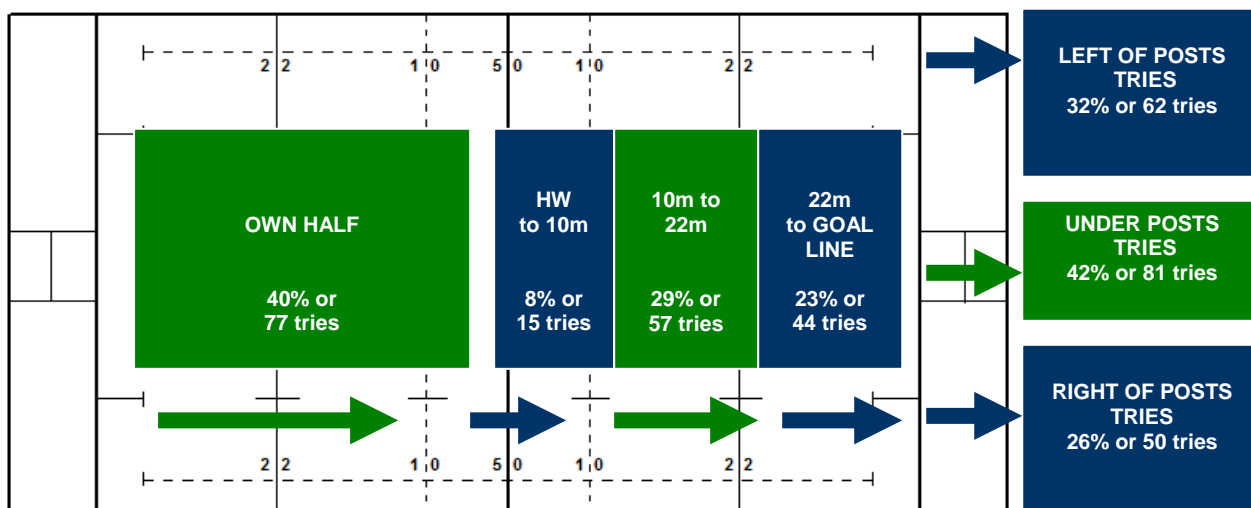
2.1 IMPACT OF TRIES

With only a single penalty goal and drop goal kicked in the entire tournament, and a conversion success rate of 56%, it was inevitable that tries would determine which team won in the vast majority of cases – and this proved to be the case.

















Of the 41 matches, **5 (or 88%)** were won by the team scoring the most tries. There were **3** matches won because of conversions, **1** match won because of a penalty goal and there was **1** draw (Russia v Brasil – Extra Time played).

2.2 ORIGIN & LOCATION OF TRIES

Tries originate from various parts of the pitch and are scored all across the goal line. The following diagram shows the location on the pitch of where the attacking team obtained possession from which they eventually scored and where they were scored along try line. **40%** of all tries originated in the try scoring team's own half and **42%** of tries were scored under the posts – with more tries scored on the left than the right.



The following table shows the origin of tries scored (own) and tries conceded (opp) by each team. The teams which scored a high number of tries from their own half were **England** (62%), **Netherlands** (60%) and **South Africa** (58%). The teams which scored few tries from their own half were winners **Australia** (23%), **Thailand** (20%) and **Brasil** (13%). Japan and Italy were the only teams not to score a try from their own half.

	OWN HALF		HW – 10m		10m – 22m		22m - TRY		TOT	
	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP
 NZL*	13	1	2	1	6	2	8	3	29	7
 AUS*	6	5	0	1	11	2	8	2	25	10
 ENG	13	0	1	0	4	2	3	2	21	4
 CAN	6	5	1	1	8	5	4	1	19	12
 CHI	7	6	3	0	4	2	3	7	17	15
 USA	4	4	3	0	3	1	3	0	13	5
 RSA	7	2	0	1	1	5	4	2	12	10
 SPA	4	3	0	0	6	2	0	2	10	7
 RUS	5	8	1	0	2	3	1	2	9	13
 FRA	5	4	2	2	1	3	1	2	9	11
 BRA	1	5	0	1	4	7	3	3	8	16
 ITA	0	5	1	1	2	2	3	6	6	14
 NET	3	4	1	2	0	6	1	3	5	15
 THA	1	7	0	1	4	6	0	2	5	16
 JAP	0	9	0	4	1	5	2	3	3	21
 UGA	2	9	0	0	0	3	0	4	2	16

2.3 POSSESSION SOURCE OF TRIES

In scoring tries, teams obtained possession of the ball prior to the scoring of the try from a variety of sources.



It can be seen in the table that the most fruitful source of tries was **penalties/free kicks (30%)**.

	%
PENALTY/FREE KICK	30%
TURNOVER/OPPONENT'S HANDLING ERROR	26%
RESTART	14%
SCRUM	16%
LINEOUT	6%
KICK RECEIPT	8%

There were some interesting contrasts between the various teams. **USA**, for example, was the only team to score no tries from penalties and free kicks but was the most effective team at scoring tries from turnovers and opposition errors. Conversely, **Japan** conceded over half their tries from turnovers and errors.

The following table shows the possession source of tries scored (own) and tries conceded (opp) by each team:

	PEN & FK		T/OVER & ERROR		SCRUM		LINEOUT		RESTART		KICK		TOT	
	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP
 NZL*	10	3	6	1	4	1	3	1	5	0	1	1	29	7
 AUS*	11	4	5	2	1	1	2	0	4	3	2	0	25	10
 ENG	4	2	6	0	5	1	2	1	2	0	2	0	21	4
 CAN	6	3	3	2	4	3	0	1	2	3	4	0	19	12
 CHI	7	6	2	4	4	2	0	0	3	3	1	0	17	15
 USA	0	1	7	0	1	1	3	0	1	2	1	1	13	5
 RSA	3	2	4	2	2	2	1	3	1	1	1	0	12	10
 SPA	2	2	3	3	2	1	0	1	2	0	1	0	10	7
 FRA	3	3	3	1	2	1	0	0	1	4	0	1	9	11
 RUS	2	4	2	4	3	3	0	0	2	1	0	1	9	13
 BRA	2	4	5	6	1	1	0	0	0	2	0	3	8	16
 ITA	2	3	1	4	1	3	1	0	0	1	1	3	6	14
 NET	2	9	1	1	1	3	0	0	1	1	0	1	5	15
 THA	1	4	2	2	0	3	0	1	2	3	0	3	5	16
 JAP	3	3	0	11	0	4	0	2	0	1	0	0	3	21
 UGA	1	5	0	7	0	1	0	1	1	2	0	0	2	16

2.4 BUILD UP TO TRIES

Possession of the ball that leads to tries is obtained from a number of sources – and they are listed above.

More often than not, other actions – second phase, kicks and passes – then take place before the try is scored.

The table shows how many **rucks/mauls** preceded each try scored in the tournament. The table shows that **67%** of tries were preceded by **not one** ruck or maul.

	%	Cumulative
None	67%	67%
1 rucks/mauls	21%	88%
2 rucks/mauls	6%	94%
3 + rucks/mauls	6%	100%

The table also shows the total number of **passes** that preceded each try scored in the tournament. The table shows that **55%** of tries were preceded by **3 or fewer** passes.

















	%	Cumulative
No passes	10%	10%
1 - 3 passes	45%	55%
4 - 6 passes	29%	84%
7 - 9 passes	10%	94%
10+ passes	6%	100%

3. BALL IN PLAY & POSSESSION

	RWC 7s WOMEN 2009
AVERAGE BALL-IN-PLAY % PER MATCH	7m 30s or 54%
HIGHEST BALL-IN-PLAY% MATCH	9m 59s or 71%
LOWEST BALL-IN-PLAY % MATCH	5m 18s or 38%
HIGHEST POSSESSION TIME IN A MATCH	5m 31s
LOWEST POSSESSION TIME IN A MATCH	1m 27 secs

There was a considerable variation between the ball in play figures achieved by the various teams. This is shown in the following table which gives the average possession times achieved by each team throughout the tournament in attack and defence:



		AVERAGE TIME IN ATTACK	%	AVERAGE TIME IN DEFENCE	%
	SPA	4m 24secs	59%	3m 01secs	41%
	AUS*	4m 23secs	57%	3m 21secs	43%
	RSA	4m 21secs	56%	3m 22secs	44%
	CAN	3m 55secs	55%	3m 12secs	45%
	ENG	3m 57secs	53%	3m 29secs	47%
	NZL*	3m 51secs	51%	3m 43secs	49%
	USA	3m 38secs	49%	3m 46secs	51%
	NET	3m 34secs	49%	3m 39secs	51%
	JAP	3m 42secs	49%	3m 50 secs	51%
	CHI	3m 37secs	49%	3m 46secs	51%
	BRA	3m 55secs	47%	4m 23secs	53%
	RUS	3m 59secs	46%	4m 38secs	54%
	THA	3m 00secs	44%	3m 46secs	56%
	FRA	2m 55secs	44%	3m 41secs	56%
	ITA	3m 10secs	43%	4m 14secs	57%
	UGA	3m 10secs	42%	4m 25 secs	58%

As seen in the table, there were some noticeable differences. **Australia**, for example, had 50% more possession of the ball than **France** while **Spain** had almost 50% more possession than their opponents. **10** out of the **16** teams spent more time defending than attacking.

4. ACTIVITY

4.1 PASSING

	RWC 7s WOMEN 2009
AVERAGE PASSES PER MATCH	74
HIGHEST PASSING MATCH	105
LOWEST PASSING MATCH	35

The table shows major differences between the teams. Such differences can however partly be explained by the amount of possession obtained by each team – more possession means more passes. If possession is taken into account, therefore the rate at which each country passed the ball is far closer – with the rate being expressed as number of passes per minute's possession. The attached table shows the average number of passes per game per team and also each team's passing rate.

This shows, for example, that while Australia made 50% more passes than France, they both passed at the identical rate. The difference in the number of passes was down to possession time.

Passes came in passing sequences of which there were just over 1000.

















Of these passing sequences:

- 28% comprised 1 pass
- 25% comprised 2 passes
- 21% comprised 3 passes
- 12% comprised 4 passes
- 14% comprised 5+ passes

Most teams fell into this profile – ie around 50% of their passing movements contained 2 or fewer passes. Where major differences arose, these were seen in the more lengthy passing movements. Of all passing movements, **1 in 7** contained 5+ passes although certain teams were far more inclined to continue passing than others. This is also shown in the attached table which notes the proportion of 5+ pass movements to total number of passing movements made by each country.

The table shows major differences between various teams.

Japan made a 5+ passing movement once in every **3** passing sequences. **China**, **Spain** and **France** made 1 every 4, whereas **England** made 1 in 27 and **Australia** 1 in 22. In the entire tournament, both **Netherlands** and **Uganda** did not have 1 passing movement that contained 5 or more passes.

	PASSING RATE	AVERAGE PASSES	5+ PASSING
 JAP	12.8	48	1 in 3
 CHI	11.5	42	1 in 4
 SPA	11.5	51	1 in 4
 USA	10.8	39	1 in 3
 THA	10.4	31	1 in 7
 RSA	10.2	45	1 in 9
 CAN	9.9	39	1 in 11
 AUS*	9.7	42	1 in 22
 FRA	9.7	28	1 in 4
 UGA	9.4	30	0 in 53
 BRA	9.2	35	1 in 10
 NZL*	9.1	35	1 in 7
 ENG	8.8	35	1 in 27
 RUS	8.6	34	1 in 11
 NET	8.1	29	0 in 58
 ITA	7.8	25	1 in 7

4.2 KICKS

Kicks include all kicks made in general play inc. punts, chips, ground and grubber kicks.

	RWC 7s WOMEN 2009
AVERAGE KICKS PER MATCH	3.7
HIGHEST KICKING MATCH	10
LOWEST KICKING MATCH	0

The average kicks per team per match was 1.8 but teams varied around this average. As can be seen in the table **Italy** kicked more often than any other team - on average they kicked 4 times every game. **England** and **Japan**, on the other hand, kicked very little, kicking, between them, just 5 times in the entire tournament.

Of the total kicks made by teams in open play, the attached table shows how many were regained. Overall, **1 in 4.4** kicks were regained or **23%**. **Australia** regained 4 of their 6 kicks.

A variety of kicks are used in sevens. Of all the kicks, **28%** were punt kicks, **35%** were chip kicks, **23%** were ground kicks (i.e. football kick) and **15%** were grubber kicks.



















		AVERAGE KICKS	TOTAL KICKS	KICKS REGAINED
	ITA	4.2	21	2
	THA	3.3	13	3
	BRA	3.0	18	3
	FRA	2.8	14	2
	USA	2.8	14	4
	RUS	2.4	12	1
	CAN	2.2	13	1
	UGA	1.5	6	3
	NET	1.3	5	1
	NZL*	1.3	8	3
	RSA	1.2	6	2
	AUS*	1.0	6	4
	SPA	1.0	5	3
	CHI	0.8	5	1
	ENG	0.5	3	-
	JAP	0.5	2	1

4.3 RUCKS & MAULS

	RWC 7s WOMEN 2009
AVERAGE RUCKS/MAULS PER MATCH	17
HIGHEST RUCKING MATCH	31
LOWEST RUCKING MATCH	5
RETENTION SUCCESS RATE	76%

The table below shows major differences in the average number of rucks/mauls created by each team. Just as in the case of passes and kicks, 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 and mauled is far closer, as also shown in the table. This expresses rucks/mauls as 'rucks/mauls per minute possession '.

































At the breakdown, the team taking in the ball retained possession by either winning the ball or being awarded a penalty on **76%** of occasions. The percentage success rate of each team in attack and defence is also shown in the table below:

		RUCKING RATE	AVERAGE RUCKS	RUCK ATTACK SUCCESS %	RUCK DEFENCE SUCCESS %
	AUS*	3.2	14	90%	34%
	ENG	2.5	10	82%	25%
	CAN	2.5	10	88%	34%
	CHI	1.3	5	79%	18%
	USA	1.4	5	72%	25%
	FRA	1.3	4	74%	20%
	RUS	1.9	8	82%	12%
	SPA	1.8	8	72%	28%
	THA	1.6	5	58%	23%
	ITA	1.8	6	61%	22%
	BRA	3.0	11	72%	34%
	NET	4.1	15	79%	10%
	JAP	3.0	11	61%	21%
	UGA	2.8	9	60%	32%
	RSA	2.6	11	75%	21%
	NZL*	2.1	8	79%	22%

The above table illustrates the extent to which teams took contact at the rucks. There were major differences between some of the teams. While **France** created just 4 rucks per game, **Netherlands** created 15 and **Australia** 14. The above table shows that **Australia** and **Canada** had the highest success percentage in attack, while **Thailand** had the least. **Australia**, **Canada**, **Uganda** and **Brazil** won possession from opponents on over 30% of occasions. **Netherlands** and **Russia** had the least success at opponents' rucks.

There were nearly 700 rucks in the tournament - and a ruck occurs when at least one player from each side is on his feet at or over the ball. This means that when the tackler is on his feet and an opponent joins in, then there is a ruck. When the tackler is not on his feet, a ruck occurs when at least one player from each side joins in. What became immediately noticeable was that there were clear differences in the approach of the various countries in committing players to the rucks. While certain teams frequently committed few additional players, other countries consistently committed more.

The extent of the differences between each team's approach is illustrated by an exercise that looked at how many players were committed to the rucks (1) in attack and (2) in defence.

		(1) ATTACK				(2) DEFENCE		
		1 PLAYER	2+ PLAYERS			NO PLAYER	1 PLAYER	2+ PLAYERS
	NZL *	90%	10%		THA	31%	62%	7%
	THA	90%	10%		FRA	26%	50%	24%
	NET	83%	17%		AUS*	24%	53%	23%
	CAN	78%	22%		RSA	21%	71%	8%
	AUS*	77%	23%		ITA	20%	65%	15%
	BRA	76%	24%		ENG	18%	61%	21%
	FRA	74%	26%		UGA	18%	56%	26%
	SPA	74%	26%		CAN	16%	50%	34%
	RSA	73%	27%		CHI	16%	64%	20%
	CHI	72%	28%		NZL *	15%	53%	32%
	USA	72%	28%		USA	14%	67%	19%
	JAP	70%	30%		RUS	12%	66%	22%
	ENG	67%	33%		JAP	11%	53%	36%
	ITA	64%	36%		NET	10%	60%	30%
	RUS	60%	40%		SPA	9%	66%	25%
	UGA	34%	66%		BRA	8%	60%	32%

It can be seen that, in attack, **New Zealand** and **Thailand's** approach was to commit only 1 player – which they did on 90% of occasions. **Uganda's** policy however was quite different – they sent in 2 or more players on 34% of occasions. In defence, **Thailand, France** and **Australia** frequently committed no extra players, while **Brazil** and **Spain**, on the other hand, attacked almost every opponents ruck with one or more players.

5. SET PIECE

5.1 RESTARTS

Restarts are the most common and most competitive set piece. They are classified into 2 types, **contestable** and **not contestable**.

Certain teams can intentionally kick long (ie making the ball not contestable) on more occasions than others. This is shown in the table below. It also shows how successful each team was at regaining own contestable restarts and receiving opposition contestable restarts - they varied considerably.






AVERAGE PER MATCH

HIGHEST IN A MATCH

LOWEST IN A MATCH

SUCCESS %

RESTARTS	SCRUMS	LINEOUTS
6	5	2
10	10	5
3	1	0
25%	82%	77%

OWN RESTARTS				OPP RESTARTS			
	CONTESTABLE	NOT CONTESTABLE	SUCCESS		CONTESTABLE	NOT CONTESTABLE	SUCCESS
 THA	1	6	1 in 1	 JAP	11	9	1 in 1
 NZL*	5	24	1 in 1.7	 RSA	1	13	1 in 1
 AUS*	12	15	1 in 2	 RUS	9	7	1 in 1.1
 SPA	6	7	1 in 2	 ENG	7	3	1 in 1.2
 CAN	15	7	1 in 3	 CHI	6	11	1 in 1.2
 NET	4	4	1 in 4	 SPA	6	3	1 in 1.2
 ITA	4	6	1 in 4	 UGA	5	12	1 in 1.3
 ENG	12	12	1 in 6	 NZL*	4	9	1 in 1.3
 USA	7	8	1 in 7	 THA	8	8	1 in 1.3
 BRA	10	3	1 in 10	 NET	6	10	1 in 1.5
 UGA	1	3	0 in 1	 AUS*	3	11	1 in 1.5
 RSA	1	13	0 in 1	 BRA	11	5	1 in 1.6
 JAP	3	4	0 in 3	 CAN	5	11	1 in 1.7
 CHI	5	14	0 in 5	 ITA	2	15	1 in 2
 RUS	8	5	0 in 8	 FRA	9	6	1 in 2.3
 FRA	0	11	0 in 0	 USA	1	9	0 in 1

40% of restarts were **contestable** and 60% of restarts were **not contestable**

Of all contestable restarts, the kicking team won 25% or 1 in 4.

The finalists, **New Zealand** and **Australia**, plus **Spain** were the most successful in regaining own short restarts with around a 50% success rate. **Australia** and **Canada** kicked short more than most other team. **Japan** won all 11 of the contestable restarts they received, while **France** won 1 in every 2.3 contestable restarts.

There were 13 restart errors - 1 in every 18 restarts

5.2 SCRUM & LINEOUT

Overall Scrum success was **82%** and overall Lineout success was **77%**. The following table shows the success rate for each team on own put/throw in and opposition put/throw in:

Only **USA** won possession on everyone of their own scrum put ins – they did however have only 5 scrums compared with **Italy** and **Brazil** who had 36 between them. **England** and **Japan** won all their lineouts but while England threw into 11 lineouts, Japan only threw in once, also even though England won all their own lineouts, they did not steal one opposition lineout.

England were however the most successful team on the opposition put in and **Australia** were the most successful on the opposition lineout.

There were **9 quick throws** – only 6 out of the 16 teams threw at least 1 quick throw. **Canada, South Africa** and **Thailand** threw 2 quick throws each.

		SCRUM				LINEOUT	
		OWN	OPP			OWN	OPP
	NZL*	17/19	3/9		ENG	11/11	0/6
	FRA	17/19	1/16		SPA	9/11	2/8
	BRA	15/18	2/11		USA	9/11	2/8
	ITA	15/18	2/12		ITA	7/9	1/8
	SPA	14/16	5/16		NZL*	5/8	1/6
	ENG	12/15	4/9		RSA	5/7	2/8
	CAN	10/14	4/20		CAN	5/6	2/9
	CHI	11/13	3/20		BRA	4/6	1/6
	AUS*	9/13	4/18		AUS*	5/5	3/6
	RSA	10/12	3/18		FRA	2/5	1/6
	THA	7/12	1/8		NET	1/4	1/4
	NET	9/10	0/7		CHI	3/3	1/3
	RUS	9/10	3/11		THA	3/3	0/5
	UGA	8/9	2/15		UGA	2/3	2/3
	JAP	6/9	0/7		RUS	2/3	3/8
	USA	5/5	1/21		JAP	1/1	0/2

8. PENALTIES & FREE KICKS

The average number of penalties/free kicks per game was **6**.








Of the penalties/free kicks awarded, **62%** were awarded at the breakdown.

What needs to be noted 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 following table together with the totals and averages per game. It shows for example that while **Canada** and **Japan** received twice as many penalties as their opponents, **Spain** were penalised twice as often as their opponents.

**AVERAGE PENALTIES/
FREE KICKS PER MATCH**
HIGHEST PENALISED MATCH
LOWEST PENALISED MATCH

RWC 7s WOMEN 2009
6
14
1

	PENS & FKS <u>FOR</u>			PENS & FKS <u>AGAINST</u>		
	TOTAL	AVERAGE	%	TOTAL	AVERAGE	%
 JAP	17	4.3	68%	8	2.0	32%
 CAN	23	3.8	68%	11	1.8	32%
 AUS*	27	4.5	66%	14	2.3	34%
 THA	15	3.8	65%	8	2.0	35%
 BRA	22	3.7	52%	20	3.3	48%
 UGA	16	4.0	52%	15	3.8	48%
 RUS	19	3.8	51%	18	3.6	49%
 ITA	15	3.0	50%	15	3.0	50%
 FRA	15	3.0	47%	17	3.4	53%
 NZL*	17	2.8	45%	21	3.5	55%
 ENG	22	3.7	46%	26	4.3	54%
 RSA	10	2.0	43%	13	2.6	57%
 CHI	15	2.5	42%	21	3.5	58%
 USA	12	2.4	40%	18	3.6	60%
 NET	12	3.0	38%	20	5.0	62%
 SPA	12	2.4	33%	24	4.8	67%

9. CARDS

There were **11** yellow cards and **0** red cards issued in the 41 matches in Womens Rugby World Cup Sevens 2009.

Over half the cards went against 2 teams – **Australia** and **China**, the Cup and Bowl winners respectively.

10 of the **16** teams did not concede a single yellow card.

The offences for which they were awarded were as follows:

	YELLOW CARDS
Dangerous Tackle	5
Tripping	2
Dangerous Charging	1
Kicking	1
Punching/Striking	1
Hands in ruck	1



AUS*



CHI



ENG



THA



NET



JAP



BRA



CAN



NZL*



USA



ITA



FRA



RUS



UGA



RSA



SPA

MATCHES	YELLOW CARDS	RED CARDS
6	3	-
6	3	-
6	2	-
4	1	-
4	1	-
4	1	-
6	-	-
6	-	-
6	-	-
5	-	-
5	-	-
5	-	-
5	-	-
4	-	-
5	-	-
5	-	-

A COMPARISON BETWEEN THE MEN'S RWC SEVENS 2005 & 2009

	RWC 7s MEN 2005	RWC 7s MEN 2009
SCORING		
POINTS (average per game)	38	35
TRIES (average per game)	6	6
CONVERSION SUCCESS (%)	59%	59%
PENALTY GOALS (total)	0	0
DROP GOALS (total)	0	0
TRY SCORING		
MATCHES WON by team scoring most tries	89%	88%
SOURCE OF TRIES - Pens/FKs (%)	29%	32%
SOURCE OF TRIES - Turnover/Opp Error (%)	26%	23%
ORIGIN OF TRIES - Own Half (%)	43%	52%
BUILD UP TO TRIES - No Rucks/Mauls	76%	62%
BUILD UP TO TRIES - 3 Or Fewer Passes	60%	60%
BALL IN PLAY		
BALL IN PLAY (%)	48%	51%
ACTIVITY		
PASSES (average per game)	70	68
RUCKS/MAULS (average per game)	14	15
RUCK/MAUL RETENTION (%)	75%	77%
KICKS (average per game)	4	5
SET PIECE		
RESTARTS kicked short (%)	80%	79%
SHORT RESTARTS possession retained (%)	20%	34%
RESTART ERRORS (Total)	1 in 17 restarts	1 in 19 restarts
SCRUMS (average per game)	4	4
SCRUMS possession retained (%)	85%	83%
LINEOUTS (average per game)	2	3
LINEOUTS possession retained (%)	76%	74%
PENALTIES/FREE KICKS & CARDS		
PENALTIES/FKs (average per game)	6	7
CARDS (Total)	1 in 1.6 matches	1 in 2.7 matches

A COMPARISON BETWEEN THE MEN'S AND WOMEN'S RWC SEVENS 2009

	RWC 7s MEN 2009	RWC 7s WOMEN 2009
SCORING		
POINTS (average per game)	35	29
TRIES (average per game)	6	5
CONVERSION SUCCESS (%)	59%	56%
PENALTY GOALS (total)	0	1
DROP GOALS (total)	0	0
TRY SCORING		
MATCHES WON by team scoring most tries	88%	88%
SOURCE OF TRIES - Pens/FKs (%)	32%	30%
SOURCE OF TRIES - Turnover/Opp Error (%)	23%	26%
ORIGIN OF TRIES - Own Half (%)	52%	40%
BUILD UP TO TRIES - No Rucks/Mauls	62%	67%
BUILD UP TO TRIES - 3 Or Fewer Passes	60%	55%
BALL IN PLAY		
BALL IN PLAY (%)	51%	54%
ACTIVITY		
PASSES (average per game)	68	74
RUCKS/MAULS (average per game)	15	17
RUCK/MAUL RETENTION (%)	77%	76%
KICKS (average per game)	5	4
SET PIECE		
RESTARTS kicked short (%)	79%	40%
SHORT RESTARTS possession retained (%)	34%	25%
RESTART ERRORS (Total)	1 in 19 restarts	1 in 18 restarts
SCRUMS (average per game)	4	5
SCRUMS possession retained (%)	83%	82%
LINEOUTS (average per game)	3	2
LINEOUTS possession retained (%)	74%	77%
PENALTIES/FREE KICKS & CARDS		
PENALTIES/FKs (average per game)	7	6
CARDS (Total)	1 in 2.7 matches	1 in 3.7 matches