



# **2012/13 HSBC SEVENS STATISTICAL REVIEW**

## **HONG KONG & TOKYO**

IRB GAME ANALYSIS



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The report comprises a quantitative analysis of all elements of play together with the approach to, and performance of, all participating teams in various aspects of the game.

**Hong Kong & Tokyo** produced the following team highlights:

## SCORING

Most tries scored per match – **New Zealand & Fiji**  
Fewest tries conceded per match – **Fiji**  
Most tries conceded per match – **Spain**  
Fewest tries scored per match – **Spain**

Most points scored per match – **New Zealand**  
Fewest points conceded per match – **Fiji**  
Best try scoring rate – **England**  
Best try conceding rate – **Fiji**  
Highest conversion success – **South Africa**

## TRY SCORING

Most tries scored from penalty/free kicks – **Wales**  
Most tries scored from restarts – **New Zealand**  
Most tries scored from own half – **New Zealand**  
Highest % of tries with no rucks in build-up – **Samoa**  
Highest % of tries with 3 or fewer passes in build-up – **Kenya**

## ACTIVITY/POSSESSION

Highest average possession – **New Zealand & South Africa**  
Highest passing rate – **New Zealand**  
Lowest passing rate – **Argentina**  
Highest rucking rate – **Hong Kong**  
Lowest rucking rate – **Fiji**  
Highest ruck success – **Scotland**  
Lowest ruck success – **Argentina**  
Most likely to kick – **Argentina**  
Least likely to kick – **Kenya & Japan**

## SET PIECE & DISCIPLINE

Highest contestable restart success – **Canada**  
Most likely to kick contestable restarts – **England**  
Least likely to kick contestable restarts – **Australia**  
Highest scrum success – **Fiji, Australia, Spain, Canada & Kenya**  
Highest lineout success – **Canada**  
Penalised the least – **New Zealand & Fiji**  
Penalised the most – **Argentina**  
Most yellow/red cards – **Argentina**

The above data and more extensive analysis on all participating sevens teams can be found in the following report.






















































## STATISTICAL COMPARISON

	2012/13 HK & Tokyo 90	2011/12 SWS 392	2010/11 SWS 368
<b>MATCHES</b>			
<b>SCORING</b>			
<b>POINTS</b> (average per game)	<b>33</b>	34	37
<b>TRIES</b> (average per game)	<b>5.2</b>	5.4	5.9
<b>TRY RATE</b> (rate)	<b>1 every 82 secs</b>	1 every 79 secs	1 every 74 secs
<b>CONVERSION SUCCESS</b> (%)	<b>64%</b>	62%	64%
<b>PENALTY / DROP GOALS</b> (total)	<b>2</b>	11	6
<b>MATCHES WON</b> by team scoring most tries (%)	<b>80%</b>	88%	90%
<b>SOURCE OF TRIES</b> - pens/fks (%)	<b>33%</b>	33%	31%
<b>ORIGIN OF TRIES</b> - own Half (%)	<b>45%</b>	44%	44%
<b>BUILD UP TO TRIES</b> – no rucks/mauls (%)	<b>65%</b>	70%	55%
<b>BUILD UP TO TRIES</b> - 3 Or fewer passes (%)	<b>56%</b>	56%	52%
<b>ACTIVITY</b>			
<b>BALL IN PLAY</b> (%)	<b>52%</b>	51%	52%
<b>PASSES</b> (average per game)	<b>68</b>	68	71
<b>5+ PASSING MOVEMENTS</b> (rate)	<b>1 in 7.3</b>	1 in 7.7	1 in 8.7
<b>RUCKS/MAULS</b> (average per game)	<b>16.2</b>	18	19
<b>RUCK/MAUL RETENTION</b> (%)	<b>81%</b>	84%	85%
<b>KICKS</b> (average per game)	<b>1.2</b>	2.4	2.4
<b>SET PIECE</b>			
<b>CONTESTABLE RESTARTS</b> (%)	<b>75%</b>	70	74%
<b>CONTESTABLE RESTARTS REGAINED</b> (%)	<b>38%</b>	33%	36%
<b>RESTART ERRORS</b> (rate)	<b>1 in 17</b>	17	1 in 20
<b>SCRUMS</b> (average per game)	<b>3.8</b>	4	4
<b>SCRUMS</b> possession retained (%)	<b>94%</b>	94%	91%
<b>LINEOUTS</b> (average per game)	<b>2.8</b>	2	2
<b>LINEOUTS</b> possession retained (%)	<b>77%</b>	74%	74%
<b>QUICK THROWS</b> (total)	<b>1 in 9</b>	1 in 13	1 in 10
<b>PENALTIES/FREE KICKS &amp; CARDS</b>			
<b>PENALTIES</b> (average per game)	<b>6.4</b>	6	5.4
<b>CARDS</b> (total)	<b>34</b>	93 + 4	72 + 4

## 1. SCORING & CONCEDED

The average number of points scored in a match was **33** and the average try scoring rate was one try scored every 82 per seconds. Try scoring rates show how **effective** each team was in **scoring points** and try conceding rates show how **effective** each team was in **restricting points**.

The following table gives the average points and tries scored and conceded and the rates for each participating team.

		Av POINTS SCORED	Av POINTS CONCEDED	Av TRIES SCORED	Av TRIES CONCEDED			TRY SCORING RATE			TRY CONCEDING RATE
	NZL	26.8	13.3	4.3	2.1		ENG	50		FJI	128
	ENG	26.2	13.3	4	2		FJI	54		SCO	103
	FJI	25.7	11	4.3	1.7		NZL	56		ENG	102
	WAL	19.1	16.8	3	2.6		CAN	72		NZL	98
	SA	18.9	14.6	2.8	2.3		WAL	76		SAM	96
	AUS	17.9	16	2.8	2.5		AUS	77		SA	94
	SAM	17.4	14.1	2.8	2.1		SCO	77		ARG	90
	CAN	17	15.4	2.8	2.4		SA	80		AUS	90
	USA	15.8	17	2.5	2.8		USA	84		CAN	87
	FRA	15.6	19.8	2.4	3.1		FRA	93		WAL	82
	JPN	12.2	23.2	1.8	4		JPN	113		USA	81
	SCO	12.1	13.4	1.9	2.3		ARG	116		KEN	76
	KEN	11.5	18.3	1.9	3		KEN	116		FRA	70
	POR	11	20.9	1.8	3.4		POR	122		POR	61
	HKG	10	22.8	1.7	3.5		SAM	125		SPA	58
	ARG	9.8	15.9	1.5	2.6		HKG	129		HKG	56
	SPA	9	24.8	1.4	3.8		SPA	151		JPN	55

There were **476** tries giving an average of **5.2** per match. During the *pool stage* there were **259** tries scored (**average – 5.4 per match**) and during the *knockout stages* there were **217** tries scored (**average – 5.2 per match**).

### 1.1 IMPACT OF TRIES

With 2 penalty goals and a conversion success rate of 64%, it was inevitable that **tries** would determine the winning team in the vast majority of cases – and this proved to be the case.


















Of the 90 matches, **72 (or 80%)** were won by the team **scoring the most tries**. There were 18 matches where the tries were the same – **2** matches were won by scoring penalty goals, **14** matches were won by conversions and **2** matches were drawn.

## 1.2 POSSESSION SOURCE OF TRIES

The teams obtained possession of the ball prior to the scoring a try from a variety of sources. This is shown in the attached table:

	TRY SOURCE
PENALTY/FREE KICK	33%
RESTART	19%
TURNOVER	18%
SCRUM	16%
LINEOUT	10%
KICK RECEIPT	4%

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


















		PEN & FK		TURNOVER		SCRUM		LINEOUT		KICK		RESTART		TOTAL	
		OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP
	NZL	13	10	9	7	9	3	6	2	2	0	12	3	51	25
	ENG	14	8	8	5	7	6	5	1	3	0	11	4	48	24
	FJI	13	3	11	2	13	6	1	1	1	3	8	4	47	19
	CAN	6	10	4	7	8	1	5	2	3	0	8	9	34	29
	WAL	18	10	6	4	4	7	1	3	1	3	3	2	33	29
	AUS	14	9	3	9	3	4	3	2	0	1	8	3	31	28
	SA	14	6	1	6	4	2	4	5	1	1	7	3	31	23
	SCO	11	11	7	5	10	2	1	2	1	0	1	5	31	25
	FRA	7	15	7	3	2	6	6	4	0	3	7	6	29	37
	USA	11	11	6	5	3	2	1	3	4	1	3	9	28	31
	KEN	6	12	3	3	5	8	3	4	2	1	2	5	21	33
	SAM	8	12	6	1	0	1	3	3	1	0	3	8	21	25
	ARG	3	10	6	1	2	5	4	5	1	0	2	10	18	31
	POR	9	12	1	7	2	6	2	4	0	1	4	4	18	34
	SPA	4	9	2	10	2	7	2	5	0	2	4	5	14	38
	JPN	3	7	4	5	0	5	1	2	0	1	3	4	11	24
	HKG	4	3	1	5	0	3	1	1	0	3	4	6	10	21

### 1.3 ORIGIN & LOCATION OF TRIES

Tries originate from various parts of the pitch. Of all the tries scored, **45%** originated in the try scoring team's own half and **55%** in the opposition half, with **38%** scored behind the posts.

	TRY ORIGIN LOCATION		TRY SCORING LOCATION
OWN HALF	45%	LEFT HAND SIDE OF POSTS	34%
OPP HALF	55%	BEHIND THE POSTS	38%
		RIGHT HAND SIDE OF POSTS	28%

The following table shows the origin of tries scored (own) and tries conceded (opp) by each team.

		OWN HALF		HW – 10m		10m – 22m		22m - TRY		TOTAL	
		OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP	OWN	OPP
	NZL	27	7	5	5	14	5	5	8	51	25
	ENG	22	7	4	4	16	8	6	5	48	24
	FJI	22	9	6	1	12	5	7	4	47	19
	CAN	16	11	7	4	8	13	3	1	34	29
	WAL	11	14	5	3	8	7	9	5	33	29
	AUS	13	16	5	1	8	9	5	2	31	28
	SA	12	11	7	4	8	6	4	2	31	23
	SCO	14	11	1	2	8	4	8	8	31	25
	FRA	13	15	4	7	6	7	6	8	29	37
	USA	17	11	3	3	6	10	2	7	28	31
	KEN	12	14	1	1	5	8	3	10	21	33
	SAM	10	12	0	3	6	8	5	2	21	25
	ARG	4	18	4	5	3	5	7	3	18	31
	POR	8	16	0	3	4	10	6	5	18	34
	SPA	5	20	3	4	5	6	1	8	14	38
	JPN	4	10	1	3	3	8	3	3	11	24
	HKG	2	10	0	3	4	5	4	3	10	21

## 1.4 BUILD-UP TO TRIES

The table shows how many **rucks/mauls** preceded each try scored in the tournament.

The table shows that **65%** of tries were preceded by **no** rucks or mauls.



































	%	CUMULATIVE %
None	65%	65%
1 rucks/mauls	25%	85%
2+ rucks/mauls	15%	100%

The next table shows the total number of **passes** that preceded each try scored in the tournament.

The table shows that **56%** of tries were preceded by **3 or fewer** passes.

	%	CUMULATIVE %
No passes	13%	13%
1 - 3 passes	43%	56%
4 - 6 passes	20%	76%
7+ passes	24%	100%

The figures in the table below are for each team, it includes the % of tries both scored and conceded with no rucks in the build-up and the % of tries scored with 3 or fewer passes.


















		% OF TRIES WITH NO RUCKS				% OF TRIES WITH 3 OR FEWER PASSES	
		TRIES SCORED	TRIES CONCEDED			TRIES SCORED	
	SAM	86%	40%		KEN	73%	
	FJI	81%	42%		ARG	72%	
	SCO	77%	60%		NZL	68%	
	NZL	73%	76%		USA	67%	
	KEN	71%	58%		FJI	62%	
	FRA	69%	65%		POR	60%	
	ENG	69%	54%		FRA	56%	
	SA	61%	65%		JPN	55%	
	WAL	61%	79%		SA	54%	
	AUS	58%	68%		WAL	52%	
	USA	57%	74%		HKG	52%	
	ARG	56%	61%		ENG	52%	
	JPN	55%	75%		SPA	52%	
	CAN	53%	62%		SAM	49%	
	SPA	50%	71%		SCO	47%	
	HKG	40%	67%		AUS	45%	
	POR	33%	74%		CAN	43%	



## 2. BALL IN PLAY & POSSESSION

	BALL IN PLAY & POSSESSION
AVERAGE B-I-P	7min 13s
HIGHEST B-I-P	9min 18s
LOWEST B-I-P	4m 40s
HIGHEST POSSESSION TIME	5min 06s
LOWEST POSSESSION TIME	1min 43s

There was a considerable variation between the possession achieved by the various teams. This is shown in the following table which gives the average possession times and percentages achieved by each team and their opponents throughout the 2 legs:

		% OWN POSSESSION	% OPP POSSESSION
	NZL	54%	46%
	SA	54%	46%
	HKG	52%	48%
	SAM	52%	48%
	POR	51%	49%
	WAL	51%	49%
	FRA	51%	49%
	FJI	51%	49%
	CAN	49%	51%
	ENG	49%	51%
	KEN	49%	51%
	SPA	49%	51%
	AUS	49%	51%
	USA	48%	52%
	JPN	48%	52%
	SCO	48%	52%
	ARG	43%	57%






























### 3. ACTIVITY

#### 3.1 PASSING

The average number of passes in a game was **68** meaning the average number of passes by a team was **39**. The average passing rate was 9.4 passes per minute's possession. Of all passing movements, **1 in 7.3** contained 5+ passes.

	PASSES
AVERAGE PASSES	68
PASS RATE	9.4 per min
HIGHEST PASSING MATCH	132
LOWEST PASSING MATCH	18
5+ PASSING MOVEMENTS	1 in 7.3

The following table gives the average passes and passing rates for each team plus how often each team made 5+ passing movements.































		PASSING RATE	AVERAGE PASSES			5+ PASSING
	NZL	10.8	42.7		POR	16.3
	JPN	10.5	36.2		ARG	15.5
	AUS	10.4	37.5		HKG	14.0
	SAM	10.1	38.3		JPN	11.4
	FJI	9.9	37.8		CAN	10.8
	SCO	9.7	33		KEN	8.7
	USA	9.6	34.3		SPA	8.5
	SPA	9.4	33		SCO	7.4
	WAL	9.3	35.4		AUS	7.3
	HKG	9.2	33.2		WAL	7.3
	CAN	9.1	31.1		SA	7.1
	SA	9.1	38.1		SAM	7.0
	FRA	9.0	33.9		ENG	6.6
	KEN	9.0	33		FRA	6.3
	ENG	8.7	28.8		USA	5.3
	POR	8.1	29.4		FJI	4.8
	ARG	7.7	22.5		NZL	3.4

### 3.2 RUCKS & MAULS

The average number of rucks/mauls in a game was **16.2** meaning the average number of rucks by a team was **8**. The average rucking rate was 2.5 ruck/mauls per minute's possession. At the breakdown, the team taking in the ball retained possession by either winning the ball or being awarded a penalty on **81%** of occasions.

	RUCKS
AVERAGE RUCKS	16.2
RUCK RATE	2.3 per min
HIGHEST RUCKING MATCH	19
LOWEST RUCKING MATCH	0
SUCCESS %	81%































The following table gives the average ruck/mauls and rucking rates for each team plus how often each team retained and stole possession.

		RUCKING RATE	AVERAGE RUCKS			SUCCESS % OWN RUCKS	SUCCESS % OPP RUCKS
	HKG	3.3	11.8		SCO	87%	20%
	SPA	2.9	10.2		SA	86%	18%
	POR	2.7	10		AUS	86%	21%
	KEN	2.6	9.7		HKG	84%	5%
	SCO	2.5	10.1		WAL	83%	22%
	AUS	2.5	9.8		FJI	83%	19%
	JPN	2.5	8.5		JPN	81%	22%
	ARG	2.5	7.2		FRA	81%	15%
	FRA	2.4	9.2		SAM	81%	14%
	SAM	2.4	9.1		KEN	81%	22%
	SA	2.2	7.8		USA	81%	20%
	CAN	2.2	8.2		ENG	80%	17%
	USA	2.1	7.4		POR	79%	23%
	WAL	2	7.5		NZL	79%	20%
	ENG	1.7	5.6		SPA	79%	16%
	NZL	1.4	5.3		CAN	75%	25%
	FJI	1.2	4.6		ARG	71%	18%

### 3.3 NUMBER OF PLAYERS COMMITTED TO RUCKS – ATTACK & DEFENCE

What became immediately noticeable was that there were clear differences in the approach of the various countries in committing players to the breakdown. While certain teams frequently committed few additional players, other countries consistently committed more. On average, teams committed just one player in attack on 84% of occasions and teams committed just one player in defence on 76% of occasions.

The following table gives the numbers committed in attack and defence for each team plus how often each team created tackle only situations.


















		ATTACK				DEFENCE	
		1 PLAYER	2+ PLAYERS			NO PLAYER	1+ PLAYERS
	HKG	95%	5%		AUS	33%	67%
	FJI	94%	6%		CAN	32%	68%
	CAN	93%	7%		HKG	31%	69%
	AUS	89%	11%		SPA	29%	71%
	NZL	88%	12%		ARG	27%	73%
	SA	87%	13%		POR	27%	73%
	WAL	86%	14%		USA	26%	74%
	SAM	86%	14%		WAL	26%	74%
	ARG	84%	16%		KEN	26%	74%
	KEN	84%	16%		SA	23%	77%
	POR	83%	17%		NZL	22%	78%
	USA	80%	20%		SCO	20%	80%
	JPN	79%	21%		SAM	19%	81%
	SCO	78%	22%		ENG	19%	81%
	FRA	77%	23%		FJI	17%	83%
	SPA	76%	24%		FRA	16%	84%
	ENG	75%	25%		JPN	8%	92%

### 3.4 KICKS

The average number of kicks in a game was **2.5** meaning the average number of kicks by a team was **1**. There were a wide variety of kicks - 29% were **chip** kicks, 32% were **punt** kicks, 14% were **ground** kicks and 25% were **grubber** kicks.

	KICKS
AVERAGE KICKS	1.2
HIGHEST KICKING MATCH	5
LOWEST KICKING MATCH	0

The following table gives the average kicks for each team plus how often each team kicked each type of kick.


































		AVERAGE KICKS	TOTAL CHIPS	TOTAL PUNTS	TOTAL GROUND	TOTAL GRUBBER	TOTAL KICKS
	ARG	3.0	5	18	5	7	35
	POR	2.6	7	6	3	9	25
	USA	2.3	5	10	3	6	24
	WAL	2.0	2	10	4	5	21
	SA	1.7	4	7	3	4	18
	SCO	1.7	6	7	2	3	18
	AUS	1.5	1	11	4	1	17
	HKG	1.5	1	3	1	4	9
	CAN	1.4	5	7	1	4	17
	FJI	1.4	3	1	4	5	13
	ENG	1.3	3	3	4	3	13
	SPA	1.1	2	5	0	4	11
	SAM	0.9	3	4	2	1	10
	FRA	0.8	1	4	2	3	10
	NZL	0.8	2	1	3	4	10
	JPN	0.7	2	2	0	0	4
	KEN	0.7	3	2	1	2	8

## 4. RESTARTS, SCRUMS & LINEOUTS

The average number of restarts in a game was **6.4**, the average number of scrums in match was **3.8** and the average number of lineouts per match was **2.8**. This means, restarts are the most common set pieces in sevens rugby.

	RESTARTS	SCRUMS	LINEOUTS
AVERAGE	6.4	3.8	2.8
SUCCESS %	29%	94%	77%

Restarts have been classified into 2 types, contestable and non contestable, **75%** of restarts kicks were **contestable** & **25%** of restarts kicks were **non contestable**. Retention rates reflect the number of times that possession was retained at contestable restarts. Of all contestable restarts, the kicking team regained **38%**.

		OWN RESTARTS REGAIN SUCCESS			OWN RESTARTS	
					CONTESTABLE	NON CONTESTABLE
	CAN	58%		ENG	45	4
	ARG	52%		FJI	39	11
	FJI	49%		WAL	37	2
	HKG	46%		SA	34	3
	NZL	43%		CAN	31	13
	FRA	43%		USA	28	5
	JPN	43%		SAM	26	3
	SPA	43%		KEN	26	2
	SA	41%		NZL	23	28
	AUS	33%		ARG	21	8
	ENG	33%		FRA	21	14
	POR	33%		SPA	21	4
	SAM	31%		POR	21	3
	USA	29%		SCO	20	17
	WAL	24%		AUS	15	23
	KEN	23%		JPN	14	2
	SCO	15%		HKG	13	1

Overall Scrum success was **94%** and overall Lineout success was **79%**. Because of the relatively few lineouts by some teams, applying percentages can be misleading. The following table shows the success rates for each team on their own put/throw in.

















		SCRUM			LINEOUT
		OWN			OWN
	NZL	24/25		NZL	14/18
	FJI	19/19		FJI	8/12
	SAM	19/20		SAM	18/22
	AUS	10/10		AUS	8/11
	SA	26/29		SA	12/15
	ENG	18/20		ENG	9/10
	POR	19/20		POR	10/14
	WAL	24/27		WAL	9/10
	SCO	20/23		SCO	10/15
	KEN	23/23		KEN	4/11
	FRA	17/18		FRA	14/19
	SPA	23/23		SPA	6/8
	JPN	6/8		JPN	4/6
	ARG	23/26		ARG	26/29
	USA	18/19		USA	5/9
	HKG	14/15		HKG	10/12
	CAN	22/22		CAN	21/23

## 5. DISCIPLINE

The average number of penalties and free kicks per game (not inc restart free kicks) was 6. Of the penalties awarded, **75%** were awarded at the breakdown, with **50%** of the penalties for the attacking team and **50%** against the attacking team.

	PENS/FKS
AVERAGE PENS/FKS	6.4
HIGHEST IN A MATCH	8
LOWEST IN A MATCH	0





The following table shows the proportion of penalties conceded by a team in all their matches compared with their opponents.

	PENS & FKS FOR	PENS & FKS AGAINST
	%	%
 HKG	62%	38%
 WAL	59%	41%
 POR	57%	43%
 SAM	54%	46%
 SA	53%	47%
 SCO	53%	47%
 AUS	51%	49%
 KEN	51%	49%
 NZL	51%	49%
 JPN	49%	51%
 FRA	48%	52%
 SPA	46%	54%
 ARG	45%	55%
 CAN	45%	55%
 FJI	45%	55%
 ENG	44%	56%
USA	41%	59%



## 5.1.CARDS

There were **34** yellow cards and **0** red cards issued. The offences for which yellow cards were awarded were as follows:

		YELLOW + RED CARDS	OFFENCES
	ARG	5	2 x Time Wasting, 1 x Punching/Striking, 1 x Deliberate Knock-On, 1 x Dangerous Lifting Tackle
	FJI	4	2 x Dangerous Lifting Tackle, 2 x Time Wasting
	SPA	4	2 x Time Wasting, 1 x Dangerous Lifting Tackle, 1 x Playing Opp Without Ball
	ENG	3	1 x Not Back 10m, 1 x Time Wasting, 1 x Punching/Striking
	SCO	3	2 x Dangerous Play, 1 x Incorrect Entry
	CAN	3	1 x Punching/Striking, 1 x Time Wasting, 1 x Playing Opp Without Ball
	FRA	3	2 x Time Wasting, 1 x Dangerous High Tackle
	USA	3	2 x Time Wasting, 1 x Repeated Infringement
	JPN	2	1 x Dangerous Play, 1 x Not Staying On Feet (TRM)
	WAL	1	1 x Time Wasting
	KEN	1	1 x Playing Opp Without Ball
	POR	1	1 x Hands In Ruck
	NZL	1	1 x Preventing Lineout Throw
	HKG	0	
	SAM	0	
	AUS	0	
	SA	0	