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The need for match analysis and statistics for games is greater than ever. The IRB having recognized this has supplied the second tier Nation Unions with the necessary computerized analysis equipment and facilitated a series of specialist workshops in Ireland and Australia. Canada was one of those nations in attendance.

The document below is reproduced by kind permission of Tom Jones, the iRB Development Manager for North America and the Caribbean {NAWIRA}. It outlines a summary of nearly every aspect of the RWC 2003 and for the greater part this would have been done through video analysis.

The need for video analysis in our club and high school coaching is growing ever important. It is an excellent tool with which we can improve not only our game and our players but also our own understanding of the complexities of the game.

I trust that you will enjoy the iRB analysis and be able to use it as a template with which you can analyze your own team games.

**Good Coaching, Better Players, Better Rugby.**

*Martin.*

**Martin Gallagher - Director of Development – Rugby Canada**

# The “Rugby World Cup 2003”

## Statistical Review And Match Analysis – Summary

- The average number of points scored per match was 59 - compared with 60, 54,42 and 58 the previous World Cups
- Proportionately more tries and fewer penalties were scored than in all World Cups but the first one
- At the final stages however, penalties exceeded tries by 4 to 1.
- 58% of matches had a point's differential of over 20, the highest proportion since the first World Cup.
- There were 10 matches with points margins in excess of 50 which was between two and three times more than in either RWC1999, or RWC95
- Drop goals averaged one in every two games which is an identical figure to all previous World Cups
- 81% of matches were won by the team scoring the most tries
- The team scoring fewer tries but kicking more penalties won 5 matches. This was 3 more than the four previous World Cups combined
- No team scored more than one try in the semi final and final matches
- Only 5 tries have been scored in the last four RWC finals while 21 penalty goals have been kicked.
- 73% of tries were converted and 71% of penalty kicks at goal succeeded
- Of the 332 tries, over half came from the set pieces of lineout and scrum and 23% started from within the scoring teams own half
- Almost 83% of tries were preceded by 3 or fewer second phases (ie rucks/mauls).
- Just over 50% of tries were preceded by 3 or fewer passes

- **Almost 60% of tries were scored in the second half while just over 60% of penalties were scored in the first half.**
- **83% of all passing movements contained 2 passes or less**
- **Ball in play time averaged 42% or 33 minutes17secs, a figure far higher than previous World Cups**
- **There were on average, 136 rucks/mauls per game – some 35% more than RWC99: there were 241 passes per game, a 20% increase over RWC99. Kicks were the same – 52**
- **At restarts, the kicking team retained possession on 1 in 5 occasions**
- **There were an average of 33 lineouts per game, 3 more than RWC99. Just over 60% were contested while possession was retained on 80% of occasions**
- **There were 21 scrums per game, one less than RWC99. One in 7 scrums collapsed, while possession was retained on 91% of occasions**
- **In the 48 matches, a total of 5 free kicks for a crooked scrum feed were awarded**
- **On average, there were 24 penalties per game, a noticeable reduction from the 29 in RWC99**
- **Penalties for ground offences at ruck and tackle accounted for 46% of all penalties**
- **Both northern and southern hemisphere referees averaged the same number of penalties per game – 24**
- **There were no red cards issued while 28 yellow cards were issued in the 48 games**
- **The incidence of scoring during the sin bin period was less than in the rest of the game; in over 50% of cases the team with 15 players obtained no points benefit, with the average points benefit between 1 and 2 points**
- **There were only 18 penalties awarded for foul play – a rate of one every three matches**

- **In the 48 matches, substitutions averaged between 10 and 11 per game.**
- **There were 36 references to the Television Match Official, 5 of which took longer than 2 minutes**