RUGBY WORLD CUP FRANCE 2023

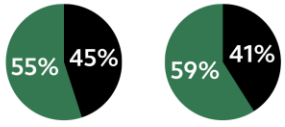
MATCH ANALYSIS

24 - 28
Ireland V New Zealand

Match No. 42 QF 2 Stade de France Wayne Barnes 14/10/23

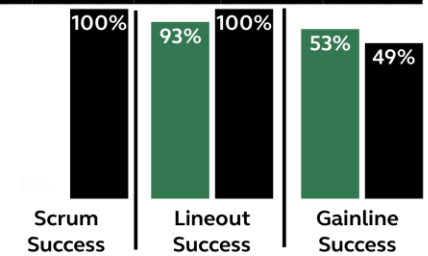
	ATTACK							DEFENCE				
TEAM	Total Carries	Metres Made	Clean Break	Defenders Beaten	Total Offloads	Turnovers Lost	Positive Outcomes	Tackles Made	Tackles Missed	Tackle Success	Dominant Tackles	Turnovers Won
IRE	172	632	7	31	11	11	72%	159	22	88%	13	4
NZL	120	481	5	22	4	4	90%	229	31	88%	10	7

Ball in Play	Ball Out of Play	Work to Rest Ratio
00:38:46	00:54:05	0.72



Possession

Territory



Scrum Success | Lineout Success | Gainline Success | Possession Kicked | Pens Conc on Offence | Pens Conc on Defence

Rucks

Total Rucks	Average Ruck Speed	% 0-2s
134	3.40	28%
97	4.10	19%

Red Zone

Red Zone Entries	Points From RZ Entries	Red Zone Efficiency	Time Spent in Red zone	Phases in Red Zone	Red Zone Entry Ratio
14	21	1.50	06:59	53	36%
6	26	4.33	04:35	38	15%

Playing Width

Wide 30m+	Mid 10-30m	Close 2-10m	Tight 0-2m
17%	59%	22%	2%
5%	31%	53%	11%

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Ireland

Red Zone – Ireland averaged 2.94 points per entry before this game but at little more than half that against New Zealand They had 8 more entries than New Zealand, getting into the 22 in more than a third of their possessions.
Ruck Speed – Slightly faster than their tournament average (3.47s) and significantly faster than New Zealand, who were the fastest until this point.
Positive Outcomes – Enjoyed the better attacking output but made errors. 11 to 4 turnovers conceded and fewer positive outcomes.
Scrums – Didn't have a single scrum on their own ball.
Ball In Play – Highest ball in play time of the whole World Cup, highest work-to-rest ratio (measure of match intensity).
Kicks – Not a big kicking team but even lower here than their average of 52%.
Playing Width – Huge increase in their playing width, averaged just 8% beyond 30m before this game, when it was 17%.
Bundee Aki – Leading the way again for Ireland with 20 carries, the most on the pitch, third-most metres for Ireland (68) but the most post-contact metres of anyone on either side (48). Match-best 7 defenders beaten, plus a line-break and a turnover.
Irish Forwards – Every single starting forward made double-digit tackles, Tadhg Beirne and Josh van der Flier the most with 17.

New Zealand

Attacking Output – Fewest metres made, defenders beaten, line-breaks, offloads all RWC but also fewest turnovers conceded (4). Low error count maximised attacking output.
Positive Outcomes – 90% is the HIGHEST any team has achieved in any game so far. Previously averaged 72%.
Tackles – New Zealand have had to make the fewest tackles per game on average (89.3) until this game, where they made the second most any team has had to make.
Set-Piece – 100% success in both disciplines, a feat they've now achieved in three consecutive games.
Possession Kicked – Comfortably the highest amount of possession they've kicked away, averaged 55% in the pool stages. Only England have kicked away more possession in a single game, 90% in pool stage v Argentina.
Ruck Speed – Had the fastest average ruck speed of the whole tournament for the pool stages, but significantly slower here.
Red Zone – Only their third-highest red-zone efficiency of the tournament but fourth-straight game where they have scored more than four points per entry.
Playing Width– Almost the exact opposite to Ireland and tightened up their play, 64% within 10m of previous phase compared to their average of 45% and just 5% wider than 30m tonight compared to 14% previously.
Ardia Savea – New Zealand's highest ball carrier with 15, not making many metres in total (46) but 39 of those were post contact, the most of anyone on his team, and second only to Aki in the game. He also beat the most defenders for New Zealand with 4, made the most line-breaks (2) and won the most turnovers (2).
Sam Cane – Made the most tackles of anyone on the pitch (21) with 2 dominant tackles.

Key

POSITIVE OUTCOMES: Percentage of possessions that didn't end in an error or turnover.

WORK TO REST RATIO: Measure of match intensity, the ratio between ball in play to ball out of play expressed as e.g. 0.65:1.

RED ZONE EFFICIENCY: Average points scored per entry to opposition 22, maximum 7.

RED ZONE ENTRY RATIO: The percentage of a team's possession where they reached the opposition 22 with ball in hand.

PLAYING WIDTH: Requires a set piece or ruck, expresses width by distance between each ruck/set piece or end of possession.