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English Premiership rugby union teams in the 2016/17 season
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Investigating lineout performance between the top and bottom four Premiership rugby union teams in the 2016/17 season

24	This study investigated lineout performance between the top and bottom four
25	English Premiership rugby union teams during the 2016/17 season. A season long
26	review was conducted analysing all of the top four $(n = 1152)$ and bottom four
27	teams' ($n = 1124$) lineouts. Findings showed the number of tries scored
28	originating from a lineout play for the top four teams' (1.57 tries per match) was
29	higher in comparison to the bottom four teams' (1.10 tries per match) ($p < 0.05$).
30	Lineout success did not change between the top (87%) and bottom (85%) four
31	teams ($p > 0.05$). However, the top four teams were more effective in stealing
32	opposition possession at a lineout (17%) compared to the bottom four teams (9%,
33	p < 0.05). Additionally, top four teams showed a more forwards orientated style
34	of play using binding actions (top = 62%, bottom = 56%, $p < 0.05$) and maul
35	formation (top = 55%, bottom = 47%, $p < 0.05$). These results suggest coaches
36	should focus on analysis of opposition tactics in lineout play in an aim to develop
37	effective strategies to steal opposition possession at a lineout.
20	
38	Keywords: contesting strategies; key performance indicators; lineouts; rugby
39	union; performance analysis
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49 **1. Introduction**

50 Rugby union is a team invasion sport which has seen a growth in popularity 51 becoming a more commercialised, business orientated game with a larger emphasis 52 placed on maximising performance through the use of analytical and scientific support 53 (Austin, Gabbett, & Jenkins, 2011; Owen & Weatherson, 2004; Vaz, Mouchet, Carreras 54 & Morente, 2011). Analytical support is traditionally used by a method of notational 55 analysis which provides an objective way of quantifying performance in a reliable 56 manner (Hughes & Franks, 2015). An essential component of analysis in rugby union 57 match play is the 'lineout', which is a way of restarting the game once the ball has 58 passed the plane of touch and allows for a quick, safe and fair competition for the ball 59 (World Rugby, 2017). Two lines of players from opposing sides form within the 5 and 15-meter lines on the field of play with at least a meter gap separating them. The 60 61 attacking side dictates the number of players committed to the lineout and the 62 opposition can have an equal number or fewer players to contest for possession. An 63 attacking player stood beyond the plane of touch (generally referred to as the 'hooker') 64 throws the ball in an overhead manner down the centre of the two lines of players to allow the teams to contest for possession (World Rugby, 2017). 65

66 Sayers (2011) suggested lineouts are an important aspect of a team's attacking 67 game because they are an excellent try scoring modality, with lineout success shown to 68 be a factor that attributes to winning a match (Hughes & White, 1991; Jones, Mellalieu 69 & James, 2004; Vaz et al., 2011). Winning teams typically have a greater percentage of 70 success in winning the oppositions ball during the lineout in domestic European rugby 71 as well as the Six Nations Championship (SNC) (Jones et al., 2004; Ortega Villarejo, & 72 Palao, 2009). While losing teams have a greater number of lineouts lost (Ortega et al., 73 2009). However, conflicting research suggests that lineout performance may not always act as a key discriminator in determining match outcome (Bishop & Barnes, 2013;
Ortega et al., 2009; Vaz, Rooyen & Sampaio, 2010). For example, no differences were
found in lineout success between winning and losing teams in the 2011 Rugby World
Cup (RWC) knockout stages (Bishop & Barnes, 2013). Bishop and Barnes (2013)
suggested the reason for not finding differences in lineout statistics was due to the
importance of lineout success being highlighted as an area of success in the modern
game and therefore an increased emphasis was placed on having a successful lineout.

81 Since 2000 onwards there was an increase in defending teams contesting the 82 throwing in teams' lineout and using it as a method of regaining possession (Quarrie & 83 Hopkins, 2007). Contesting a lineout can be defined by a player from the defending 84 team being lifted by a player from his own team in the lineout in an attempt to win 85 possession on the oppositions throw in (Eaves & Hughes, 2003; Quarrie & Hopkins, 86 2007). Vaz et al. (2010) suggested winning teams when defending had a greater success 87 rate in 'stealing' the attacking teams' lineout ball. However, with no differences found 88 in number of lineouts stolen per game to make this conclusion further research would 89 have to be conducted into contesting strategies used by opposition teams to support this 90 statement (Vaz et al., 2010). In addition, Vaz et al. (2010) suggested that contesting 91 strategies may be more effective in winning teams as stolen lineouts can be convert into 92 possession which may result in point scoring opportunities. However, a KPI of 'lineouts 93 lost' was recorded (Vaz et al., 2010; Vaz et al., 2011), this could indicate that the 94 lineout was lost due to attacking error or the opposition stealing possession. Hence, 95 further detailed KPI's are required to understand if it is poor attacking play, or good 96 defensive play leading to success in the lineout. This would enable the effectiveness of 97 contesting strategies used by defending teams at a lineout to be examined.

98 Although lineouts in rugby have been suggested as being a key component in 99 rugby union, limited research has performed a detailed analysis specially focused on the 100 lineouts. One exception is Franken, van Vuuren, Kraak and Vaz (2017) who 101 investigated lineout statistics between the SNC and The Rugby Championship (TRC) 102 including lineout formations, pitch locations of the lineouts, throwing targets, actions 103 during the lineout and actions post lineout. Franken et al. (2017) concluded that most 104 lineouts occurred in an attacking area between the 22 m line and the halfway line with 105 binding formation followed by pass being the most utilised formats. Although research 106 has highlighted the importance of lineout performance there is a lack of research 107 explaining what the reasons are for these differences in performance. Furthermore, 108 research has traditionally focussed on international matches indicating a gap in literature 109 for investigating performance in domestic level rugby (Bishop & Barnes, 2013; Franken 110 et al., 2017; Orterga et al., 2011).

111 Therefore, this study aims to analyse lineout statistics and contesting strategies 112 between successful (top four) and unsuccessful (bottom four) teams within the English 113 rugby Premiership. This aim will help to clarify whether scoring or conceding tries from 114 a lineout attributes to a team being more successful across a season and the importance 115 of contesting strategies.

116 **2. Methods**

117 2.1 Design and sample

Following institutional ethical approval eight teams were selected for analysis based on their final league position during the 2016/17 Premiership season (the 4 highest and 4 lowest ranked teams, see table 1). The sample included all matches played by the eight teams within the regular season (n = 120 matches) in which every lineout taken (n = 2276; top four n = 1152; bottom four n = 1124) was analysed. The 'play off'

123	matches (for teams finishing in the top four) were excluded from the study to avoid an
124	imbalance in number of games played between the two sets of teams.
125	
126	[INSERT TABLE 1 HERE]
127	2.2 Performance indicators
128	Guided by previous literature (e.g. Franken et al., 2017; Hughes & Bartlett,
129	2002) a series of KPI's were derived. These were; successful lineouts, unsuccessful
130	lineouts, formation, zonal location, intended target, actions during lineout, actions after
131	lineout, scores originating in lineouts and contesting strategies used to compete for
132	opposition ball. Operational definitions of these KPI's can be found in table 2 and the
133	zonal locations are described in figure 1.
134	
135	[INSERT TABLE 2 HERE]
136	
137	[INSERT FIGURE 1 HERE]
138	2.3 Procedure
139	Each rugby match was downloaded from Elitehub [©] (Version 2017.12.1137) and
140	analysed using SportsCode Elite (Version 9.0, Sportstech, Warriewood, Australia). The
141	matches were coded by an experienced professional analyst, with in-depth knowledge
142	of rugby union. The analysis took place by coding each lineout using the KPI's defined
143	in table two. The data was then exported from SportsCode into Microsoft Excel 2013

144 (Microsoft Corporation, Washington, USA) for data processing.

145 2.4 Reliability

146	Intra-rater reliability was examined by randomly selecting two games (65
147	lineouts) which were reanalysed 2 weeks post initial analysis by the primary analyst (in
148	line with Hughes, Barnes, Churchill, & Stone, 2017). For each KPI's, Cohen's Kappa
149	Coefficient was used as an assessment of reliability. Using classification of Kappa
150	values (Altman, 1990) the system showed a very good level of agreement (ranging from
151	0.88 to 1.00) across the range of KPI's coded (see Table 3)
152	[INSERT TABLE 3 HERE]

153 2.5 Data analysis

154 Data analysis was conducted using Microsoft Excel 2013 (Microsoft 155 Corporation, Washington, USA) and SPSS 24.0 (IBM Corporation, New York, USA). 156 A Kolmogorov-Smirnov test for normality revealed the data to be non-normally 157 distributed across all KPI's. Therefore, non-parametric tests were used for statistical 158 analysis of the data. A series of Mann-Whitney U tests were conducted to identify 159 statistical differences between the top four and bottom four teams. Statistical 160 significance was accepted at a 95% level. To allow for comparison of data descriptive 161 statistics were presented in absolute and percentage values (means and standard 162 deviations). Cohen's d effect size (ES) testing was conducted across all variables with 163 Cohen's (1992) criteria for effect size tests used for interpreting findings; $ES \ge 0.1 < 0.3$ 164 indicating a small effect, $ES \ge 0.3 < 0.5$ indicating a medium effect and $ES \ge 0.5$ 165 indicating a large effect.

166 **3. Results**

167Table two presents descriptive statistics as well as *Cohen's Effect Sizes* between168the top and bottom four teams (see table 4). The top four team's number of lineouts per

173	3.1 Tries from lineouts
171 172	[INSERT TABLE 4 HERE]
170	game, U = 3918, z = .138, p = .890, d = 0.006.
169	game did not differ significantly from the bottom four teams number of lineouts per

The number of tries scored originating from a lineout play for top four teams' was significantly higher than the number of tries scored originating in lineout play for bottom four teams', U = 3121, z = -2.312, p = .021, d = 0.39. In addition, the number of tries conceded from a lineout play for top four teams' was significantly lower than number of tries conceded from a lineout play for bottom four teams', U = 5183, z =4.036, p < .001, d = 0.66.

180 3.2 Lineout Success

Top four teams' lineout success percentage did not differ significantly from bottom four teams' lineout success percentage, U = 3654, z = -0.65, p = .519, d = 0.05. The percentage of unsuccessful lineouts due to attacking error for the top four teams' did not differ significantly from the bottom four teams', U = 3612, z = -.786, p = .432, d= 0.09. Top four teams' percentage of unsuccessful lineouts due to opposition stealing possession did not differ significantly from bottom four teams' U = 4405, z = 1.68, p = .094, d = 0.02.

188 3.3 Zones

Percentage of lineouts that occurred in Zone A for the top four teams did not differ significantly from the bottom four teams, U = 3482, z = -1.16, p = .248, d = 0.21. Percentage of lineouts that occurred in Zone B for the top four teams did not differ significantly from the bottom four teams, U = 4453, z = 1.72, p = .085, d = 0.18. Percentage of lineouts that occurred in Zone C for top four teams did not differ significantly from bottom four teams, U = 3909, z = .113, p = .910, d = 0.04. Percentage of lineouts that occurred in Zone D for the top four teams did not differ significantly

196 from bottom four teams, U = 3735, z = -.411, p = .681, d = 0.05.

197 3.4 Formation

The percentage of 7-man lineout formations for the top four teams did not differ significantly from the bottom four teams, U = 3857, z = -.043, p = .966, d = 0.02. Across the remaining lineout formations which include; 3, 4, 5 and 6 man lineouts there were also no significant differences found between the top and bottom four teams (all p> .05).

203 3.5 Intended Target

The percentage of lineouts with a front intended target for top four teams (*Mdn* did not differ significantly from bottom four teams, U = 3735, z = -.411, p = .681, d =0.06. Percentage of lineouts with a middle intended target for top four teams did not differ significantly from the bottom four teams, U = 3784, z = -.259, p = .796, d = 0.00. Percentage of lineouts with a back intended for top four teams did not differ significantly from bottom four teams, U = 3704, z = -.495, p = .621, d = 0.11.

210 3.6 Action during

Bottom four teams had a significantly higher percentage of off the top actions during the lineout than top four teams, U = 4536, z = 1.968, p = .049, d = 0.38.

213 Whereas, top four teams had a significantly higher percentage of binding actions during

the lineout than bottom four teams, U = 2982, z = -2.634, p = .008, d = 0.29. All other

215 actions during the lineout; overthrow, slap and direct transfer showed no significant

216 differences (all p > .05).

217 *3.7 Actions post*

Top four teams had a significantly higher percentage of maul actions post lineout than bottom four teams, U = 2979, z = -2.644, p = .008, d = 0.36. All other actions post lineout; pass, kick, ruck and carry showed no significant differences (all p >.05) (see table 5).

222

[INSERT TABLE 5 HERE]

223 3.8 Contest

224 The top four teams' percentage of lineouts contested on opposition ball did not 225 differ significantly from the bottom four teams, U = 3615, z = -.761, p = .447, d = 0.02. 226 However, top four teams' percentage of successful contests on opposition was 227 significantly higher than bottom four teams' percentage of successful contests, U = 2560, z = -3.984, p = .000, d = 0.54. Bottom four teams' percentage of lineouts 228 229 contested on 7-man formation was significantly higher than top four teams' percentage 230 of lineouts contested on 7-man formation, U = 4870, z = 3.132, p = .002, d = 0.41. 231 Across all other formations; 3, 4, 5, and 6-man the percentage of contested lineouts did not differ significantly between top and bottom four teams (all p > .05). In addition, 232 233 percentage of lineouts contested in Zones; A, B, C and D did not differ significantly 234 between top and bottom four teams (all p > .05).

235 **4. Discussion**

The aim of this study was to analyse lineout statistics and contesting strategies between the top and bottom four rugby teams in the English Premiership. Analysis indicated that the top four teams (1.57 tries per game) were more effective at using lineouts as a platform to score tries than the bottom four teams (1.10 tries per game). In addition, results demonstrate the top four teams conceded less tries from lineouts (0.89 tries per game) than bottom four teams (1.63 tries per game) proposing the top 4 had amore effective defence following a lineout.

243 Importantly, despite more tries being scored from lineouts by successful teams, 244 lineout success was not significantly different between the top (87%) and bottom four 245 teams (85%) supporting previous findings that lineout success is not a discriminatory 246 factor in winning matches (Bishop & Barnes, 2013; Vaz et al., 2010). Rather, our data 247 suggests the ability to win possession on opposition ball could be a more important 248 factor in influencing match outcome and league positions. Although the top four teams 249 did not contest a greater number of lineouts (57%) than the bottom four teams (55%), 250 the top four teams had a significantly higher success rate (17%) than bottom four teams 251 (9%) when contesting the ball. This finding suggests that top four teams are more 252 effective in 'stealing' opposition possession at a lineout and could be an important 253 factor for successful performance (Vaz et al., 2010). Vaz et al. (2011) suggested that 254 winning teams enjoyed a greater success rate on stealing opposition ball having found 255 that losing teams lose more lineouts than winning teams. The present study adds clarity 256 to previous research that used a KPI of 'lineouts lost' (Vaz et al., 2010; Vaz et al., 257 2011), this could indicate that the lineout was lost due to attacking error or the 258 opposition stealing possession. With the present study using 'successful contesting 259 strategies' as a KPI this clearly identifies that the top four teams were more successful 260 in stealing opposition possession at a lineout and this was not due to an attacking error. 261 A further important finding was that bottom four teams contested 7-man lineouts 262 more times (29%) than top four teams (20%). With 7-man formations generally being 263 used to have more players involved in setting up an effective maul post lineout (Franken 264 et al., 2017), top four teams may choose to not contest 7-man lineouts but stay on the 265 ground to defend the maul post lineout. In addition, research has suggested that 266 successful teams enjoy greater forward dominance in matches (Hughes & White, 1997)

which might indicate why bottom four teams choose to contest to win possession at the
lineout rather than attempt to defend the subsequent driving maul. When lifting a player
in the air to contest possession at the lineout this can leave the defensive team with less
players on the ground to then defend a driving maul and subsequently could be the
reason as to why more tries are scored, particularly if the lineout is close to the try line.
Future research is required to further investigate whether tries come from mauls or from
phases after the lineout and in which zone they originated.

274 Analysis of actions during the lineout showed that top four teams used binding 275 actions more times (62%) than bottom four teams (56%). This tactic has been 276 considered by previous research as a safer option in terms of being able to retain 277 possession (Franken et al., 2017). Additionally, actions post lineout often depend upon 278 actions during the lineout and as previously mentioned top four teams opt for binding 279 actions during the lineout which is how mauls are formed. This can offer explanation as 280 to why the top four teams went into maul actions following a lineout significantly more 281 times (55%) than bottom four teams (47%). A maul is also considered as a safer option 282 in securing possession rather than distributing possession to the backs immediately post 283 lineout (Franken et al., 2017). With the top four teams enjoying this greater forward 284 dominance this may be why bottom four teams choose to use off the top actions 285 significantly more (28%) than top four teams (23%) in an attempt to distribute the ball 286 to the backs away from opposition forwards.

Investigating frequency of contests in different zone locations found no significant differences indicating that zone location was not a factor in determining whether teams contested possession at a lineout. An aspect of zone location that may see differences is in which zone teams enjoyed greater success in stealing opposition possession which is an area of further research. In addition, an area that could identify differences is what the intended target at the lineout was when the ball is stolen. For example, whether this occurs more often when the ball this thrown to the back of the
lineout which can be perceived as a more difficult skill (Kraak, Venter, & Coetzee,
2016).

296 5. Conclusion

297 In conclusion, this study demonstrates successful teams score more tries from 298 lineouts than less successful teams. Although lineout success was not found to be 299 different between the top and bottom four teams, top four teams did enjoy a greater 300 success rate while contesting the ball. This indicates although lineout success is an 301 important factor, success rate on the opposition ball is also a critical factor that can 302 influence team succus. Here, the data supports the practical recommendations to players 303 and coaches that an area of training and analysis should be focussed on attempting to 304 steal opposition possession at a lineout. Finally, this study presents findings which 305 suggest that top four teams use a more forward originated approach to lineouts in that 306 they choose to use maul actions more frequently post lineout as well as securing 307 possession through binding actions during a lineout. 308

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Table 1. The finishing positions of the top and bottom four teams' in the
Premiership 2016/17 season once all matches had been played including total
points.

Position	Team	Points
1 st	Wasps	84
2 nd	Exeter Chiefs	84
3 rd	Saracens	77
4 th	Leicester Tigers	66
9 th	Gloucester	46
10 th	Sale Sharks	40
11 th	Worcester Warriors	33
12 th	Bristol	20
2 nd 3 rd 4 th 9 th 10 th 11 th 12 th	Exeter Chiefs Saracens Leicester Tigers Gloucester Sale Sharks Worcester Warriors Bristol	84 77 66 46 40 33 20

Table 2. KPI's with operational definitions (adapted from Franken et al., 2017).

KPI	Definition
Successful Lineout	Lineout won by attacking team
Unsuccessful Lineout (Attacking Error)	Lineout lost by attacking team due to: Not straight throw, free-kick/penalty conceded, handling error, overthrow.
Unsuccessful Lineout (Opposition Steal)	Lineout won by defending team
Zonal Location (See figure 1)	Zone A: Attacking area between try line and 22m line Zone B: Attacking area between 22m line and halfway line Zone C: Defending area between halfway line and 22m line Zone D: Defending area between 22m line and try line
Formation	 3-man: Three attacking players in lineout 4-man: Four attacking players in lineout 5-man: Five attacking players in lineout 6-man: Six attacking players in lineout 7-man: Seven attacking players in lineout
Intended Target	Front: First third of the 15m area Middle: Second third of the 15m area Back: Final third of the 15m area
Action During Lineout: (What the player who catches the ball does with it)	Off the top: When the player who caught the ball in the lineout throws the ball to the scrum-half whilst still in the air Tap-back: When the ball is knocked back in a controlled or uncontrolled fashion by the player being lifted Over throw: When the thrower throws the ball over the intended target Binding formation: When teammates of the player who caught the ball bind onto him Direct transfer: When the ball is passed to another player standing in the lineout.
Action After Lineout: (Play directly after lineout)	Pass: When the ball carrier passes the ball to a teammate Kick: When the ball carrier kicks away possession. To deck: When only the ball carrier goes directly to ground To maul: When the ball carrier is held up by an opponent and at least one of his team mates is binding onto him Carry: When the ball carrier immediately breaks away from the lineout
Try scored originating from lineout	Whether a try was scored as a result of a lineout (from phase play after the lineout or maul)
Try conceded originating from lineout	Whether a try was conceded as a result of a lineout (from phase play after the lineout or maul)
Contesting Strategies	Contest: When a player on the defending team jumps or is lifted by teammates to compete for opposition ball. No Contest: Defending teams stay down and do not contest for the ball. Zonal locations: Which zone of the field of play do defending teams contest, A, B, C, D.

387 Table 3. Intra-observer reliability values for the notional analysis data quantified

KPI	KAPPA
Lineout Success	1.00
Formation	0.89
Zonal Location	1.00
Intended Target	0.88
Actions During	1.00
Actions After	1.00
Tries Originating	1.00
Contest	1.00

388 through the calculation of Cohen's Kappa Co-efficient.

Actions After	1.00
Tries Originating	1.00
Contest	1.00
Contest Success	1.00
Contest Formation	0.91
Contest Zonal Location	1.00

	Top 4 Bottom 4								
KPIs	F	Mean	SD	%	F	Mean	SD	%	<i>d</i> -value
Lineouts	1152	12.94	3.63	-	1124	12.92	3.62	-	.006
Try scored	140	1.57*	1.36	-	96	1.10*	1.05	-	0.39
Try conceded	79	0.89*	0.96	-	145	1.67*	1.38	-	0.66
Zone A	324	3.64	2.28	28	278	3.20	1.97	25	0.21
Zone B	449	5.04	2.65	39	478	5.49	2.33	43	0.18
Zone C	267	3.00	1.83	23	267	3.07	1.69	24	0.04
Zone D	112	1.26	1.19	10	101	1.16	1.15	8	0.09
Successful	998	11.21	3.37	87	961	11.05	3.39	85	0.05
Unsuccessful:	00	0.00	0.01	7	70	0.01	0.02	7	0.00
Attacking Error	00	0.99	0.91	/	19	0.91	0.92	/	0.09
Unsuccessful:	64	0.72	0.05	6	94	0.05	1 1 1	Q	0.22
Opposition Steal	04	0.72	0.95	0	04	0.95	1.11	0	0.22
Quick Throw in	28	0.31	0.56	2	30	0.34	0.61	3	0.05
3 man	12	0.13	0.46	1	9	0.10	0.31	1	0.08
4-man	24	0.27	0.52	2	28	0.32	0.62	2	0.09
5-man	332	3.73	2.03	29	341	3.92	1.89	30	0.10
6-man	449	5.04	2.37	39	422	4.85	2.79	38	0.07
7-man	335	3.76	2.21	29	324	3.72	2.48	29	0.02
Front	540	6.07	2.60	47	543	6.23	2.70	48	0.06
Middle	377	4.24	1.85	33	369	4.24	2.28	33	0
Back	234	2.63	1.76	20	212	2.44	1.71	19	0.11
Off the top	245	2.75*	1.63	23	291	3.34*	1.95	28	0.38
Tap-back	90	1.01	1.19	8	100	1.15	1.03	10	0.13
Overthrow	54	0.61	0.81	6	51	0.59	0.79	5	0.02
Bind	663	7.45*	2.76	62	574	6.60*	3.03	56	0.29
Direct transfer	14	0.16	0.40	1	11	0.13	0.37	1	0.08
Pass	347	3.90	1.94	35	380	4.37	2.33	39	0.22
Kick	11	0.12	0.39	1	16	0.18	0.47	2	0.14
To deck	27	0.30	0.63	2	41	0.47	0.87	4	0.22
To maul	548	6.16*	2.56	55	452	5.20*	2.73	47	0.36
Carry	70	0.79	0.90	7	79	0.91	0.95	8	0.13

411 Table 4. Comparison of KPI's including effect sizes for the 2016/17 Aviva Premiership 412 season between the top four and bottom four teams.

Notes. KPIs – Key performance indicators, F - Frequency, SD - Standard deviation, d – Cohen's 413 414 415 effect size, * indicates p < 0.05.

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418	Table 5. Comparis	son of contesting	strategies KPI's	s including effec	t sizes for the
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	Top 4				Bottom 4				
KPIs	F	Mean	SD	%	F	Mean	SD	%	<i>d</i> -value
Contest	642	7.21	2.90	57	615	7.07	2.85	55	0.02
Successful	110	1 7/*	1 22	17	56	0.64*	0.00	0	0.54
Contest	110	1.24	1.23	17	50	0.04	0.99	9	0.54
Contest Zone A	67	0.75	0.86	11	67	0.77	0.98	11	0.02
Contest Zone B	176	1.98	1.34	27	162	1.86	1.47	26	0.09
Contest Zone C	292	3.27	1.97	45	271	3.11	1.74	44	0.09
Contest Zone D	107	1.19	1.14	17	115	1.32	1.23	19	0.11
Contest 3 man	6	0.07	0.25	1	6	0.07	0.25	1	0
Contest 4-man	37	0.42	0.77	6	26	0.30	0.70	5	0.16
Contest 5-man	224	2.51	1.62	35	185	2.13	1.59	30	0.24
Contest 6-man	244	2.73	1.70	38	218	2.51	1.63	35	0.13
Contest 7-man	131	1.47*	1.38	20	180	2.07*	1.51	29	0.41

419 2016/17 Aviva Premiership season between the top four and bottom four teams.

Notes. KPIs – Key performance indicators, F - Frequency, SD - Standard deviation, d – Cohen's effect size, * indicates p < 0.05. 420

Figure 1. Illustration of the pitch being divided into various zonal locations (adapted 423

424 from Van Rooyen, Diedrick, & Noakes, 2010).



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Direction of Play T _1₁0_ 1<mark>0</mark> 22 2 2 I I I I I I I I I I I I I Zone D Zone B Zone A Zone C L I I I Attacking Defending Defending Attacking I Zone Zone Zone Zone Try line to | [Try line to 22m to 22m to I I 22m half-way 22m half-way I I I I I I I I I I I I 1 I I L I 10 2 1,0 2 2 2