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**Investigating lineout performance between the top and bottom four  
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**

This study investigated lineout performance between the top and bottom four English Premiership rugby union teams during the 2016/17 season. A season long review was conducted analysing all of the top four ( $n = 1152$ ) and bottom four teams' ( $n = 1124$ ) lineouts. Findings showed the number of tries scored originating from a lineout play for the top four teams' (1.57 tries per match) was higher in comparison to the bottom four teams' (1.10 tries per match) ( $p < 0.05$ ). Lineout success did not change between the top (87%) and bottom (85%) four teams ( $p > 0.05$ ). However, the top four teams were more effective in stealing opposition possession at a lineout (17%) compared to the bottom four teams (9%,  $p < 0.05$ ). Additionally, top four teams showed a more forwards orientated style of play using binding actions (top = 62%, bottom = 56%,  $p < 0.05$ ) and maul formation (top = 55%, bottom = 47%,  $p < 0.05$ ). These results suggest coaches should focus on analysis of opposition tactics in lineout play in an aim to develop effective strategies to steal opposition possession at a lineout.

Keywords: contesting strategies; key performance indicators; lineouts; rugby union; performance analysis

## 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  
60 15-meter lines on the field of play with at least a meter gap separating them. The  
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  
65 allow the teams to contest for possession (World Rugby, 2017).

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.

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

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

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

## **2. Methods**

### ***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<sup>®</sup> (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.

## 2.4 Reliability

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

[INSERT TABLE 3 HERE]

## 2.5 Data analysis

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

## 3. Results

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



game did not differ significantly from the bottom four teams number of lineouts per game,  $U = 3918$ ,  $z = .138$ ,  $p = .890$ ,  $d = 0.006$ .

[INSERT TABLE 4 HERE]

### **3.1 Tries from lineouts**

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',  $U = 5183$ ,  $z = 4.036$ ,  $p < .001$ ,  $d = 0.66$ .

### **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'  $U = 4405$ ,  $z = 1.68$ ,  $p = .094$ ,  $d = 0.02$ .

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

### **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  $p > .05$ ).

### **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,  $U = 3704$ ,  $z = -.495$ ,  $p = .621$ ,  $d = 0.11$ .

### **3.6 Action during**

Bottom four teams had a significantly higher percentage of off the top actions during the lineout than top four teams,  $U = 4536$ ,  $z = 1.968$ ,  $p = .049$ ,  $d = 0.38$ . 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 actions during the lineout; overthrow, slap and direct transfer showed no significant differences (all  $p > .05$ ).

### 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).

[INSERT TABLE 5 HERE]

### 3.8 Contest

The top four teams' percentage of lineouts contested on opposition ball did not differ significantly from the bottom four teams,  $U = 3615$ ,  $z = -.761$ ,  $p = .447$ ,  $d = 0.02$ . However, top four teams' percentage of successful contests on opposition was 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 contested on 7-man formation was significantly higher than top four teams' percentage of lineouts contested on 7-man formation,  $U = 4870$ ,  $z = 3.132$ ,  $p = .002$ ,  $d = 0.41$ . 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, percentage of lineouts contested in Zones; A, B, C and D did not differ significantly between top and bottom four teams (all  $p > .05$ ).

## 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 a more effective defence following a lineout.

Importantly, despite more tries being scored from lineouts by successful teams, lineout success was not significantly different between the top (87%) and bottom four teams (85%) supporting previous findings that lineout success is not a discriminatory factor in winning matches (Bishop & Barnes, 2013; Vaz et al., 2010). Rather, our data suggests the ability to win possession on opposition ball could be a more important factor in influencing match outcome and league positions. Although the top four teams did not contest a greater number of lineouts (57%) than the bottom four teams (55%), the top four teams had a significantly higher success rate (17%) than bottom four teams (9%) when contesting the ball. This finding suggests that top four teams are more effective in ‘stealing’ opposition possession at a lineout and could be an important factor for successful performance (Vaz et al., 2010). Vaz et al. (2011) suggested that winning teams enjoyed a greater success rate on stealing opposition ball having found that losing teams lose more lineouts than winning teams. The present study adds clarity to previous research that used a KPI of ‘lineouts lost’ (Vaz et al., 2010; Vaz et al., 2011), this could indicate that the lineout was lost due to attacking error or the opposition stealing possession. With the present study using ‘successful contesting strategies’ as a KPI this clearly identifies that the top four teams were more successful in stealing opposition possession at a lineout and this was not due to an attacking error.

A further important finding was that bottom four teams contested 7-man lineouts more times (29%) than top four teams (20%). With 7-man formations generally being used to have more players involved in setting up an effective maul post lineout (Franken et al., 2017), top four teams may choose to not contest 7-man lineouts but stay on the ground to defend the maul post lineout. In addition, research has suggested that 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.

Analysis of actions during the lineout showed that top four teams used binding actions more times (62%) than bottom four teams (56%). This tactic has been considered by previous research as a safer option in terms of being able to retain possession (Franken et al., 2017). Additionally, actions post lineout often depend upon actions during the lineout and as previously mentioned top four teams opt for binding actions during the lineout which is how mauls are formed. This can offer explanation as to why the top four teams went into maul actions following a lineout significantly more times (55%) than bottom four teams (47%). A maul is also considered as a safer option in securing possession rather than distributing possession to the backs immediately post lineout (Franken et al., 2017). With the top four teams enjoying this greater forward dominance this may be why bottom four teams choose to use off the top actions significantly more (28%) than top four teams (23%) in an attempt to distribute the ball 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 is thrown to the back of the lineout which can be perceived as a more difficult skill (Kraak, Venter, & Coetzee, 2016).

## **5. Conclusion**

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

Word Count: 3222

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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 <sup>st</sup>	Wasps	84
2 <sup>nd</sup>	Exeter Chiefs	84
3 <sup>rd</sup>	Saracens	77
4 <sup>th</sup>	Leicester Tigers	66
9 <sup>th</sup>	Gloucester	46
10 <sup>th</sup>	Sale Sharks	40
11 <sup>th</sup>	Worcester Warriors	33
12 <sup>th</sup>	Bristol	20

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

<b>KPI</b>	<b>Definition</b>
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.

Table 3. Intra-observer reliability values for the notional analysis data quantified through the calculation of Cohen’s Kappa Co-efficient.

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
Contest Success	1.00
Contest Formation	0.91
Contest Zonal Location	1.00

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

KPIs	Top 4				Bottom 4				<i>d</i> -value
	F	Mean	SD	%	F	Mean	SD	%	
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: Attacking Error	88	0.99	0.91	7	79	0.91	0.92	7	0.09
Unsuccessful: Opposition Steal	64	0.72	0.95	6	84	0.95	1.11	8	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

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

Table 5. Comparison of contesting strategies KPI's including effect sizes for the 2016/17 Aviva Premiership season between the top four and bottom four teams.

KPIs	Top 4				Bottom 4				<i>d</i> -value
	F	Mean	SD	%	F	Mean	SD	%	
Contest	642	7.21	2.90	57	615	7.07	2.85	55	0.02
Successful Contest	110	1.24*	1.23	17	56	0.64*	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

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

Figure 1. Illustration of the pitch being divided into various zonal locations (adapted from Van Rooyen, Diedrick, & Noakes, 2010).

