

Injury Report System/IRS

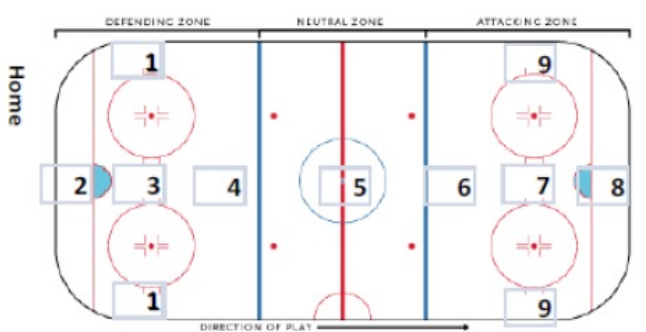
(only one injury/form)

Injury Definition

The definition of an injury in the Injury Reporting System is as follows

1. An injury is considered reportable if a player misses a practise or a game because of an injury sustained during a practise or a game
2. The player does not return to the play for the remainder of the game following an injury
3. All concussions
4. Any dental injury
5. Any laceration which requires medical attention
6. All fractures

Country: _____ Competition: _____ Date of injury: D _____ M _____ Y _____

Zone of injury A 1. No contact with boards 2. Contact with boards	Zone of injury B Mark the area on the ice surface where the injury occurred. Note that Home and Visitor ends are marked to identify offensive and defensive activity		Game/Period 1. warm up off-ice <input type="checkbox"/> on ice <input type="checkbox"/> 2. 1st 4. 3rd 3. 2nd 5. OT playing time: _____	Practice off-ice <input type="checkbox"/> on-ice <input type="checkbox"/>																																					
Source of Diagnosis 1. Medical Doctor 2. Physiotherapist 3. Other _____		Player information: 1. Age _____ 2. Height (cm) _____ 3. Weight (kg) _____		Dx/assessment: 1. Contusion 2. Sprain (Ligament) 3. Strain (Muscle-Tendon) 4. Laceration 5. Dislocation/Subluxation 6. Fracture 7. Neurotrauma/Concussion 8. Other _____																																					
Side/Body part: 1. N/A 2. Left 3. Right 4. Both fill out a separate form for each injury <table style="width:100%; font-size: small;"> <tr> <td>1. Head</td><td>10. Shoulder</td><td>19. Chest</td><td>28. Genitals</td></tr> <tr> <td>2. Face</td><td>11. Scapula</td><td>20. Abdomen</td><td>29. Hips</td></tr> <tr> <td>3. Neck</td><td>12. Upper arm</td><td>21. Kidneys</td><td>30. Thigh</td></tr> <tr> <td>4. Throat</td><td>13. Elbow</td><td>22. Upper Back</td><td>31. Knee</td></tr> <tr> <td>5. Jaw/Chin</td><td>14. Forearm</td><td>23. Lower Back</td><td>32. Leg</td></tr> <tr> <td>6. Teeth/Mouth</td><td>15. Wrist</td><td>24. Coccyx</td><td>33. Ankle</td></tr> <tr> <td>7. Eye</td><td>16. Hand</td><td>25. Buttocks</td><td>34. Foot</td></tr> <tr> <td>8. Ear</td><td>17. Thumb</td><td>26. Pelvis</td><td>35. Toes</td></tr> <tr> <td>9. Clavicle</td><td>18. Fingers</td><td>27. Groin</td><td>36. Other: _____</td></tr> </table>		1. Head	10. Shoulder	19. Chest	28. Genitals	2. Face	11. Scapula	20. Abdomen	29. Hips	3. Neck	12. Upper arm	21. Kidneys	30. Thigh	4. Throat	13. Elbow	22. Upper Back	31. Knee	5. Jaw/Chin	14. Forearm	23. Lower Back	32. Leg	6. Teeth/Mouth	15. Wrist	24. Coccyx	33. Ankle	7. Eye	16. Hand	25. Buttocks	34. Foot	8. Ear	17. Thumb	26. Pelvis	35. Toes	9. Clavicle	18. Fingers	27. Groin	36. Other: _____	Position: 1. Centre 2. Wing 3. Defence 4. Goalie		Cause of injury: 1. Type of Check a. Body Check b. Check from Behind c. Check on the Head 2. Stick Contact 3. Puck Contact 4. Unintended Collision 5. Fighting 6. Non-Contact 7. Skate 8. Other: _____	
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Dental: Mouthguard? 1. Yes 2. No Custom made? 1. Yes 2. No		Nature of injury: 1. Acute 2. Recurrent: a. this season b. last season		Time Lost: The amount of time player is expected to be out of play 1. Return same day 2. Less than 1 week 3. 1 to 3 weeks 4. More than 3 weeks																																					
Knee: Circle the appropriate structure involved: 1. ACL 2. PCL 3. MCL 4. LCL 5. Meniscus 6. PF* Grade: 1. _____ 2. _____ 3. _____		Diagnosis: ICD-code _____ DG: _____		Was a penalty called on the play? 1. Yes 1. 2 min 2. 2+2 min 3. 2+10 min 2. No 4. 5+20 min 5. Other: _____																																					
Shoulder: Circle the appropriate structure involved: 1. AC* 2. SC* 3. Glenohumeral Grade: 1. _____ 2. _____ 3. _____		Equipment: 1. Full Face mask a. shield _____ b. cage _____ 2. Visor _____ 3. None _____		Footnote: PF = Patellofemoral, Kneecap; AC = Acromioclavicular Joint; SC = Sternoclavicular Joint																																					