



Injury Report System/IRS

(only one injury/form)

Injury Definition
 The definition of an injury in the IIHF Injury Reporting System is as follows
 1. An injury is considered reportable if a player misses a practice or a game because of an injury sustained during a practice or a game
 2. The player doesn't 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: _____ IIHF Championship: _____ 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"/>																									
		Situation <table style="width:100%; border-collapse: collapse;"> <tr> <td style="width:33%;">Even Strength</td> <td style="width:33%;">5/5</td> <td style="width:33%;">Penalty Killing</td> <td style="width:33%;">4/5</td> </tr> <tr> <td></td> <td>4/4</td> <td></td> <td>3/5</td> </tr> <tr> <td></td> <td>3/3</td> <td></td> <td>3/4</td> </tr> <tr> <td>Power Play</td> <td>5/4</td> <td>Goalie</td> <td></td> </tr> <tr> <td></td> <td>5/3</td> <td>1. Yes</td> <td></td> </tr> <tr> <td></td> <td>4/3</td> <td>2. No</td> <td></td> </tr> </table>		Even Strength	5/5	Penalty Killing	4/5		4/4		3/5		3/3		3/4	Power Play	5/4	Goalie			5/3	1. Yes			4/3	2. No	
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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 _____	Cause of injury: 1. Type of Check a. Body Check b. Check from Behind c. Check to the Head 2. Stick Contact 3. Puck Contact 4. Unintended Collision 5. Fighting 6. Non-Contact 7. Skate 8. Other: _____										
Side / Body part: 1. N/A 2. Left 3. Right 4. Both 1. Head 10. Shoulder 19. Chest 28. Genitals 2. Face 11. Scapula 20. Abdomen 29. Hip 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. Groins 27. Groin 36. Other: _____	Position: 1. Centre 2. Wing 3. Defence 4. Goalie	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	Was a penalty Called on the Play? <table style="width:100%; border-collapse: collapse;"> <tr> <td style="width:50%;">1. Yes</td> <td style="width:50%;">1. 2 min.</td> </tr> <tr> <td>2. No</td> <td>2. 2+2 min</td> </tr> <tr> <td></td> <td>3. 2+10 min</td> </tr> <tr> <td></td> <td>4. 5+20 min</td> </tr> <tr> <td></td> <td>5. Other: _____</td> </tr> </table>	1. Yes	1. 2 min.	2. No	2. 2+2 min		3. 2+10 min		4. 5+20 min		5. 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	Diagnosis: ICD-code DG: _____	Equipment: 1. Full Face mask a. shield _____ b. cage _____ 2. Visor _____ 3. None _____										
Knee: Circle the appropriate structure involved: 1. ACL 2. PCL 3. MCL 4. LCL 5. Meniscus 6. PF* Grade: 1. _____ 2. _____ 3. _____	Shoulder: Circle the appropriate structure involved: 1. AC* 2. SC* 3. Glenohumeral Grade: 1. _____ 2. _____ 3. _____	PF= Patellofemoral, Kneecap AC= Acromioclavicular Joint SC= Sternoclavicular Joint											