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| **Supplementary file 1a** Variables and categories used to describe injury situations and player actions. |
| **Element** | **Describing factors** |
| ***Playing situation*** |
| Pitch conditions |  |
| * Type of pitch
 | Grass, artificial turf |
| * Surface condition
 | Normal, wet, dry |
| * Pitch quality
 | Good (smooth), bad (patchy, bumpy) |
| Pitch position |  |
| * End of pitch
 | Own third, mid-third (zone 1), mid-third (zone 2), opponent third |
| * Side of pitch
 | Right, left, central |
| Play |  |
| * Team action
 | Defensive, offensive, free ball (no ball possession) |
| * Type of play
 | In play, set play (goal kick, free kick, corner, penalty, throw in) |
| ***Player/opponent behaviour*** |
| Player action |  |
| * Action at injury
 | Kicking (with injured leg/uninjured leg), approach to kick (set play), tackling, heading, dribbling, receiving pass (standing/running), screening, blocking, pressing (intention to tackle/no intention to tackle), goal keeping, collision, reaching for ball (with injured leg/uninjured leg), running (acceleration/in speed/deceleration), change of direction.  |
| * Concurrent movement
 | Standing, walking, running, maximal sprinting. |
| if kicking |  |
| * Type
 | Pass (short/long), cross, shot on goal, clearing. |
| * Direction
 | Forwards, backwards, to the side. |
| * Ball impact
 | Side-foot, instep, toe kick, heel, volley, half volley. |
| if change of direction |  |
| * Angle
 | 0-45 deg., 45-90 deg. >90 deg. |
| * Direction
 | Away from / towards injured side. |
| if tackling |  |
| * Who
 | Tackling other player, tackled by other player, both players tackling. |
| * Movement
 | Sliding (one foot/both feet), upright (foot/shoulder). |
| * Direction
 | From side/front/back. |
| if goal keeping | Jump save (high/low, toward/away from inj. side/straight front),standing save (toward/away from inj. side/straight front), goal kick, punt kick. |
| Player contact at injury movement | Yes (direct contact to injured leg, indirect contact to trunk/shoulder/uninjured leg), No (opponent close <2m / >2m away). |
| Foul play | No, Yes (no card/yellow card/red card). |
| Player attention | Reaction to ball/opponent change (yes/no). |
| Balance | In balance, out of balance. |
| ***Whole body and joint/tissue biomechanics*** |
| Movements | Assessed qualitatively |
| Body/joint positions |  |
| * Trunk
 | Extension/flexion/neutral, Lateral flexion (toward injured/uninjured leg/neutral), Rotation (toward injured/uninjured leg/neutral). |
| * Pelvis
 | Neutral/anterior/posterior orientation of injured side,anterior/posterior/neutral tilt (removed after consensus), lateral tilt/neutral (removed after consensus). |
| * Hip

(injured & uninjured leg) | Extension/flexion/neutral, specified with 5 deg. increments,Abduction/adduction/neutral, specified with 5 deg. increments,External/internal/neutral rotation, specified with 5 deg. increments. |
| * Knee

(injured & uninjured leg) | Neutral, extension, flexion (<45 deg., 45-90 deg., >90 deg.), specified with 5 deg. increments. |
| * Ankle

(injured & uninjured leg) | Dorsiflexion/plantar flexion/neutral (removed after consensus), internal/external/neutral rotation (removed after consensus). |

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| **Supplementary file 1b** |
| Categorisation options for the inciting event |
| 1 | **”Open Chain“** – Injured leg moving without touching the ground. If yes, then a-d: |
|  | Rapid change of movement involving hip extension to hip flexion? |
|  | Rapid change of movement involving hip abduction to hip adduction? |
|  | Hip externally rotated during movement? |
|  | Ball impact during movement? |
| 2 | **“Closed Chain”** - Injured leg on the ground as the pelvis/trunk moves.If yes, then a-c: |
|  | Involving hip extension movement? |
|  | Involving hip abduction movement? |
|  | Hip externally rotated during movement? |
| 3 | **Other:** |
|  | optional free text |
| *All variables scored as yes, no, or uncertain.* |