

Country:_





Injury Report System/IRS

IIHF Championship: _

Injury Definition

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

- 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 does not return to the play for the remainder of the game following an injury.
- All concussions.
- 4. Any dental injury.
- 5. Any laceration which requires medical attention.

Date of injury: D_____M ____Y____

Zone of Injury A:		Game: ☐ Period 1	st□ 2nd□ 3rd□ Ot.□
1) No contact with boards 2) Contact with boards H		S Ever	ular Play: (1) 5/5 n Strength: (2) 4/4 (3) 3/3
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.	30 4 5 6	7 8 † Pow	rer Play: (4) 5/4 (5) 5/3 (6) 4/3 alty Killing: (7) 4/5 (8) 3/5 (9) 3/4
Zone of Injury B			
Source of Diagnosis:	Player information: 1) Age 2) Height (cm) 3) Weight (kg) Position: 1) Centre: 2) Wing: 3) Defence: 4) Goalie: Nature of injury: (1) Acute (2) Recurrent: a) this season b) last season	Dx/Assessment: (1) None (2) Contusion (3) Sprain (Ligament) (4) Strain (musele-Tendon) (5) Laceration (6) Dislocation/Subluxation (7) Fracture (8) Neurotrauma/Concussion (9) 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) Other Was a Penalty Called on the Play? Yes \(\) No \(\)
Dental: Mouthguard? Custom made? (1) Y (2) N Knee*: Circle the appropriate structure involved: (1) ACL* (2) PCL* (3) MCL* (4) LCL* (5) Meniscus* (6) PF* Grade: 1	Diagnosis: Abbreviations: Knee: (1) ACL = Anterior Cruciate Ligament (2) PCL = Posterior Cruciate Ligament (3) MCL = Medial Collateral Ligament (4) LCL = Lateral Collateral Ligament (5) Meniscus = Cartilage (6) PF = Patellofemoral, Kneecap	Shoulder: (1) AC = Acromioclavicular Joint (2) SC = Sternoclavicular Joint (3) Glenohumeral = Shoulder Joint	Equipment: 1) Full Face Mask 2) Visor 3) None