









Background

- Player welfare is key to growth
- Growth of game → more matches
- Matches: 3-10% of exposure, 20x injury risk













The story from the men's game

- 2019/20 → 35 match involvements (>20 mins), 30 FGEs
- 2023/24 → 30 match involvements
- Psychological load

Red flags raised as exhausted England stars on course to break agreed match limit... again

England players frustrated no club or union has ever been admonished for exceeding welfare guidelines





Premiership clubs fear 30-game limit could see top players regularly benched

Exclusive: With a new, reduced limit on appearances over a season, there is concern that key players may end up being left out unnecessarily



There is growing concern among Premierscrip clubs that the new beefest up 30-game limit for players as part of the <u>new professional pame permunshing</u> will force them into odd tactical selections during the season.

ORIGINAL RESEARCH ARTICLE

season

How Much Rugby is Too Much? A Seven-Season Prospective Cohort Study of Match Exposure and Injury Risk in Professional Rugby Union Players

Stephen D Mellalieu , Paul Sellars, Rachel Arnold, Sean Williams , Mickael Campo, Deirdre Lyons

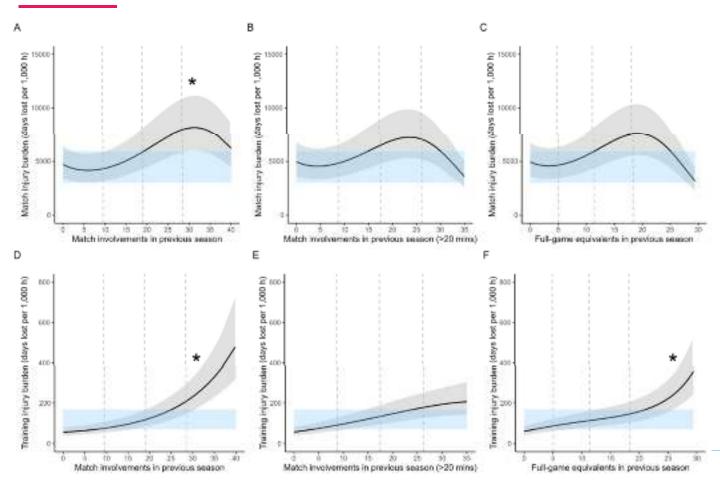








Evidence from the men's game



- All match involvements, regardless of duration, should be considered.
- High match involvements (≥31 matches) elevates injury burden rates in both matches and training in the following season.
- Match burden → older Forwards
- Training burden → older Backs





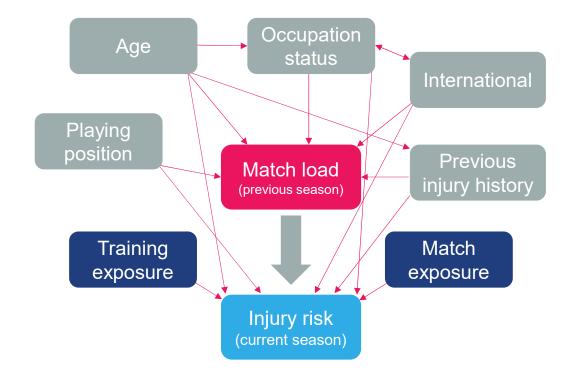






Study aims

 Explore the association between match loads and injury risk in the elite women's game













Methods

Women's Rugby Injury Surveillance Project

Exposure (individual match minutes)

2022-23

2023-24

2024-25

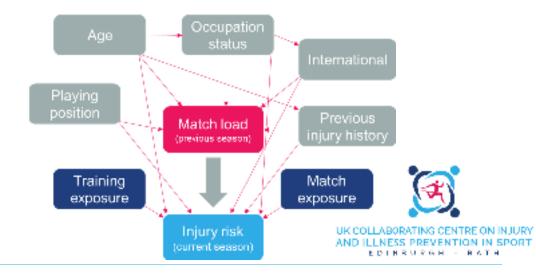
- Previous season match counts and minutes
- Age
- Injury history
- Playing position
- Red Rose
- Match / training injury counts and days lost
- Individual match exposure
- Team training exposure (adjusted for injury)

Time-loss injury data

2022-23

2023-24

2024-25



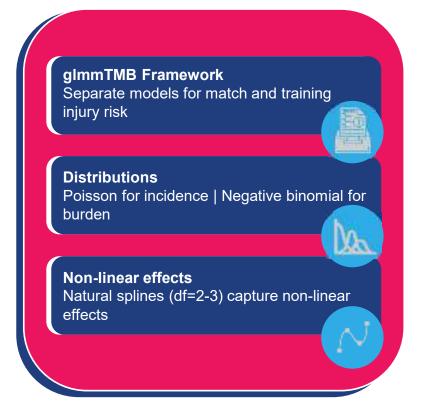








Statistical Modelling Approach



























Results



Distribution of Match Count by Age Category International players highlighted in red

Match involvements

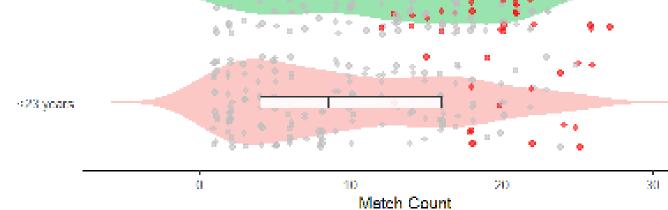
Age category	Mean (SD)	Median	Max
<23 years	10.0 (7.1)	8.5	26
23-27 years	13.1 (6.8)	14.0	27
>27 years	13.1 (6.2)	14.0	26



23-27 years.

Match minutes

Age category	Mean (SD)	Median	Max
<23 years	510 (452)	378	1831
23-27 years	740 (470)	742	1898
>27 years	741 (453)	714	1817











Injury descriptives

Match Injuries		
Injury count	182	
Exposure h	6,606	
Total days lost	5,031	
Incidence rate	27.5	
Burden rate	762	
Mean severity	28	

Training	Injuries
Injury count	251
Exposure h	112, 089
Total days lost	8,425
Incidence rate	2.2
Burden rate	75
Mean severity	34

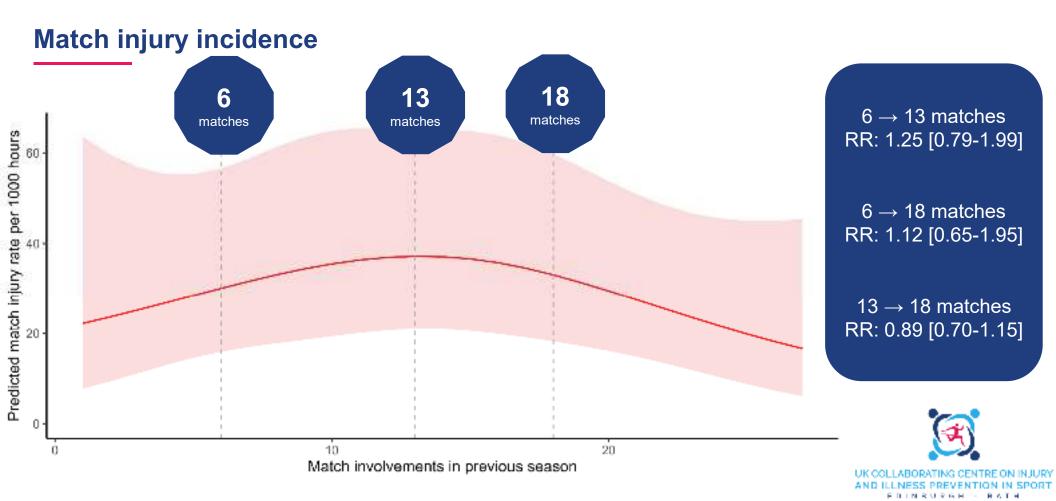












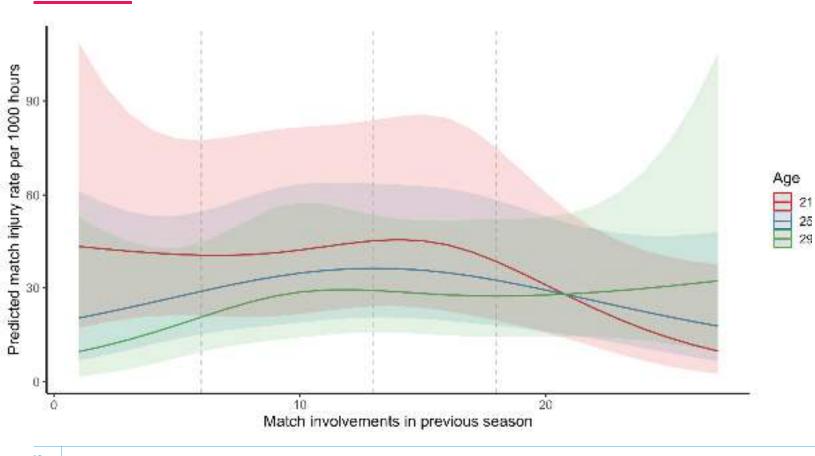








Match injury incidence – Age interaction



At 6 matches:

25 y vs. 21 y RR: **0.73 [0.51-1.04]**

29 y vs. 21 y RR: **0.49 [0.22-1.10]**

29 y vs. 25 y RR: **0.68 [0.43-1.06]**



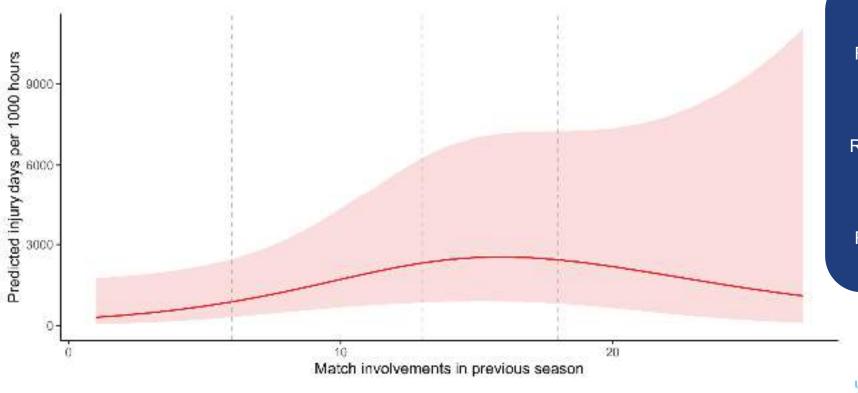








Match injury burden



 $6 \rightarrow 13 \text{ matches}$ RR: 2.64 [0.81-8.52]

 $6 \rightarrow 18 \text{ matches}$ RR: 2.77 [0.62-12.33]

 $13 \rightarrow 18 \text{ matches}$ RR: 1.05 [0.52-2.13]



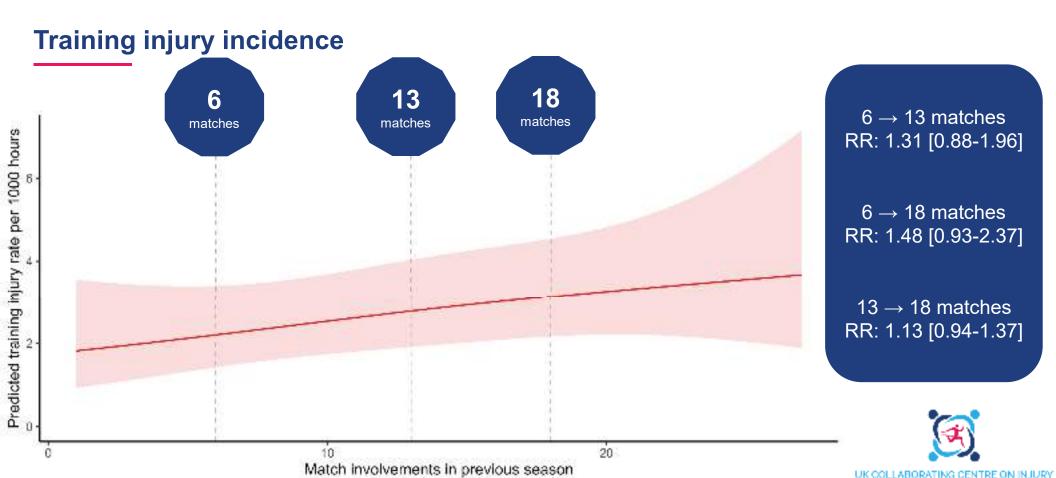








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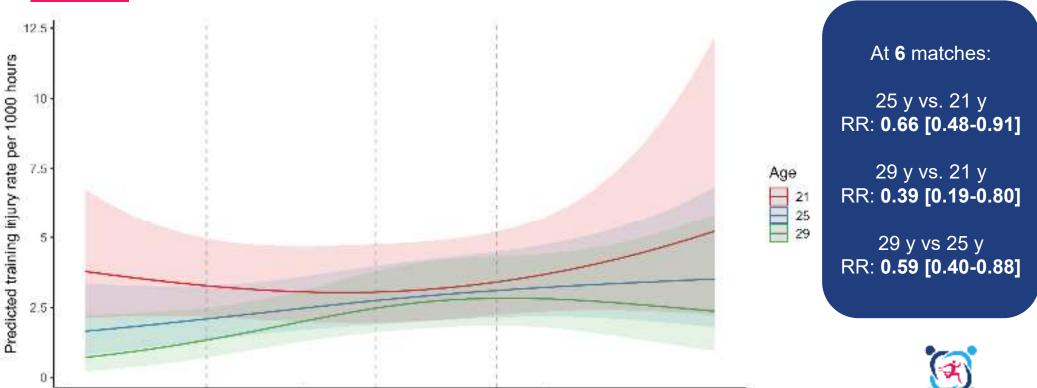








Training injury incidence – Age interaction



Match involvements in previous season

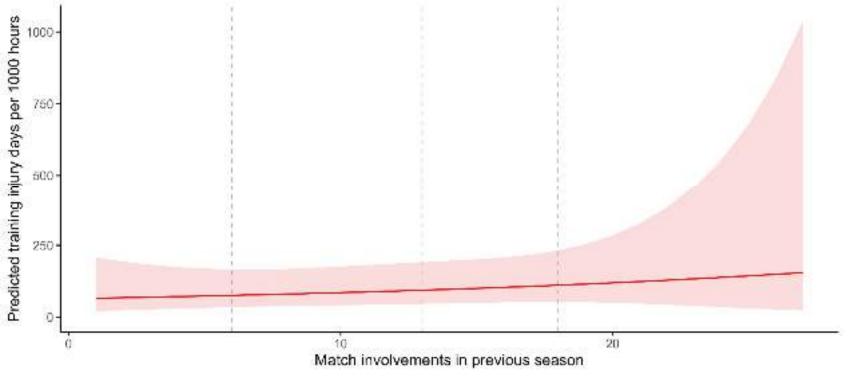








Training injury burden







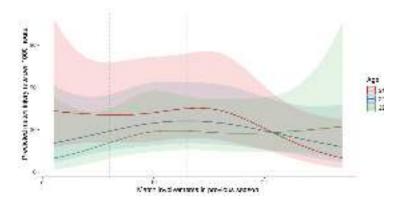


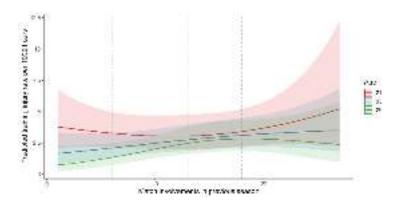




Key outcomes

- Large **variation** in match loads (median = 13 involvements, 9 FGEs)
- Few players (top 16%) go beyond 20 match involvements
- · Associations found for incidence, but not burden.
- Effects currently relatively small / unclear.
- Upper limits **not currently necessary**.
- High-exposure players may represent "survivor" subset.
- Young players with limited exposure at ↑ risk.













Next steps

- Further exploratory analyses
 - Recent concussions, training experience, occupation status













Acknowledgements











