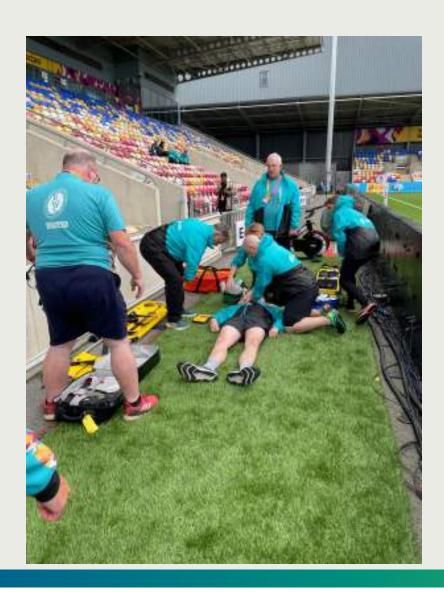




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Mental Health Services at RWC25



Players Hub Mental Health Module with top tips from past players, staff & match officials.



Workshop delivered to ALL unions & match officials to normalize talking about mental health in the team environment.

WORLD RUGBY Online Protection Service Al-assisted intervention for players, staff & match officials subject to social media harassment/ bullying.



Reasons to Connect:

- Feeling homesick
- Dealing with injury
- Struggling with your mental health
- Just need to talk to someone who "gets it"

Coffee voucher in your welcome pack to encourage you to get out of the team environment and relax!



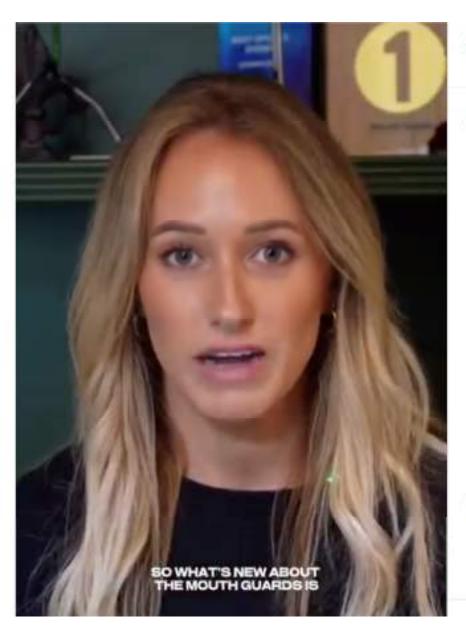
A template to assist teams in clarifying their process for managing mental health concerns.

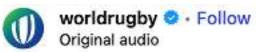


Flashing mouthgards for concussion to be introduced at Women's Rugby World Cup

- LEDs will flash red for potentially concussive impacts
- It will create awareness, World Rugby says







worldrugby 4w
Introducing our latest LED mouth guard,
an innovative leap in concussion
awareness and player protection.

Dr Lindsay Starling explains how this innovation is redefining concussion care.

The new system will debut at the Women's World Cup before being rolled out across the men's and women's elite games.



natty_makes 4w
Great idea and I hope it works and becomes useful. I hope the science behind it has involved studies that include women. However as a

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Match and player demographics

28

28 matches out of 33 have been played (84.8%)

Teams with compliance above 80%

Teams with compliance above 90%

Total players with IMG data

1130

This figure shows the total number of players in 28 matches who have produced IMG data

50

26

Average players per team per match

20.2

On average, 20.2 players from each team have worn and produced IMG data per match. Average compliance is 87.7%

50 teams have had data compliance above 80%, corresponding to 89.3% of fixtures played

26 teams have had data compliance above 90%, corresponding to 46.4% of fixtures played

BRAIN HEALTH SERVICE – YEAR ONE UPDATE



Progress to Date:

- Launched in: Ireland, Australia, Wales, South Africa, New Zealand
- Registrations: 200 players
- Completed Full Assessments: 105 players
- Specialist Referrals: 23% cognitive, 13% psychological

Key Learnings:

- Drop-Off: 34% of players haven't completed the full journey platform usability improved, and direct player feedback underway
- Education: New infographics, videos, and podcasts being developed focusing on the 14 modifiable risk factors for dementia

Next Steps:

- Further union rollouts in 2025 France and Scotland
- Platform translation into additional languages French completed
- Personalisation: Players receive tailored feedback based on their risk profile post-assessment; resources available to all via the BHS website

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2025 Update to the Active Player Education video.

This is an update to the Active Player Education video, now featuring important messages from former All Black Conrad Smith and World Rugby Chairman Brett Robinson. The updated video also includes new insights from key research initiatives, including the New Zealand Kumana Tangata project presented by Dr. Stephanie D'Souza and Dr. Ken Quarrie, as well as findings from the English Advanced Brain Health Clinics study led by Dr. Richard Sylvester. These additions enhance the video's educational impact, highlighting ongoing efforts to support player welfare through evidence-based approaches.

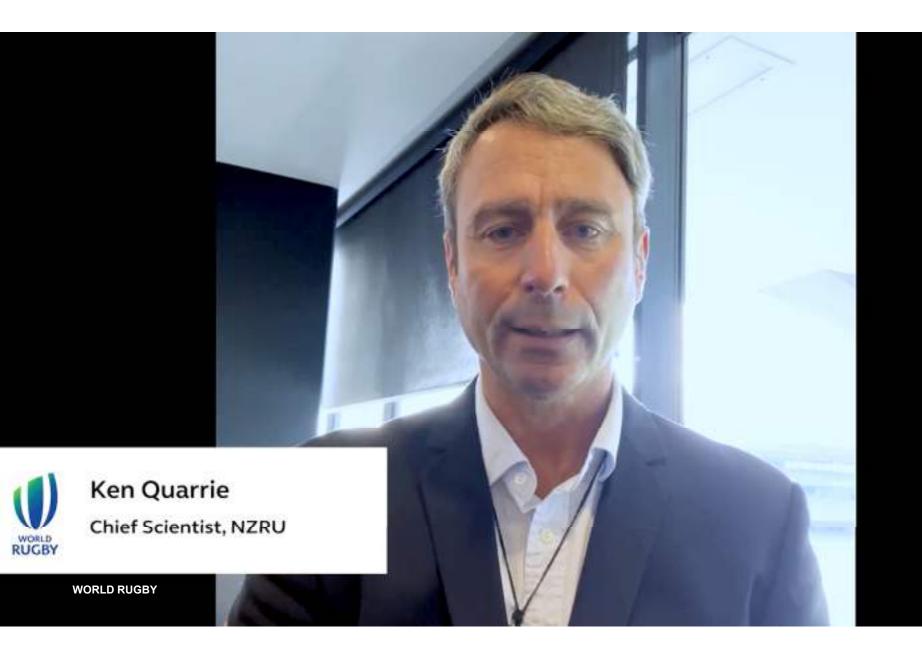


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World Rugby has committed to updating this video as new rugby evidence emerges.









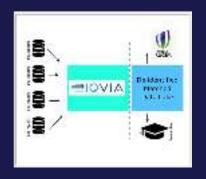








Consolidation of Progress to Date









IQVIA

Secure data receptacle

Data pairing – real time

Receipt of multiple data

streams

Creation of matched deidentified Data Lake

BIOCORE

Severity Metric

Computer learning
NFL Collaboration

CONCUSSION CONSENSUS MEETING

Organising Committee Co-Chair with FEI

Cadence pause

Governance/Ethics Review

Modernised process

HEAD IMPACT REDUCTION

Rugby Labs - coach interface

Improved Acute IMG performance

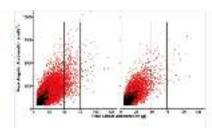
Community Thresholds





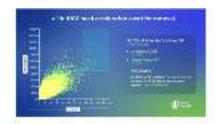
Players Matters - June 2025

18 June, 2025 - 5 mln read



Players Matters - Jan 2025

6 January, 2025 5 min read



Players Matters -October 2024

30 September, 2024 - 4 min read



Players Matters - April 2024

24 April, 2024 - 6 min read

edical/newsletter/897961*

