

The assessing Doctor's clinical judgment that a player has sustained a concussive injury should overrule a "negative" HIA Tool result and sideline neurological assessment.

Player's name: \_\_\_\_\_

Competition: \_\_\_\_\_

Date:

/   /

Kick-off time: Team: \_\_\_\_\_

Time of suspected event:

0-20 mins  21-40 mins  41-60 mins  61-80 mins

HIA completed by:  Team medic  MDD  Other **Match Day Doctor present:**  Yes  No

Temporary substitution requested by:  Team doctor  MDD  Referee

Reason for HIA or permanent removal (see options page 2 – identify number): \_\_\_\_\_

HIA TOOL - Part of the sideline neurological assessment (answer ALL questions)			
Any answer in column 1 = positive HIA - Player must NOT return to play	1	2	3
<b>Maddocks Questions - Orientation</b>	Incorrect	Correct	N/A
What venue are we at today?			
Which half is it now?			
Who scored last in this match?			
What team did you play last week/game?			
Did your team win the last game?			
<b>Immediate memory (ABNORMAL = score &lt; 12 or less than baseline)</b>	Abnormal	Normal	N/A
Use one of the options and test three times. Max. score = 15			
Option 1 - elbow / apple / carpet / saddle / bubble			
Option 2 - candle / paper / sugar / sandwich / wagon			
Option 3 - baby / monkey / perfume / sunset / iron			
<b>Digits backwards (ABNORMAL = score &lt; 2 or less than baseline)</b>	Abnormal	Normal	N/A
Each correct string in an option is one point			
Trial 1 numbers: 4-3-9 / 3-8-1-4 / 6-2-9-7-1 / 7-1-8-4-6-2			
Trial 2 numbers (if needed): 6-2-9 / 3-2-7-9 / 1-5-2-8-6 / 5-3-9-1-4-8			
<b>Balance evaluation (ABNORMAL = score &gt; 14 seconds. Max. of 4 trials)</b>	Abnormal	Normal	N/A
One trial < 14 seconds is normal balance and no further trials required			
Tandem gait			
<b>Symptom checklist</b>	Yes	No	N/A
Do you have a headache?			
Do you have any dizziness?			
Do you have any 'pressure in your head'?			
Do you feel nauseated or do you feel like vomiting?			
Do you have any blurred vision?			
Does the light or noise worry you?			
Do you feel as though you are slowing down?			
Do you feel like you are 'in a fog'?			
Do you feel unwell?			
<b>Delayed recall (ABNORMAL = score &lt; 2 or less than baseline)</b>	Abnormal	Normal	N/A
Test recall of immediate memory words			
<b>Clinical signs</b>	Yes	No	N/A
Emotional - sad, anxious, nervous, irritable			
Drowsy/has difficulty concentrating			

Player removed from game?  Player removed from game because of HIA result

Player removed from game because team medic performing HIA suspects concussion despite normal HIA

Player removed due to another injury; detail: \_\_\_\_\_

Video review?  Yes  No **Video influenced decision?**  Yes  No

Please send this form to the HIA Competition Co-ordinator

## IMPORTANT:

1. The HIA tool is designed to assist Team Doctors assess head injury where the diagnosis is not immediately apparent.
2. A Team Doctor's clinical suspicion should overrule a 'negative' HIA.
3. Return to play decisions remain the responsibility of the Team Doctor, irrespective of the HIA results.
4. The Team Doctor should continue to monitor all athletes who have had a negative HIA during and after the game for symptoms and signs of a delayed concussion.

ON FIELD INDICATIONS FOR PERMANENT REMOVAL FROM FIELD OF PLAY			
1	Confirmed loss of consciousness	6	Not orientated in time, place or person
2	Suspected loss of consciousness	7	Definite behavioural changes
3	Balance disturbance / ataxia	8	Convulsion
4	Clearly dazed or dinged	9	Tonic posturing
5	Definite confusion		

INDICATIONS FOR HIA TOOL AND SIDELINE NEUROLOGICAL ASSESSMENT			
10	Head injury where diagnosis not apparent	13	Injury event witnessed with potential to result in concussive injury
11	Possible behaviour change		
12	Possible confusion	14	Other (identify):

**SUSPECTED LOSS OF CONSCIOUSNESS** is identified by one of the following:

- Cervical hypotonia observed immediately following impact.
- The player stays on the ground without movement until first support arrives on scene.
- Reported loss of consciousness by witnessing own team players or match officials.

## BALANCE DISTURBANCE / ATAXIA

If an athlete is unable to stand steadily unaided or walk normally and steadily without support in the context of a possible concussive mechanism of injury, he / she should be considered to have balance disturbance / ataxia.

## THE PLAYER MUST NOT RETURN TO PLAY FOLLOWING A HIA IF ANY OF THE FOLLOWING CRITERIA ARE PRESENT:

1. Any answer in column 1
2. Doctor performing sideline neurological assessment that includes HIA suspects a concussive injury

## IMMEDIATE MEMORY - use one option and test three times - maximum score of 15

*"I am going to test your memory. I will read you a list of words and when I am done, repeat back as many words as you can remember, in any order."*

### Trials 2 & 3:

*"I am going to repeat the same list again. Repeat back as many words as you can remember in any order."*

Complete all 3 trials regardless of score on trial 1 & 2. Read the words at a rate of one per second.

## CONCENTRATION - if 4-3-9 incorrect, move to 6-2-9 sequence. If both incorrect, REMOVE FROM PLAY

*"I am going to read you a string of numbers and when I am done, you repeat them back to me backwards, in reverse order of how I read them to you. For example, if I say 7-1-9, you would say 9-1-7."*

If correct, go to next string length. If incorrect, read trial 2. Remove from play if incorrect on both trials of 3 numbers. The digits should be read at the rate of one per second.

## DELAYED RECALL - test recall of immediate memory words

Examination.

*"Tell me as many words from the list of words read to you earlier in any order."*

## TANDEM GAIT INSTRUCTIONS

Participants are instructed to stand with their feet together behind a starting line (the test is best done with footwear removed). Then, they walk in a forward direction as quickly and as accurately as possible along a 38mm wide (sports tape), 3 metre line with an alternate foot heel-to-toe gait ensuring that they approximate their heel and toe on each step. Once they cross the end of the 3m line, they turn 180 degrees and return to the starting point using the same gait. A total of 4 trials are done and the best time is retained. Athletes should complete the test in 14 seconds. Athletes fail the test if they step off the line, have a separation between their heel and toe, or if they touch or grab the examiner or an object. In this case, the time is not recorded and the trial repeated, if appropriate.