A comparison of physiological and anthropometric characteristics among playing positions in junior rugby league players

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Objectives: To compare the physiological and anthropometric characteristics of specific playing positions and positional playing groups in junior rugby league players.

Methods: Two hundred and forty junior rugby league players underwent measurements of standard anthropometry (body mass, height, sum of four skinfolds), muscular power (vertical jump), speed (10, 20, and 40 m sprint), agility (L run), and estimated maximal aerobic power (multi-stage fitness test) during the competitive phase of the season, after players had obtained a degree of match fitness.

Results: Props were significantly (p<0.05) taller, heavier, and had greater skinfold thickness than all other positions. The halfback and centre positions were faster than props over 40 m. Halfbacks had significantly (p<0.05) greater estimated maximal aerobic power than props. When data were analysed according to positional similarities, it was found that the props positional group had lower 20 and 40 m speed, agility, and estimated maximal aerobic power than the hookers and halves and outside backs positional groups. Differences in the physiological and anthropometric characteristics of other individual playing positions and positional playing groups were uncommon.

Conclusions: The results of this study demonstrate that few physiological and anthropometric differences exist among individual playing positions in junior rugby league players, although props are taller, heavier, have greater skinfold thickness, lower 20 and 40 m speed, agility, and estimated maximal aerobic power than other positional playing groups. These findings provide normative data and realistic performance standards for junior rugby league players competing in specific individual positions and positional playing groups.

Rugby league is an international collision sport played by sub-elite and elite competitors. The game is intermittent in nature, requiring players to compete in a challenging contest comprising intense bouts of sprinting and tackling separated by short bouts of lower intensity activity (recovery). As a result of the physical demands of the game, the physiological qualities of players are highly developed with muscular strength, speed, muscular strength and power, and agility. However, while studies have investigated the physiological and anthropometric characteristics of senior rugby league players, physical performance profiles of junior rugby league players are limited. In a study of junior (under 13–16) rugby league players, Gabbett reported significant differences in selected physical characteristics between forwards and backs. In a subsequent study, Gabbett and Herzig reported differences in the physiological and anthropometric characteristics of junior rugby league forwards and backs, with backs significantly lighter and demonstrating greater aerobic fitness than forwards. In this mind, the purpose of the present study was to compare the physiological and anthropometric characteristics of specific individual playing positions and positional playing groups in junior rugby league players.

METHODS

Subjects
Two hundred and forty junior rugby league players participated in this study. Players were aged 16–18 years and were competing in the Gold Coast junior rugby league competition (Queensland Rugby League, Australia). Although the players competed with the goal of reaching and winning the grand final, the junior rugby league competition could be described...
as a sub-elite competition. All subjects received a clear explanation of the study, including the risks and benefits of participation, and written parental or guardian consent was obtained before players were permitted to participate. The Institutional Review Board for Human Investigation approved all experimental procedures.

Procedure
The rugby league season lasted from December through to September. The pre-season training period lasted from December through to February with matches played from February through to September. All fitness testing was conducted during the competitive phase of the season (November). Players had obtained a degree of match fitness. Fitness testing was conducted on the same day of the week (Tuesday), at least 3 days after participating in a match. The coaches of the various teams stated that they were prepared to devote one training session (approximately 90 min) to the field testing. Although consideration was given to the specificity of the field test, the selection of tests included in the field testing battery was influenced by this time constraint.

Fitness testing battery
Standard anthropometry (height, body mass, and sum of four skinfolds) were taken and muscular power (vertical jump), agility (L run), and estimated maximal aerobic power (multi-stage fitness test) were measured. Subjects were instructed to refrain from strenuous exercise for at least 48 h prior to the fitness testing session and consume their normal pre-training diet prior to the testing session. At the beginning of the field testing session, anthropometric measurements were taken for each subject. After anthropometric measurements were taken, subjects underwent a standardised warm up (progressing from low to higher intensity activities) and stretching routine. Ad libitum fluid intake was permitted after anthropometric measurements were taken.

Subjects were randomly allocated into three groups consisting of approximately equal numbers of players. Subjects in group 1 underwent measurements of muscular power (vertical jump), while speed (10, 20, and 40 m sprint), agility (L run), and estimated maximal aerobic power (multi-stage fitness test) were measured. Subjects were instructed to refrain from strenuous exercise for at least 48 h prior to the fitness testing session and consume their normal pre-training diet prior to the testing session. At the beginning of the field testing session, anthropometric measurements were taken. After anthropometric measurements were taken, subjects underwent a standardised warm up (progressing from low to higher intensity activities) and stretching routine. Ad libitum fluid intake was permitted after anthropometric measurements were taken.

Subjects were randomly allocated into three groups consisting of approximately equal numbers of players. Subjects in group 1 underwent measurements of muscular power (vertical jump), while speed (10, 20, and 40 m sprint) was recorded for group 2. Group 3 performed the agility test (L run). Subjects performed two trials for the speed, muscular power, and agility tests, with a recovery period of 2–3 min between trials. Players were encouraged to perform low intensity activities and stretch between trials to minimise reductions in performance. Subjects completed all tests in football boots. Upon completion of the respective tests, each group rotated until all tests had been performed.

The field testing session was concluded with subjects performing the multi-stage fitness test (estimated maximal aerobic power). To standardise conditions between teams, testing was conducted on the same ground at the same time of day. The same investigator conducted the same test for each individual team.

Anthropometry
Excess body fat has been shown to negatively influence performance (for example, power to body mass ratio, thermoregulation, and aerobic capacity). As an estimate of adiposity, skinfold thickness was measured at four sites using a Harpenden skinfold calliper. The same experienced tester conducted all skinfold measurements, and was accredited by the Australian Laboratory Standards Assistance Scheme and the International Society for the Advancement of Kinanthropometry. The four sites selected were biceps, triceps, subscapular, and suprailliac. The exact positioning of each skinfold measurement was in accordance with procedures described by Norton et al. Height was measured using a stadiometer and body mass was measured using calibrated digital scales (A D, Tokyo, Japan). The intraclass correlation coefficient for test-retest reliability and typical error of measurement for height, body mass, and sum of four skinfold measurements were 0.99, 0.99, and 0.99, and 0.2%, 0.8%, and 3.0%, respectively.

Vertical jump
The ability to generate high levels of muscular power is an important attribute of rugby league players. Players are required to have high levels of muscular power in order to effectively perform the tackling, lifting, pushing, and pulling tasks that occur during a match. In addition, high levels of muscular power are required to provide fast play-the-ball speed and leg drive in tackles. Lower body muscular power was estimated by means of the vertical jump test using a Yardstick vertical jump device (Swift Performance Equipment, New South Wales, Australia). Players were requested to stand with feet flat on the ground, extend their arm and hand, and mark the standing reach height. After assuming a crouch position, each subject was instructed to spring upward and touch the Yardstick device at the highest possible point. No specific instructions were given about the depth or speed of the countermovement. Vertical jump height was calculated as the distance from the highest point reached during standing and the highest point reached during the vertical jump. Vertical jump height was measured to the nearest 1 cm with the highest value obtained from two trials used as the vertical jump score. The intraclass correlation coefficient for test-retest reliability and typical error of measurement for the vertical jump test were 0.96 and 3.3%, respectively.

Speed
Rugby league players require the ability to move quickly in order to position themselves in attack and defence. However, time-motion studies have shown that rugby league players are rarely required to sprint distances greater than 40 m in a single bout of intense activity. The running speed of players was evaluated using a 10, 20, and 40 m sprint effort using dual beam electronic timing gates (Swift Performance Equipment). The timing gates were positioned 10, 20, and 40 m cross wind from a pre-determined starting point. Players were instructed to run as quickly as possible along the 40 m distance from a standing start. All tests were conducted on a well grassed surface. Subjects commenced the test in their own time, with timing starting once the player was within the starting gate. Timing was stopped once the player stepped through the finish gate. The intraclass correlation coefficient for test-retest reliability and typical error of measurement for the 10, 20, and 40 m sprint tests were 0.95, 0.97, and 0.97, and 1.8%, 1.3%, and 1.2%, respectively.

Agility
Rugby league players require the ability to rapidly accelerate, decelerate, and change direction. The agility of players was evaluated using an L run using dual beam electronic timing gates (Swift Performance Equipment). The L run requires players to change direction laterally, and based on time-motion studies, has been suggested to reflect the movement patterns of rugby league. Three cones, approximately 1 m in height, were placed 5 m apart in the shape of an “L”. Players ran forward 5 m, turned to their left, ran forward 5 m, turned 180°, and followed the same course to return to the finish line. Agility times were measured to the nearest 0.01 s with the fastest value obtained from two trials used as the agility
score. The intraclass correlation coefficient for test-retest reliability and typical error of measurement for the L run were 0.90 and 2.8%, respectively.

**Maximal aerobic power**

Depending on the level of competition, rugby league matches last 60–80 min, with players covering 8458–9929 m per match. Players also require high levels of aerobic fitness to aid recovery after high intensity bouts of activity. Maximal aerobic power was estimated using the multi-stage fitness test.20,21 Players were required to run back and forth (shuttle run) along a 20 m track, keeping in time with a series of signals on a compact disk. The frequency of the audible signals (and hence, running speed) was progressively increased, until subjects reached volitional exhaustion. Maximal aerobic power (V\textsuperscript{\textcircled{\textregistered}}\textsubscript{O2max}) was estimated using regression equations described by Ramsbottom et al.14 When compared to treadmill determined V\textsuperscript{\textcircled{\textregistered}}\textsubscript{O2max} it has been demonstrated that the multi-stage fitness test provides a valid estimate of maximal aerobic power.15 In addition, in a previous study,11 rugby league players completed duplicate multi-stage fitness tests, performed 1 week apart, to determine test-retest reliability. The intraclass correlation coefficient for test-retest reliability and typical error of measurement for the multi-stage fitness test were 0.90 and 3.1%, respectively.

**Statistical analysis**

Data were collected from 115 forwards (37 props, 31 hookers, 36 second-rovers, 11 locks) and 125 backs (27 halfbacks, 11 five-eighths, 27 centres, 39 wingers, 21 fullbacks). The hookers and halves positional group consisted of hookers, halfbacks, and five-eighths. The backrowsers positional group consisted of second-rovers and locks, while the outside backs positional group consisted of centres, wingers, and fullbacks. The total number of players in the props, hookers and halves, backrowsers, and outside backs positional groups was 37, 69, 47, and 87, respectively. Differences in the anthropometric characteristics, muscular power, speed, agility, and estimated V\textsuperscript{\textcircled{\textregistered}}\textsubscript{O2max} of different playing positions and positional groups were compared using a one way analysis of variance. When required, comparisons of group means were performed using a Scheffe’s post hoc test. The level of significance was set at p<0.05 and all data are reported as means and 95% confidence intervals (CI).

**RESULTS**

**Anthropometric characteristics**

The mean (95% CI) age and playing experience of all players were 17.2 (95% CI: 17.1 to 17.4) years and 8.7 (95% CI: 8.2 to 9.2) years, respectively. The mean (95% CI) height, body mass, and sum of four skinfolds for all players were 176.1 (95% CI: 175.3 to 176.8) cm, 79.5 (95% CI: 77.7 to 81.4) kg, and 40.4 (95% CI: 38.1 to 42.7) mm, respectively. Significant differences (p<0.05) were detected among individual positions for height, body mass, and skinfold thickness. Props were significantly (p<0.05) taller, heavier, and had a greater skinfold thickness than all other positions. Halbbacks were significantly (p<0.05) shorter than the second row position. When data were analysed according to positional similarities, it was found that the props positional group was taller, heavier, and had a greater skinfold thickness than all other positional groups. The hookers and halves positional group was significantly (p<0.05) shorter and lighter than all other positional groups (tables 1 and 2).

**Physiological characteristics**

The mean (95% CI) vertical jump height, agility, 10, 20, and 40 m speed, and estimated V\textsuperscript{\textcircled{\textregistered}}\textsubscript{O2max} of all players was 47.5 (95% CI: 46.2 to 48.8) cm, 6.00 (95% CI: 5.93 to 6.07) s, 2.08 (95% CI: 2.05 to 2.11) s, 3.45 (95% CI: 3.42 to 3.49) s, 5.88 (95% CI: 5.82 to 5.93) s, and 46.2 (95% CI: 45.4 to 47.1) ml kg\textsuperscript{-1} min\textsuperscript{-1}, respectively. There were no significant differences (p>0.05) among individual positions for 10 and 20 m speed, agility, or vertical jump height. However, the halfback and centre positions were faster than props over 40 m. Halfbacks had significantly (p<0.05) greater estimated V\textsuperscript{\textcircled{\textregistered}}\textsubscript{O2max} than props. When data were analysed according to positional similarities, it was found that the props positional group had significantly lower 20 and 40 m speed and agility than the hookers and halves and outside backs positional groups. The hookers and halves had significantly faster 10 m speed than the outside backs positional group. In addition, hookers and halves and outside backs had a significantly greater estimated V\textsuperscript{\textcircled{\textregistered}}\textsubscript{O2max} than the props positional group (tables 3 and 4).

**DISCUSSION**

The present study is the first to develop a physiological profile of specific individual playing positions and playing groups in junior rugby league players. The speed, muscular power, and estimated V\textsuperscript{\textcircled{\textregistered}}\textsubscript{O2max} are superior to those reported previously for junior sub-elite rugby league players, but are lower than previously reported for junior elite rugby league players, reflecting, at least in part, the higher playing intensity in elite level competition, or the larger sample size of the present study. In a study of junior rugby league players, Gabbett13 reported differences in selected physical characteristics between forwards and backs, with backs significantly lighter and demonstrating greater aerobic fitness than forwards. In a subsequent study, Gabbett and Herzig14 reported differences in the physiological and anthropometric characteristics of junior rugby league forwards and backs, with backs significantly lighter and demonstrating greater lower body

<table>
<thead>
<tr>
<th>Position</th>
<th>Age (years)</th>
<th>Playing experience (years)</th>
<th>Height (cm)</th>
<th>Body mass (kg)</th>
<th>Sum of skinfolds (mm)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prop</td>
<td>17.6 (17.2 to 18.0)</td>
<td>6.4 (4.9 to 7.9)</td>
<td>183.9 (182.1 to 185.7)</td>
<td>101.1 (97.5 to 104.8)</td>
<td>72.0 (64.8 to 79.2)</td>
</tr>
<tr>
<td>Hooker</td>
<td>17.3 (16.9 to 17.6)</td>
<td>11.7 (10.7 to 12.7)</td>
<td>171.9 (171.1 to 172.7)</td>
<td>69.9 (66.5 to 73.2)</td>
<td>35.9 (31.3 to 40.5)</td>
</tr>
<tr>
<td>Second row</td>
<td>17.2 (16.8 to 17.6)</td>
<td>8.3 (7.4 to 9.3)</td>
<td>176.8 (175.3 to 178.2)</td>
<td>83.6 (80.4 to 86.9)</td>
<td>39.5 (36.1 to 42.9)</td>
</tr>
<tr>
<td>Lock</td>
<td>16.5 (16.0 to 17.0)</td>
<td>8.9 (7.4 to 10.3)</td>
<td>176.7 (174.3 to 179.1)</td>
<td>74.8 (70.1 to 79.5)</td>
<td>33.7 (28.9 to 38.5)</td>
</tr>
<tr>
<td>Halfback</td>
<td>16.7 (16.4 to 17.0)</td>
<td>10.5 (9.9 to 11.1)</td>
<td>170.6 (168.1 to 173.2)</td>
<td>69.1 (66.3 to 72.0)</td>
<td>40.9 (38.1 to 43.8)</td>
</tr>
<tr>
<td>Five-eighth</td>
<td>16.7 (16.2 to 17.3)</td>
<td>8.9 (6.5 to 11.3)</td>
<td>176.3 (174.4 to 178.1)</td>
<td>72.0 (65.5 to 78.5)</td>
<td>24.7 (23.7 to 25.8)</td>
</tr>
<tr>
<td>Centre</td>
<td>17.0 (16.5 to 17.4)</td>
<td>7.5 (6.8 to 8.3)</td>
<td>176.7 (175.6 to 177.9)</td>
<td>79.6 (76.1 to 83.0)</td>
<td>34.8 (30.9 to 38.7)</td>
</tr>
<tr>
<td>Wing</td>
<td>17.7 (17.3 to 18.0)</td>
<td>7.7 (6.2 to 9.2)</td>
<td>176.4 (174.1 to 178.7)</td>
<td>79.2 (75.7 to 82.5)</td>
<td>30.7 (26.3 to 35.1)</td>
</tr>
<tr>
<td>Fullback</td>
<td>17.4 (17.0 to 17.9)</td>
<td>10.9 (9.8 to 12.1)</td>
<td>177.1 (175.8 to 178.4)</td>
<td>78.8 (73.4 to 84.2)</td>
<td>36.2 (32.0 to 40.4)</td>
</tr>
</tbody>
</table>

Data are expressed as means (95% CI). CI, confidence interval.

*Significantly different (p<0.05) from all other positions; †significantly different (p<0.05) from second row; ‡significantly different (p<0.05) from fullbacks; §significantly different (p<0.05) from hookers.
muscular power, speed, and estimated \( V_{O2\max} \) than forwards. However, while these studies have provided important information on the physiological and anthropometric characteristics of junior rugby league forwards and backs, measurements have been limited to single sub-elite teams or elite development squads, making comparisons among specific individual playing positions difficult. Studies from single teams may not be representative of multiple teams as the physiological and anthropometric characteristics may differ according to coaching philosophies, thereby under- or over-estimating the fitness of junior and senior players, relative to a larger sample. The finding of similar physiological and anthropometric characteristics among most individual playing positions in a large sample of players suggests that position-specific training does not occur in junior rugby league. These findings are consistent with a recent study of amateur rugby league players that demonstrated no significant differences between forwards and backs as regards training time devoted to the development of muscular power, speed, and aerobic fitness.

An alternative explanation for the finding of similar physiological and anthropometric characteristics among most individual playing positions is that the physiological demands of match play may be similar among individual positions in junior rugby league players. Estell et al. studied the heart rate responses of junior rugby league players during competition. On average, players performed at or above 90% of their individual maximum heart rate, with 30% of match play spent in high intensity activities (>85% maximum heart rate). Collectively, these findings demonstrate the intense nature of junior rugby league match play. Interestingly, no significant differences were found among playing positions for heart rate responses during competition. While these findings may suggest that the physiological demands of junior rugby league match play are similar among individual positions, the findings of Estell et al. are dated, and the use of heart rate data alone may not provide an accurate representation of specific passages of intense activity. Furthermore, based on time-motion analysis of elite rugby league match play, it is reasonable to expect that the physiological demands (movement patterns, distance covered, ratio of high intensity activity to low intensity activity, and number and intensity of physical collisions) may differ among individual playing positions. Clearly, further studies are required to investigate the physiological demands and work rates of junior rugby league match play.

The present study of junior rugby league players found an average estimated \( V_{O2\max} \) of 46.2 ml kg\(^{-1}\) min\(^{-1}\). Average measurements of 10, 20, and 40 m speed, and vertical jump height were 2.08, 3.45, and 5.88 s and 47.5 cm, respectively. These findings are similar to the 10 m speed (2.13 s), 20 m speed (3.40 s), 40 m speed (5.97 s), vertical jump (46.9 cm), and estimated \( V_{O2\max} \) of 45.5 ml kg\(^{-1}\) min\(^{-1}\) scores of senior sub-elite rugby league players (unpublished observations), and contrast significantly with the 24.0–40.3% difference in muscular power, speed, and estimated \( V_{O2\max} \) between junior and senior rugby league players reported previously. The higher physiological capacities of the junior rugby league players of the present study could be due to lower injury rates, or match loads at lower playing levels. Indeed, recent evidence has demonstrated that the fitness of senior rugby league players declines throughout a competitive season as a result of high match loads, increases in injury rates, and residual fatigue associated with limited recovery time between successive matches. Conversely, the fitness of junior rugby league players is maintained over the entire season. Furthermore, a recent study of junior and senior rugby league players reported greater improvements in maximal aerobic power and muscular power in response to the same field conditioning program, suggesting that junior players demonstrate greater physiological adaptations to a given training stimulus than senior players.

Consistent with previous studies of senior rugby league players, the present study found that props were taller, heavier, and had greater skinfold thickness than other individual positions and positional groups. These results are also in partial agreement with previous studies that have found that body mass successfully predicts selection as a forward or back. Props spend a large proportion of match play involved in tackling and physical collisions. As a result, the higher body mass of props may assist in the development of greater momentum and impact forces associated with these activities. The higher body mass would also reduce the likelihood of opposing players effecting tackles on these

### Table 2

<table>
<thead>
<tr>
<th>Age (years)</th>
<th>Playing experience (years)</th>
<th>Height (cm)</th>
<th>Body mass (kg)</th>
<th>Sum of skinfolds (mm)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Props</td>
<td>17.6 (17.2 to 18.0)</td>
<td>183.9 (182.1 to 185.7)</td>
<td>101.1 (97.5 to 104.8)</td>
<td>72.0 (64.8 to 79.2)</td>
</tr>
<tr>
<td>Hookers and halves</td>
<td>17.0 (16.0 to 17.2)</td>
<td>172.2 (171.0 to 173.4)</td>
<td>69.9 (67.8 to 72.0)</td>
<td>34.7 (31.9 to 37.5)</td>
</tr>
<tr>
<td>Backrowsers</td>
<td>17.0 (16.7 to 17.3)</td>
<td>176.8 (175.6 to 178.0)</td>
<td>81.5 (78.6 to 84.4)</td>
<td>38.2 (35.4 to 41.1)</td>
</tr>
<tr>
<td>Outside backs</td>
<td>17.4 (17.1 to 17.6)</td>
<td>176.6 (175.9 to 177.4)</td>
<td>76.4 (74.2 to 78.5)</td>
<td>33.0 (31.1 to 34.9)</td>
</tr>
</tbody>
</table>

Data are expressed as means (95% CI). CI, confidence interval.

### Table 3

<table>
<thead>
<tr>
<th>10 m</th>
<th>20 m</th>
<th>40 m</th>
<th>Agility</th>
<th>Vertical jump</th>
<th>( V_{O2\max} ) (ml kg(^{-1}) min(^{-1}))</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prop</td>
<td>2.14 (2.07 to 2.20)</td>
<td>3.62 (3.55 to 3.69)</td>
<td>6.18 (6.04 to 6.32)</td>
<td>6.37 (6.21 to 6.52)</td>
<td>44.0 (41.6 to 46.4)</td>
</tr>
<tr>
<td>Hooker</td>
<td>2.04 (1.96 to 2.12)</td>
<td>3.38 (3.27 to 3.48)</td>
<td>5.89 (5.75 to 6.03)</td>
<td>5.86 (5.61 to 6.11)</td>
<td>47.9 (43.7 to 52.0)</td>
</tr>
<tr>
<td>Second row</td>
<td>2.07 (1.99 to 2.16)</td>
<td>3.47 (3.36 to 3.57)</td>
<td>5.89 (5.73 to 6.06)</td>
<td>5.69 (5.35 to 5.94)</td>
<td>45.2 (43.6 to 51.8)</td>
</tr>
<tr>
<td>Hook</td>
<td>1.95 (1.86 to 2.03)</td>
<td>3.52 (3.48 to 3.56)</td>
<td>5.62 (5.47 to 5.77)</td>
<td>5.61 (5.35 to 5.94)</td>
<td>45.2 (43.6 to 51.8)</td>
</tr>
<tr>
<td>Halfback</td>
<td>1.93 (1.82 to 2.03)</td>
<td>3.27 (3.13 to 3.41)</td>
<td>5.71 (5.61 to 5.82)</td>
<td>5.34 (5.08 to 5.60)</td>
<td>48.5 (43.0 to 54.0)</td>
</tr>
<tr>
<td>Centre</td>
<td>2.02 (1.93 to 2.11)</td>
<td>3.34 (3.25 to 3.43)</td>
<td>5.71 (5.58 to 5.84)</td>
<td>5.48 (5.68 to 6.09)</td>
<td>50.8 (47.5 to 55.9)</td>
</tr>
<tr>
<td>Wing</td>
<td>2.18 (2.10 to 2.27)</td>
<td>3.49 (3.40 to 3.58)</td>
<td>5.94 (5.81 to 6.07)</td>
<td>5.85 (5.62 to 6.09)</td>
<td>45.4 (42.6 to 48.2)</td>
</tr>
<tr>
<td>Fullback</td>
<td>2.16 (2.10 to 2.22)</td>
<td>3.39 (3.29 to 3.49)</td>
<td>5.84 (5.74 to 5.93)</td>
<td>5.70 (5.62 to 6.08)</td>
<td>42.8 (38.2 to 47.3)</td>
</tr>
</tbody>
</table>

Data are expressed as means (95% CI). CI, confidence interval. \( V_{O2\max} \), estimated maximal aerobic power.

*Significantly different (p < 0.05) from prop.
players. However, while an increased skinfold thickness has been suggested to provide a protective role against the high numbers of physical collisions sustained by props, the higher body fat component of props may also increase the physiological demands on players required to support this weight during a match, and diminish the ability to dissipate heat during intense physical activity. The hookers and halves positional groups were faster over 40 m than the props positional group. These findings may be expected given that props are rarely required to run further than 10 m in a single bout of intense activity. However, an interesting finding of this study is the lower 10 m speed of the outside backs positional group relative to the hookers and halves positional group, with the wings position demonstrating the slowest 10 m speed of all of the outside backs. Results from elite rugby league studies have shown that wingers are traditionally the fastest players on the rugby league team and use their speed to either chase attacking players or to attack while running with the ball. Indeed, time-motion studies of elite rugby league players have shown that the ratio of low intensity activity to high intensity activity, and time spent in sprinting activities are significantly greater in wingers than props, with wingers having faster 15 m speed than props, and faster 40 m speed than props, second-rows, locks, halfbacks, and five-eighths. The finding of faster 10 m speed in the hookers and halves positional group suggests that the hooker, halfback, and five-eighth positions rely predominantly on acceleration speed while maximum speed is a more important quality of rugby league players. Players are required to have high levels of muscular power in order to perform the ruck, and halfback in the second line of defence, the hookers and halves positional group is often required to play a “probing” role in attack, by taking the football to the defensive line, and reacting to and evading defending players. Clearly, the hookers and halves positional group would benefit from specific speed and agility training to improve their ability to effect rapid changes in direction. An agility training program designed to enhance components of change direction speed (for example, sprinting speed, sprinting technique, strength, power, and reactive strength) and perceptual and decision making (for example, visual scanning, anticipation, pattern recognition, and situation knowledge) could form the basis of a speed and agility program for hookers and halves.

The finding of similar vertical jump scores among individual positional groups and positional playing groups in junior rugby players is in agreement with previous studies that reported similar lower body muscular power among elite rugby league props, backrows, outside backs, and hookers and halves. The ability to rapidly generate high levels of muscular force is an important attribute of rugby league players. Players are required to have high levels of muscular power in order to effectively perform the tackling, lifting, pushing, and pulling tasks that occur during a match. In addition, high levels of muscular power contribute to running speed, and are required to provide fast play-the-ball speed and leg drive in tackles. The finding of similar vertical jump scores among positions suggests that lower body muscular power is an equally important characteristic for all playing positions. Intuitively, one might expect a greater lower body muscular power in props given their requirement to work over short (approximately 10 m) distances and their greater involvement in the tackling and lifting tasks that occur during a match. It is possible that the similar vertical jump results between props and other playing positions is often required to detect positional differences in lower body muscular power.

In conclusion, the present study compared the physiological and anthropometric characteristics of specific playing positions and positional playing groups in junior rugby league players. Results from junior rugby league studies have shown that wingers are traditionally the fastest players on the rugby league team and use their speed to either chase attacking players or to attack while running with the ball.

### Table 4: Physiological characteristics of positional groups in junior rugby league players

<table>
<thead>
<tr>
<th>Position</th>
<th>10 m (s)</th>
<th>20 m (s)</th>
<th>40 m (s)</th>
<th>Agility (s)</th>
<th>Vertical jump (cm)</th>
<th>V\textsubscript{O}2max (ml kg\textsuperscript{-1} min\textsuperscript{-1})</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prop</td>
<td>2.14 (2.07 to 2.20)</td>
<td>3.62 (3.55 to 3.69)</td>
<td>6.18 (6.04 to 6.32)</td>
<td>6.37 (6.21 to 6.52)</td>
<td>4.40 (4.16 to 4.64)</td>
<td>42.2 (39.8 to 44.7)</td>
</tr>
<tr>
<td>Hookers and halves</td>
<td>1.99 (1.94 to 2.04)</td>
<td>3.40 (3.33 to 3.46)</td>
<td>5.76 (5.67 to 5.83)</td>
<td>5.88 (5.72 to 6.04)</td>
<td>4.90 (4.62 to 5.17)</td>
<td>48.4 (46.8 to 50.0)</td>
</tr>
<tr>
<td>Backrows</td>
<td>2.07 (2.00 to 2.15)</td>
<td>3.47 (3.38 to 3.56)</td>
<td>5.90 (5.76 to 6.04)</td>
<td>6.02 (5.84 to 6.19)</td>
<td>4.82 (4.51 to 5.13)</td>
<td>45.0 (43.0 to 46.9)</td>
</tr>
<tr>
<td>Outside backs</td>
<td>2.12 (2.07 to 2.17)</td>
<td>3.42 (3.36 to 3.47)</td>
<td>5.84 (5.76 to 5.91)</td>
<td>5.93 (5.83 to 6.03)</td>
<td>4.71 (4.51 to 4.91)</td>
<td>46.6 (45.3 to 47.9)</td>
</tr>
</tbody>
</table>

Data are expressed as means (95% CI). CI, confidence interval. V\textsubscript{O}2max, estimated maximal aerobic power.

*Significantly different (p<0.05) from props positional group. **Significantly different (p<0.05) from hookers and halves positional group.
These findings provide normative data and realistic performance standards for junior rugby league players competing in specific individual positions and positional playing groups.

Competing interests: none declared

REFERENCES