

Supplementary Tables

Supplementary table 1. Checklist for video evaluation.

Variables	Categories
Weather conditions	
Precipitations	Yes/No/Unsure
Presence of sunny weather	Yes/No/Night/Unsure
Playing phase before injury	Defensive/Offensive
Field location at injury	- Defensive third/Midfield third/Offensive third - Left side corridor/Middle corridor/Right side corridor
Player situational pattern (Only for indirect and non-contact injuries)	Pressing/Tackling/Tackled/Kicking/Landing from Jump/Other
Player contact preceding injury	Yes/No
If contact, where?	Upper body/Pelvis/Injured leg/Un-injured leg
Player contact at IF	Direct contact/Indirect contact/Non-contact
If indirect contact at IF, where?	Upper body/Pelvis/Injured leg/Un-injured leg
Injury classification	Typical contact/Atypical contact/Non-contact
How many feet on the ground	One/Two/Unsure
Leg loading at IF	Injured Leg/Un-injured Leg/Unsure
Horizontal speed	Zero/Low/High
Vertical speed	Zero/Low/High

IF, injury frame

Supplementary table 2. Checklist for biomechanical evaluation.

Variables	Evaluation
Trunk flexion (+ flexion, - extension)	Estimation nearest to 5°
Hip flexion (+ flexion, - extension)	Estimation nearest to 5°
Knee flexion (+ flexion, - extension)	Estimation nearest to 5°
Ankle flexion (+ dorsi-flexion, - plantar-flexion)	Estimation nearest to 5°
Foot strike	Heel/flat/toe/unsure
Trunk tilt (+ ipsilateral, - contralateral)	Estimation nearest to 5°
Trunk rotation	Towards injured leg/Neutral/Towards uninjured leg/Unsure
Frontal plane hip alignment	Abducted/Neutral/Adducted/Unsure
Frontal plane knee alignment	Valgus/Neutral/Varus/Unsure
Foot position	Externally-rotated/Neutral/Internally-rotated
Significant Hip IR/ADD from IC to IF?	Yes/No/unsure
Valgus collapse	Yes/No/unsure

(defined as a complete lower limb collapse resulting from large Hip IR/ADD and large tibial abduction)

IC: initial contact; IF: injury frame; IR: internal rotation; ADD: adduction.