

## Supplementary Tables

**Supplementary table 1.** Checklist for video evaluation.

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

IF, injury frame

**Supplementary table 2.** Checklist for biomechanical evaluation.

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