Supplement 1

Definition of injury

The definition for injuries being reported was ‘tissue damage or other derangement of normal physical function due to participation in sports, resulting from rapid or repetitive transfer of kinetic energy’, and was in accordance with the International Olympic Committee (IOC) consensus statements regarding injury and illness reporting in sport. A new (index) injury was defined as ‘an injury that has never been reported’ on the system before during the Tokyo Games, whereas injuries that were resolved but had recurred were defined as ‘recurrent (same area, same structure)’ and ‘subsequent (same area, different structure)’ injuries. An acute (sudden onset) injury was defined as ‘an injury that is caused by an acute precipitating (sudden onset) event’ – previously termed acute traumatic injury. A repetitive (sudden onset) injury was defined as ‘an acute (sudden onset) injury in an athlete with symptoms of a prior repetitive (gradual onset) injury in the same anatomical area’ – previously termed acute on chronic injury. A repetitive (gradual onset) injury was defined as ‘an injury that developed over days, weeks or months and is not associated with any acute precipitating (sudden onset) event’ – previously termed chronic injury. Injuries are classified by anatomical areas as follows: head/face, neck, cervical spine, shoulder, upper arm, elbow, forearm, wrist, hand/fingers, thoracic spine, chest, abdomen, lumbosacral spine, pelvis/groin, thigh, knee, lower leg, ankle or foot/toes, as well as non-specific injuries.