RFU REPORTABLE INJURY EVENT REPORT

Please use this from to report any injuries that occur whilst playing rugby or taking part in organised rugby squad training sessions that fit any of the following definitions:

- 1. An individual who sustains an injury which results in their being admitted to a hospital. This does not include those taken to an Accident or Emergency Department and allowed home from there.
- 2. Deaths occurring during or within 6 hours of the game finishing.

Date of report: Time of report: Date of injury: Time of injury: Player's name: DOB or Age: Club/School: Team: Game: Training: Grass Pitch: Artificial Grass Pitch: Other Surface: Nature of suspected injury:	
Player's name: DOB or Age: Club/School: Team: Game: Training: Other Surface: Nature of suspected injury:	t: Time of report:
Club/School: Team: Game: Training: Grass Pitch: Artificial Grass Pitch: Other Surface: Nature of suspected injury:	7: Time of injury:
Game:	e: DOB or Age:
Grass Pitch:	Team:
Nature of suspected injury:	☐ Training: □
	☐ Artificial Grass Pitch: ☐ Other Surface: ☐
Catagory	pected injury:
Category: 1. An injury which results in admission to a hospital. 2. A death which occurred during or within 6 hours of a game finishing.	•
Game Injuries Only Opposition Club: Team:	
Venue:	
Name of Referee:	ree:
Injured Player Contact Details: Address:	
Phone No: Mobile:	Mobile:
Next of Kin: Relationship:	Relationship:
Phone No: Mobile:	Mobile:
Name of reporting person: Position within Club/School: Contact Telephone Numbers:	in Club/School:

Once completed, please send this form to the RFU Sports Injuries Administrator: Email: sportsinjuriesadmin@therfu.com Fax: 020 8831 7684, Tel: 0800 298 0102 Post: Sports Injuries Administrator, Rugby Football Union, Rugby House, Rugby Rd, Twickenham, TW1 1DS.

The RFU uses this data for contacting individuals and/or their clubs who are identified as requiring support in the case of a serious injury. Information regarding the method and type of injury is used

anonymously to monitor injuries throughout the game