

# Impact of trunk and arm impairment on performance of wheelchair and ball activities in wheelchair rugby during competition



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# Wheelchair rugby



# Wheelchair rugby classification



- Developed for athletes with complete cervical SCI
- *All* athletes have some degree of impairment in at least one arm
- Trunk score 0-1.5 and arm score 0.5-3.5
- $\text{Arm score} / 2 + \text{trunk score} = \text{athlete class}$
- Eligible class  $< 4.0$
- 8.0 points on court

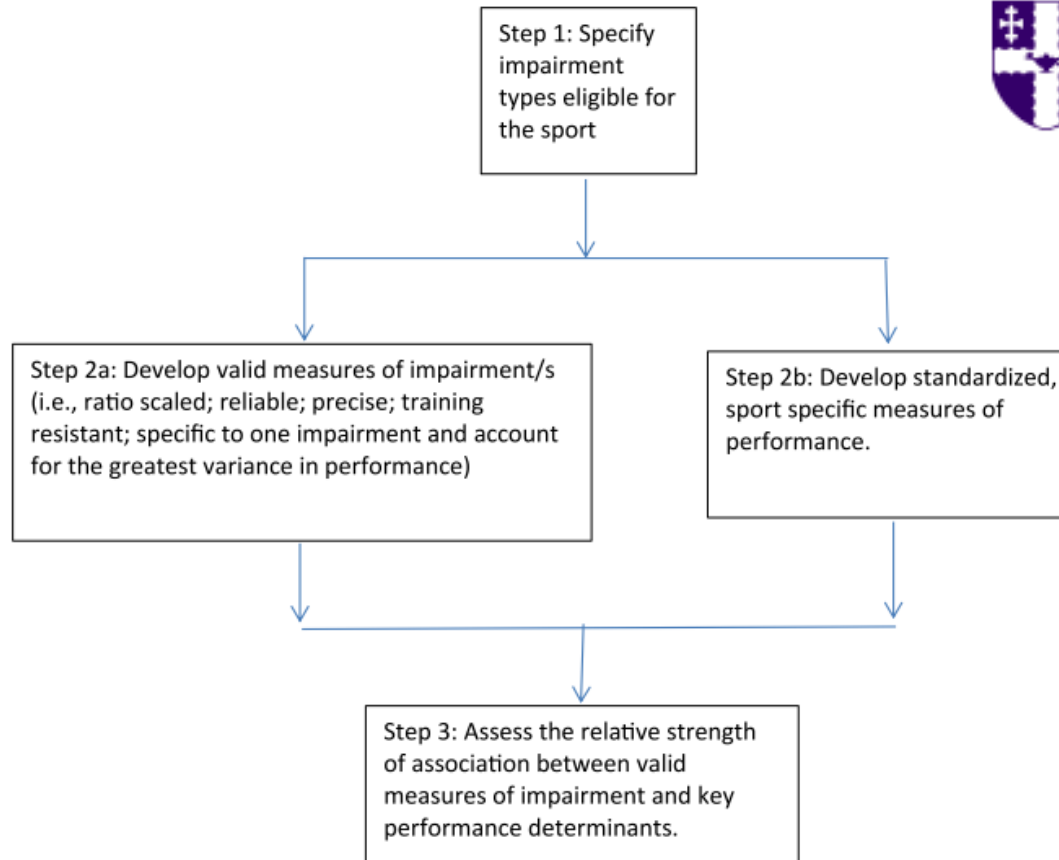




# Evidence Based Classification (EBC)



Loughborough  
University



# Information that is lacking



- Impact of trunk and arm impairment on ball activities
- Impact of trunk and arm impairment on performance in realistic game situation
- Validity of arm impairment in relation to objective, ratio scaled measures of impairment



# Study aim



To determine the impact of trunk and arm impairment on wheelchair and ball activities in elite wheelchair rugby players during competition



# Methods

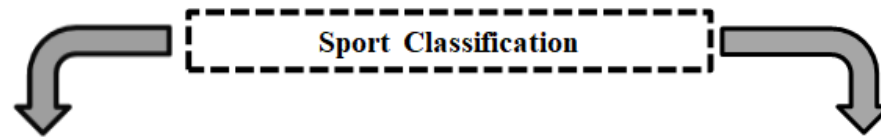
- Setting: World Wheelchair Rugby Challenge 2015
- Participants: 31 athletes from 3 world top 10 ranked teams
- 5 matches per team
- Physical data: indoor tracking system (Ubisense)<sup>1</sup>
- Technical data: video analysis (2 cameras)







# Methods

- Impairment of participating athletes



Trunk				
Trunk Score	0	0.5	1.0	1.5
<i>n</i>	18	10	1	2
				
<i>n</i>	18	13		
Trunk Group	NT	T		

Arms							
Arm Score	0.5	1.0	1.5	2.0	2.5	3.0	3.5
<i>n</i>	4	5	3	13	5	1	0
							
<i>n</i>	12			13	6		
Arm Group	Poor			Mod	Good		



# Methods

## Physical parameters

- Relative distance covered
- Peak speed
- Relative time spent in each of six speed zones:

Zone	Intensity	Speed threshold ( $\text{m}\cdot\text{s}^{-1}$ )
Z1	Very low	$< 0.50$
Z2	Low	$0.50 - 1.49$
Z3	Moderate	$1.50 - 2.49$
Z4	High	$2.50 - 2.99$
Z5	Very high	$3.00 - 3.49$
Z6	Maximal	$\geq 3.50$

# Methods

## Technical parameters

**Goals** total number (n), driving into the key (%), received pass in the key (%)

### Catching

number of passes received (n), catch success rate (%), time spent in possession of the ball (mean time), number of loose balls recovered (n)

### Passing

number of passes attempted (n), pass success rate (%), one-handed passes (%), long passes (%), assists (n), inbounds (n)

### Defending

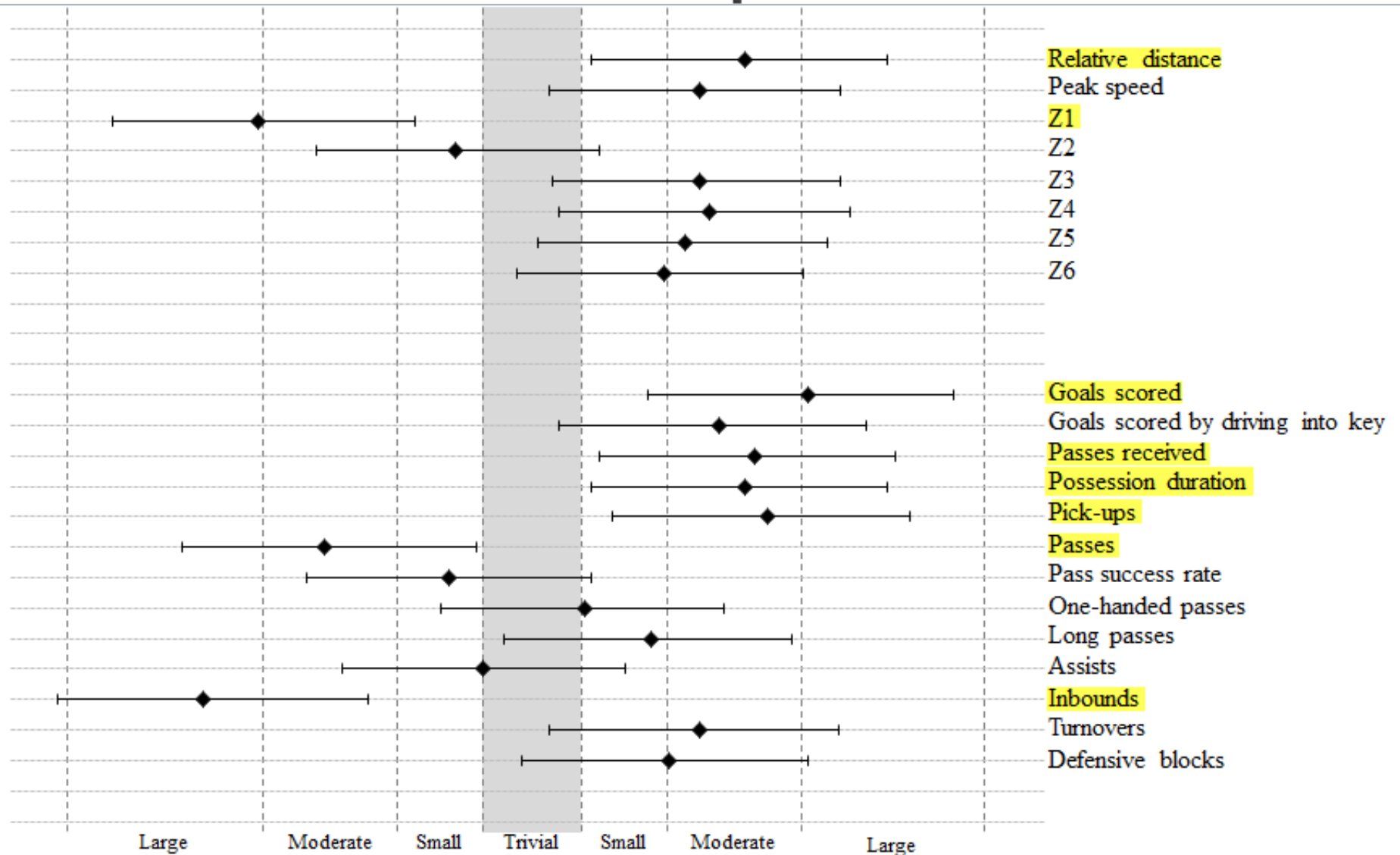
turnovers (n), blocks (n), defensive blocks (%)

# Methods

## Analysis:

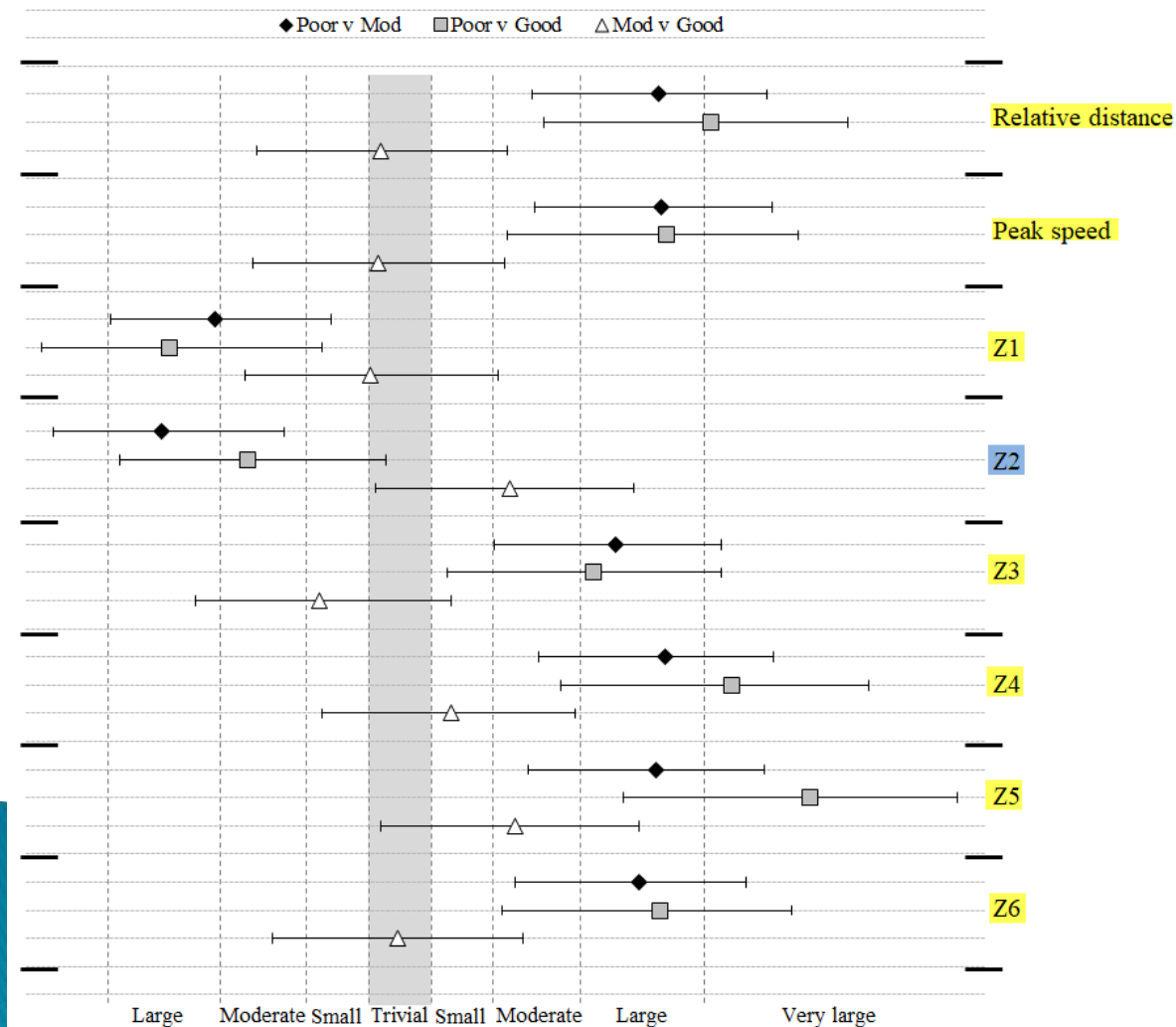
- Frequency data normalised to a 32 minutes match
- Reliability for video data
- Multiple forward regression analysis
- Kruskal-Wallis for categories of trunk and arm impairment
- All performance parameters that were successfully entered in the regression analysis **and** showed a significant effect between trunk and arm impairment ( $P < 0.05$ ) → Effect Size and 90% confidence intervals, meaningful if  $\geq 0.2$

# Results– trunk impairment

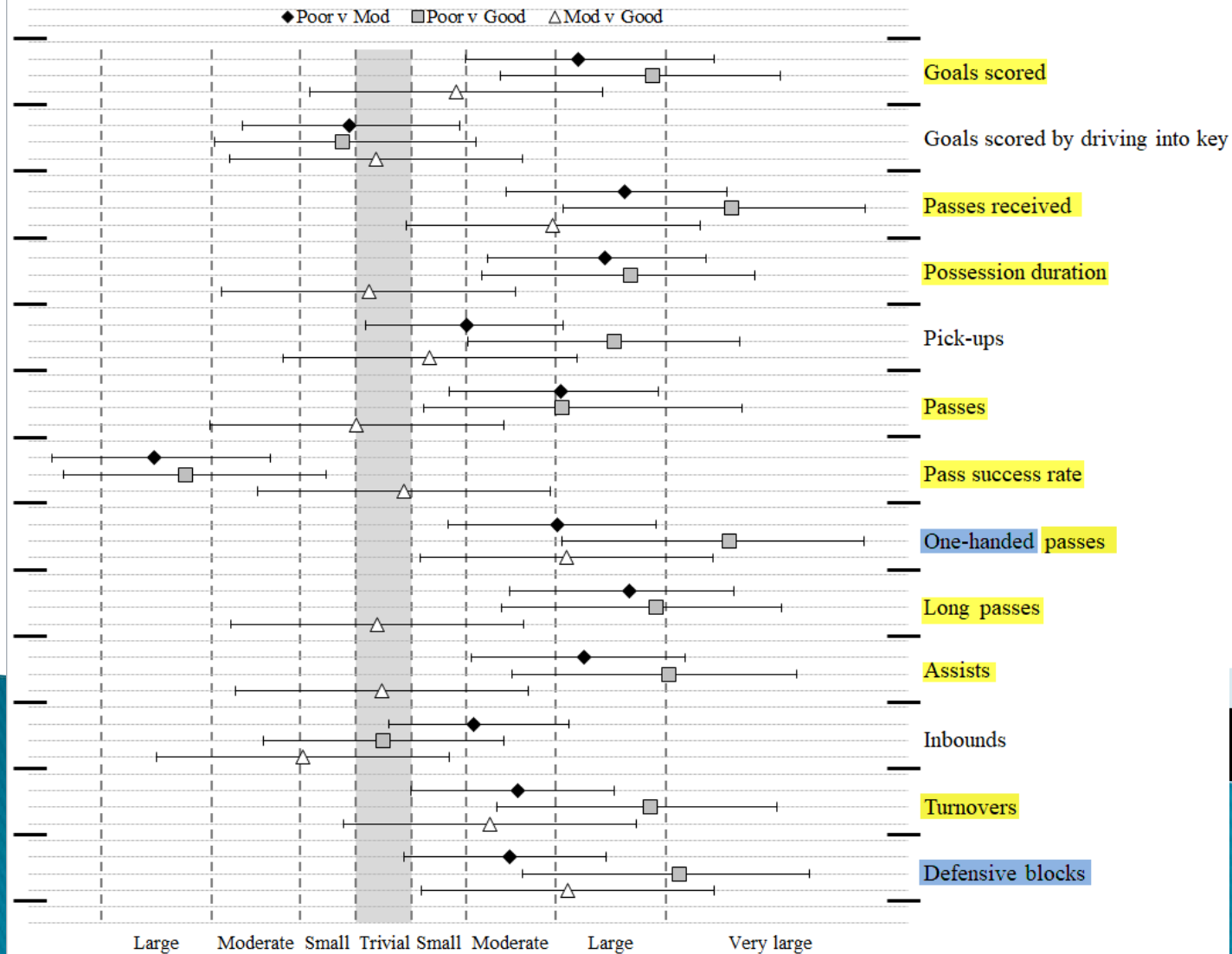




# Results– arm impairment



# Results– arm impairment



# Conclusions

- Trunk and arm impairment have an impact on chair and ball activities in wheelchair rugby in realistic game situation



# Conclusions

- Trunk impairment has an impact on fewer activities than arm impairment
- Trunk impairment affects offensive game
- Arm impairment affects both offensive and defensive game



# Conclusions

- Difference in impact of arm impairment between **poor** and **moderate/good**



# Discussion

## Limitations

- Tests for arm impairment are based on expert opinion
- Poor arm function represents three arm scores
- Impact of team line-up and role in the team are unknown





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All participating teams and athletes

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