



SCRUMS Injury Reporting



WHY?

Scottish Rugby collects data via the SCRUMS injury reporting tool for two reasons.

- Notification and identification of an injured player that may benefit from support via the Scottish Rugby Union Murrayfield Injured Player Foundation or through our Aon insurance policy. This process cannot commence without the injury report being submitted.
- Submitting injury reports allows Scottish Rugby to identify injury trends or spikes in particular injuries which then allows Scottish Rugby to understand if action is required to help reduce injury risk within our game.

We are working to improve injury reporting in general so that players requiring support can access this at the appropriate time and that the data being reported is accurate so that we can continue to assess any risks within our game and make changes where relevant.

WHEN?

Injuries should be logged via the SCRUMS injury reporting tool as close to the time of injury as possible. Any additional support required from either Aon our insurers or via Scottish Rugby cannot happen without a report being submitted

A delay in reporting a player's injury can have financial implications for players if they are unable to work.

WHAT?

The following injuries should trigger a serious injury report:

- A catastrophic injury – this should be reported immediately via SCRUMS and in addition your council member.
- An injury requiring referral for further care e.g., to Hospital for further treatment or investigation or to GP etc for ongoing management
- Injuries that are treated internally by a Club or School Medical staff member
- **ALL concussions**