CONCUSSION MANAGEMENT



Guidelines for Recreational, Amateur, Elite & Professional Players of ALL AGES

You DO NOT

have to lose consciousness to have a concussion. Symptoms are often subtle. NEVER return to play while symptomatic Follow the step-wise system on the back of this card for return to play. Wear PROPER

protective equipment.

WHEN IN DOUBT SIT THEM OUT!

CONCUSSION IS A BRAIN INJURY

A concussion
may be caused by a
direct blow to the
head, face, neck or
anywhere else
on the body that
causes a severe
and sudden
movement to
the head.

A concussion alters the way your brain functions and can cause significant impairment.

Concussions can cause various symptoms.

Symptoms may include:

- Confusion
- Headache
- Dizziness
- Nausea
- · Loss of Balance
- Double Vision
- · Ringing in the Ears
- · Slurred Speech
- Emotional or
- Personality
 Changes
- Feeling Stunned or Dazed
- Loss of Consciousness

ANYONE DISPLAYING SYMPTOMS OF A CONCUSSION SHOULD SEEK MEDICAL ATTENTION IMMEDIATELY



CONCUSSION MANAGEMENT



MANAGEMENT & REHABILITATION

An athlete should never return to play while symptomatic

When in Doubt, Sit Them Out!

When a player shows ANY SYMPTOMS or SIGNS of concussion:

- The player **should not** be allowed to return to play in the current game or practice.
- The player should not be left alone: regular monitoring for deterioration is essential.
- The player should be medically evaluated following the injury.
- Return to play **must** follow a medically supervised step-wise process.

WHEN TO RETURN TO PLAY

Rest until asymptomatic (physical and mental rest).

Light aerobic exercise such as walking or stationary cycling.

Sport-specific training (e.g. skating in hockey, running in soccer, football).

Non-contact training drills Start light resistance training.

5 Full-contact training after medical clearance.

6 Game Play (return to competition).

It is generally recommended that there should be at least one day between steps, and that any return of symptoms means the player should not go to the next step.







