Supplementary Material S3

Table S2. Injury types, body locations and mechanisms with corresponding injury rates of additional injuries among amateur football players in Greece.

	DF			FW			MF			GK		
	N(%)	IR[$]	95%CI	N(%)	IR[$]	95%CI	N(%)	IR[$]	95%CI	N(%)	IR[$]	95%CI
Body location												
HD	2 (16.7)	0.16	-0.06, 0.38	0 (0)	0	0, 0	0 (0)	0	0, 0	1 (14.3)	0.17	-0.17, 0.52
FC	0 (0)	0	0, 0	0 (0)	0	0, 0	1 (5.6)	0.08	-0.08. 0.25	0 (0)	0	0, 0
NK	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0, 0
SH/CV	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0, 0	1 (14.3)	0.17	-0.17, 0.52
EL	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0, 0
WR/FG/TH	1 (8.3)	0.08	-0.08, 0.23	1 (8.3)	0.09	-0.09, 0.27	0 (0)	0	0, 0	0 (0)	0	0, 0
BK	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0, 0
ABD	0 (0)	0	0, 0	1 (8.3)	0.09	-0.09, 0.27	0 (0)	0	0, 0	1 (14.3)	0.17	-0.17, 0.52
LBK	0 (0)	0	0, 0	1 (8.3)	0.09	-0.09, 0.27	2 (11.1)	0.17	-0.06, 0.4	0 (0)	0	0, 0
PL	0 (0)	0	0, 0	1 (8.3)	0.09	-0.09, 0.27	1 (5.6)	0.08	-0.08, 0.25	0 (0)	0	0, 0
HP/GR	2 (16.7)	0.16	-0.06, 0.38	1 (8.3)	0.09	-0.09, 0.27	1 (5.6)	0.08	-0.08, 0.25	0 (0)	0	0, 0
THA – QUAD	1 (8.3)	0.08	-0.08, 0.23	2 (16.7)	0.18	-0.07, 0.44	3 (16.7)	0.25	-0.03, 0.53	1 (14.3)	0.17	-0.17, 0.52
THP – HS	5 (41.7)	0.4	0.05, 0.74	1 (8.3)	0.09	-0.09, 0.27	3 (16.7)	0.25	-0.03, 0.53	2 (28.6)	0.35	-0.13, 0.83
THI – ADD	0 (0)	0	0, 0	3 (25)	0.27	-0.04, 0.58	4 (22.2)	0.33	0.01, 0.66	2 (28.6)	0.35	-0.13, 0.83
KN	1 (8.3)	0.08	-0.08, 0.23	2 (16.7)	0.18	-0.07, 0.44	3 (16.7)	0.25	-0.03, 0.53	0 (0)	0	0, 0
TBA	1 (8.3)	0.08	-0.08, 0.23	1 (8.3)	0.09	-0.09, 0.27	0 (0)	0	0, 0	0 (0)	0	0, 0
TBP – SH, AT	1 (8.3)	0.08	-0.08, 0.23	0 (0)	0	0, 0	1 (5.6)	0.08	-0.08, 0.25	0 (0)	0	0, 0
FT/TO	2 (16.7)	0.16	-0.06, 0.38	4 (33.3)	0.36	0.01, 0.72	2 (11.1)	0.17	-0.06, 0.4	0 (0)	0	0, 0
Type of injury*												
Sprain	2 (16.7)	0.16	-0.06, 0.38	4 (33.3)	0.36	0.01, 0.72	3 (16.7)	0.25	-0.03, 0.53	0 (0)	0	0, 0
Strain	7 (58.3)	0.55	0.14, 0.96	5 (41.7)	0.46	0.06, 0.86	9 (50)	0.75	0.26, 1.23	4 (57.1)	0.7	0.01, 1.38
Tendinopathy	0 (0)	0	0, 0	2 (16.7)	0.18	-0.07, 0.44	0 (0)	0	0, 0	1 (14.3)	0.17	-0.17, 0.52
Contusion	1 (8.3)	0.08	-0.08, 0.23	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0, 0
Fracture	1 (8.3)	0.08	-0.08, 0.23	1 (8.3)	0.09	-0.09, 0.27	1 (5.6)	0.08	-0.08, 0.25	0 (0)	0	0, 0
Dislocation	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0, 0
Other	3 (25)	0.24	-0.03, 0.51	1 (8.3)	0.09	-0.09, 0.27	2 (11.1)	0.17	-0.06, 0.4	2 (28.6)	0.35	-0.13, 0.83
Overuse	1 (8.3)	0.08	-0.08, 0.23	1 (8.3)	0.09	-0.09, 0.27	4 (22.2)	0.33	0.01, 0.66	0 (0)	0	0, 0
Injury mechanism												
Tackling	2 (16.7)	0.16	-0.06, 0.38	0 (0)	0	0, 0	1 (5.6)	0.08	-0.08. 0.25	0 (0)	0	0. 0
Tackled by opponents	0 (0)	0	0, 0	2 (16.7)	0.18	-0.07, 0.44	1 (5.6)	0.08	-0.08. 0.25	0 (0)	0	0. 0
Running/sprint	6 (50)	0.47	0.09, 0.85	2 (16.7)	0.18	-0.07, 0.44	5 (27.8)	0.41	0.05. 0.78	1 (14.3)	0.17	-0.17. 0.52
Falling	1 (8.3)	0.08	-0.08, 0.23	0 (0)	0	0, 0	1 (5.6)	0.08	-0.08. 0.25	0 (0)	0	0. 0
Shooting	1 (8.3)	0.08	-0.08, 0.23	2 (16.7)	0.18	-0.07, 0.44	2 (11.1)	0.17	-0.06. 0.4	2 (28.6)	0.35	-0.13. 0.83
Dribbling	0 (0)	0	0, 0	1 (8.3)	0.09	-0.09, 0.27	0 (0)	0	0. 0	0 (0)	0	0. 0
Locking	2 (16.7)	0.16	-0.06, 0.38	0 (0)	0	0, 0	0 (0)	0	0. 0	0 (0)	0	0. 0
Jumping	0 (0)	0	0, 0	0 (0)	0	0, 0	1 (5.6)	0.08	-0.08. 0.25	0 (0)	0	0. 0
Landing	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0. 0	1 (14.3)	0.17	-0.17. 0.52
Heading	2 (16.7)	0.16	-0.06, 0.38	0 (0)	0	0, 0	0 (0)	0	0. 0	0 (0)	0	0. 0
Turning/rotation	0 (0)	0	0, 0	1 (8.3)	0.09	-0.09, 0.27	2 (11.1)	0.17	-0.06. 0.4	0 (0)	0	0. 0
Collision	1 (8.3)	0.08	-0.08, 0.23	2 (16.7)	0.18	-0.07, 0.44	1 (5.6)	0.08	-0.08. 0.25	1 (14.3)	0.17	-0.17. 0.52
Overuse	1 (8.3)	0.08	-0.08, 0.23	1 (8.3)	0.09	-0.09, 0.27	2 (11.1)	0.17	-0.06. 0.4	0 (0)	0	0. 0
Unknown mechanism	1 (8.3)	0.08	-0.08, 0.23	2 (16.7)	0.18	-0.07, 0.44	3 (16.7)	0.25	-0.03. 0.53	2 (28.6)	0.35	-0.13. 0.83
Other	0 (0)	0	0, 0	0 (0)	0	0, 0	0 (0)	0	0. 0	0 (0)	0	0. 0

DF = Defenders; FW = Forwards; MF = Midfielders;GK = Goalkeepers; HD = Head; FC = Face; NK = Neck; SH/CV = Shoulder / Clavicle; EL = Elbow; WR/FG/TH = Wrist / Finger(s) / Thumb; BK = Back; ABD = Abdomen; LBK = Lower back; PL = Pelvis; HP/GR = Hip/groin; THA – QUAD = Thigh (Anterior) – Quadriceps; THP – HS = Thigh (Posterior) – Hamstrings; THI – ADD = Thigh (Inner) – Adductors; KN = Knee; TBA = Tibia (Anterior); TBP – SH, AT = Tibia (Posterior) – Shank, Achilles tendon; FT/TO = Foot/Toe; IR=Injury Rate * Participants could chose type up to two answers. [$]number of injuries per 1,000 hours of total exposure.