## Supplementary Table 2. Studies reporting on concussion incidence

Author (year)	Concussion incidence	Injury Definition	Level of Play	Number of teams and seasons	Ranking of concussion frequency among all other injuries, rates of overall injury, and rates of concussion
King et al (2012)	Ball carrier 6 per 10,000 tackle events & 12 per 1,000 match hours; Tackler 4 per 10,000 tackle events & 8 per 1,000 match hours. Concussion Risk ration Ball Carrier:Tackler = 1.4	An injury that rendered the player unavailable for selection in the next match	Professional	One team, two seasons (48 matches; 830 playing hours)	Equal 4 <sup>th</sup> ; 18 concussions / 266 total injuries
King et al (2009)	Division 1: 12.9; Division 2: 27.2; overall 17.5.	Injuries defined as both: transient (did not miss a game), and missed game injuries.	Amateur	Two teams, two seasons (53 matches; 951 hours)	Least frequent injury category recorded
Gabbett (2008)	4.6	Any pain or disability suffered by a player during a match that resulted in the player missing a subsequent match.	Junior	One team, four seasons (84 matches)	5 <sup>th</sup> most frequent type of injury
King et al (2006)	Total 6.5; Semi- Professional 10.6; Amateur 0.	Any pain or disability suffered by a player during a match that resulted in the player missing a subsequent match.	Semi- Professional & Amateur	20 teams, 1 'sevens' tournament (47 games)	Equal 6th; 1 concussion / 76 total injuries
Gabbett (2005)	Forwards: 5; Backs: 3; Outside Backs: 4; Halves & Hooker: 2; Backrowers: 4; Props: 6.	Any pain or disability suffered by a player during a match that resulted in the player missing a subsequent match.	Semi- Professional	156 players over two seasons	Forwards equal 5 <sup>th</sup> , 5 / 80 total injuries; Backs equal 5 <sup>th</sup> , 3 / 57 total injuries.
Gabbett (2005)	Unlimited Interchange: 5.1; Limited Interchange: 3.0; Limited/Unlimited	Any pain or disability suffered by a player during a match that resulted in the player missing a subsequent	Semi- Professional	One club, three seasons (two under Unlimited Interchange; one under Limited Interchange	Unlimited Interchange equal 4 <sup>th</sup> , Limited Interchange equal 5 <sup>th</sup> .

Author (year)	Concussion incidence	Injury Definition	Level of Play	Number of teams and seasons	Ranking of concussion frequency among all other injuries, rates of overall injury, and rates of concussion
	Interchange RR: 0.59	match.		rules)	
Gabbett et al (2005)	3.0	Any pain or disability suffered by a player during a match that resulted in the player missing a subsequent match.	Semi- Professional	One club, four seasons	5 <sup>th</sup>
Gabbett (2004)	Training injuries: Year 2001: 0; Year 2002: 1.7 Year 2003: 0.7	Any pain or disability suffered by a player during a match that resulted in the player missing a subsequent match.	Semi- Professional	One club, three seasons	2001: 10 <sup>th</sup> ; 2002: 8 <sup>th</sup> ; 2003: 10 <sup>th</sup> .
Hinton-Bayre et al (2004)	1 <sup>st</sup> Grade: 9.84; Res. Grade: 7.87; Age-Grade: 5.90	The team physician made a clinical diagnosis of concussion	Professional	Two clubs, three seasons	NR: Concussion only
Gissane et al (2003)	Summer: 4.02; Winter: 3.35 Summer:Winter RR: 1.20	Any pain or disability suffered by a player during a match that resulted in the player missing a subsequent match.	Professional	One club, nine seasons (five summer and four winter seasons)	Summer: 6 <sup>th</sup> Winter: equal 4 <sup>th</sup>
Gabbett (2003)	NR graphically represented.  Match: Forward: slightly less than 40.0; Backs: slightly less than Forwards total.  Training: Forwards: less than 1; Backs: 0.	Any pain or disability suffered by a player during a match that resulted in the player missing a subsequent match.	Semi- Professional	156 players, two seasons	Match: Forwards: 7 <sup>th</sup> ; Backs: 6 <sup>th</sup> .  Training: Forwards: 11 <sup>th</sup> ; Backs: 13 <sup>th</sup> .
Gissane et al	Winter: 3.35	A physical impairment received during a competitive match which	Professional	One club, four seasons	Winter: Equal 4 <sup>th</sup> , (8 / 72 total

Author (year)	Concussion incidence	Injury Definition	Level of Play	Number of teams and seasons	Ranking of concussion frequency among all other injuries, rates of overall injury, and rates of concussion
(1998)	Summer: 2.51	prevented a player from being available for selection for the next competition game.			injuries)  Summer: equal 5 <sup>th</sup> (1 / 20 total injuries)
Jennings et al (1997)	Forwards: 11.1  Backs: 5.6  Total: 8.1	The onset of pain or a disability that occurred while playing.	Professional	One club, four seasons	Forward: 6 <sup>th</sup> (22 / 277 injuries)  Backs: 7 <sup>th</sup> (13 / 215 injuries)  Total: 6 <sup>th</sup> (35 / 492 injuries)
Stephenson et al (1996)	All players: 8  1 <sup>st</sup> team: 8  A team: 9	The onset of pain or disability that occurred while playing rugby league football	Professional	Four seasons (249 games)	All players: 8 <sup>th</sup> (35 / 492 injuries)  1 <sup>st</sup> team: 8 <sup>th</sup> (8 / 297 injuries)  A team: 7 <sup>th</sup> (17 / 195 injuries)
O'Connor (2011)	NRL: 4.3 NYC: 3.3	Any injury that was sustained during a first grade NRL game (or NYC game) or training session that resulted in missed game time.	Professional	Sixteen clubs, one season	NRL: 5 <sup>th</sup> ; NYC: 7 <sup>th</sup>
O'Connor (2012)	NRL: 4.2 NYC: 3.4	Any injury that was sustained during a first grade NRL game (or NYC game) or training session that resulted in missed game time.	Professional	Sixteen clubs, one season	NRL: Equal 5 <sup>th</sup> NYC: 5 <sup>th</sup>
King (2006)	Total: 14.7 u/16: 4.3 u/18: 18.5	Any pain or disability suffered by a player during a match that required advice and/or treatment	Junior	Four teams, one season	Total: 6 <sup>th</sup> (5 / 74 total injuries)  u/16: equal 9 <sup>th</sup> (1 / 49 total injuries)  u/18: 2 <sup>nd</sup> (4 / 23 total injuries)

Author (year)	Concussion incidence	Injury Definition	Level of Play	Number of teams and seasons	Ranking of concussion frequency among all other injuries, rates of overall injury, and rates of concussion
King & Gabbett (2009)	NR, graphically represented, approx. 6.	Any pain or disability suffered by a player during a match that required advice and/or treatment	Semi- Professional	Eight teams, one season	7 <sup>th</sup>

Note. Incidence reported as number of injuries per 1,000 playing (or training) hours; RR: risk ratio; Res: Reserve; NR: not reported; NYC: national youth competition; u/: under; approx.: approximately.