

Financial Disclosures

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Background

- Injuries in high school football can predispose both physical and emotional sequalae ¹⁻²
- Injuries can lead to time loss from sports participation, long-term functional impairments, and increased risk of recurrent injuries
- **Sport-specific guidelines** must continue to evolve to protect athletes from these injuries.
 - Machine learning (ML) presents

 a largely untapped frontier for
 improving patient outcomes



Objective

To use ML modeling to effectively prognosticate ankle injury severity in high school football based on patient, sport, and setting-specific factors

Methods



Primary Outcome: Prolonged Return to Sport (RTS) (≥22 days)

Balanced random forest (RF)

Logistic regression (LR)

Support Vector Classifier (SVC)

XGBoost

Injury Demographics

- A total of 4,999 ankle injuries were included
- The average age was 16.05 years (SD = 2.01), height was 69.8 inches (SD = 3.5), and weight was 184.2 pounds (SD = 39.2)
- Year in school was categorized as freshman (17.6%), sophomore (22.1%), junior (26.3%), and senior (32.6%).
- Most injuries were ultimately ligament sprains (66.2%) or incomplete tears (21.7%)

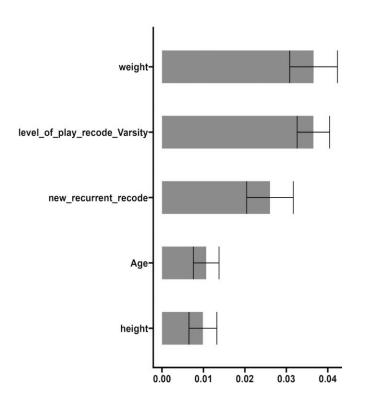
Performance of Machine Learning Models

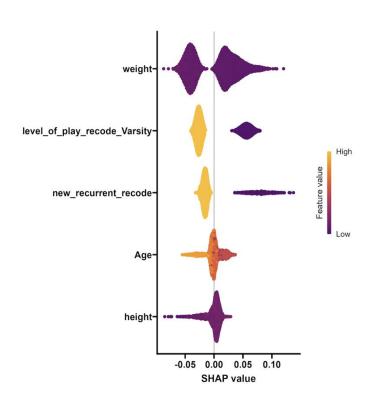
The Random Forest had the best performance, followed by XGBoost. All models performed very well.

Outcome	XGBoost AUC (95% CI)	LR AUC (95% CI)	Random Forest AUC (95% CI)	SVC AUC (95% CI)
Prolonged RTS	0.850	0.827	0.852	0.808
(n = 677)	(0.8251 - 0.8628)	(0.800 - 0.844)	(0.836 - 0.865)	(0.794 - 0.820)

Feature Importance Analysis of GBM

Advanced <u>level of play</u>, heavier <u>weight</u>, and <u>recurrent injury status</u> were the top three injury predictors.





Feature Importance

- Feature importance analysis was conducted on RF and found the most influential variables to be increased ligament tear severity (coefficient: 2.813) and assessment method of x-ray (coefficient: 2.109)
- Other important features included weight of the athlete [coefficient:
 1.669], and assessment method of surgery (coefficient:
 1.64)
- Regarding football specific features, stepping on a teammate's foot (coefficient: 0.9358) and playing in punt coverage (coefficient: 0.8904) had the highest influence in predicting severity of ankle injury.

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Conclusion

- 1. In this study, we successfully leveraged machine learning to build and optimize models capable of accurately and reliably predicting severity of ankle injuries sustained by high school athletes playing American Football.
- 2. In addition, we performed a feature importance analysis to identify the strongest predictors of injury severity

References

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