Title	Differentiation of ankle sprain motion and common sporting motion by					
	ankle inversion velocity					
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Authors	Vikki Wing-Shan Chu <sup>1,2</sup> , Daniel Tik-Pui FONG <sup>1,2</sup> , Yue-Yan Chan <sup>1,2,3</sup> ,					
	Patrick Shu-Hang YUNG <sup>1,2,3</sup> , Kwai-Yau Fung <sup>3</sup> , Kai-Ming CHAN <sup>1,2</sup>					
Affiliations	Department of Orthopaedics and Traumatology, Prince of Wales					
	Hospital, Faculty of Medicine, The Chinese University of Hong Kong,					
	Hong Kong, China <sup>1</sup>					
	The Hong Kong Jockey Club Sports Medicine and Health Sciences Centre, Faculty of Medicine, The Chinese University of Hong Kong, Hong Kong, China <sup>2</sup> Department of Orthopaedics and Traumatology, Alice Ho Miu Ling Nethersole Hospital, Hong Kong, China <sup>3</sup>					
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Correspondence author						
Telephone	(852) 2632 3535	Facsimile	(852) 2646 3020			
E-mail	dfong@ort.cuhk.edu.hk	1				

#### 3 Abstract

4 This study investigated the ankle inversion and inversion velocity between various 5 common motions in sports and simulated sprain motion, in order to provide a 6 threshold for ankle sprain risk identification. The experiment was composed of two 7 parts: Firstly, ten male subjects wore a pair of sport shoes and performed ten trials of 8 running, cutting, jump-landing and stepping-down motions. Secondly, five subjects 9 performed five trials of simulated sprain motion by a supination sprain simulator. The 10 motions were analyzed by an eight-camera motion capture system at 120Hz. A force 11 plate was employed to record the vertical ground reaction force and locate the foot 12 strike time for common sporting motions. Ankle inversion and inversion velocity were 13 calculated by a standard lower extremity biomechanics calculation procedure. Profiles 14 of vertical ground reaction force, ankle inversion angle and ankle inversion velocity 15 were obtained. Results suggested that the ankle was kept in an everted position during 16 the stance. The maximum ankle inversion velocity ranged from 22.5 to 85.1 deg/s and 17 114.0 to 202.5 deg/s for the four tested motions and simulated sprain motion 18 respectively. Together with the ankle inversion velocity reported in the injury case 19 (623 deg/s), a threshold of ankle inversion velocity of 300 deg/s was suggested for the identification of ankle sprain. The information obtained in this study can serves as a 20 21 basis for the development of an active protection apparatus for reducing ankle sprain 22 injury. 23 24 Introduction 25 Ankle is the most popular injured body site in sport (Fong et al., 2007a). Among ankle 26 injury, 80% were ligamentous sprain (Fong et al., 2009a). After acute ligament rupture,

27 20% of patients develop chronic ankle instability. It can be either mechanical with

structural ligament lesion or functional with loss of the neuromuscular control (Krips et al., 2006). Over the years, different approaches have been employed to prevent ankle sprain injury. However, a recent epidemiological study has revealed that ankle sprain is still a prevalent sports related injury, as it has been shown to account for 14% of all attendances at an accident and emergency department (Fong et al., 2008) - this suggests that there is the potential for new ideas regarding ankle sprain prevention in approximately approximately and the sprain prevention in

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36 Recently, there is an innovative attempt in designing an intelligent sprain free sport 37 shoe for preventing ankle sprain injury (Chan, 2006). Before initiating an active 38 correction mechanism in case of an ankle sprain, the shoe system measures and 39 monitors ankle joint biomechanical changes in order to recognize if it is approaching 40 the onset of an ankle sprain. In order to do so a system to identify sprain motion 41 should be first developed. Ankle kinematics of common sporting motion and sprain 42 motion can provide information to develop such a system. Therefore, this study 43 focuses on the investigation of the kinematic, i.e. ankle inversion angle and velocity 44 of common sporting motions and simulated sprain motion. Together with the 45 kinematic data of an accidental ankle sprain injury event reported in a laboratory 46 (Fong et al., 2009b), the findings provide information to determine a threshold to identify an ankle sprain injury from common sporting motions. With the suggested 47 48 threshold, an in-shoe alarm system to monitor the ankle sprain injury risk could be 49 devised with a recent advanced method to measure ankle inversion and inversion 50 velocity with two tiny inertial and magnetic sensors (O'Donovan et al., 2007).

51

#### 52 Materials and Methods

### 53 1) Common sporting motion

54	Ten recreational male athletes were recruited (age = 23.4 $\pm$ 3.0 yr, height = 1.73 $\pm$
55	0.03 m, body mass = $65.1 \pm 9.7$ kg, foot length = $255-260$ mm). Each subject wore a
56	pair of cloth sport shoes (Fong et al., 2007b) and performed ten trials of running,
57	45-degree cutting, vertical jump-landing and stepping-down (from a block) motions in
58	a random sequence in a motion biomechanics laboratory. Subjects were asked to
59	perform the motions with their full effort and own landing strategy. These motions
60	were chosen because they are common in various kinds of sports. In each trial, the
61	subject performed the motion and stepped on a force plate (Advanced Mechanical
62	Technology Inc., USA) with their right foot. Foot strike time was defined as the
63	moment when vertical ground reaction force exceeded 20N (Fong et al., 2007b).
64	
65	2) Simulated sprain motion
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66 67 68 69 70	Five recreational male athletes (age = $23.8 \pm 2.8$ yr, height = $1.72 \pm 0.05$ m, body mass = $63.7 \pm 9.7$ kg) participated in the test. Each subject wore a pair of cloth sport shoes performed simulated supination sprain motions in different degree of supination on the supination sprain simulator (Chan et al., 2008). When the fall platform is set at $0^{\circ}$ or $90^{\circ}$ , rather pure inversion or planter flexion motion is provided respectively. Five
<ul> <li>66</li> <li>67</li> <li>68</li> <li>69</li> <li>70</li> <li>71</li> </ul>	Five recreational male athletes (age = $23.8 \pm 2.8$ yr, height = $1.72 \pm 0.05$ m, body mass = $63.7 \pm 9.7$ kg) participated in the test. Each subject wore a pair of cloth sport shoes performed simulated supination sprain motions in different degree of supination on the supination sprain simulator (Chan et al., 2008). When the fall platform is set at $0^{\circ}$ or $90^{\circ}$ , rather pure inversion or planter flexion motion is provided respectively. Five angles ( $0^{\circ}$ , $23^{\circ}$ , $45^{\circ}$ , $67^{\circ}$ and $90^{\circ}$ ) were used in the test. In each angles, five trials were
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eight-camera motion capture system (VICON, UK) was used to record the coordinates

of the markers at 120Hz. Before the test, each subject was instructed to stand still to record the offset position of the ankle joint. The ankle inversion and inversion velocity was calculated by a standard lower extremity biomechanics calculation procedure (Vaughan et al., 1992). The average value of vertical ground reaction force, ankle inversion angle and ankle inversion velocity of the subjects were obtained. The average profiles of the subjects and the peak values of ankle inversion and inversion velocity from these profiles were determined.

85

#### 86 **Results**

#### 87 1) Common sporting motion

88 The profiles of vertical ground reaction force, ankle inversion angle and ankle 89 inversion velocity during the four common sporting motions are shown in Figure 1. 90 Degree 0 represented the ankle joint position during the steady upright anatomical 91 standing posture. In all motions, there was a sharp ankle eversion (a drop of ankle 92 inversion angle) at the first 0.1s after the foot strike. This is also indicated by the 93 sharp peak of ankle eversion velocity (a negative ankle inversion velocity). The ankle 94 was kept in an everted position in correspondence to the offset position during the 95 trimmed stance period for all motions.

96

97 The peak values and the time of peak value of the ground reaction force, the ankle 98 inversion angle and the ankle inversion velocity during the four motions are shown in 99 Table 1. For jump-landing and stepping-down, the time of maximum ankle inversion 100 was before the foot strike – this suggests that the ankle everted after foot strike and 101 did not return back to the orientation just before foot strike. The maximum ankle 102 inversion velocity was higher in running (85.1 deg/s), and was achieved at a time during late stance. This was to initiate ankle inversion in order to push off the groundto propagate.

105

106 2) Simulated sprain motion

107 The profiles of ankle inversion angle and ankle inversion velocity during the platform 108 fall at different angles are shown in Figure 2. For inversion angle, there were two 109 local peaks during each supination, ranging from  $9.9^{\circ}$  to  $17.7^{\circ}$  at 0.12-0.16s. The 110 maximum inversion velocity ranges from 114.0 to 202.5 deg/s (Table 2). Both 111 inversion angle and velocity were decreasing as the angle of the fall platform 112 increased.

113

#### 114 **Discussion**

115 The results suggested that the maximum ankle inversion velocity was below 90 deg/s in all common sporting motions. Moreover, the profiles of the ankle inversion velocity 116 117 (Fig. 1) suggested that the maximum ankle inversion velocity happened at the end of 118 the stance, for the ankle to invert and push off the ground for the next step. This 119 finding, together with the ankle orientation profile, further suggested that ankle 120 inversion does not happen in normal non-injury sport motions. This is in agreement 121 with previous study to show that ankle eversion takes place during the stance time in running (Stacoff et al., 2000). One should note that for the subject with ankle 122 123 instability, this may not be true since their gait kinematic was altered (Monaghan et al., 124 2006; Delahunt et al., 2006 & 2007).

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126 For the data of simulated sprain motion, there was a general tendency for a decrease

127 of inversion angle with the increase of platform angle. This is because when the

platform angle increased, the rotating axis of the sprain simulator moved away from the inversion/eversion axis and approached the plantar flexion/dorsiflexion axis of the ankle of the tested subject. There is no much different between the inversion angle of the common sporting motion and simulated sprain motion. However, the inversion velocity of simulated sprain motion is much greater than the common sporting motion. Therefore, inversion velocity can be used to differentiate common sporting motion and sprain motion.

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136 A recent case report of an accidental supination ankle sprain injury event reported the 137 ankle biomechanics determined by a multi-view high speed video sequence analysis 138 (Fong et al., 2009b). It suggested that there were two phases, risk-developing phase 139 and injury phase, during sprain injury. During the risk-developing phase, the 140 maximum inversion velocity was 632 deg/s and the sprain injury has not been induced 141 in this phase. Therefore, it is safe to set the threshold at 300 deg/s. Also, this threshold 142 would not restrict the motion of the ankle since the inversion velocity of the common 143 sporting motion is below 100 deg/s (Fig. 3). One should note that the threshold 144 suggested here is only based on the preliminary data of single sex and small sample 145 size. In order to extrapolate the results to a wider audience, a further study with larger 146 sample size is needed. Using two tiny inertial and magnetic sensors for ankle 147 kinematics measurement, an in-shoe sensor system could be devised for the 148 identification of significant ankle sprain injury risk.

149

#### 150 Conclusion

151 This study investigated the ankle inversion and inversion velocity during various 152 common motions in sports and simulated sprain motion. Together with the

information reported in the case report of an accidental ankle sprain injury, a thresholdankle inversion velocity of 300 deg/s was suggested.

155

#### 156 **Conflict of interest**

157 The authors declare no financial and personal relationships with other people or 158 organizations that could inappropriately influence this submitted work.

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#### 160 Acknowledgments

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#### 205 Figure legends

Figure 1 – The profiles of (a) vertical ground reaction force, (b) ankle inversion angle and (c) ankle inversion velocity during the four common sporting motions performed in this study. A negative ankle inversion angle means that the ankle is everted in correspondence to the offset position. A negative inversion velocity means that the ankle is performing eversion. Dotted lines indicate one standard deviation from the mean.

Figure 2 – The profiles of (a) ankle inversion angle and (b) ankle inversion velocity during the simulated sprain motions performed in this study. A negative ankle inversion angle means that the ankle is everted in correspondence to the offset position. A negative inversion velocity means that the ankle is performing eversion.

Figure 3 – Mean and standard deviation of peak value of inversion velocity. Dotted
line is the threshold suggested.

218

219 Table 1 – The peak values and the time of peak value of the ground reaction force, the

ankle inversion angle and the ankle inversion velocity during the four common

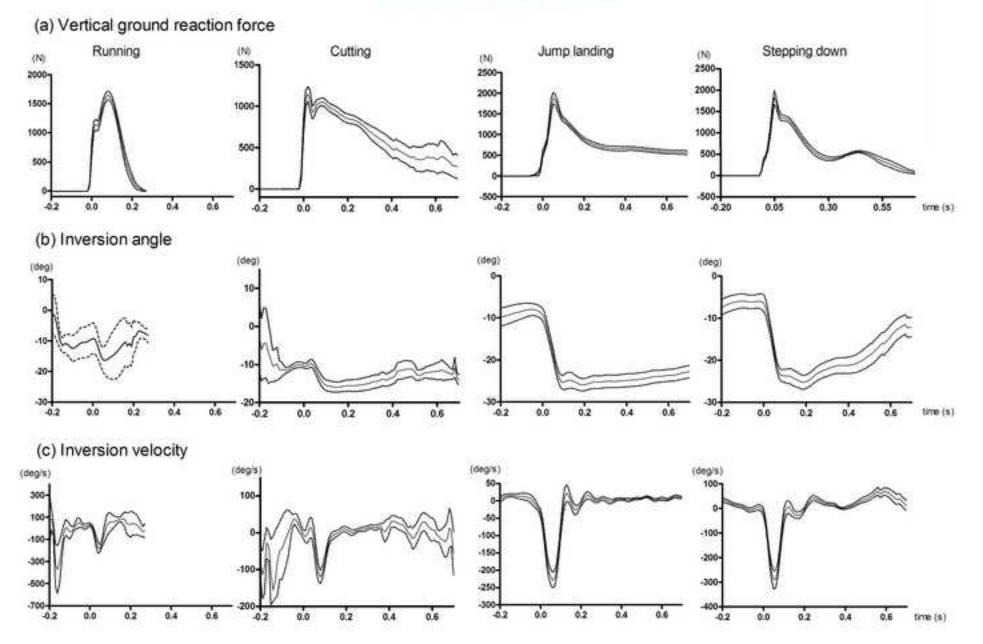
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221	SDOLUHY.	motions.
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	Running	Cutting	Jump-landing	Stepping-down
Peak VGRF (N)	1648.8	1151.0	1882.8	1832.2
Peak VGRF (Body weight)	2.39	1.66	2.72	2.66
Time of peak VGRF (s)	0.08	0.02	0.05	0.05
* Max ankle inversion (deg)	-16.4	-2.9	-8.0	-25.2
** Time of max ankle inversion (s)	0.06	0.15	0.19	0.19
Max ankle inversion velocity (deg/s)	85.1	37.2	22.5	70.1

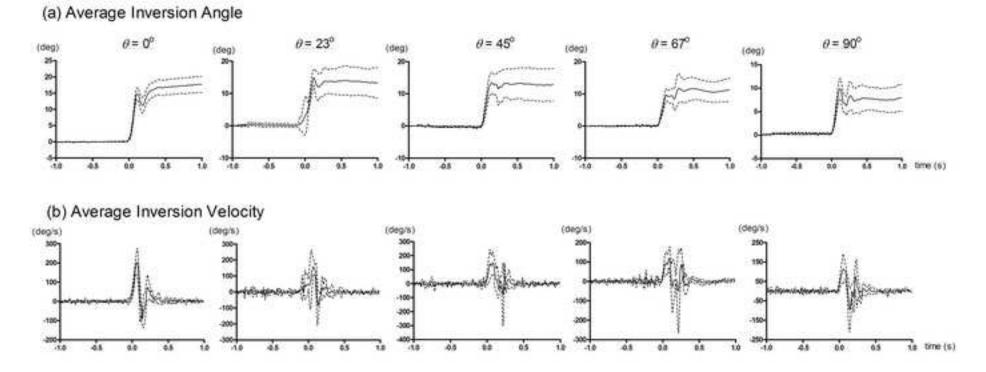
** Time of max ankle inversion velocity (s)	0.16	-0.04	0.13	0.56

- \* Negative value in maximum ankle inversion means that the ankle was in an everted position relative to the offset position.
- \*\* Negative time means that the time was before the moment of foot strike.
- Table 2 – The peak values and the time of peak value of the ankle inversion angle and
- the ankle inversion velocity during the five simulated sprain motions.

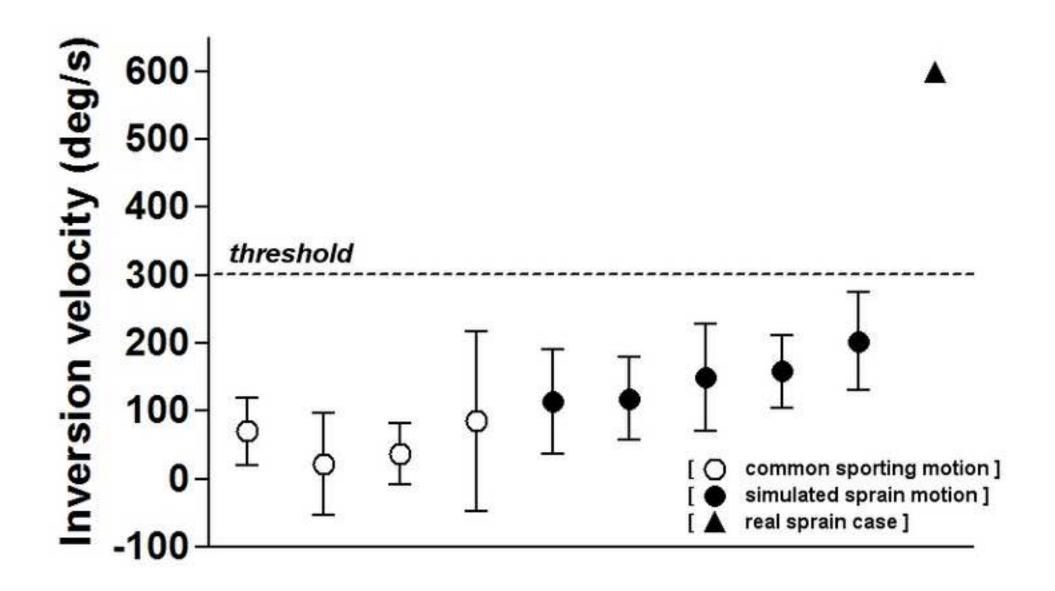
Platform angle (deg)	0	23	45	67	90
Max ankle inversion (deg)	17.7	15.4	13.5	11.8	9.9
Time of max ankle inversion (s)	1.0	0.12	0.15	0.30	0.13
Max ankle inversion velocity (deg/s)	202.5	158.7	149.5	118.6	114.0
Time of max ankle inversion velocity (s)	0.07	0.07	0.08	0.09	0.05



## **Common Sporting Motion**



# Simulated sprain motion



#### **Conflict of interest**

Dear Editor of Journal of Biomechanics,

**REF:** Submission of manuscript titled "Differentiation of ankle sprain motion and common sporting motion by ankle inversion velocity".

The authors declare no financial and personal relationships with other people or organizations that could inappropriately influence this submitted work.

Damel Fory

Daniel Tik-Pui FONG Mar 11th, 2010.