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2	An individualized longitudinal approach to monitoring the dynamics of growth
3	and fitness development in adolescent athletes
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5	Running Head: Monitoring the dynamics of growth and fitness
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An individualized longitudinal approach to monitoring the dynamics of growth
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# ABSTRACT

2	This study evaluated the development of anthropometric and fitness
3	characteristics of three individual adolescent junior rugby league players, and
4	compared their characteristics with a cross-sectional population matched by age and
5	skill level. Cross-sectional anthropometric and fitness assessments were conducted on
6	1,172 players selected to the Rugby Football League's (RFL's) talent development
7	programme (i.e., the Player Performance Pathway) between 2005 and 2008. Three
8	players of differing relative age, maturational status and playing position were
9	measured and tracked once per year on three occasions (Under 13s, 14s, 15s age
10	categories) and compared against the cross-sectional population. Results demonstrated
11	that the later maturing players increased height (Player $1 = 9.2$ %; Player $2 = 7.8$ %)
12	and a number of fitness characteristics (e.g., 60m speed – Player $1 = -14.9$ %; Player 2
13	= -9.9 %) more than the earlier maturing player (Player $3 - \text{Height} = 2.0 \%, 60 \text{m}$
14	sprint = -0.7 %) over the two year period. The variation in the development of
15	anthropometric and fitness characteristics between the three players highlights the
16	importance of longitudinally monitoring individual characteristics during adolescence
17	to assess dynamic changes in growth, maturation and fitness. Findings showcase the
18	limitations of short-term performance assessments at one-off time points within
19	annual-age categories; instead advocating individual development and progression
20	tracking without de-selection. Coaches should consider using an individual approach,
21	comparing data with population averages, to assist in the prescription of appropriate
22	training and lifestyle interventions to aid the development of junior athletes.
23	
24	Keywords: Anthropometry, Coaching, Maturation, Rugby League, Talent

- 25 Identification.
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## **INTRODUCTION**

2	To identify potential talent for developmental programs in sport, many current
3	systems often use cross-sectional analyses of annual-age cohorts during early or mid-
4	adolescence. Adjusted to suit the specific demands of respective sports (e.g., soccer;
5	11, 20), these analyses are also often comprised of anthropometric and fitness based
6	assessments (21). But on these premises, a number of key assumptions and limitations
7	can be highlighted (6) including the lack of due consideration to the potential impact
8	of key growth and maturation processes that occur during adolescence (36).
9	Maturation is defined as the timing and tempo of progress towards the mature
10	adult state (17), and during adolescence maturation can vary considerably between
11	individuals (18). Advanced chronological age and maturation within similar
12	chronological annual-age groups can create size and fitness (e.g., strength and
13	endurance) advantages. These are hypothesized to confound the relationship between
14	anthropometric and fitness characteristics with sporting performance (24). In the
15	context of male youth sport, this has led to the over representative selection of
16	relatively older (5) and earlier maturing (27) boys. Thus, individuals may be
17	(dis)advantaged on performance measures when compared within chronological
18	annual-age groups (3) using cross-sectional assessments.
19	Set against the above tendencies, it is also evident that physical advantages
20	presented by advanced maturation during adolescence are also largely transient and
21	can reduce as individual's progress into young adulthood (14, 35). For instance,
22	physically dominant junior athletes may not maintain their initial advantages and
23	attributes throughout maturation and into young adulthood; and in fact many late
24	maturing individuals may appear to 'catch-up'. This therefore potentially questions
25	the validity of talent identification practices, at the adolescent stage (2); and likewise

1 emphasises how inter-individual differences may generate unstable non-linear 2 development of fitness and performance (25). If such growth and development is 3 dynamic, then the ability to identify and predict 'future talent' using one-off 4 anthropometric and fitness assessments also rests on uneasy foundations. Instead it 5 would appear more logical to longitudinally monitor and track individual progression, 6 providing more valid information to better identify and develop youth athletes (36). 7 To date, longitudinal data within talent identification and development 8 research is limited (7, 8, 35). Few studies take into account inter-individual variation 9 that may occur during adolescence, and no study yet emphasizes an individualized 10 approach to illustrate the argument and problem of non-linear development. 11 Therefore, using longitudinal data, the purpose of the current study was to evaluate 12 the variation in the development of anthropometric and fitness characteristics of three 13 individual junior rugby league players selected within a talent development 14 programme and compare their characteristics against a traditional cross-sectional 15 population, matched by age and skill level. A secondary purpose was then to illustrate 16 the different developmental trajectories that occurred during adolescence, with intent 17 to highlight the practical implications of individual long-term monitoring and 18 assessment within junior athletes. It was hypothesized that the individual development 19 of the three players would be dynamic, with each player demonstrating a different 20 developmental trajectory that could influence subsequent performance and selection 21 within junior rugby league. 22

23

#### METHODS

24 Experimental Approach to the Problem

1	This study investigated the inter-individual variation in the development of
2	anthropometric and fitness characteristics of three junior rugby league players using
3	an individual and longitudinal case study approach. The UK Rugby league's national
4	governing body the Rugby Football League (RFL) used a talent identification and
5	development model, named the Player Performance Pathway, from 2001 to 2008 (see
6	34 for more details). Each year Regional representative selection occurred at the
7	Under 13s, 14s and 15s annual-age categories with anthropometric and fitness testing
8	undertaken on all players. Between 2005 and 2008, 1,172 anthropometric and fitness
9	assessments were conducted in which 81 players were selected to the Player
10	Performance Pathway on three consecutive occasions (i.e., Under 13s in 2005, Under
11	14s in 2006 and Under 15s in 2007). Therefore, longitudinal data became available for
12	these players, in which this data set was used for the case study subjects and cross-
13	sectional population to evaluate and compare the differing development trajectories of
14	the case study players.
15	Subjects
16	Case study players were identified according to their maturational status,
17	relative age and playing position as previously used in research by the authors (31).
18	Maturation was classified by Years from Peak Height Velocity (YPHV) in accordance
19	with Mirwald et al. (22). For relative age, player's birth-dates were categorised to
20	reflect their birth quartile (Q), with reference to the 1 <sup>st</sup> September date used for
21	creating annual-age groups. Quartile 1 (Q1) = birth-dates between September-
22	November; $Q2 = December-February$ ; $Q3 = March-May$ ; and $Q4 = June-August$ .
23	Playing position was classified into four sub-groups (i.e., 'Outside-Backs', 'Pivots',
24	'Props' and 'Backrow'), as used in previous rugby league research (29).

1	Three individual players were used for the case study analysis. Player 1 was a
2	Q4, 'Outside-Back' with an YPHV of -0.95 years (at the Under 13s age category).
3	Player 2 was a Q2, 'Pivot' with an YPHV of -0.18 years (Under 13s). Player 3 was a
4	Q1, 'Prop' with an YPHV of 0.52 years (Under 13s). A deliberate bias was introduced
5	in the selection of these subjects for the case study analysis such that they covered a
6	range of maturation, relative age and playing positions. This selection process was
7	intentionally undertaken to allow illustration of the different developmental
8	trajectories, with reference to variability in the changes in growth and fitness that
9	occur during adolescence. All experimental procedures were approved by the Leeds
10	Metropolitan University Ethics Committee and all subjects and parents provided
11	written informed consent before participating in any of the testing.
12	Procedures
13	Anthropometric and fitness assessments were conducted once per year at the
14	same time of day (i.e., early evening) and year (i.e., July) on each occasion.
15	Assessments were conducted on three consecutive years (i.e., Under 13s, 14s and 15s)
16	for the case study players with the procedures for each measure detailed below. Prior
17	to testing all participants were instructed to refrain from strenuous activity 48 hours
18	prior to testing and to consume their normal pre-training diet.
19	Anthropometry
20	Height and sitting height were measured to the nearest 0.1cm using a Seca
21	Alpha stand. Body mass, wearing only shorts, was measured to the nearest 0.1kg
22	using calibrated Seca alpha (model 770) scales. The sum of skinfold thickness was
23	determined by measuring four skinfold sites (biceps, triceps, subscapular, suprailiac)
24	using calibrated Harpenden skinfold callipers (British Indicators, UK) in accordance
25	with the recommendations by Hawes and Martin (12). Intraclass correlation

1	coefficients (ICCs) and typical error measurements (TEM) for reliability of skinfold
2	measurements were $r = 0.954$ (p<0.001) and 3.2% respectively, indicating acceptable
3	reliability based on established criteria (i.e., > .80; 13).
4	Maturation (Age at PHV)
5	To measure maturity status, an age at peak height velocity (PHV) prediction
6	equation was used (22). This prediction method used a gender specific multiple
7	regression equation including stature, sitting height, leg length, body mass,
8	chronological age and their interactions. YPHV was calculated by subtracting age at
9	PHV from chronological age.
10	Fitness Characteristics
11	Prior to fitness testing a standardised warm up was conducted and all players
12	received full instructions of the tests. For each assessment the highest value of three
13	trials was used. Lower body power was assessed using the vertical jump test
14	(centimetres) measured using a Takei vertical jump metre (Takei Scientific
15	Instruments Co. Ltd, Japan). A countermovement jump with hands positioned on the
16	hips was used, which measured jump height to the nearest cm. The ICC and TEM for
17	the vertical jump was $r = 0.903$ (p<0.001) and 2.9%, respectively. A 2kg medicine
18	ball (Max Grip, China) chest throw was used to measure upper body power (28).
19	Participants were instructed to throw the ball horizontally as far as possible while
20	seated with their back against a wall with distance measured to the nearest 0.1cm. The
21	ICC and TEM for the medicine ball chest throw was $r = 0.965$ (p<0.001) and 0.6%,
22	respectively. Running speed was assessed over 10m, 20m, 30m and 60m using timing
23	gates (Brower Timing Systems, IR Emit, USA). Participants were positioned from a
24	standing start 0.5m behind the initial timing gate and were instructed to start in their
25	own time. Times were recorded to the nearest 0.01s. The ICC and TEM for the 10m,

1	20m, 30m and 60m sprints were $r = 0.788$ (p<0.001), $r = 0.852$ (p<0.001), $r = 0.899$
2	(p<0.001) and <i>r</i> = 0.924 (p<0.001), and 8.4%, 4.5%, 3.3% and 2.3% respectively.
3	Change of direction speed was assessed using the agility 505 test. Participants were
4	positioned 15m from a turning point with timing gates positioned 10m from the start
5	point. Players accelerated from the starting point, through the gates, turned on the
6	15m line and ran as quickly as possible back through the gates (9). Three alternate
7	attempts on left and right turns were used, with times recorded to the nearest 0.01s.
8	The ICC and TEM for the agility 505 left and right were $r=0.823$ and $r=0.844$
9	(p<0.001), and 3.5% and 3.1% respectively. Estimated $\dot{VO}_{2max}$ was assessed using the
10	multistage fitness test (26). Players were required to run 20m shuttles keeping in time
11	with a series of beeps in which running speed progressively increased until they
12	reached volitional exhaustion. Regression equations were used to estimate $\dot{VO}_{2max}$ from
13	the level reached during the test (26). The ICC and TEM for the multistage fitness test
14	were 0.90 and 3.1% (10).
15	Data Analysis
16	Anthropometric and fitness characteristics of the population (1,172 players
17	selected to the Player Performance Pathway) are shown in Table 1.
18	***Insert Table 1 here***
19	The three individual case-study players were firstly compared against the
20	population. For this comparison, anthropometric and fitness profiles were created for
21	each player using radar graphs and z-scores <sup>1</sup> . Z-scores were calculated by the formula
22	$(x - \mu / \sigma)$ where x is the raw score, $\mu$ is the mean of the population and $\sigma$ is the
23	standard deviation of the population. This approach allowed the tracking of changes in
24	anthropometric and fitness characteristics over time with relative comparisons to the

 $<sup>^{1}</sup>$  Z scores are a basic standard score and convert raw scores to units of standard deviation in which the mean is zero and standard deviation is 1.0 (30).

1	population. Z-scores of -3, -2, -1, 0, 1 and 2 were used to represent the mean and
2	standard deviations of the population. For example, values for Height were -3
3	(151.7cm), -2 (159.0cm), -1 (166.7cm), 0 (174.4cm), 1 (182.1cm) and 2 (189.8cm).
4	Characteristics between these z-scores were classified by decimal place. Following
5	comparisons with the population, characteristics of players in terms of z-scores and
6	change in performance were then descriptively compared and analysed between each
7	case study player.
8	
9	RESULTS
10	Table 2 shows the anthropometric and fitness characteristics of the three
11	individual players at the three annual-age groups (i.e., Under 13s, 14s and 15s). Table
12	3 presents the percentage change in characteristics between the annual-age categories
13	(i.e., Under 13s-14s; Under 14s-15s; Under 13s-15s) for each player. Figure 1 (Player
14	1), 2 (Player 2) and 3 (Player 3) illustrate the anthropometric and fitness profiles of
15	the three individual players compared against the z-scores for the population.
16	Insert Table 2 here
17	Insert Table 3 here
18	Insert Figures 1, 2 and 3 here
19	Cases Compared to Population
20	Player 1: Player 1 was later maturing, shorter and lighter than the whole
21	sample at the Under 13s age category. Between the Under 13s and 15s annual-age
22	categories, z-scores for height (-2.0 to 0), sitting height (-2.0 to 0) and body mass (-
23	1.4 to 0.3) all improved, however, sum of four skinfold scores decreased (0.5 to $-0.6$ ).
24	Fitness characteristics were slightly above (vertical jump, agility 505, estimated
25	$\dot{VO}_{2max}$ ) or below (med ball chest throw, 10m – 60m sprint) the z-score of -1 at the

1	Under 13s age category. All fitness characteristics improved to z-scores of
2	approximately 1 (Figure 1) by the Under 15s. These results represent Player 1 as a
3	later maturing player with lower anthropometric characteristics than the population,
4	but who performed at an average level on fitness tests relative to the population
5	throughout the two year period.
6	Player 2: Player 2 was also later maturing, shorter and lighter than the
7	population at the Under 13s age category. Between the Under 13s and 15s age
8	categories z-scores for height (-1.0 to 0.7), sitting height (-1.0 to 0.8) and body mass
9	(-1.0 to 0.4) improved, whilst sum of four skinfolds remained constant. Fitness
10	characteristics were approximately 0 at the Under 13s age category with improvement
11	evident to z-scores of approximately 1 (Figure 2) at Under 15s. These results
12	represent Player 2 as an average maturer, with average anthropometric characteristics
13	compared to the population, but who performed above average on fitness
14	characteristics throughout the two year period.
15	Player 3: Player 3 was earlier maturing who scored approximately 0 for
16	anthropometric characteristics at the Under 13s age category. Between the Under 13s
17	and 15s age categories z-scores for height (-0.4 to 0) and sitting height (0 to $0.5$ )
18	slightly improved while body mass (0.3 to 1.7) and sum of four skinfolds (-1 to -2.5)
19	increased. Sum of four skinfolds at the Under 15s age category represented values
20	significantly greater than the population. Fitness characteristics z-scores were between
21	0 and -1 at the Under 13s age category. Improvements in some fitness characteristics
22	occurred between Under 13s and 15s (e.g., vertical jump -0.1 to 0.8), however,
23	performance in speed, agility and estimated $\dot{VO}_{2max}$ did not change across the two year
24	period (Figure 3). These results represent Player 3 as being above average for

anthropometric and some fitness characteristics at the Under 13s age category with
 little change apparent across the two year period.

## 3 Case Comparisons

*Age and Maturation:* Table 2 shows Player 1 was a younger and later maturing
player than Player 2 who was younger and later maturing than Player 3. The
difference in maturation between Player 1 and 3 at the Under 13s annual-age category
was 1.47 years as a result of differing birth dates (i.e., chronological ages) and
maturation timing (i.e., age at PHV).

9 Anthropometric Characteristics: For height and sitting height at the Under 13s 10 age category Player 3 was taller than Player 2 who was taller than Player 1. Variation 11 was apparent in the change in height and sitting height between the three players with 12 Player 1 (9.2%) and Player 2 (7.8%) growing significantly more than Player 3 (2.0%). 13 Therefore, the advantages Player 3 would have experienced at the Under 13s age 14 category were no longer applicable at Under 15s, as Player 3 was now the same height 15 as Player 1. For body mass and sum of four skinfolds, Player 3 was heavier with a 16 greater sum of four skinfolds than Player 2 who was heavier with a lower sum of four 17 skinfolds to Player 1 across the age categories. Consistent increases in body mass 18 were evident across all three players between the Under 13s and 15s age categories. 19 Fitness Characteristics: Vertical jump performance was consistent across the 20 two years for the three players with similar improvements evident (Player 1 = 18.9%, 21 Player 2 = 18.4% and Player 3 = 12.5%) resulting in all three players having a similar 22 vertical jump at the Under 15s age category (Player 1 = 44cm, Player 2 & 3 = 45cm). 23 For medicine ball chest throw, both Player 2 and 3 outperformed Player 1 at the Under 13s age category, and although Player 1 demonstrated the greatest 24 25 improvement (38.3%), gains were also evident in Player 2 (21.1%) and 3 (20.0%). For

1	speed, specifically 20m, 30m and 60m sprint, Player 2 was faster than Player 3 who
2	was faster than Player 1 at the Under 13s age category. However, significant changes
3	in sprint performance occurred across the two years with Player 1 improving sprint
4	performance the most ( $20m = -10.8\%$ , $30m = -11.0\%$ , $60m = -14.9\%$ ) followed by
5	Player 2 ( $20m = -5.2\%$ , $30m = -8.4\%$ , $60m = -9.9$ ) with Player 3 showing very little
6	change in sprint performance over the two year period ( $20m = -1.5\%$ , $30m = -0.2\%$ ,
7	60m = -0.7%). This resulted in Player 2 being slightly faster than Player 1 with both
8	demonstrating greater speed than Player 3 at Under 15s. Agility 505 results identified
9	similar findings to speed, with a greater improvement in Player 1 (Left = $11.0\%$ ,
10	Right = 8.9%). Player 1 and 2 outperformed Player 3 at the Under 15s age category.
11	For estimated $\dot{VO}_{2max}$ Player 1 and 2 had similar values at Under 13s and 15s age
12	categories with Player 1 (11.3%) and 2 (15.3%) improving performance across the
13	two years. However, Player 3 had a lower estimated $\dot{VO}_{2max}$ than both Player 1 and 2
14	with no change in performance found across the three measurement occasions.
15	
16	DISCUSSION
17	Using longitudinal data collected from the RFL's Player Performance
18	Pathway, the purpose of this study was to (i) evaluate the individual development of
19	anthropometric and fitness characteristics of three case study players compared to a
20	cross-sectional population, matched by age and skill level; and (ii) illustrate and
21	compare the different development trajectories that occur during adolescence to
22	highlight the practical implications of individual long-term monitoring and assessment
23	within junior athletes. This is the first study to emphasize an individual and
24	longitudinal case study approach within talent identification and development
25	research. As hypothesized, the results demonstrate the highly dynamic development

of anthropometric and fitness characteristics and illustrate the differing developmental
 trajectories within adolescent athletes. Importantly, the variability in both
 anthropometric and fitness performance and change in characteristics over time,
 highlight the potential flaws in cross-sectional assessment and early differentiation of
 players.

6 Individual case study players were compared against an age and skill matched 7 population using radar graphs (Figure 1, 2 and 3) to uniquely present and give clear 8 understanding of the development of anthropometric and fitness characteristics for the 9 respective players. This method of comparing cases longitudinally against a 10 population supports limitations of previous cross-sectional designs common in talent 11 identification and development research (36). Adolescents who demonstrate advanced 12 anthropometric and fitness characteristics (i.e., Player 3 at Under 13s) may not 13 necessarily improve these attributes throughout adolescence (i.e., limited change in 14 characteristics of Player 3 between Under 13-15) and therefore may not maintain 15 initial advantages experienced (2). A number of factors such as maturation, 16 developmental variation or training effects may impact upon this process (1). 17 Therefore, assessing characteristics longitudinally, allows changes in an individual's 18 characteristics to be assessed over time, instead of at one-off time points within 19 annual-age categories as is commonly used within current cross-sectional 20 methodologies. 21 A further limitation of cross-sectional designs, until recently (23, 33), is that 22 they fail to consider maturational status (or relative age) of the respective samples. 23 However, the current anthropometric and fitness profiles not only compare individual 24 characteristics with a population, but also consider relative age and maturational 25 status of the individual players. For example, Player 1 was a relatively younger and

later maturing player who had lower anthropometric characteristics than the
population but performed on average for fitness throughout the two year period. In a
context (i.e., talent development programme) where relatively younger and later
maturing players have previously been demonstrated to lack selection opportunities
(19, 27, 32) this supports previous research (31) suggesting that later maturing players
can perform on a par with earlier maturing players within a high performance sample.

7 The added element of comparing individual cases – relative to the population -8 over a number of years is another unique aspect of the current research design. The 9 current data identifies significant changes in anthropometric and fitness characteristics 10 across the two year period for Players 1 and 2 with little change apparent for Player 3, 11 illustrating the variability in the changes of anthropometric and fitness characteristics 12 during the adolescent period. Findings at the Under 13s age category support previous 13 research (14, 25) that fitness performance is related to biological maturation with a 14 gradient of performance in adolescent males for early > average > later maturers. 15 However, changes between the Under 13s and 15s supports previous research (14, 15, 16 35) that later maturers (i.e., Players 1 and 2) can catch up in anthropometric (e.g., 17 height) and fitness (e.g., speed) performance during adolescence as earlier maturers 18 (i.e., Player 3) have less potential for growth and fitness improvement and therefore 19 have a reduced margin for progression.

Monitoring longitudinal change in growth and fitness performance (in comparison to a population and between individual cases) during adolescence can therefore inform the potential for future development and progression relative to normative or specific sample comparisons (e.g., talented junior rugby league players). Based on the current data, it seems appropriate to consider that Players 1 and 2 have greater potential to be successful at a later age (and maybe skill level) due to their

1 recent improvement in anthropometric and fitness characteristics during adolescence. 2 While Player 3 may have been considered talented at the Under 13s age category 3 based on characteristics assessed at that time, and the notable correlations of these 4 characteristics with sporting performance, it is worthwhile to note that this individual 5 did not change in terms of fitness characteristics over the two year period into the 6 Under 15s age category. Thus, as an underperforming player compared to the 7 population, even though earlier maturing, without appropriate training, conditioning 8 and lifestyle intervention (e.g., nutrition) it would be questionable whether this player 9 would continue to improve beyond adolescence to meet the demands of rugby league 10 at more advanced levels (e.g., academy).

11 Although this research has used a unique individualized and longitudinal case 12 study design limitations still exist. Firstly, the sample size of three players is an 13 obvious limitation but is required to explore this individualized approach. Second, the 14 bias in selection of the three case study participants to provide data across differing 15 relative age, maturation and playing position is a potential limitation. However, this 16 selection process was used to illustrate the different developmental trajectories and 17 variability in changes in growth and fitness during the adolescent period. If three 18 different players would have been used differing results would have been evident, 19 however this only strengthens the argument for an individualized longitudinal 20 approach, especially during adolescence. The ceasing of data collection at the Under 21 15s age category is another limitation. Data collected beyond adolescence and into 22 young adulthood would be more relevant and informative to follow and compare 23 measures through the later development years (16), as many physical qualities that 24 distinguish between players may not be apparent until late adolescence or beyond 25 (37). Unfortunately, the Player Performance Pathway ceased at the Under 15s age

category and therefore data was unavailable. Finally, the lack of multi-disciplinary
 assessments (i.e., technical, tactical and psychological) is a further limitation, which
 may have provided additional insight into the longitudinal development of junior
 rugby league players.

5 In conclusion, the present study evidences the dynamic changes in 6 anthropometric and fitness characteristics between three junior rugby league players 7 during adolescence compared to an age and skilled match population. The data 8 supports recent recommendations (36) that longitudinal assessments, specifically on 9 an individual basis, should be conducted within the research and practical application 10 of talent identification and development within youth sport. These findings should 11 better encourage individual player assessment and development, and reduce early 12 (de)selection policies that are currently common within youth sport contexts. That 13 said, the lack of data beyond the Under 15s age category is a limitation of the current 14 study, and continued monitoring of characteristics into young adulthood is required to 15 fully understand the dynamics of growth and development and its impact upon 16 performance. To address these concerns, individual, multidisciplinary, longitudinal 17 approaches that monitor player development from junior age categories into senior 18 and elite levels of performance should be the focus of both empirical research and 19 applied practice.

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## PRACTICAL APPLICATIONS

The dynamic changes in characteristics over a two year period highlighted in the current investigation demonstrate the variability in development of anthropometric and fitness characteristics during adolescence. Coaches should understand that crosssectional approaches during this key developmental period only provide a snapshot of

1 current performance, failing to consider factors such as age, maturation, development 2 and training. Instead, coaches should monitor the change and progression of 3 anthropometric and fitness characteristics (alongside other multidisciplinary 4 characteristics) using an individualized and longitudinal approach. As players 5 progress through adolescence, using repeated and periodic assessment would be a 6 more appropriate method in the identification, selection and development of junior 7 players. Compared to cross-sectional assessments this approach may lead to changing 8 perceptions of capability, future potential and potential decision of (de)selection 9 within such developmental programmes. Likewise, coaches could use this approach to 10 evaluate an individual's strengths and weaknesses, in comparisons with population 11 data, to prescribe appropriate training, conditioning and lifestyle interventions that are 12 essential for optimal player development in youth rugby league and other youth sport 13 contexts.

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#### Figure 1. Anthropometric and Fitness Profile for Player 1



Figure 2. Anthropometric and Fitness Profile for Player 2



#### Figure 3. Anthropometric and Fitness Profile for Player 3



1

FIGURE