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Dobbin, Nicholas, Hunwicks, Richard, Highton, Jamie and Twist, Craig (2018) A Reliable Testing Battery for Assessing Physical Qualities of Elite Academy Rugby League Player. Journal of Strength and Conditioning Research, 32 (11). pp. 3232-3238. ISSN 1064-8011

DOI: https://doi.org/10.1519/JSC.00000000002280

Publisher: National Strength & Conditioning Association

Version: Accepted Version

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Manuscript Title: A reliable testing battery for assessing physical qualities of elite academy rugby league players.

- 3

27 ABSTRACT

28 This study assessed the inter-day reliability of a testing battery for the assessment of 29 physical qualities of rugby league players. Fifty players (age 17.1 ± 1.1 years; stature 30 181.3 ± 6.3 cm; body mass 89.0 ± 11.6 kg) from three Super League academies 31 participated in this study. Tests of countermovement jump performance, 10 and 20 m 32 sprint performance, change of direction, medicine ball throw and a modified Yo-Yo 33 Intermittent Recovery Test Level 1 (prone Yo-Yo IR1) were completed on three 34 separate occasions. Between-day intraclass correlation coefficient, typical error (TE), coefficient of variation (CV) and the smallest worthwhile change (SWC) were 35 36 calculated to determine the reliability and sensitivity of each measure. Individual 37 tests (except medicine ball throw) were not systematically different between trials 38 (P>0.05), with an inter-day variability that was <10%. In all instances, the TE was 39 larger than the calculated SWC change although variability was less than that 40 typically observed after a training intervention or specific training period (i.e. 41 preseason). Using a magnitude-based inference approach, we present the required 42 change for all performance tests to be 75% confident the change is beneficial. This 43 simple and time efficient testing battery is sufficiently reliable to detect previously 44 observed changes in a range of physical qualities of rugby league players.

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51 **Key Words:** measurement, performance, team sport, testing

52 **INTRODUCTION**

53 Rugby league is an intermittent collision sport that requires players to perform 54 frequent high-intensity movements such as high-speed running, sprinting, and 55 tackling interspersed with periods of low-intensity activities such as standing, 56 walking, and jogging (14). As such, players are required to possess highly developed 57 physical qualities including speed, strength, power, agility and endurance as well as 58 skill and tactical awareness (4,15,16). The assessment of these physical qualities can 59 provide objective data that can be used to ensure players can meet the demands of 60 the sport (15), evaluate adaptation to training programmes (14), identify talent 61 (13,14), monitor player development (37) and predict player selection (4).

62

63 Acceleration and sprint ability is frequently assessed by rugby league practitioners 64 and used in combination with body mass to determine a player's sprinting 65 momentum, evaluate training adaptation and monitoring development (37). 66 Furthermore, acceleration and sprinting appears to be an integral component for 67 successful performance in rugby league, with players performing on average 35 ± 2 68 sprints per match (17). These actions often occur during critical passages of play 69 such as scoring or conceding a try (19). Consequently, rugby league players' sprint 70 performance is typically measured over 10, 20, and 40 meter (m) distances; thereby 71 encompassing a measure of acceleration (0-10 m) and maximal speed (10-40 m) 72 (19). Acceleration and sprint ability are reported to improve from off-season to mid-73 season in junior rugby league players (14) and can differentiate between playing 74 standards (e.g. professional, semi-professional and amateur) (14). Therefore, the 75 ability to assess these qualities in the context of a practically meaningful change in acceleration and maximal speed is essential for rugby league practitioners. 76

The ability to change direction is also an essential quality in rugby league that differentiates between playing standards (13). Several change of direction tests have been used in rugby league; these include the Illinois agility test (13), 'L'-run (14,20), and 505 agility (20). However, no rugby-league specific test is universally advocated and those used typically focus on change of direction angles above 90° rather than incorporating 'cutting'; a skill often performed during rugby league match-play (20).

85 Well-developed muscular power in rugby league has been associated with successful 86 skill execution (38) and reduced post-match fatigue (29). Accordingly, practitioners 87 at all standards of the game must be able to assess power using practical methods of 88 assessment. Several methods have been employed to assess upper- and lower-body 89 power in rugby league players, including, but not limited to, the jump squat (5), 90 countermovement jump (CMJ) (38), medicine ball throw (36) and bench press throw 91 (5). While the medicine ball throw and vertical jump do not provide direct measures 92 of muscle power, both tests are valid measures of this physical quality (28) and are 93 easy and quick to administer. Scores obtained using the medicine ball throw and 94 CMJ can differentiate between national and regional youth rugby league players 95 (36).

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97 The Yo-Yo Intermittent Recovery Test (Yo-Yo IR1) and 30-15 Intermittent Field 98 Test are often used to assess intermittent running capacity of rugby league players 99 (1,32). Using the Yo-Yo IR1 to differentiate between low- and high-fitness players, 100 Johnston et al. (29) reported that the high-fitness group covered significantly greater 101 distances and high- and very high-speeds during match-play as well as improved 102 recovery. In contrast, no significant relationship was observed between Yo-Yo IR1 103 and measures of physical match performance in semi-professional rugby league 104 players (21). It is known that the collision contributes to a greater physiological load 105 (31), which might result in a disassociation between physical match performance and 106 a running-based intermittent field test (3). As such, we have introduced an up-and-107 down action at the start of each shuttle to assess the players' ability to get up after 108 the tackle and join play. This modified Yo-Yo IR1 test is associated (r = 0.48-0.78) 109 with a player's ability to maintain relative distance, mean speed, high metabolic 110 power, and sprint performance during a simulated match (unpublished data). We 111 therefore believe that the prone Yo-Yo IR1 provides a valid measure of rugby-112 specific high-intensity running capacity.

113

114 The use of a standardised testing battery that is economical, easy to administer, 115 requires the minimum of technical equipment or expertise would be useful for rugby 116 league practitioners to accurately monitor changes in performance due to training 117 adaptations (37). Further, due to the range of tests that have been incorporated into 118 testing batteries, it is difficult to compare players between age-grades, clubs and 119 countries, and as such, a standardised battery that is easily replicable could be useful 120 (37). It is important to ensure that all measurements made as part of a testing battery 121 are reliable (2). The reliability, expressed as a coefficient of variation, for the 10 m 122 (3.05%) and 20 m (1.82%) sprint times (11), CMJ height (5.2%) (9), Yo-Yo IR1 123 (8.7%) (35) and pre-planned agility (1.9-2.5%) (20) has been reported using team 124 sport athletes. However, few studies have established the reliability using only rugby 125 league players, which is important given the large differences in physical attributes 126 (i.e. body mass) compared to other team sports. Furthermore, previous reliability 127 studies have typically used small sample sizes (< 50) over two repeated trials. 128 Hopkins noted that to achieve reasonable precision for estimates of reliability, 129 approximately 50 participants and at least three trials are required (24). 130 Understanding the reliability of a range of performance tests used in rugby league 131 and the extent to which players require habituation (as determined by a third trial) 132 would therefore be practically meaningful. Accordingly, this study sought to assess 133 the inter-day reliability, in the context of meaningful changes in performance, of a 134 standardised testing battery that can be used to assess the physical qualities of rugby 135 league players.

136

137 METHODS

138 Experimental Approach to the Problem

139 The repeated measure design required participants to complete the same battery of 140 tests on three separate occasions with 7.9 ± 3.8 (range 5-14) days between visits. All 141 visits took place during each club's pre-season with players performing no work-142 based or leisure-time physical activity in the 24 h before data collection. On arriving 143 at the club's own training facility, measures of stature (SECA stadiometer, Leicester 144 Height Measure, Hamburg, Germany) and body mass (SECA scales, 813, Hamburg, 145 Germany) were recorded before performing a CMJ, 10 and 20 m sprint test, change 146 of direction test, medicine ball throw and modified Yo-Yo IR1 (prone Yo-Yo IR1). 147 All tests were carried out by the same researcher and were performed on an outdoor 148 synthetic grass pitch (3G all-weather surface) at the same time of day $(\pm 2 h)$, with a 149 mean temperature during the three trials of 10.8 ± 3.8 °C. Participants were asked to 150 refrain from caffeine 12 hours before testing, and although not measured, were 151 advised to attend each session well-hydrated. Participants were required to wear the 152 same clothing and footwear (studded boots) for each visit and completed a 153 standardised warm up before being divided into two groups. Group one completed 154 the CMJ and sprint tests, while group two completed the medicine ball throw and 155 change of direction test. The groups then swapped and came together to complete the 156 prone Yo-Yo IR1. The test order was standardised for all visits and was completed 157 within ~75 min.

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159 Subjects

160 With institutional ethics approval, 50 academy rugby league players from three 161 professional clubs playing in the Under-19s Super League competition (age 17 ± 1 162 years; stature 181.3 ± 6.3 cm; body mass 89.0 ± 11.6 kg) participated in the study. 163 Players were informed of the benefits and risk associated with this study before 164 providing written informed consent and completing a pre-test health questionnaire 165 Parental consent also provided for all participants <18 years old. Players were free 166 from injury at each time point of the study, which was confirmed by the respective 167 club's medical team.

168

169 **Procedures**

170 Countermovement Jump

Participants completed four countermovement jumps (CMJ) comprising two using their arms (with) to determine the influence of the arm swing on measures of reliability and two with hands placed on the hips (without) in an attempt to standardise the jump. A period of 2-minutes recovery was permitted between jumps. Participants started upright in their playing boots before flexing at the knee to a selfselected depth and then extending into the jump for maximal height keeping their 177 legs straight throughout. Jumps that did not meet the criteria were not recorded and 178 participants were asked to complete an additional jump. Jump height was recorded 179 using a jump mat (Just Jump System, Probotics, Huntsville, Alabama, USA) and 180 corrected (12) before peak height was used for analysis.

181

182 Sprint performance and momentum

183 Sprint performance was measured using single beam electronic timing gates 184 (Brower, Speedtrap 2, Brower, Utah, USA) positioned at 0, 10 and 20 m. The timing 185 gates were placed 150 cm apart and at a height of 90 cm for all trials. Participants 186 began each sprint from a two-point athletic stance with their driving foot placed 30 187 cm behind the start line. Participants performed two maximal 20 m sprints recorded 188 to the nearest 0.01 s with 2-minutes recovery between each. The best 10 and 20 m 189 sprint times were used for analysis. Momentum was calculated by multiplying body 190 mass by mean velocity (distance / time) over the best 10 and 20 m time recorded 191 (11).

192

193 Change of direction

194 Change of direction performance was measured using single beam electronic timing 195 gates (Brower, speedtrap 2, Brower, Utah, USA) placed 150 cm apart and at a height 196 of 90 cm, and required participants to complete two trials (left and right) consisting 197 of different cutting manoeuvres over a 20 x 5 m course (Figure 1). Participants 198 started when ready from a two-point athletic stance with their driving foot placed 30 199 cm behind the start line. One trial was performed on the left, the timing gates were 200 then moved, and a second trial was performed on the right in a standardised order before times were combined. Failure to place both feet around each cone resulted indisqualification and participants were required to repeat the trial.

203

204 Medicine ball throw

205 Whole-body muscle function was assessed by having participants throw a medicine 206 ball (dimensions: 4 kg, 21.5 cm diameter) striving for maximum distance. 207 Participants began standing upright with the ball above their head. They then 208 lowered the ball towards their chest whilst squatting down to a self-selected depth 209 before extending up onto their toes and pushing the ball as far as possible. Feet 210 remained shoulder width apart, stationary and behind a line that determined the start 211 of the measurement. The distance was measured to the nearest centimetre using a 212 tape measure from the line on the floor to the rear of the ball's initial landing 213 position. A trial was not recorded if the participant stepped into the pass, jumped or 214 if the ball landed outside of the measuring area and, in such cases, an additional trial 215 was completed. Participants completed two trials separated by 2-minutes recovery 216 with the furthest distance used for analysis.

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218

- ****Insert Figure 1 about here****
- 219

220 Prone Yo-Yo Intermittent Recovery Test Level 1

The prone Yo-Yo IR1 was used to measure high-intensity intermittent running capacity and required participants to complete as many 40 m shuttles as possible with a 10 s active recovery (walking) between shuttles (6). Running speed for the test commenced at 10 km \cdot h⁻¹ and increased 0.5 km \cdot h⁻¹ approximately every 60 s to the point at which the participants could no longer maintain the required running speed. Participants were required to start each shuttle in a prone position and were allowed two practice shuttles before starting the test. The final distance achieved was recorded after the second failed attempt to meet the start/finish line in the allocated time.

230

231 Statistical Analysis

232 Data are presented as mean \pm SD. The distribution of each variable was examined 233 using the Shapiro-Wilk normality test and homogeneity of variance was verified 234 with the Levene test. To determine if there was a systematic difference between 235 trials, separate repeated measure ANOVA were performed with alpha set at 0.05 and 236 a *non-significance* interpreted as a lack of systematic performance improvement or 237 decrement rather than no difference between trials. In the presence of a statistically 238 significant difference, *post-hoc* paired samples *t*-tests were performed with 239 Bonferroni adjustment. To determine the reliability of each measure, intraclass 240 correlation coefficient (ICC) with 95% confidence limits (CL), and typical error (TE) and coefficient of variation (CV%) with 90% CL were used. TE was calculated as 241 242 the standard deviation of the differences between trials divided by the $\sqrt{2}$ and the CV% as (TE / grand mean) x 100. Standardised changes of different magnitudes 243 244 were calculated to provide context for the observed inter-day variation in 245 measurements. A smallest worthwhile change (SWC) in performance was considered 246 as 0.2×10^{-10} x the pooled standard deviation for each variable (7,27). To ascertain the 247 performance improvement required to be 75% confident the change was beneficial 248 (22), a magnitude-based inferences approach was used using the SWC and TE for 249 each variable (25) and reported as the "required change". These required 250 performance improvements are presented in the results and are later used as an 251 'analytical goal' (i.e. the observed reliability must be sufficient to allow confident
252 detection of feasible or previously observed changes in performance). Statistical
253 analyses were conducted using SPSS for Windows (Version 22.0, 2013) and a pre254 designed spreadsheet (26).

255

256 **RESULTS**

257 There were no systematic changes in stature or body mass across the three trials. 258 Inter-day reliability of the performance tests across the three trials is presented in 259 Table 1. While none of the variables had a TE less than the SWC all variables had a 260 TE less than that typically observed after a preseason season training period or 261 intervention. All tests had a CV of less than 10% with the agility test (2.4%) and 20 262 m sprint tests (3.6%) demonstrating the lowest and prone Yo-Yo IRT1 (9.9%) the 263 highest variability. Intraclass correlation coefficient ranged from 0.74 and 0.98. The 264 required change for all performance tests with 75% confidence are presented in 265 Table 1.

266

267 ****Insert Table 1 about here****

268

Between day comparisons indicated that medicine ball throw distance was greater on trial 2 (P<0.05) compared to trials 1 and 3. Performance during all other tests did not systematically change across trials (P>0.05). Specific comparisons of variability between days indicated that reliability was, for the most part, best when comparing trials 1 and 2 (Table 2).

- 274 ****Insert Table 2 about here****
- 275

276 **DISCUSSION**

277 The purpose of this study was to determine in inter-day reliability of a testing battery for the assessment of physical qualities. Overall, the variability exceeded the 278 279 statistically determined 'smallest worthwhile change' in performance, but was less 280 than that typically observed after a preseason training period or intervention. This 281 suggests the testing battery used can detect a meaningful change with 75% 282 confidence comparable that typically observed or that is considered feasible. The 283 testing battery was quick and simple to administer, and required minimal equipment 284 and expertise, thus enables rugby league practitioners to use our results when 285 interpreting differences between players and for assessing the effectiveness of 286 training programmes.

287

288 The reliability of 10 and 20 m sprint times was similar to that previously reported 289 (4.2% cf. 3.1% and 3.6% cf. 1.8%, respectively) (11). However, it is important to 290 note that the study by Darrall-Jones et al. (11) used a combination of rugby league 291 and rugby union players who likely present different anthropometric characteristics 292 and running mechanics (10). The TE for 10 and 20 m sprint times was greater than 293 the SWC for both distances; however, when considering the reliability of sprint performance against previously reported improvements, both distances appear 294 295 sensitive enough to detect the observed change (TE 0.08 cf. 0.13 s; CV 4.2% cf. 296 7.3%) after an 8-week preseason training period in professional rugby league players 297 (8). Indeed, using a magnitude-based inferences approach our analysis revealed that 298 an individual change was lower than the improvement observed over 10 (0.11 cf. 299 0.13 s) and 20 m (0.15 cf. 0.18 s) after a 8-week strength and power preseason 300 training block (8). Inter-day comparisons for 10 and 20 m sprint performance were best between trials 1 and 2, suggesting that habituation to sprint tests is not requiredwith academy rugby league players.

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304 To the authors' knowledge, this is the first report of between-session reliability for 305 momentum in professional rugby league players. The TE for 10 and 20 m 306 momentum was greater than the SWC. Nonetheless, based on the mean body mass 307 $(96.2 \pm 11.11 \text{ cf. } 97.7 \pm 11.13 \text{ kg})$, 10 m sprint times $(1.78 \pm 0.07 \text{ cf. } 1.65 \pm 0.08 \text{ s})$ 308 and 20 m sprint times $(3.03 \pm 0.09 \text{ cf. } 2.85 \pm 0.11)$ reported by Comfort et al. (8) 309 before and after 8 weeks of preseason strength and power training, changes in 310 momentum would be of greater magnitude than the TE (52 and 51 cf. 25 kg \cdot m \cdot s⁻¹, 311 respectively) and CV% (9.6 and 8.0 cf. 5.5%, respectively) reported in this study. Our results revealed that a 34 and 19 kg·m·s⁻¹ improvement over 10 and 20 m, 312 313 respectively, is required to be 75% confident the change is meaningful (22), which 314 could feasibly be achieved through a reduction in sprint times or an increase in body 315 mass. These results, combined with the inter-day comparisons, suggest that 316 momentum could be a useful measure for practitioners in rugby league to assess the 317 combined effect of an individual's body mass and sprint capability over 10 m and 20 318 m.

319

Our data indicate that the CMJ is a reliable measure of lower-body muscle function and is improved when a participant's hands remain on their hips (CV% = 5.9% cf. 6.2%). The use of an arm swing during jumping can improve jump height due to an increased release velocity and centre of mass (30). The use of arms allows the athlete to use energy in the elbow, shoulder and hip to increase the kinetic energy at take-off and increase the vertical 'pull' on the trunk (30). However, with the added movement complexity, the arm swing increases the within-participant variability between jumps. Our results also indicate that reliability was best for CMJ with arms between trials 2 and 3 suggesting that habituation is required. Overall, the CV% for

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329 CMJ without arms are similar to that reported by Cormack et al. (9) and reliability is 330 smaller than typical improvements in jump performance observed in young (7.2%) 331 but not senior (4.5%) team sport players after preseason training (16). Furthermore, 332 our data revealed that the TE is sufficient to confidently detect a change (3.4 cm) 333 which is less than that previously observed in junior rugby players after a 14-week 334 preseason training programme (~4.2 cm) (16). Inter-day reliability for CMJ with 335 arms was best between trials 1-2 suggesting that habituation is not required when 336 using academy rugby league players.

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328

338 The medicine ball throw has been used as a measure of whole-body muscle function 339 in rugby players that is valid and reliable (34). However, it is important to note that 340 several techniques have been adopted. The present study required participants to 341 throw a medicinal ball from the chest in a standing position to better replicate the 342 upper-body actions of rugby league, e.g. a 'hand-off'. The variability was greater 343 than the SWC in medicine ball throw performance, whilst an increase of 0.7 m in 344 distance would be required to ensure an improvement is beneficial with a certainty of 345 75% (22). As the TE was greater than the SWC, practitioners who want to use the 346 medicine ball throw should consider incorporating this into training to regularly 347 assess whole-body power (23). The reliability of the medicine ball throw was likely 348 influenced by use of the lower-body as well as the lack of control over the release 349 angle. Notwithstanding this, using the results of Speranza et al. (33) who reported an 350 increase in plyometric push-up performance of 11.9% after an 8-week preseason training period in semi-professional rugby league players, the medicine ball throw
could detect large changes (>0.7 m) in whole-body muscle function, albeit further
research is required to confirm this.

354

355 Our results indicated good reliability for the change of direction test, albeit the 356 variability exceeded what is considered the SWC in left, right and total time. 357 Nonetheless, the variability is less than the typical change (junior = 17.7% and senior 358 16.3%) in 'L run' times after a 14-week preseason period using rugby league players 359 (16). To achieve 75% confidence, an improvement of -0.31, -0.35 and -0.67 s for left, 360 right and total change of direction times is required. However, directly comparing 361 the absolute change required against that previously observed is difficult given the 362 novelty of the test used and further research might reaffirm this. Inter-day 363 comparisons revealed that the reliability was similar between all trials but was lowest 364 between days 1 and 3 for left, right and total time, suggesting habituation to this test 365 might be required. The change of direction test used in this study assesses a player's 366 ability to change direction over several angles that better replicates the movement 367 characteristics during intermittent team sport.

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The variability associated with the prone Yo-Yo IR1 was greater than that considered to be the SWC in performance. The required change in individual performances when accounting for the TE corresponded with a 120 m (or 3 shuttles) increase in performance to be considering meaningful (22). To date, no research has reported the change in Yo-Yo IR1 performance after a training intervention or preseason training period using rugby league players. However, Bangsbo et al. (6) reported changes of between 12.7-31.1% after 6- to 12-weeks of soccer-specific, interval and repeated sprint training, a change that could confidently be detected with our reported TE. Whilst practitioners might use the reliable Yo-Yo IR1 for assessment of running alone, the modified Yo-Yo presented here offers an opportunity to assess high-intensity intermittent running incorporating a match specific-task with sufficient reliability.

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382 While every effort was made to reduce the contribution of fatigue by conducting 383 tests on the day after a scheduled rest day, collecting data during pre-season means 384 players were likely to be subject to higher training volumes than other times of the 385 year (18). Therefore, it is possible that some residual fatigue from training several 386 days beforehand each test might have contributed to a larger variability between 387 trials. Future research might consider using perceptual measures of fatigue to 388 quantify recovery status when establishing the inter-day reliability of this testing 389 battery. This notwithstanding, our data are taken from a large sample size within a 390 professional training environment that reflects the real-world variability in 391 performance. It also noteworthy that the test order was different for the two groups 392 although results (not reported) revealed minimal difference in reliability (for 393 example, 10 m sprint time: group 1; TE = 0.08 and CV = 4.5%, and group 2; TE =394 0.08 and CV = 3.9%). We would, however, recommend that practitioners perform the 395 testing in the following order to minimise any influence of residual fatigue on test 396 performance: warm up, 10 and 20 m sprint, change of direction test, CMJ, medicine 397 ball throw, and prone Yo-Yo IR1.

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399

400 PRACTICAL APPLICATIONS

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401 Our results support the interpretation of tests of physical qualities and provide a 402 novel approach using magnitude-based inferences. All performance tests 403 demonstrate acceptable reliability in the context of detecting a typical change after a 404 training intervention and/or preseason training period using rugby league players. 405 However, the variability associated with each performance measure, when tested in 406 the 'field', was greater than that required to detect the smallest worthwhile change in 407 performance. Between-trial comparisons revealed that, for the most part, habituation 408 was not required when using rugby league players. Due to the large between-trial 409 variation during the medicine ball throw, researchers might wish to investigate the 410 reliability and sensitivity of the medicine ball throw when controlling variables such 411 as release angle. Our results also revealed that the reliability of the CMJ was 412 improved when participants placed their hands on their hips and that the between-413 trial reliability of momentum was acceptable and can be used to assess the 414 relationship between body mass and 10 and 20 m sprint capacity. Future research 415 should establish the usefulness of this testing battery to monitor changes in players' 416 physical qualities over a season or during specific training periods (e.g. preseason). 417 Where time and resources are scarce, this testing battery can be conducted in a 418 relatively short time frame (<75 min), does not impact on other training and requires 419 minimum specialist equipment.

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423 ACKNOWLEDGEMENTS

424 The authors wish to thank all participants and Super League clubs who took part in425 the study.

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Figure 1. Schematic representation of the pre-planned agility test.