

Nonoperative Rehabilitation Program for Elbow Injuries

I. <u>Acute Phase</u> (week 1)

Goals: - Improve motion

- . Diminish pain and inflammation
- Retard muscle atrophy

Exercises:

- Stretching for wrist and elbow joint, stretches for shoulder joint
- Strengthening exercises isometrics for wrist ellbow, and shoulder musculature
- Pain and inflammation control cryotherapy, HVGS, ultrasound, and whirlpool

II. Subacute Phase (weeks 2-4)

Goals: - Normalize motion

- Improve muscular strength, power, and endurance

Week 2

- 1. Initiate isotonic strengthening for wrist and elbow muscles
- 2. Initiate exercise tubing exercises for shoulder
- 3. Continue use of cryotherapy, etc.

Week 3

- 1. Initiate rhythmic stabilization drills for elbow and shoulder joint
- 2. Progress isotonic strengthening for entire upper extremity
- 3. Initiate isokinetic strengthening exercises for elbow flexion/extension

Week 4

- 1 . Initiate throwers' ten program
- 2. Emphasize eccentric biceps work, concentric triceps and wrist flexor work
- 3. Program endurance training
- 4. Initiate light plyometric drills
- 5. Initiate swinging drills

III. Acute Phase (week 1)

Goals: - Preparation of athlete for return to functional activities

Criteria to Progress to Advanced Phase:

- 1) Full nonpainful ROM
- 2) No pain or tenderness
- 3) Satisfactory isokinetic test
- 4) Satisfactory clinical exam

Weeks 4-5

- 1. Continue strengthening exercises, endurance drills, and flexibility exercises daily
- 2. Thrower's ten program
- 3. Progress plyometric drills
- 4. Emphasize maintenance program based on pathology
- 5. Progress swinging drills (ie, hitting)

Weeks 6-8

 Initiate interval sport program once determined by physician Phase I program

IV. Return to Activity Phase (weeks 6-9)

<u>Weeks 6 through 9</u> - when you return to play depends on your condition and progress, your physician will determine when it is safe.

- 1. Continue strengthening program thrower's ten program
- 2. Continue flexibility program
- 3. Progress functional drills to unrestricted play