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# The influence of training load variables on subjective perceptions of session intensity in youth sport Sean Scantlebury, Kevin Till, Daniel Weaving, Tom Sawczuk & Ben Jones

# 1.0 – Introduction

- To effectively periodise training, coaches and practitioners must understand the internal response that a prescribed training load will elicit in their athletes<sup>1</sup>.
- At present, research examining the impact of training load markers on perceptions of intensity is limited to senior sport<sup>1,2,3</sup>.
- Therefore, the purpose of this study was to determine the influence of training load markers on subjective perceptions of session intensity in youth hockey, rugby and football.

### 2.0 – Methods

- 30 youth athletes (age 17.8  $\pm$  0.6 years; height  $173 \pm 9$  cm; body mass 74.6  $\pm 14.4$  kg) participated in the study.
- All participants wore a 10 Hz GPS unit (S5 Optimeye, Catapult Sports) and Heart Rate belt for all field based training sessions across a 14 week in-season period.
- Following each session participants provided a rating of perceived exertion (RPE) on a modified Borg category ratio-10 (CR-10) scale.
- Sessions were grouped based on the participants RPE rating as "Easy", "Moderate" and "Hard". A total of 157 hockey sessions, 208 rugby sessions and 163 football sessions were analysed.
- Principal Component Analysis (PCA) was used to determine the variance explained by training load markers for sessions perceived to be "Easy" "Moderate" and "Hard" for each sport.



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## 3.0 – Results

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| Hockey                     | Easy  |       | Moderate |       | Hard  |       |
|----------------------------|-------|-------|----------|-------|-------|-------|
|                            | PC1   | PC2   | PC1      | PC2   | PC1   | PC2   |
| /ariance Explained %       | 67.37 | 21.31 | 67.00    | 23.94 | 60.69 | 25.88 |
| Cumulative Value %         | 67.37 | 88.68 | 67.00    | 90.93 | 60.69 | 86.57 |
| Rotated Component Loadings |       |       |          |       |       |       |
| Total Distance             | 0.96  | 0.64  | 0.96     | 0.11  | 0.84  | 0.45  |
| High Speed Running         | 0.00  | 0.99  | 0.96     | 0.11  | 0.84  | 0.45  |
| PlayerLoad                 | 0.96  | 0.81  | 0.96     | 0.20  | 0.82  | 0.54  |
| PlayerLoad <sub>slow</sub> | 0.92  | -0.25 | 0.89     | -0.39 | 0.14  | 0.94  |
| Heart Rate Exertion Index  | 0.83  | 0.04  | 0.84     | -0.20 | 0.09  | 0.83  |

| Rugby                      | Easy  |       | Moderate |       | Hard  |       |
|----------------------------|-------|-------|----------|-------|-------|-------|
|                            | PC1   | PC2   | PC1      | PC2   | PC1   | PC2   |
| ariance Explained %        | 68.65 | 19.25 | 65.79    | 18.59 | 62.41 | 18.33 |
| umulative Value %          | 68.65 | 87.90 | 65.79    | 84.38 | 62.41 | 80.75 |
| otated Component Loadings  |       |       |          |       |       |       |
| Total Distance             | 0.83  | 0.44  | 0.80     | 0.49  | 0.60  | 0.68  |
| High Speed Running         | 0.15  | 0.97  | 0.12     | 0.96  | 0.03  | 0.92  |
| PlayerLoad                 | 0.92  | 0.31  | 0.87     | 0.40  | 0.71  | 0.62  |
| PlayerLoad <sub>slow</sub> | 0.94  | -0.15 | 0.90     | -0.10 | 0.92  | 0.03  |
| Heart Rate Exertion Index  | 0.77  | 0.34  | 0.80     | 0.19  | 0.77  | 0.22  |

| Football                   | Easy  |       | Moderate |       | Hard  |       |
|----------------------------|-------|-------|----------|-------|-------|-------|
|                            | PC1   | PC2   | PC1      | PC2   | PC1   | PC2   |
| ariance Explained %        | 71.05 | 12.96 | 58.92    | 25.26 | 59.52 | 24.30 |
| umulative Value %          | 71.05 | 84.02 | 58.92    | 84.18 | 59.52 | 83.83 |
| otated Component Loadings  |       |       |          |       |       |       |
| Total Distance             | 0.77  | 0.55  | 0.93     | 0.07  | 0.82  | 0.25  |
| High Speed Running         | 0.19  | 0.94  | 0.11     | 0.95  | 0.06  | 0.96  |
| PlayerLoad                 | 0.84  | 0.47  | 0.94     | -0.17 | 0.93  | -0.11 |
| PlayerLoad <sub>slow</sub> | 0.93  | 0.44  | 0.71     | -0.55 | 0.80  | -0.47 |
| Heart Rate Exertion Index  | 0.66  | 0.45  | 0.81     | 0.19  | 0.89  | 0.10  |

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# 4.0 – Conclusion

- variance

# 5.0 – Practical Applications

<sup>1</sup>Gaudino et al. (2015). Factors influencing perception of effort (Session Rating of Perceived Exertion) During Elite Soccer Training. IJSPP

<sup>2</sup>Gallo et al. (2015). Characteristics impacting on session rating of perceived exertion training load in Australian footballers. JSS <sup>3</sup>Bartlett et al. (2016). Relationships between internal and external training load in team sport athletes: evidence for an individualised approach. *IJSPP* 



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For Hockey, the impact of total distance and PlayerLoad reduced for 'Hard' sessions, while high speed running became the most influential factor. Physical contact is the predominating factor in 'Hard' Rugby sessions as PlayerLoad <sub>slow</sub> maintains the highest component loading.

For Football, PlayerLoad explains the most in 'Hard' sessions suggesting accelerations and decelerations are key factors in the increased intensity of football training

Findings of the present study aid practitioners in the prescription and periodisation of training by providing important information as to the most influential training variables to manipulate to achieve a desired internal response to training.

# 6.0 – References