

Nonoperative Rehabilitation Program for Elbow Injuries

I. Acute Phase (week 1)

Goals: - Improve motion

- . Diminish pain and inflammation
- Retard muscle atrophy

Exercises

- 1. Stretching for wrist and elbow joint, stretches for shoulder joint
- 2. Strengthening exercises isometrics for wrist elbow, and shoulder musculature
- 3. 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. Non-Acute Phase (week 1)

Goals: - Preparation of athlete for return to functional activities Criteria to Progress to Advanced Phase

- 1. Full non-painful 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

1. Initiate interval sport program once determined by Dr. Safran Phase I program



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

Weeks 6 through 9 - when you return to play depends on your condition and progress, Dr. Safran 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