

ASHBURN • CENTREVILLE • FAIRFAX • RESTON PHONE: 703-435-6604

The interval throwing program is designed so that the athlete can achieve his or her individual level of throwing safely and without pain or complication. The ITP should be supplemented with a weight training program and a flexibility program to maintain the athlete in top physical condition. Weight training should be done on a throwing day and should emphasize high repetition with low weight as a maintenance program for the athlete. The athlete should be throwing every other day and using the day between for flexibility and rest. This program has been set up to minimize the risk for re-injury and emphasize pre-throwing warm-up, stretching, and proper body mechanics, and the importance of weight training with the throwing athlete.

Baseline requirements of throwing include:

- 1. Clearance by the athlete's physician
- 2. Pain-free ROM
- 3. Adequate muscle power
- 4. Adequate muscle resistance to fatigue

Guidelines

- 1. Allow one day or rest between throwing sessions
- 2. Perform interval throwing program before engaging in strengthening routine
- 3. The athlete must complete two or three sessions at each step without complications before advancing

The athlete should warm-up by jogging, biking, or jumping rope to increase blood flow and increase muscular flexibility. Following warm-up, stretching should be performed. Emphasis should be placed on proper throwing and body mechanics. The athlete should begin with warm up throws.

During the recovery process the athlete may experience soreness and possibly a dull, aching, sensation in the muscles and tendons. If the athlete experiences sharp pain, particularly in the joint, stop all throwing activity until the pain ceases and call the athlete's physician if the pain continues.

It is essential that the throwing complete each individual phase with the proper throwing and body mechanics and without an increase in pain. Once the phase has been completed, the athlete then progresses to the next phase. This sets up a progression that an individual goal is achieved prior to advancement instead of advancing at a specified time. The program is based on an individual thrower, and because all throwers will vary, there is no time for completion of the program. This progression greatly decreases the chance for re-injury and greatly increases the most adequate and safest route to return to competition.

PHASE!: 10 yards	PHASE II: 20 yards	PHASE III: 30 Yards
STEP I	STEP I	STEP I
 Warm up throwing 10 yds, 25 throws Rest 15 minutes Warm up throwing 10 yds, 25 throws 	 Warm up throwing 20 yds, 25 throws Rest 15 minutes Warm up throwing 20 yds, 25 throws 	 Warm up throwing 30 yds, 15 throws Rest 15 minutes Warm up throwing 30 yds, 15 throws
STEP II	STEP II	STEP II
 Warm up throwing 	Warm up throwing	Warm up throwing
• 10 yds, 25 throws	• 20 yds, 25 throws	• 30 yds, 15 throws
 Rest 10 minutes 	 Rest 10 minutes 	 Rest 10 minutes
 Warm up throwing 	 Warm up throwing 	 Warm up throwing
 10 yds, 25 throws 	 20 yds, 25 throws 	 30 yds, 15 throws
 Rest 10 minutes 	 Rest 10 minutes 	 Rest 10 minutes
• Nest 10 minutes	• Nest 10 illiliates	1 Nest 10 minutes
Warm up throwing	Warm up throwing	Warm up throwing

PHASE IV: 40 Yards STEP I Warm up throwing 40 yds, 15 throws Rest 15 minutes Warm up throwing 40 yds, 15 throws	PHASE V: 50 YARDS STEP I Warm up throwing 50 yds, 10 throws Rest 15 minutes Warm up throwing 50 yds, 10 throws	PHASE VI: DEEP PASSING STEP I Warm up throwing Deep route, 10 throws Rest 15 minutes Warm up throwing Deep route, 10 throws
STEP II Warm up throwing 40 yds, 15 throws Rest 10 minutes Warm up throwing 40 yds, 15 throws Rest 10 minutes Warm up throwing 40 yds, 15 throws	 STEP II Warm up throwing 50 yds, 10 throws Rest 10 minutes Warm up throwing 50 yds, 10 throws Rest 10 minutes Warm up throwing 50 yds, 10 throws 	STEP II Warm up throwing Deep route, 10 throws Rest 10 minutes Warm up throwing Deep route, 10 throws Rest 10 minutes Warm up throwing Deep route, 10 throws Deep route, 10 throwing