

Post-operative Rehabilitation Protocol Gluteal Repair

PHASE 1 (weeks 0 to 4)

- Partial weight bearing (25%) with crutches (will increase to 50% at first post-op visit with goal to wean at 6 to 8 weeks)
- Brace as indicated based on severity of the tear
- Gentle PROM
 - Hip flexion to 90 for 4 weeks gradually increasing afterwards
 - Hip abduction as tolerated
 - Hip extension to neutral
- Upright stationary bicycle with no resistance (push with non-op leg)
- Joint mobilization
- Soft tissue mobilization (gentle scar massage and hip flexor massage)
- Gait / Crutch training
- Strengthening
 - Hip isometrics in extension and adduction
 - Quad sets, hamstring sets, lower abdominal activation
- RESTRICTIONS
 - No active hip abduction or internal rotation
 - No passive hip adduction, external rotation, or internal rotation

PHASE 2 (weeks 4 to 8)

- Advance weight bearing gradually to tolerance by 6 weeks
- Advance ROM
 - Active assisted hip abduction or internal rotation (start slowly)
 - PROM external/internal rotation and adduction to neutral (gradual, let pain be guide)
 - AROM hip flexion (avoid hip flexor tendonitis)
- Stationary bicycle
- Joint mobilization and soft tissue massage
- Strengthening
 - Progress isometric resistance
 - Quad/hamstring isotonic exercises
 - Quadraped rocking
 - Core
 - Supinebridge
 - Prone hip extension
- Stretching

- Manual hip flexor stretching
- Modified Thomas position
- Gait training / Crutch weaning

PHASE 3 (weeks 8 to 12)

- Weight bearing as tolerated
- Normalize gait, work on symmetry
- Advance ROM
 - Progress PROM as tolerated
 - Start active abduction and internal rotation
- Strengthening
 - Progressive lower extremity and core strengthening as tolerated
 - Eccentric step downs
 - Side stepping (no bands)
 - Balance and proprioception
- Stretching
 - Manual and self-directed hip flexor, adductor, glutes, piriformis, ITB, TFL

PHASE 4 (after week 12)

- Resisted abduction and internal rotation
- Progress core, hip, LE, strength, and endurance
- Lunges
- Plyometric progression
- Stretching
- Return to prior level of function