


Risk Assessment

Risk Assessment for the activity of	Southampton Business Men's Football Club		Date	14/09/2023
Unit/Faculty/Directorate	SUSU IM Football	Assessor	Alfie Vincent	
Line Manager/Supervisor	Thomas Eaglesfield	Signed off		

PART A										
(1) Risk identification			(2) Risk assessment				(3) Risk management			
Hazard	Potential Consequences	Who might be harmed (user; those nearby; those in the vicinity; members of the public)	Inherent			Control measures (use the risk hierarchy)	Residual			Further controls (use the risk hierarchy)
			Likelihood	Impact	Score		Likelihood	Impact	Score	
Players falling and tripping up onto the ground	Sprains, grazes, cuts, breaks head injuries, muscular tears and strains	Player, those close by	4	3	12	The grounds that are used for training and games to be checked over by the captain and anywhere that is deemed as a potential risk to be covered by a cone that is easily visible to everyone at the ground so they know to avoid it. If the cone is not sufficient to cover the hazard then the team is to move to another location and seek assistance from grounds staff to get the hazard removed.	1	2	2	

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Inappropriately placed equipment that creates a trip hazard	Sprain, break, muscular injury, cuts grazes head injuries	Player, those close by	4	3	12	The Captain and the Vice Captain to make sure that the equipment is uses correctly every time and they are not faulty and that they equipment can be deemed safe to use.	1	2	2	

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Weather conditions	Sunburn, sun stroke, dehydration, fatigue, hypothermia	Player and those nearby	2	3	6	Make sure that the weather is checked before all training and games to ensure it is safe. If the weather is looking unsafe like during extreme winds, heat or coldness for example then postpone the game/ training to ensure safety. Making sure the players have the correct kit for differing weather conditions like jumpers, hats for the winter and suncream for the summer. Also to make sure the weather hasn't affected the pitch by doing an inspection before any training or match.	1	2	2	

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Collisions and hard impacts resulting in injury	Fractures, sprains, different muscular related injuries, head injuries including concussion	Player, anyone else nearby or involved	3	4	12	Correct protective clothing to be worn by all players at all times of playing and training like shin pads and correct footwear. First aid kit available at all training and games. Able to get medical support at the matches.	2	2	4	

Covid-19 or any Flu/Cold related illness	Cough, headache, temperature and fever, all round illness.	Player or anyone in the immediate vicinity	3	2	6	If any of the players feel like they are beginning to show symptoms of illness then they will be asked to leave immediately and if they are showing signs of COVID 19 then they must do a lateral flow test and refrain from coming to training and matches. If available then the player should take a PCR test but if not then they should isolate away until their lateral flow tests come back as negative. No one should share water bottles and where possible social distance. If one player tests positive then they need to alert the rest of the team so they can then take the correct precautions.	1	2	2	
Any existing medical issues	Could be a range of injuries, or general inabilities to play	Player	3	4	12	All the players must make it known to the Captain and the Vice Captain of any conditions they have that could impact them playing or even travelling to games and	2	2	4	

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						training. Players must always bring the correct medication to training and games. If the medication is needed to be administered by another person the player who is affected must teach another member of the team how to administer it.				
Dehydration	Cramps, heachache, migraine, fatigue, fainting	Player	4	2	8	Make sure that all the players have big enough water to both training and games. Also that they know the location of the closest water fountain.	2	2	4	

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Inappropriate clothing and footwear	Breaks, sprains, muscular tears and strains	Player	3	3	9	Make sure that all studs are checked and everyone has the right amount and not missing any. Also make sure the studs are the correct length and not too sharp as this can be a danger to those on the same team and the opposing team. Make sure that everyone is wearing either football boots or at least Astro turf trainers.	1	2	2	
Improper technique	Muscular injuries and sprains	Player, those nearby	4	3	12	Make sure that all training drills are suited to all abilities for safety reasons to reduce chance of injury. Have a mix of abilities training together to help improve technique and also confidence.	2	2	4	

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Jewellery	Cuts, grazes	player	4	2	8	Make sure that all payers have taken their jewellery off before they even step on a pitch and this check is to be undertaken by the captain. If the jewellery cannot be taken out then make sure it is covered by the correct tape	1	2	2	

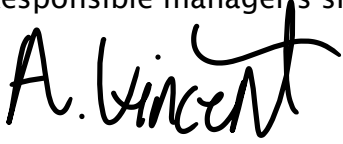
Road accident	Death, whiplash, minor injuries, major injuries	All those in the car and potential bystanders/ other vehicles	2	5	10	All players that are driving need to make sure they are in the best state to do so ensuring they are not tired, fully focused and not under the influence of anything that could hinder their ability to drive. If a player is not fit to drive then they should not drive and seek other means of travel. All players that plan on driving need to have a full drivers licence. The driver should not be using their mobile phone while driving and the passengers need to make sure they are not distracting the driver at any point in the journey. The driver needs to be mindful of the weather and not drive in any extreme and dangerous conditions.	1	4	4	
Faulty Car	Potential minor injuries, late or miss training and games	Everyone in the car	2	5	10	All vehicles need to have passed their most recent MOT and are all up to date with their services to make sure the car is kept in the best and	1	4	4	

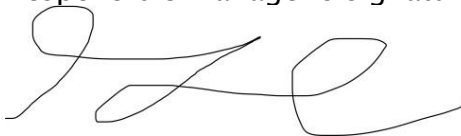
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						safest state. Checks of the car to be taken before every journey to ensure safety. The car should not exceed the maximum number of occupants.				

PART B - Action Plan

Risk Assessment Action Plan

Part no.	Action to be taken, incl. Cost	By whom	Target date	Review date	Outcome at review date
	First aid kit bought and is taken to each game and training	Charlie Simmons	2/9/22	14/09/23	Already purchased
	All equipment checked for any faults/dangers	Charlie Simmons	25/9/22	14/09/23	

Responsible manager's signature:

 Print name: Alfie Vincent
 Date: 14/09/23

Responsible manager's signature:

 Print name: Thomas Eaglesfield
 Date: 14/09/2023

Assessment Guidance

1. Eliminate	Remove the hazard wherever possible which negates the need for further controls	If this is not possible then explain why	
2. Substitute	Replace the hazard with one less hazardous	If not possible then explain why	
3. Physical controls	Examples: enclosure, fume cupboard, glove box	Likely to still require admin controls as well	
4. Admin controls	Examples: training, supervision, signage		
5. Personal protection	Examples: respirators, safety specs, gloves	Last resort as it only protects the individual	

LIKELIHOOD	5	5	10	15	20	25
	4	4	8	12	16	20
	3	3	6	9	12	15
	2	2	4	6	8	10
	1	1	2	3	4	5
		1	2	3	4	5
		IMPACT				

Risk process

1. Identify the impact and likelihood using the tables above.
2. Identify the risk rating by multiplying the Impact by the likelihood using the coloured matrix.
3. If the risk is amber or red – identify control measures to reduce the risk to as low as is reasonably practicable.
4. If the residual risk is green, additional controls are not necessary.
5. If the residual risk is amber the activity can continue but you must identify and implement further controls to reduce the risk to as low as reasonably practicable.
6. If the residual risk is red do not continue with the activity until additional controls have been implemented and the risk is reduced.
7. Control measures should follow the risk hierarchy, where appropriate as per the pyramid above.
8. The cost of implementing control measures can be taken into account but should be proportional to the risk i.e. a control to reduce low risk may not need to be carried out if the cost is high but a control to manage high risk means that even at high cost the control would be necessary.

Impact		Health & Safety
1	Trivial - insignificant	Very minor injuries e.g. slight bruising
2	Minor	Injuries or illness e.g. small cut or abrasion which require basic first aid treatment even in self-administered.
3	Moderate	Injuries or illness e.g. strain or sprain requiring first aid or medical support.
4	Major	Injuries or illness e.g. broken bone requiring medical support >24 hours and time off work >4 weeks.
5	Severe - extremely significant	Fatality or multiple serious injuries or illness requiring hospital admission or significant time off work.

Likelihood	
1	Rare e.g. 1 in 100,000 chance or higher
2	Unlikely e.g. 1 in 10,000 chance or higher
3	Possible e.g. 1 in 1,000 chance or higher
4	Likely e.g. 1 in 100 chance or higher
5	Very Likely e.g. 1 in 10 chance or higher