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| **Risk Assessment** |
| **Risk Assessment for the activity of** | **Football** | **Date** | **22.09.20** |
| **Club or Society** | **ISOC** | **Assessor** | **Ali Butt** |
| **President or Students’ Union staff member** |  | **Signed off** |  |

| ***PART A***  |
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| **(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** |  | **Residual** | **Further controls (use the risk hierarchy)** |
| **Likelihood** | **Impact** | **Score** | **Control measures (use the risk hierarchy)** | **Likelihood** | **Impact** | **Score** |
| COVID-19 | * Spread of COVID-19 via droplet particles (i.e. coughing or sneezing)
* Contraction of COVID-19 via touching surfaces
* Consequences can be fatal or range from fever, cough, sore throat and loss of taste/smell
 | * Club/Socs Members
* Vulnerable groups – i.e. those with existing underlying health conditions
* Anyone else who physically comes in contact with you in relation to your activity
 | **3** | **5** | **15** | * Going onto the pitches without going through reception (i.e. allowing to maintain social distancing measures)
* Maximum of 30 people on the pitch at once
* Changing rooms and toilets closed off
 | **2** | **5** | **10** | * Ensuring the pitches aren’t overcrowded.
* Maintain social distancing where you can.
* Wearing masks before getting onto pitches.
* Not grouping together anywhere on the pitch while not playing football in more than groups of 6
* Avoid touching other people.
* Using hand sanitizer before and after entering pitches
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| Injuries to players | Physical injuries…* Broken bones
* Grazes
* Muscle injuries/pulled muscles
* Cuts and Bruises
* Nose bleeds
* Head injuries
 | Whoever is playing | **3** | **4** | **12** | * First aid kit available
* Having someone in charge to invigilate the match
 | **2** | **4** | **10** | * Players should warm up and cool down before and after the match.
* Someone should be reffing the matches to ensure nothing gets out of hand (i.e. no one is making any silly challenges)
* Someone making rash challenges should be removed from the pitch and wont be allowed to continue playing
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| Footwear (inappropriate footwear, such as sharp studs) | * Injury to other players
* Injury to themselves
 | * Opposition players
* The user
 | **1** | **3** | **3** | Players should only wear astro shoes/rubber studs | **1** | **3** | **3** | Having someone to ensure everyone is wearing suitable footwear before getting onto the pitch |
| General state of the pitch | * Slipping and sliding causing injuries
 | Players  | **1** | **3** | **3** | Inspecting the pitches regularly to see if they are playable | **1** | **2** | **2** | Let someone check the pitch before entering to see if they are playable or not |
| Jewellery | * Jewellery could get caught in something or on someone
* Earrings can be sharp and potentially could stab someone/themselves
 | * The user
* Other players
 | **1** | **3** | **3** | All jewellery and watches must be removed before a session | **1** | **3** | **3** | Organiser should check this before  |
| Weather conditions | Cold weather could cause…* Hypothermia
* Colds

Hot weather could cause…* Dehydration
* Over heating

Rainy/snowy weather…* Slipping and sliding causing injuries
 | Players | **2** | **4** | **8** | * Closing off pitches during times of extreme weather conditions (e.g. during snow, heavy rain)
 | **1** | **3** | **3** | * Wearing suitable clothing, i.e. in times of cold weather wearing something warm and in times of hot weather wearing something cool.
* Bringing water to stay hydrated
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| State of footballs | * Hard balls could cause injuries to the foot or the head
* Torn balls can be dangerous as could cause cuts
 | Players | **1** | **2** | **2** | * Checking the pressure of each ball
* Checking if the balls are in good condition
 | **1** | **2** | **2** | * Buying new balls if need be
* Pumping/deflating the balls to optimum pressure
 |
| Goal posts and fences around the pitches | * Players could run into the goal posts or fences causing injury
 | Players/goalkeepers | **2** | **4** | **8** | * There is distance between the football pitch and the fence allowing players to slow down and stop themselves before hitting the fence
 | **1** | **4** | **4** | * Ensuring players wear the right footwear and the conditions of the pitches are suitable will allow players to stop themselves quickly before hitting the fence/goal post
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| ***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** |
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| Responsible committee member signature: Ali Butt, Sports officer | Responsible committee member signature: Usama Hussain, Vice President |
| Print name: Ali Butt | Date:22.09.20 | Print name: Usama Hussain | Date 22.09.20 |

**Assessment Guidance**

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

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| **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** |

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| 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.  |

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.

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| 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 |