Activities and Play Risk Assessment

Club Name: Rossendale Bucks

Assessment Date: 10-10-2024

Assessor Name: Hidden from public viewing contact the club direct

Review Date: 09-10-2024

| **Hazard** | **Who Might Be Harmed** | **Risk** | **Existing Controls** | **Further Action Required** | **Responsibility** |
| --- | --- | --- | --- | --- | --- |
| Player collisions during contact drills | Players | High | Drills supervised by coaches; contact limited in training; use of protective equipment | Monitor intensity; limit full-contact reps; ensure proper tackling technique | Coaching Staff |
| Improper tackling technique | Players | High | Technique taught during preseason and reinforced regularly | Ongoing coach education; player video review sessions | Head Coach |
| Overexertion or heat-related illness | Players | Medium | Water breaks every 15–20 minutes; coach monitors for fatigue signs | Educate players on hydration; adjust sessions in extreme heat | Coaches / First Aid Officer |
| Inadequate warm-up or cool-down | Players | Medium | Structured routines before and after each session | Ensure all players participate; track compliance | Team Captain / Coach |
| Head or neck injuries from gameplay | Players | High | No helmet-to-helmet contact policy; immediate removal from play after impact | Ensure adherence to concussion protocols; medical clearance for return | Medical Officer |
| Injuries from drills using sleds or shields | Players | Medium | Equipment used under supervision; safe spacing ensured | Coaches trained in drill safety; restrict high-impact drills | Positional Coaches |
| Player fatigue leading to poor technique or mistakes | Players | Medium | Session intensity monitored; rest periods included | Track player attendance and workload; modify drills for fatigued players | Coaching Team |
| Unsupervised use of field or equipment | Players | Medium | Facility access restricted to approved times; equipment locked | Post visible signs; enforce penalties for unauthorized use | Club Committee |