



JUST **PLAY!**

The FA *Mars*[®]

Organiser Handbook



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What is Just Play?

The FA Mars Just Play! gives the casual footballer a chance to just turn up to a venue and play football. The Just Play kickabout is recreational football at its best – it's about turning up for an hour of exercise and a bit of fun. It's football for those who can't or don't want to commit to an eight-month long season of matches and training, or aren't involved in a weekly work kickabout. Frankly, it's jumpers for goalposts, but you provide the balls, pitch and teams.

FA Mars Just Play! is purely for adults, for men, for women, for those who think they're talented and for those who think they aren't. It's also for those with a disability or for 16–25s or women-only or even veterans; many centres are specialising their kickabouts to attract these different groups.

The FA gives a license to applicants from across the country to run an *FA Mars Just Play!* Centre, with 181 Centres running when the programme launched in 2011. Sessions or 'kickabouts' are run on a weekly basis throughout the year by a Level 1 coach, who needs to file an online report on attendance after each kickabout. Organisers are provided with branded *FA Mars Just Play!* kit to wear and put up on the sidelines to make the sessions look professional and game plans

are provided by The FA too. A typical kickabout starts off with a warm-up and skills training, followed by a game scenario which can be chosen by the players themselves. This football is for them, so the best Organisers will provide the experience that the players want.

It's all about being informal and fun for the player – and remember the kickabout you organise could be an entry route back for those who turn up into playing club football or 5-a-side competition. It should be fun for the Organisers too, as well as being a way to earn some money through weekly player fees. If you need any support, there's a co-ordinator at your local County FA ready to give help and The FA's project manager is at the other end of the phone or e-mail.

Good luck and check our promotion advice to ensure there's a queue at the door each week for your kickabout!



Welcome from The FA

Thank you for signing up to deliver an FA Mars Just Play! Centre.

FA Mars Just Play! was launched in 2011 with incredible success and every year we have continued to break all our targets for numbers of centres and kickabouts. In fact, 98% of players told us they were having a great time and would recommend the kickabouts to a friend. The goal of *FA Mars Just Play!* is to get adults 16+ to play football for at least 30 minutes per week. To complement opportunities to play 11-a-side club football or 5-a-side competition, we aim for *FA Mars Just Play!* to be the No.1 recreational football programme. We understand that for many reasons, many adults can't commit to an eight-month-long season of training and playing every week. But that doesn't mean they don't want to play football and we've seen that through the take-up at kickabouts so far.

Since the start of the programme we have been flooded with applications from potential organisers and have been able to select the very best applicants to deliver our great programme. You have been successful in your application to be the face of *FA Mars Just Play!* in your area because we believe you have the skills to be part of this.

The FA and Mars will support you to make your Centre a success, from the quality of your kickabouts to encouraging as many players as you can to turn up. You will need to facilitate the kickabouts and work with the players to decide the games they want to play.

As your centre becomes more developed, the role of the organiser will be more informal as players will begin to organise what happens at the kickabout themselves. This means you'll be able to give more one-on-one support and concentrate on integrating more players into the sessions. It's important too that you can help direct players back into 5-a-side competition or affiliated 11-a-side clubs if they're keen to make that step back into the game.

We're here to support you and to ensure your Centre is a success. Our organiser handbook will tell you about how to set-up your centre, give you game plans for your kickabouts and how to use the equipment we provide you with. Importantly, we've also stepped up a gear in our advice on promotion – and how to get more players at your kickabouts. Attendances at kickabouts last year varied from 10-30 players. We all want to achieve full capacities, so we're here to help you get your venue, kick-off and promotion right.

The organiser handbook will also provide you with facts about your target player, how and where to tell them about *FA Mars Just Play!* in addition to template resources such as posters to get the message out. You've got a great Centre, so it's time to make it famous and get a queue at the door!



Kelly Simmons MBE
Head of the National Game
The Football Association



Welcome from Mars

As The FA Adult Football Partner and an Official Supporter of the England Team, we are very proud of the success of The FA Mars Just Play programme and the difference that it makes to players, teams and even whole communities up and down the country.

MARS® has partnered with The FA since 2011 to encourage adults to get active and get back into playing football. Over that time, thanks to the dedication and enthusiasm of local FA Just Play officers, volunteer organisers and players, we have smashed practically every ambitious target that we had set for the scheme.

By providing fun and flexible formats of play, The FA Mars Just Play programme has gone from strength to strength. In early in 2017 we achieved a huge milestone; thanks to the efforts of more than 300 Just Play centres nationwide and over 500 FA-accredited organisers, we reached one million attendances at Just Play sessions across the country and lit up the Wembley arch in celebration.

Beyond the dedication of Just Play volunteers, we believe that much of this success is down to the flexibility and accessibility of Just Play sessions, as they enable players of all abilities to take part in casual football at a time that suits them.

Just Play is designed to tackle major barriers to playing football regularly, including everything from the time commitment to playing in a league, physical disability, lack of confidence or just general fitness. However, organisers up and down the country have demonstrated their commitment and creativity to find a way to make the Just Play programme work best to suit the needs of their local community.

While the nationwide numbers are impressive, the individual success stories are a real inspiration and source of pride for me and for everyone that works at Mars. From a session in Liverpool that has been designed to bring people from different countries and cultures together into the community, to Middlesbrough where a session has been directly linked to a reduction in anti-social behaviour in the local area, or Hull where men suffering with mental health issues have been brought together through their love of the beautiful game, FA Mars Just Play sessions have made real differences to local communities and the lives of their participants.

It's the passion, the friendship and the sense of fun that we feel are the key to the enduring success of the programme.

We host our annual FA Mars Just Play Awards to celebrate the efforts of Just Play players, centres and organisers around the country and to share their stories to inspire others to take part. We want to hear your story and the stories of people and teams who are doing great work to boost grassroots football in your area. Therefore, we encourage you to look out for news of the awards on The FA website every year and to nominate for your Centre of the Year, Organiser of the Year, Player of the Year or Legacy Award.

Finally, we would like to thank you for getting involved with The FA Mars Just Play programme and for showing your passion for playing the beautiful game. We hope you find this handbook useful and wish you and your Just Play centre all the best for the future.

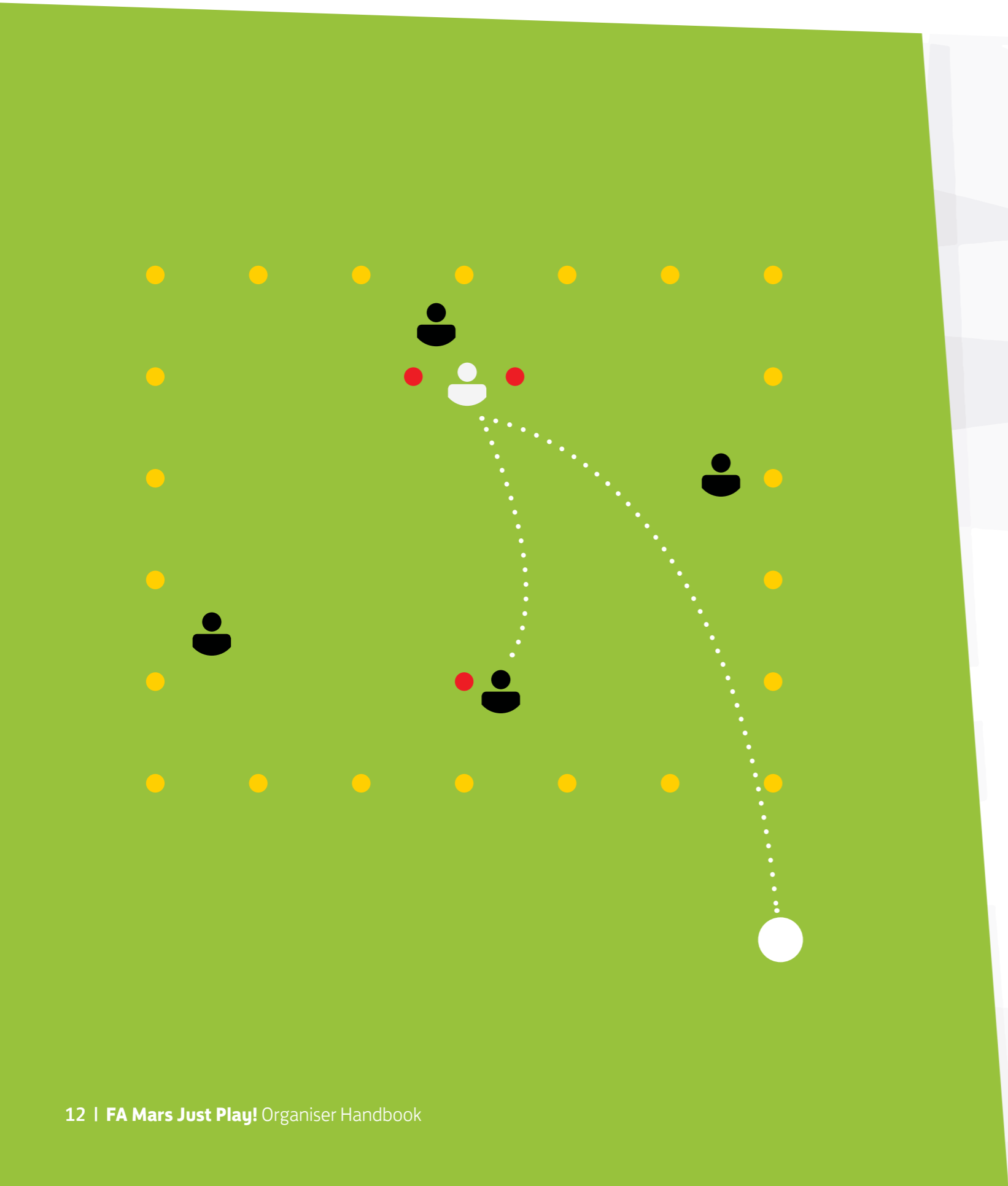
Blas

Blas Maquivar
President, Mars Chocolate UK





Games



Cricket

About

The game mirrors the game of cricket with player’s feet or head replacing the bat and a football replacing the ball. The aim of the game is to score more runs than your opponents.




Organisation

Split the players into equal teams. Set the rules with any of the variations before the first round commences. The players govern the game.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

- Limit number of deliveries
- Use of left foot or right foot only
- Delivery methods
- Increasing or decreasing size of wicket

-  No time limit
-  2 x teams with a minimum of 3 players (mixed)
-  Size 5 football x 3 (1 for play, 2 for spare)

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- All players from each team must ‘bat’ and ‘bowl’
- Each player must deliver 6 balls
- Players must deliver balls by under arm throwing motion
- Any ball delivered above waist height of the kicker is a ‘no ball’ and must be delivered again
- A ‘no ball’ will result in one run being awarded to the opposition
- Balls must be delivered within the width of the wicket
- A kicker is out when the ball goes through the wicket area, their kick is caught by a defending player or they stop the ball from hitting their wicket with hand or arm or in the motion of running following a kick the ball is returned to the bowling end or the wicket before they reach that area
- If the kicker kicks the ball out of the boundary 4 runs are scored, if the ball does not bounce on its way out of the area 6 runs are scored.

Crossbar challenge

About

Players take it in turns to try and hit the crossbar from a predetermined distance. Players have 3 lives before being eliminated. The last player left is the winner.

Organisation

Split the players into equal teams. Set the rules with any of the variations before the first round commences. The players govern the game.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

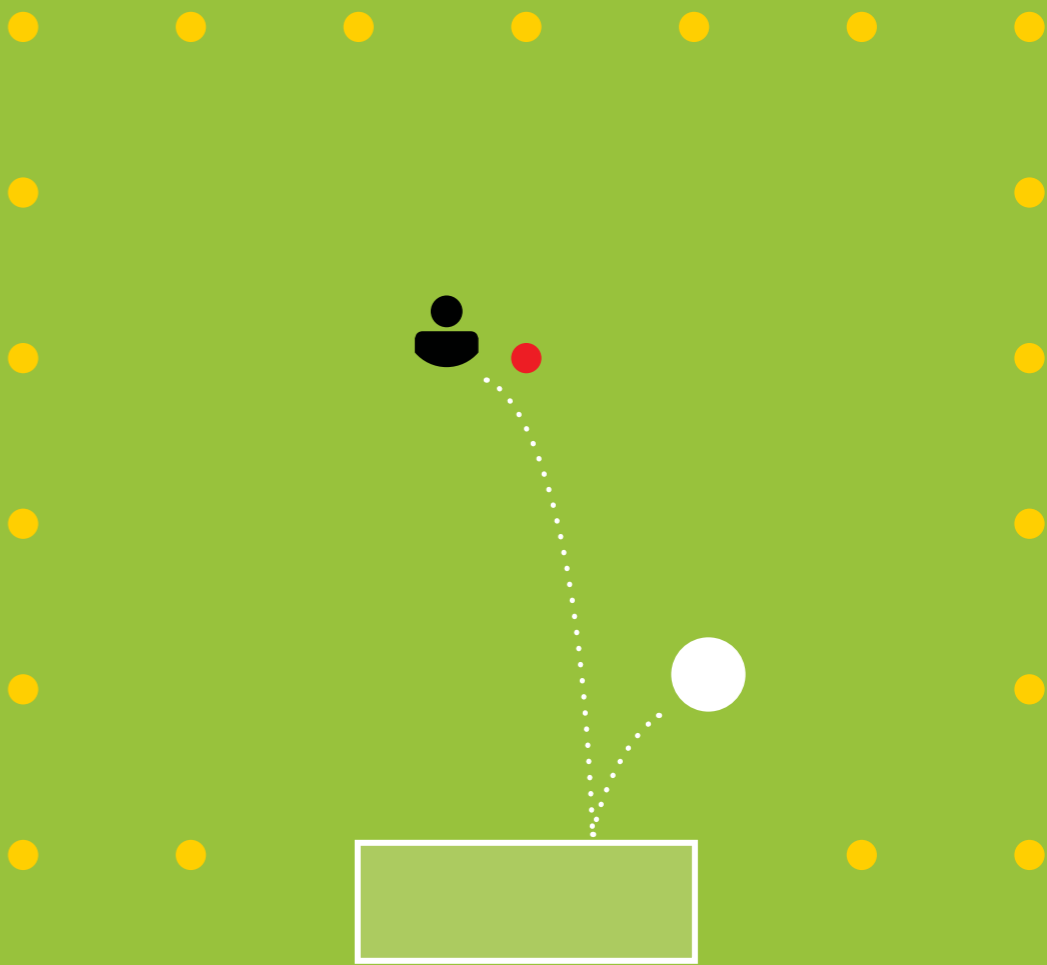
- A shot-clock being implemented
- Change the starting distance
- Increase or decrease number of lives

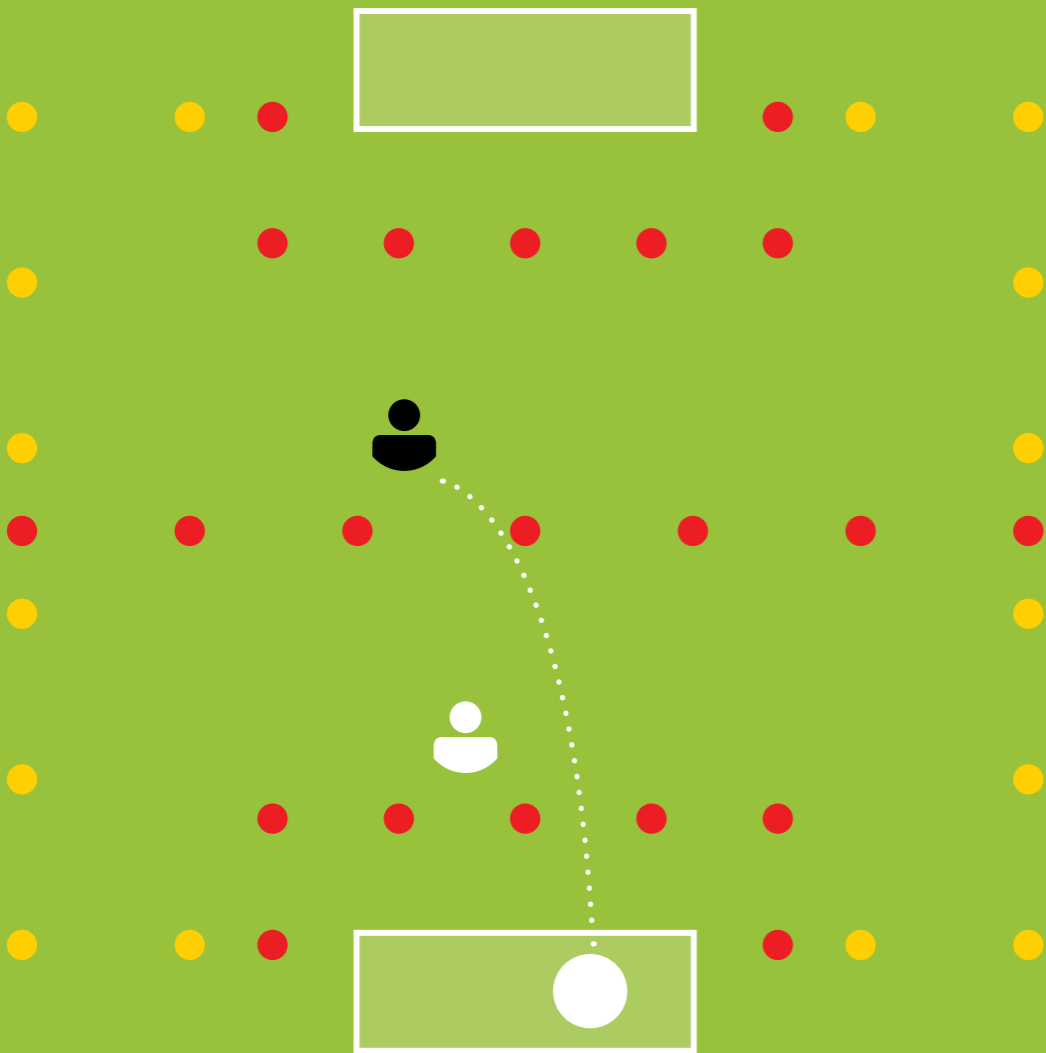
-  No time limit
-  Minimum 2 outfield players (mixed)
-  Goal, size 5 football x 3 (1 for play, 2 for spare)

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- The order of play is decided by a keepie uppie competition.
- The last player remaining is the winner





Going for goal

About

The aim of the game is to score more points than your opponents by placing the ball in your opponents net from your own half of the pitch.

Organisation

Players to be divided into 2 equal teams.
One player to volunteer to referee. The referee changes after each goal is scored.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

- Number of goals required to win the game
- Number of touches per player or team
- Must pass before shooting
- Players are allowed in the area

- L** No time limit
- P** Minimum 2 players (mixed)
- Eq** Goals x 2, size 5 football x 3 (1 for play, 2 for spare)

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- **Players cannot enter their own area**
- **If the ball goes out of the pitch then play resumes with two touches from the point nearest to where the ball went out**
- **Double goals are awarded to teams scoring with a single touch**
- **If a team exceed the three permitted touches the ball is given to their opponents**
- **The winners are the team which score the most goals**

Keepie uppie

About

The aim of the game is to keep the ball in the air for as long as possible whilst remaining within the playing area. The winner is the last player standing.

Organisation

Area free from obstruction.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

- Players must use feet, head and arms
- Time limited
- Players are allowed one bounce in between touches. Ideal way to start the game before progressing to no bounces.
- Can only use head or feet or knee
- Vary size of playing area – Smaller with more players adds difficulty
- Introduction of lives with players losing a life if the ball hits the floor.

L No time limit

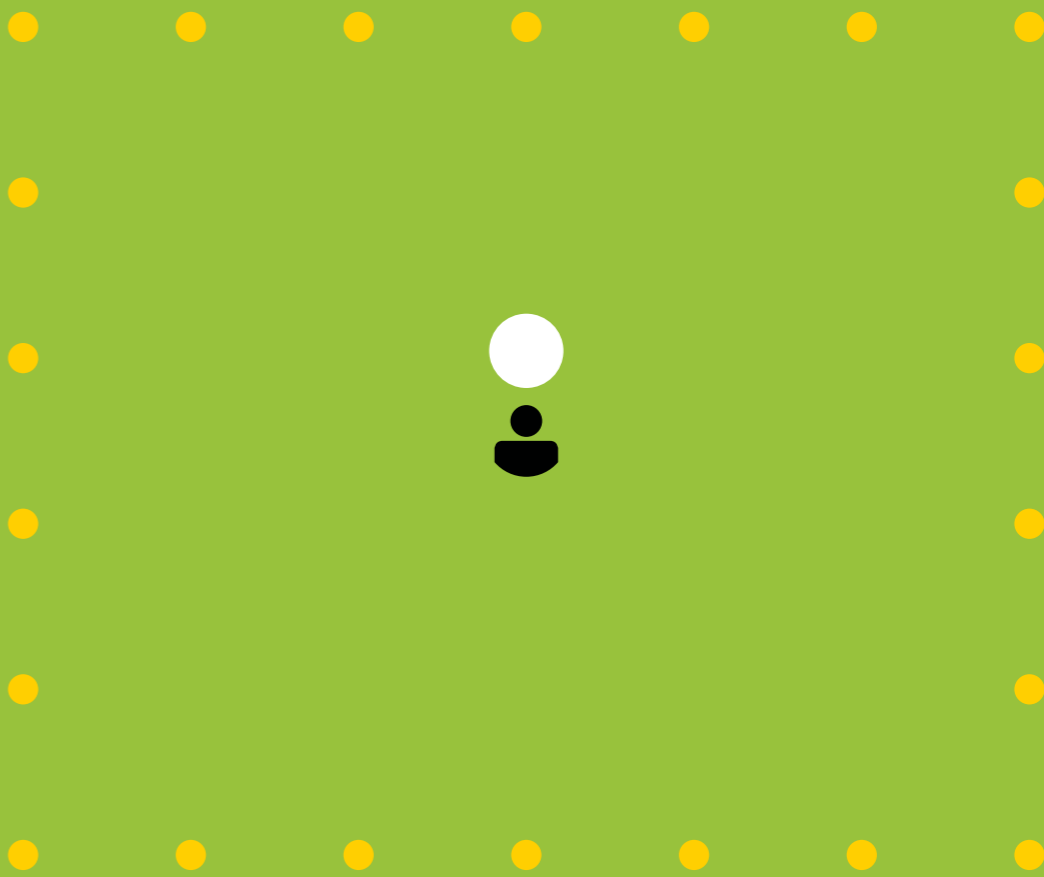
P Minimum 1 (mixed)

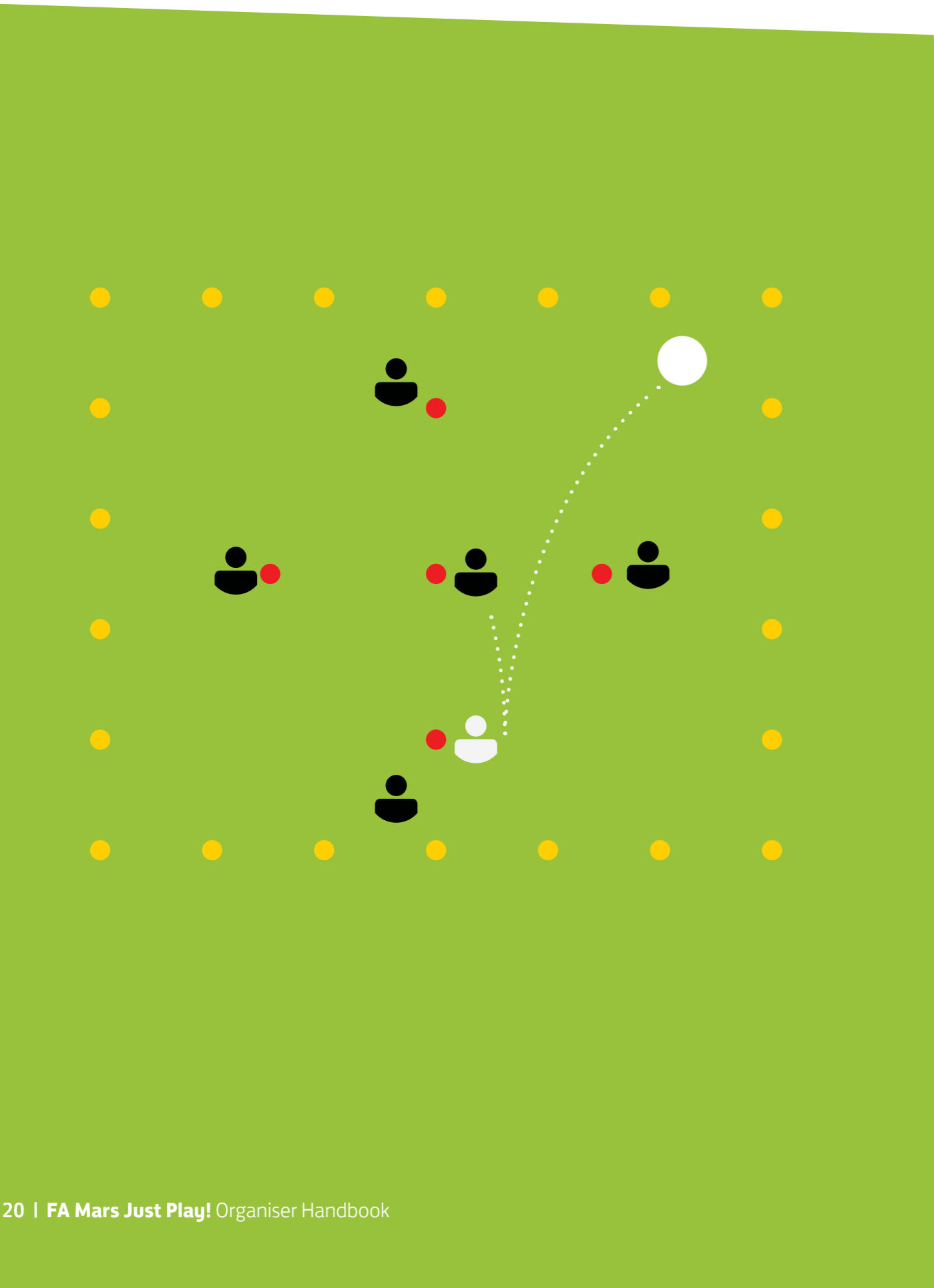
Eq Size 5 football x 1 per player

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- Players must keep the ball in the air without letting it touch the floor
- Players can use any part of their body except for their hands and arms





Rounders

About

The game mirrors the game of rounders with player’s feet or head replacing the bat and a football replacing the ball. The aim of the game is to score more rounders than your opponents.




Organisation

Split the players into equal teams. Players travel round bases in an anti clockwise direction from starting from the kickers spot. Set the rules with any of the variations before the first round commences. The players govern the game.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

- Limit number of deliveries
- Use of left foot or right foot only
- Delivery methods

-  No time limit
-  2 x teams with a minimum 3 payers (mixed)
-  Size 5 football x 3 (1 for play, 2 for spare)

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- All players from each team must ‘bat’ and ‘bowl’
- Players must deliver balls by under arm throwing motion
- Any ball delivered above waist height of the kicker is a ‘no ball’
- A ‘no ball’ will result in the kicker and any team mates moving to the next available base
- Balls must be delivered within the reach of the kicker
- The kicker or players on bases are out when a kick is caught by a defending player, the ball is returned to a base before a player reaches that base or the kicker strikes the ball with their hand or arm
- If the kicker kicks the ball out of the boundary all players on bases complete the circuit and score a rounder
- A rounder is scored when a player travels through all 4 bases

Wall ball

About

The aim of the game is to hit the target area and be the last player with a life or lives remaining.

Organisation

Identify a player to start the game. Set the rules with any of the variations before the first round commences. Players govern the game.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

- Number of lives
- Increased allowed touches per player
- Players not allowed in certain areas
- Increase or eliminate number of bounces allowed
- Increase or decrease target area

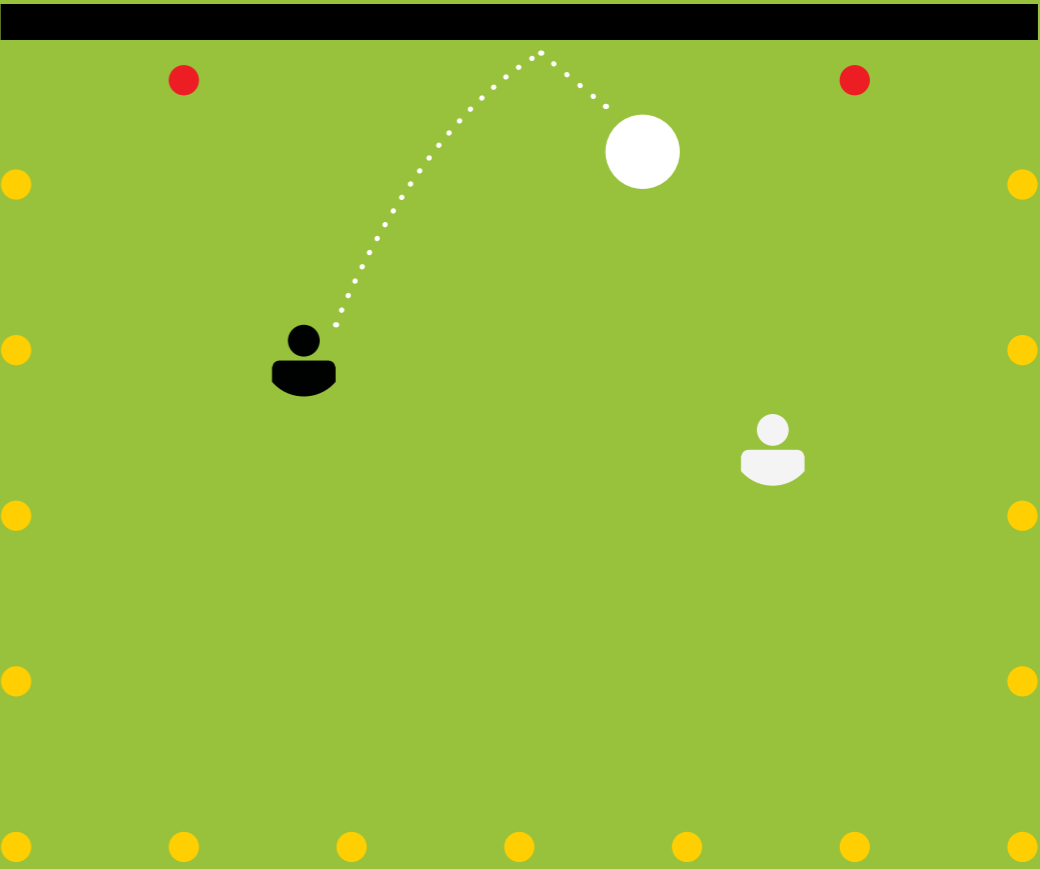
L No time limit

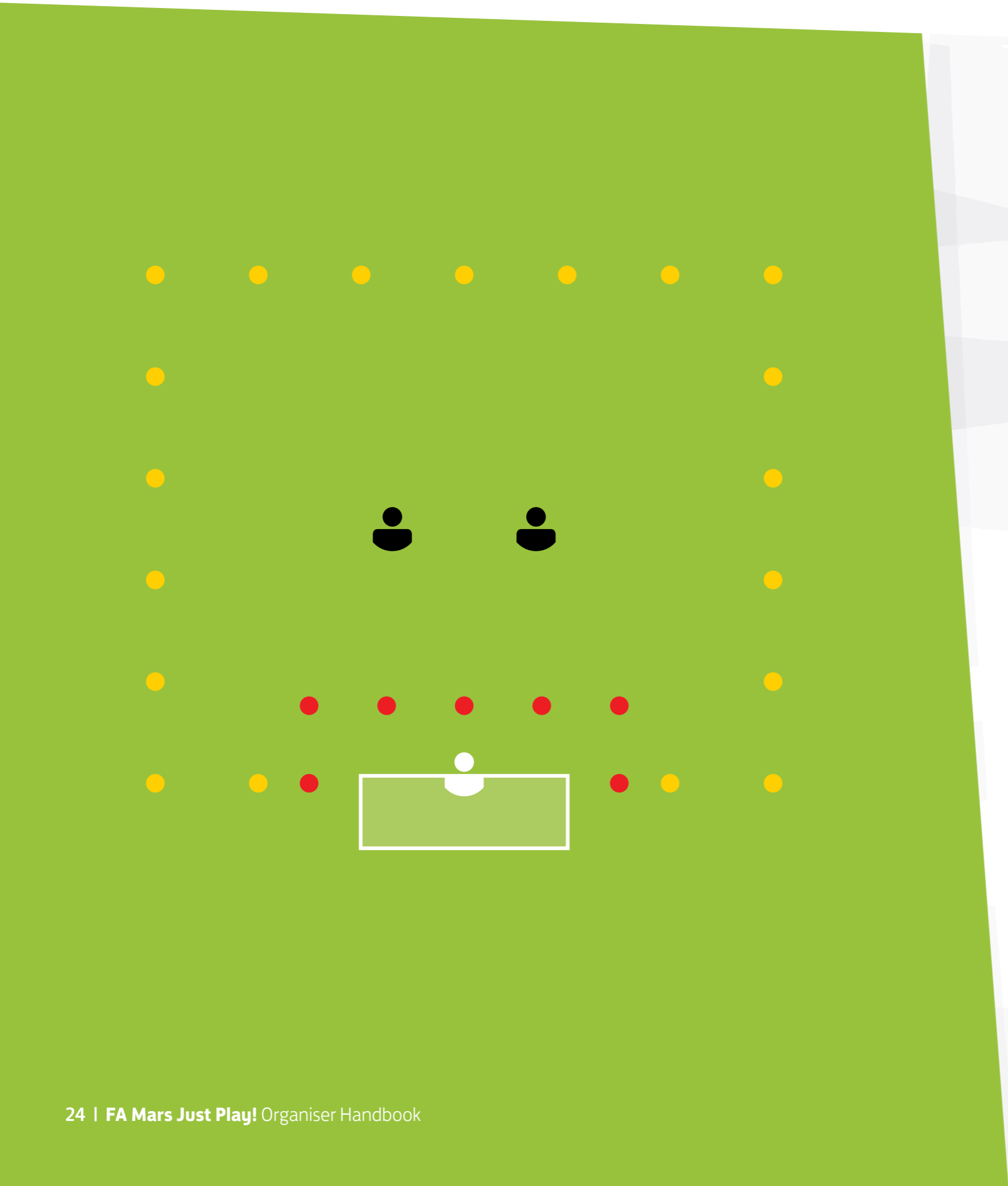
P At least 2 players (mixed)

Eq Size 5 football x 3 (1 for play, 2 for spare), a long walled area free from obstruction

Rules

- Below is a list of the rules. You can add any variation to these but this must be done before play starts.
-
- Players start by using one touch to kick the ball through the target area against the wall
- The next player has one touch to also hit the targeted area
- A player loses a life if they fail to hit the target
- The player left at the end is the winner





60 seconds

About

In this game, the goalkeeper will kick/throw the ball out, and begin counting to 60 at roughly one number a second. The outfield players must then compete against each other to reach the goal target and should they do so, the count will be reset.




Organisation

Identify a player to be the goalkeeper. Set the rules with any of the variations before the first round commences. The Goalkeeper acts as referee.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

- Played as per Headers & Volleys
- Goals cannot be scored in area
- As goal targets increase each goal must be scored by a different method (i.e. Volley, Header)
- The time counted by the goalkeeper reduce by 10 seconds a level
- Players work as a team rather than competing against each other
- Players divided into pairs or triples and compete against each other

-  No time limit
-  1 x Goalkeeper, minimum 2 outfield players (single gender)
-  Goal, size 5 football x 3 (1 for play, 2 for spare)

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- The winner is the player that reaches their goal target first
- The winner becomes the goalkeeper for the next round
- If within the 60 seconds the required target is not reached, the goalkeeper decides who will become keeper for the next round
- If the goals target is not reached play restarts with a 1 goal target
- If the ball goes out of play, the count stops until the keeper returns the ball into action
- If an invalid goal is scored (see variations) the count stops until the keeper returns the ball into action
- If the ball leaves the pitch a throw in is awarded to be taken by the player nearest to the point where the ball went out

Keep ball

About

The aim of the game is to remain in control of your ball protecting it from attackers who will attempt to remove your ball from the area and for you to be the last player in the area who retains their ball.




Organisation

Area free from obstruction. One player identified to start as the attacker.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

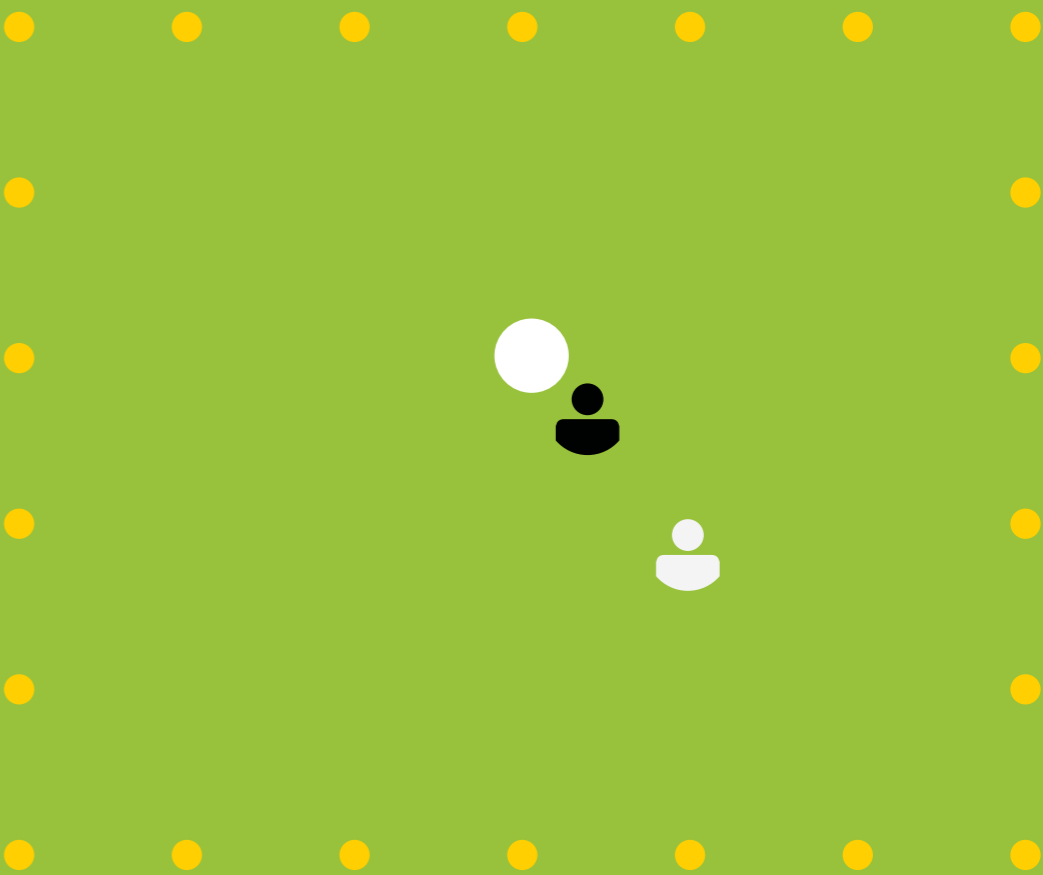
- Introducing lives
- Time limited
- Vary size of playing area – Smaller with more players adds difficulty

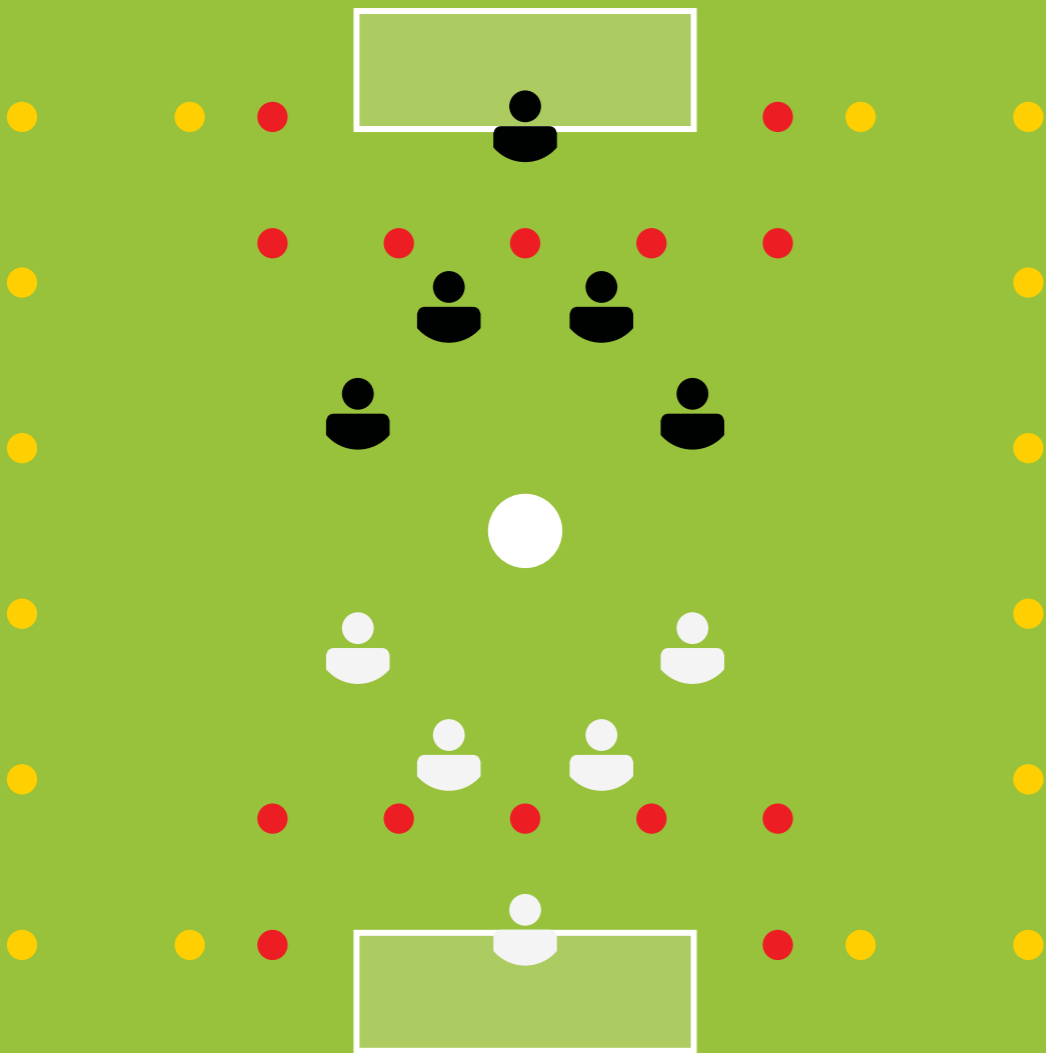
-  No time limit
-  Minimum 3 (single gender)
-  Size 5 football x 3 (1 for play, 2 for spare)

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- Each player starts with a ball of their own
- Players must dribble around the area keeping control of their ball
- Once a player has their ball knocked out of the ring by an attacker they then try to remove someone else’s ball
- The ball must leave the area for them to become an attacker
- The last player remaining with the ball becomes the first attacker for the next game
- Players cannot use their hands to control the ball
- Players must move around the area at all times





Futsal

About

This game will be played at the end of every session. The aim of the game is to score more goals than the opposing team.

Organisation

Players to be divided into 2 equal teams. One player to volunteer to referee. The referee changes after each goal is scored.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

- Number of goals required to win the game
- Limited touches per player
- Players can have any player as goalkeeper
- Players not allowed in the area
- Players cannot score in the area
- Only headers can be scored in the area
- All players to be in opponents half before a goal can be scored
- Goalkeepers must stay in their penalty area



Minimum 15 minutes



2 x teams of 5 (1 player to act as goalkeeper) (single gender)



Goal x 2, size 4 fustal ball x 3 (1 for play, 2 for spare), bibs

Rules

- Teams should be split into teams of 5
- Ball can go over head height
- Players can enter the area
- Goal Keepers can join in as an outfield player but can only be in possession of the ball for 4 secs unless they enter the opponents half
- All free kicks are direct
- Each team can give away 3 direct free kicks. On the fourth foul a penalty is awarded regardless of where the foul occurred.
- All free kick offences in the area will result in the award of a penalty kick against the offending team
- Penalties to be taken from the centre point of the edge of the penalty area
- Goalkeepers must restart the game by throwing the ball and are then not allowed to touch it again until an opponent has touched it.
- If the ball leaves the pitch from the sides a kick-in is awarded against the team who last touched the ball. The player has 5 seconds to return the ball into play.
- The offside rule does not apply

Headers & volleys

About

In the game one player crosses the ball to another who must either head or volley the ball into the goal which is defended by another player. The winner is the player who remains at the end with life or lives intact.




Organisation

Identify a player to be the goalkeeper. Set the rules with any of the variations before the first round commences.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

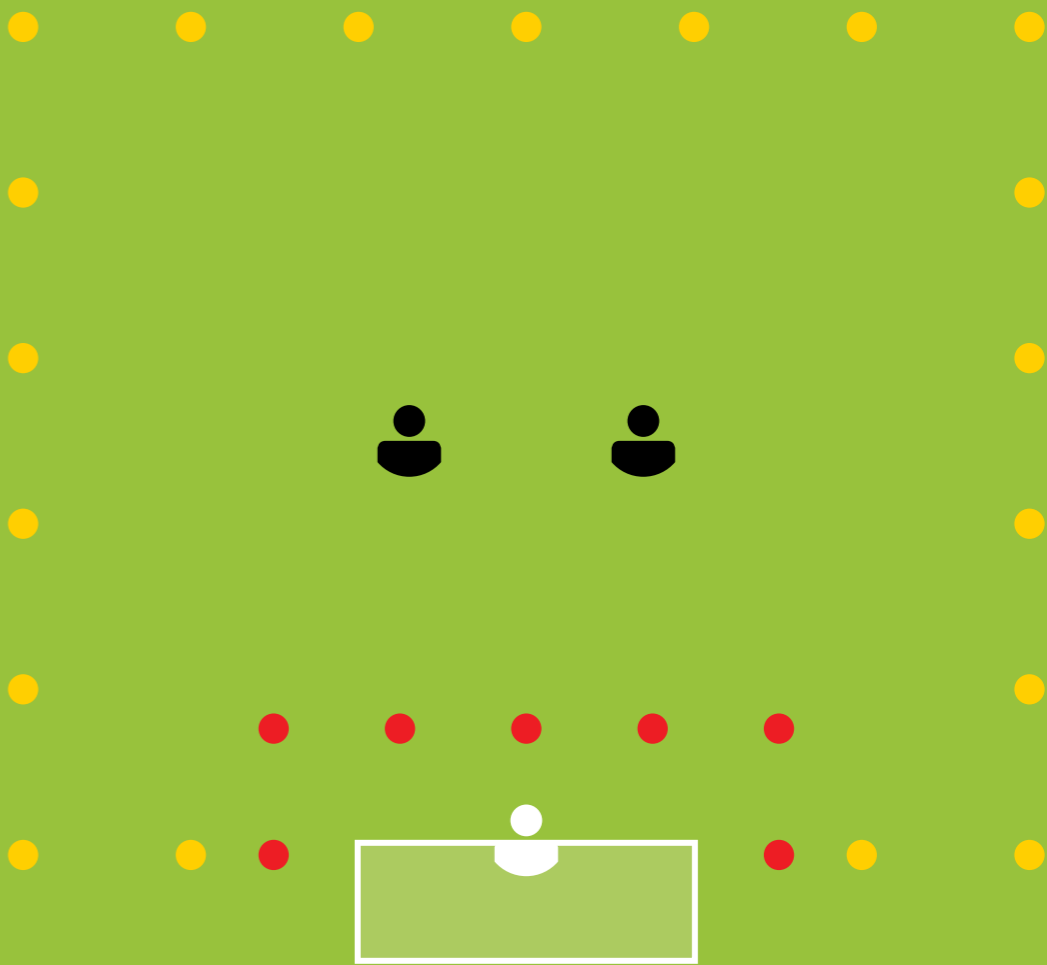
- A striker gains a point by scoring and the keeper loses a point
- If the striker misses he loses 2 points and must become the goalkeeper
- The setting of shooting distances (e.g. shots are not allowed within 6 yards)
- Only headers allowed in the area
- Players can set themselves up to score

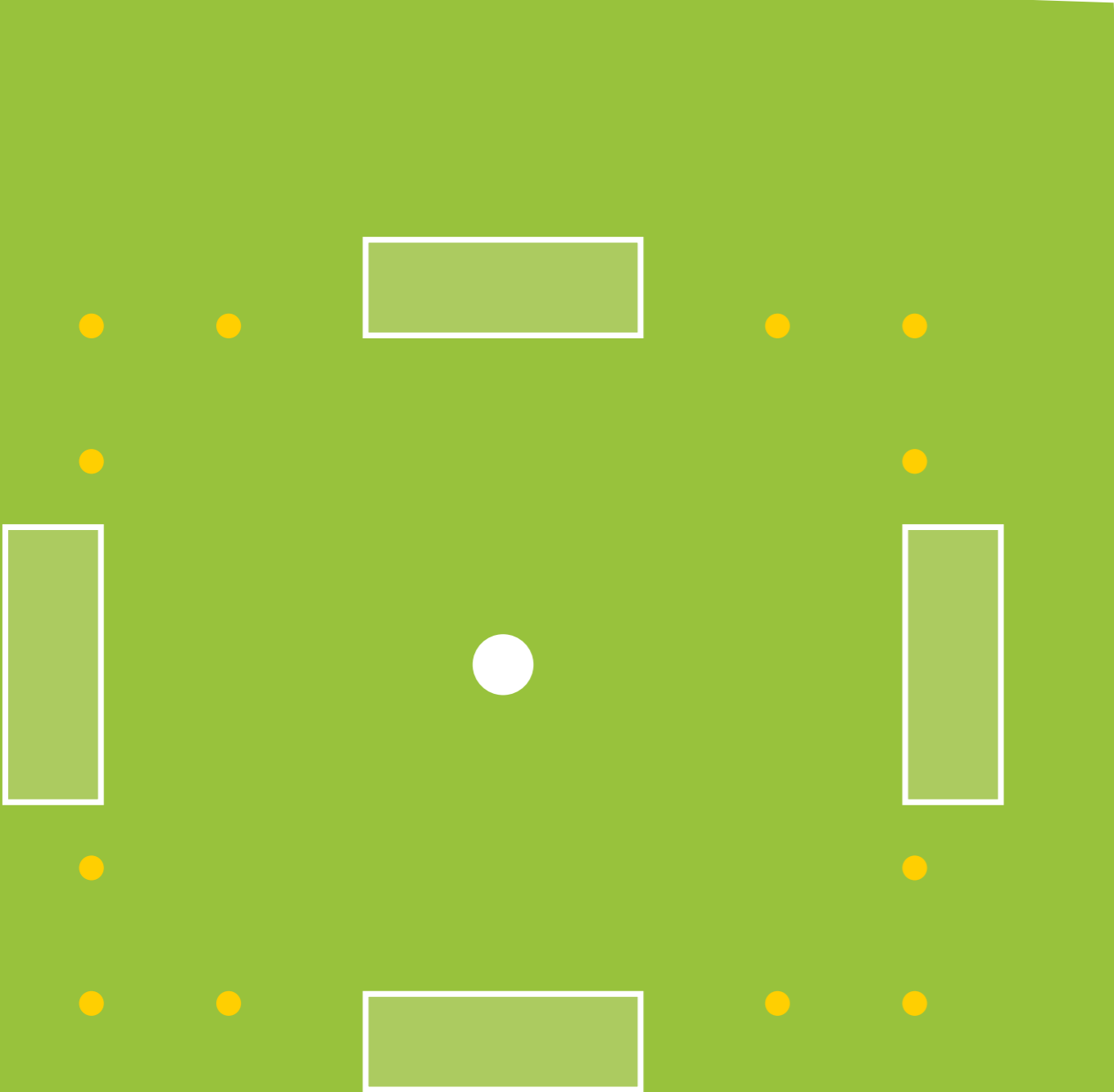
-  No time limit
-  1 x Goalkeeper, minimum 2 outfield players (single gender)
-  Goal, size 5 football x 3 (1 for play, 2 for spare)

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- Each player starts with a predetermined number of lives (usually 3)
- Players can only score goals after they receive the ball from another outfield player
- Outfield players must score past the goalkeeper by performing a volley or header
- A player loses a life and goes in goal if
 - a) Whilst being goalkeeper concede a header or volley
 - b) They perform a header or volley which is saved by the goalkeeper
 - c) They perform a header or volley which goes out of play
 - d) Score a goal that is neither a header or volley





Mars melee

About

The objective is to score a set number of goals into one of the opposing teams’ nets; when this happens, that team is out until the next round begins. The team which wins the most rounds are declared the overall winners.

Organisation

Split the players into four separate teams. Set the rules with any of the variations before the first round commences.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

- Number of goals required to win the game
- Limited touches per player
- Minimum passes before shooting
- Introduce goalkeepers and areas
- Players cannot score in the area
- Increase number of goals and teams



No time limit



4 teams (single gender)



Goal x 4, size 5 football x 15, bibs

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- Teams progress to the next round by scoring the required number of goals
- The last team left in each round are eliminated
- The wining team is the team that scores the required amount of goals in the final between two teams
- Any team handling the ball or committing a foul will have a goal deducted from their total
- Play starts by kicking the ball in with all players standing within their own goal area

Panna

About

The aim of the game is to nutmeg your opponent.
The winner is the player or team that remain when all rounds are completed.




Organisation

Split the players into four separate teams. Set the rules with any of the variations before the first round commences.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

- Increase number of players
- Limited touches per player
- Introduce points

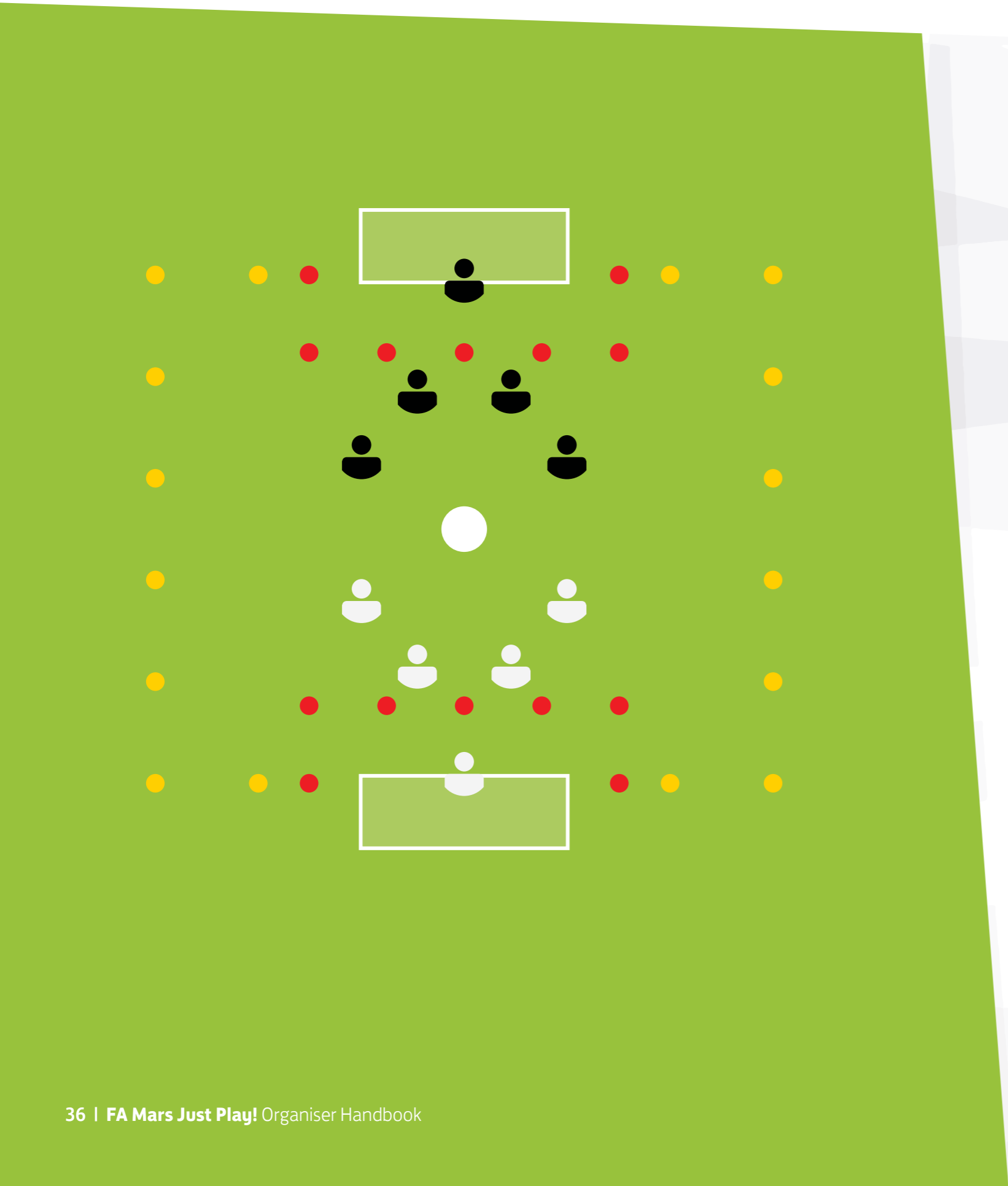
-  No time limit
-  2 players (single gender)
-  Size 5 football x 1

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- Players must dribble the ball through the opponent’s legs and then retrieve the ball before the opponent does so, which is called a nutmeg
- If the ball leaves the playing area the opponent restarts play
- Once a player has completed a nutmeg, the game is over





Small-sided game

About

This game will be played at the end of every session. The aim of the game is to score more goals than the opposing team.




Organisation

Players to be divided into 2 equal teams. One player to volunteer to referee. The referee changes after each goal is scored.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

- Number of goals required to win the game
- Limited touches per player
- Players can have any player as goalkeeper
- Players not allowed in the area
- Players cannot score in the area
- Only headers can be scored in the area
- All players to be in opponents half before a goal can be scored
- Goalkeepers must stay in their penalty area
- Introduce Futsal rules

-  Minimum 15 minutes
-  2 x teams (1 player to act as goalkeeper) (single gender)
-  Goal x 2, size 5 football x 3 (1 for play, 2 for spare), bibs

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- Teams should be split into teams of equal numbers of players
- All free kicks are direct
- All free kick offences in the area will result in the award of a penalty kick against the offending team
- Penalties to be taken from the centre point of the edge of the penalty area
- The goalkeeper kicks the ball out whenever the ball crosses the goal line or a goal is scored
- If the ball leaves the pitch from the sides a throw in is awarded against the team who last touched the ball
- The offside rule does not apply

Three and in

About

The aim of the game is to score your goals before your opponents. The winner is the player that scores their goals first. They will then become the goalkeeper.




Organisation

Identify a player to be the goalkeeper. If more than 6 players then split the players into teams of two or three. Set the rules with any of the variations before the first round commences. The Goalkeeper acts as referee.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

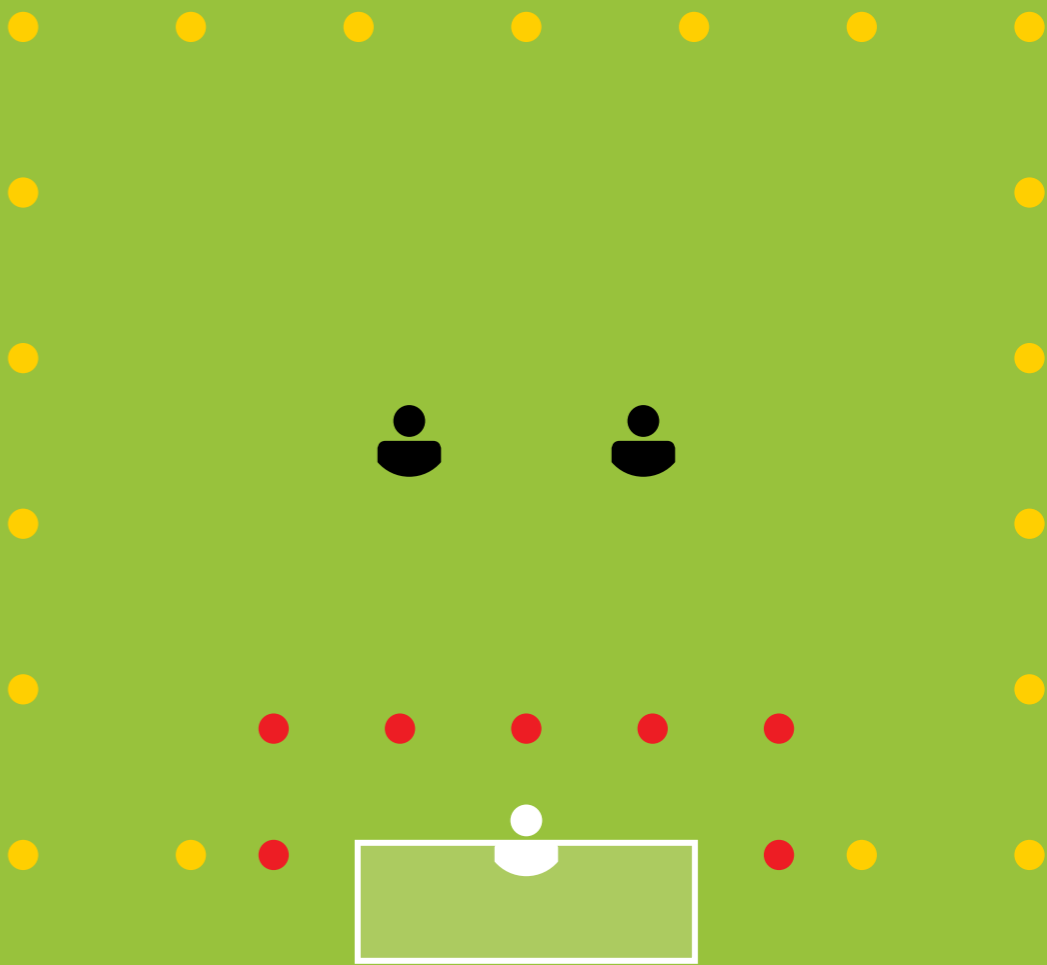
- Number of goals required to win the game
- Limited touches per player
- Minimum touches before shooting
- Players not allowed in the area
- Players cannot score in the area
- If one player game the player out in the first round becomes the keeper for the next game
- Winning player can nominate a keeper

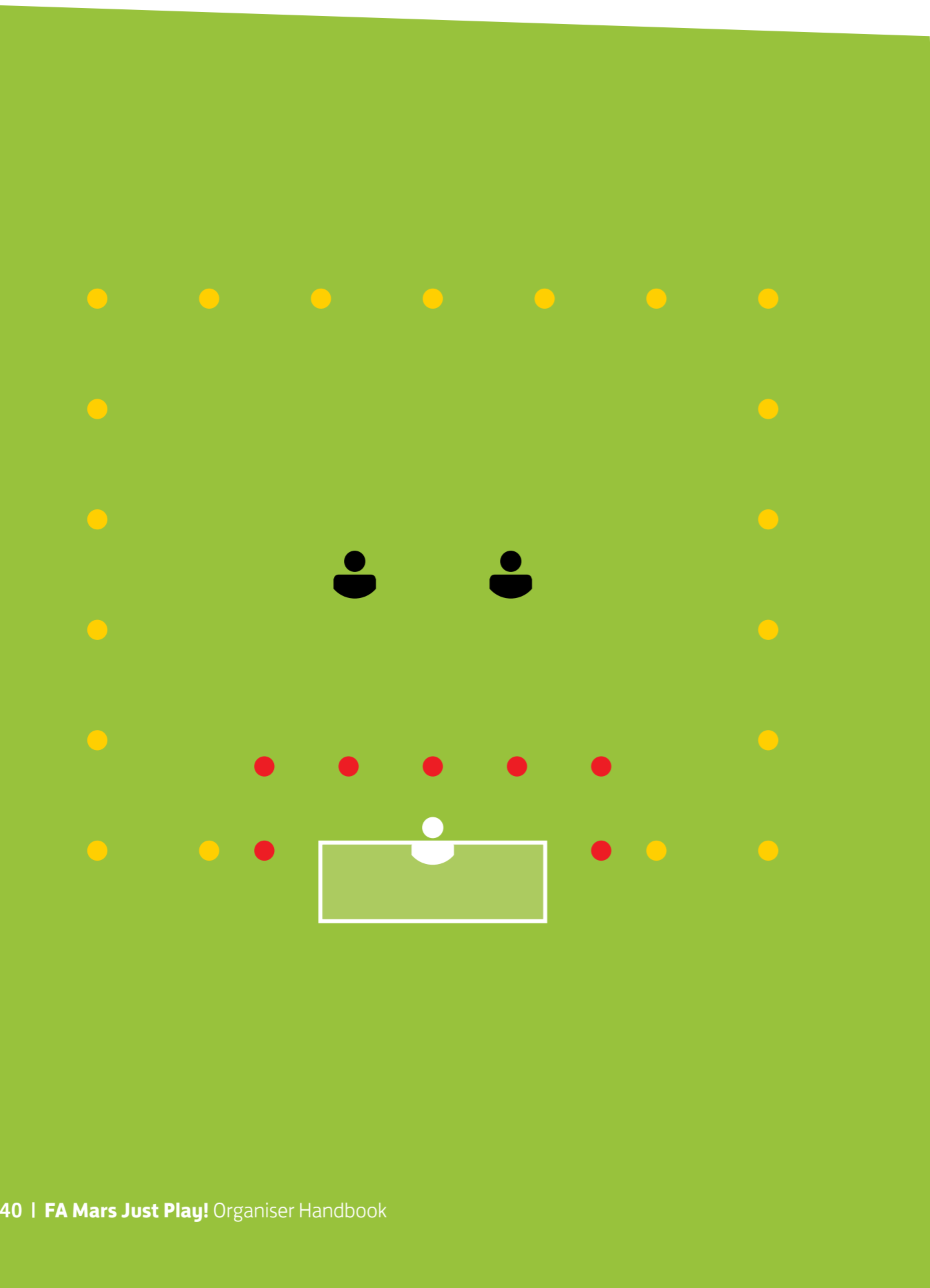
-  No time limit
-  1 x Goalkeeper, minimum 2 outfield players (single gender)
-  Goal x 2, size 5 football x 3 (1 for play, 2 for spare), bibs

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- Whichever player scores all their goals first becomes the keeper
- All free kicks are direct
- All free kick offences in the area will result in the award of a penalty kick to all other teams left in the round unless it is for a foul in which case only the team who have been fouled receive a penalty
- Penalties to be taken from the centre point of the edge of the penalty area
- The goalkeeper kicks the ball out whenever the ball crosses the goal line or a goal is scored
- If the ball leaves the pitch a throw in is awarded to be taken by the player nearest to the point where the ball went out





Wembley knockout

About

The aim of the game is to be the last player or team standing. The last player or team remaining at the end of each round will be eliminated. The winner is the player or team that remain when all rounds are completed.




Organisation

Identify a player to be the goalkeeper. If more than 6 players then split the players into teams of two or three. Set the rules with any of the variations before the first round commences. The Goalkeeper acts as referee.

Variations

Below is a list of variations for the games you can suggest to players for them to introduce.

- Number of goals required to win the game
- Limited touches per player
- Minimum passes before shooting
- Players not allowed in the area
- Players cannot score in the area
- Only headers can be scored in the area
- In a one player game the player out in the first round becomes the keeper for the next game

-  No time limit
-  1 x Goalkeeper, minimum 3 outfield players (single gender)
-  Goal, size 5 football x 3 (1 for play, 2 for spare), bibs

Rules

Below is a list of the rules. You can add any variation to these but this must be done before play starts.

- Teams progress to the next round by scoring a goal
- Once a team scores a goal they leave the pitch until the start of the next round
- The last team left in each round are eliminated.
- All free kicks are direct
- All free kick offences in the area will result in the award of a penalty kick to all other teams left in the round unless it is for a foul in which case only the team who have been fouled receive a penalty
- Penalties to be taken from the centre point of the edge of the penalty area
- The goalkeeper kicks the ball out whenever the ball crosses the goal line or a goal is scored
- If the ball leaves the pitch a throw in is awarded to be taken by the player nearest to the point where the ball went out



Advice

Risk Assessment

Just Play Centre

Assessment Date

Delivery Partner staff

Name and address of venue

Potential Hazard	Persons at risk	Pre-control Risk Rating			Potential Control Measures	Post-control Risk Rating		
		S	L	R		S	L	R
Contamination from animal faeces. Injuries from contact with sharps/glass etc	Delivery Partner staff and Participants				<ul style="list-style-type: none"> Area is fenced off when not in use. Refer to GP or casualty if it is suspected that contamination or injury has taken place Staff to carry out visual inspection of all areas in use for faeces, glass or similar hazards 			
Injuries resulting from a trip or fall	Participants				<ul style="list-style-type: none"> No area that is pot holed or similar is to be used Notify site manager of any defects Appropriate footwear to be worn by participants Staff to be trained to a minimum of 'Emergency Aid' and hold an in date certificate Staff to have a fully stocked First Aid box Pre-existing medical conditions must be notified on application forms Any medication required is with the participant (i.e. inhaler) Mobile phone available to contact emergency services 			
Injury from physical violence	Delivery Partner staff and Participants				<ul style="list-style-type: none"> Participants to be supervised at all times Potential situations monitored and dealt with instantly Excluding participants from future attendances Mobile phone available to contact emergency services 			

Potential Hazard	Persons at risk	Pre-control Risk Rating			Potential Control Measures	Post-control Risk Rating		
		S	L	R		S	L	R
Injury as a result of illness	Participants				<ul style="list-style-type: none"> Staff to have a fully stocked First Aid box Staff to be trained to a minimum of 'Emergency Aid' and hold an in date certificate Mobile phone available to contact emergency services 			
Strains and sprains	Participants				<ul style="list-style-type: none"> Only qualified members of staff to run sessions/activities Warm up and cool down correctly All equipment and goal posts to be checked before session/ activity 			
Dehydration and heat related illness	Delivery Partner staff and Participants				<ul style="list-style-type: none"> Adequate breaks and fluid intake for all participants Staff to be trained to a minimum of 'Emergency Aid' and hold an in date certificate 			
Aggravation of old injuries	Participants				<ul style="list-style-type: none"> Staff to verbally check before warm up that there are no injuries/illnesses 			
Choking	Participants				<ul style="list-style-type: none"> Chewing gum and other eating to be banned during sessions/ activities Staff to be trained to a minimum of 'Emergency Aid' and hold an in date certificate 			
Slippery surface to due adverse weather	Delivery Partner staff and Participants				<ul style="list-style-type: none"> Appropriate clothing and footwear to be worn in inclement weather All sessions/activities to be suspended 			

Is the risk rating for this task post-control acceptable and can all controls be immediately implemented?

- ☐ YES
☐ NO

(If you have ticked the 'NO' box, please complete the following section)

Hazard	Action by	Action Required	Target Date	Completion Date	Signature (when completed)

Name of Delivery Partner staff (PRINT) Date

Name of Delivery Partner staff (SIGN) Date

Confirmation

I have noted the above assessment and will take appropriate steps to ensure all the actions listed are completed satisfactorily.

Name (PRINT) Date

Name (SIGN) Date

Review

I confirm that the risk assessment remains valid, controls remain effective and there has been no increase in risk to participants or staff.

Review Date	Name	Signature

Risk rating		Rating Action Bands	
S = Severity	L = Likelihood	Band (S x L = Band)	Action Required
1 – No injury	1 – Improbable	(1 – 5) Low Risk	Manage for continuous improvement
2 – First Aid	2 – Remote	(6 – 15) Medium Risk	Implement control measures or further control measure where possible to reduce risk rating to as low as is reasonably practicable
3 – Lost time injury (over 3 days)	3 – Possible		
4 – Major injury	4 – Probable	(16 – 25) High Risk	Consider stopping activities. Implement control measures or further control measures to reduce risk rating to as low as is reasonably practicable immediately
5 – Death	5 – Very likely		

A completed and signed copy of this form should be kept on record for a minimum of 12 months. Any incidents and accidents should be reported to the County Coordinator.

Accident Report Form



Incident or accident report form

Just Play Centre

Date and time of incident/accident

Name of Delivery Partner Staff

Name and address of venue

Name of injured person

Address of injured person

Nature of incident/injury and extent of injury

Give details of how and precisely where the incident took place.
Describe what activity was taking place, for example training/game/getting changed.

Give full details of action taken during any first aid treatment and the name(s) of first-aider(s)

Were any of the following contacted?

Friends or relatives	<input type="radio"/> Yes	<input type="radio"/> No
Police	<input type="radio"/> Yes	<input type="radio"/> No
Ambulance	<input type="radio"/> Yes	<input type="radio"/> No

What happened to the injured person following the incident/accident? E.g., carried on with session, went home, went to hospital etc.

All of the above facts are a true record of the accident/incident

Signed Date

Name

Please attach a copy of the session risk assessment form to this template and forward this to your County Coordinator and ensure the injured party receives a copy

Terms and Conditions

1. Introduction

'Just Play' is the national initiative operated by The FA to encourage more adults to play football. These are the terms and conditions applicable to all participants registering to take part in Just Play (the "Participants") on the Just Play website [www.TheFA.com/JustPlay] (the "Site").

Please read these terms and conditions (the "Terms") carefully to ensure that you understand and agree to them, as they contain the legal terms and conditions that all Participants shall be deemed to have agreed to when submitting their application for registration to take part in, and actually taking part in, any Just Play Kickabout (each a "Kickabout").

Just Play is operated by The Football Association Limited (registered number 77797), a company registered in England and Wales whose registered address is at Wembley Stadium, Wembley, London, HA9 0WS and whose postal address is Wembley Stadium, PO Box 1966, London SW1P 9EQ ("The FA"). Any references to "we", "us" or "our" shall be taken as references to The FA. Any references to "you" or "your" shall be taken as references to any Participant.

Each individual Kickabout will be run by a 'Just Play Centre'.

2. Participant registration process

To complete your registration as a Participant, you will need to comply with the required criteria for all Participants (as set out on the Site). Participants must be aged 16 years or above on the day of the event they are booking onto. Any individual wishing to register as a Participant who is unable to apply via the Site should contact The FA for further assistance. Please see contact details at the end of these Terms.

3. Participant obligations

In addition to complying with these Terms, as a Participant you must ensure that you adhere to the Just Play Respect Code of Conduct as follows:

At all times during any Kickabout you shall:

- Pay your entrance fee prior to each Kickabout;
- Adhere to the rules of each game;
- Display and promote high standards of behaviour;
- Promote fair play and behave within the spirit of Just Play;
- Always respect the decisions of the referee, any official and your fellow players;
- Never engage in offensive, insulting or abusive language or behaviour;
- Avoid bullying, intimidation and poor behaviour;
- Treat the Organiser, Coordinator, any referee or official and all other players with respect;

- Remember that we all make mistakes and shake hands with the opposing players and any referee at the end of every game.

Any breaches of the Just Play Respect Code of Conduct as set out above may result in a Participant being excluded from participating at any or all Kickabouts and/or Just Play Centres.

4. Insurance

Each Just Play Centre will be required to hold a public liability insurance policy of up to a minimum of £2,000,000. Should you require further information in connection with this please contact The FA using the contact details at the end of these Terms. All Participants shall be responsible for organising any other insurance that they feel is appropriate for their participation in Just Play and/or any Kickabout.

5. Medical disclaimer

Each Participant acknowledges that there are risks associated with their participation in any Kickabout at any Just Play Centre, as with any game of football, including increased heart stress and the chance of musculoskeletal injuries. Through participation in the activities available at Just Play Centres, you confirm that, to your knowledge, you have no physical conditions, ailments or disability that would preclude your participation in such activities. A physician's examination is recommended for any Participant who has any exercise

restrictions, prior to participating in any Just Play Centre.

By registering as a Participant, you accept full responsibility for your own health and well-being and acknowledge that no responsibility is assumed by the Just Play Centre, any County FA, The FA or any person or entity involved in the running or provision of Just Play or any Just Play Centre in relation thereto.

6. Termination

We reserve the right, in our sole discretion, to

- refuse a Participant entry to any Just Play Centre; and/or
- refuse Registration, and/or
- terminate Registration,

in the following circumstances:

- you breach these Terms or any other requirements set out on the Site in any manner and at any time;
- at any time you fail to meet the required criteria for all Participants (as set out on the Site);
- you are suspended or barred (on an interim or permanent basis) from any football activity pursuant to the rules and regulations of The FA, including, but not limited to, The Football Association's Safeguarding Children Regulations, The

Terms and Conditions

Football Association's Safeguarding Vulnerable Adults Policy and The Football Association's Equality Policy;

- (d) in the reasonable opinion of The FA, you act in any manner which brings The FA, Just Play or the game of football into disrepute; or
- (e) in the reasonable opinion of The FA, you misuse the Just Play scheme in any manner. In all such cases we will have no liability to refund you or pay any other compensation to you in connection therewith. In the event of a suspension, The FA may decide in its discretion to lift such suspension when it considers it is appropriate to do so.

7. Privacy

The FA will process your details in accordance with the FA's privacy policy which you are deemed to accept by registering as a Participant and which can be found at <http://thefa.com/Privacy>. You hereby agree and acknowledge that your details will be entered into the Just Play database and will be used to administer Just Play and for research purposes and that you may be contacted from time to time by the Just Play Centre or The FA in connection with Just Play. You further agree that your details will be used in accordance with the communication options you select when registering on the Site or submitting any application for any Kickabout.

8. Disclaimer of Warranties

To the fullest extent permitted by law, The FA makes no representations, undertakings or warranties about Just Play, any Just Play Centre, or any content or information provided as a result of being a Participant. To the fullest extent permitted by law all representations, warranties and undertakings (express or implied) in respect of Just Play, any Just Play Centre and/or your participation in the same, are excluded.

9. Liability

Except in the case of fraud, death or personal injury caused by our negligence or other cases where by law liability cannot be excluded or limited, we exclude all liability to you in respect of your registration as a Participant, Just Play, the Just Play Centres and/or your participation in any Kickabout, or any information or other content obtained either directly or indirectly as a result of your participation in Just Play or at any Just Play Centre, howsoever arising, in any circumstances and whether in contract, tort, negligence, misrepresentation or otherwise.

Under no circumstances shall we have any liability for any loss of profit, business opportunity, goodwill, anticipated savings or data, or for any special, indirect, incidental or consequential loss or damages of whatsoever kind resulting from your registration as a Participant, Just Play, any Just Play Centre and/or your participation in any Kickabout,

or any information or other content obtained either directly or indirectly as a result of your participation in Just Play or at any Just Play Centre, howsoever arising, in any circumstances and whether in contract, tort, negligence, misrepresentation or otherwise.

10. Amendments

We reserve the right at any time and from time to time to modify or discontinue, temporarily or permanently, Just Play with or without prior notice to you.

We reserve the right at any time and from time to amend these Terms with or without notice to you. Any such amendment shall be effective once the revised Terms have been posted on the Site, and it shall be your responsibility to check these Terms for any such amendments.

11. General

These Terms are governed by and will be construed in accordance with the laws of England and Wales. Any disputes arising under or in connection with these Terms shall be subject to the exclusive jurisdiction of the English courts.

Any failure by us to exercise any right or remedy under these Terms or at law does not constitute a waiver of that right or remedy or a waiver of any other rights or remedies. No single or partial exercise of a right or remedy by us under these

Terms or at law prevents further exercise of the right or remedy or the exercise of any other right or remedy.

If a competent court of law or authority finds that any part of these Terms is invalid, unlawful or unenforceable to any extent, we shall delete the relevant part from the Terms and the remainder of the Terms shall continue to be valid and enforceable to the fullest extent permitted by the laws of England and Wales.

Contact information


Please contact us as follows:

Email

justplay@thefa.com

Postal Address

Just Play, The Football Association, Wembley Stadium, PO Box 1966, London, SW1P 9EQ



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