



JUST PLAY!
The FA **SNICKERS**

ORGANISERS HANDBOOK



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The FA Snickers Just Play! gives the casual footballer a chance to just find a Just Play centre, register online and turn up and play.

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 all the fun of football with none of the fuss. Just laid-back, inclusive, informal football. Frankly, it's jumpers for goalposts, but you provide the balls, pitch and teams.

The FA Snickers Just Play! is for adults, for men, for women, for those who have played before and those who haven'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 Snickers Just Play! allows its participants to switch off from the day to day and enjoy themselves through football again. It's for banter, friendship, goals, tackles, tekker, making mates, and fitness. It breaks down barriers and people can just turn up and take part.

The FA gives a license to applicants from across the country to run an FA Snickers Just Play! Centre, with hundreds of centres planned across the country in 2020/2021. Sessions or 'kickabouts' are run on a weekly basis throughout the year by a Level 1 coach or an FA Lead Playmaker. Organisers are provided with branded FA Snickers 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. 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!



PROMOTING YOUR SESSIONS

There are lots of tools to help you promote your sessions.

- There are foundation pieces which include a video to explain what Just play is and editable promotional material on Playing Surface.
- There is a campaign asset pack. This is to drive participation and get people to think Just Play is for them.
- There is exciting prize opportunities.

FOUNDATION ASSETS

As an organiser you know the best way to talk to your current participants and how to engage with new participants. Depending on the group this could be on social media or as a physical poster at the Just Play venue or where potential Just Play participants might be found.

Within your pack you will find a video which explains what Just Play is. Please download and place on to your web or social media platforms. This will make your page dynamic and interesting. What is Playing Surface? This is a template platform which allows you to create your own assets from the images and copy provided. You will be able to tailor material to the audience you are targeting. This will be updated throughout the year so you can keep your promotion material fresh.

There are templates for various social media posts and posters. For social media we encourage you to use the body copy to promote the details of your sessions.

Here is an example social media post for Instagram



You will be able to select from specific imagery. This one will help you promote a women's over 35 session.

There will be a selection of catchy copy lines to choose from.

Then you can upload it onto your platform.

The body copy is a great place to put the session details. For Instagram you have to put the link for people to book into your bio details.

For social media to work effectively it is best practice to create an 'organiser' profile and use it for participants to follow. You can then keep them up to date with session times and new sessions they might be interested in. Don't be afraid to use multiple platforms. Different people prefer different online spaces so populate them all. There are social media management tools online which enable you easily to do this such as hootsuite or zoho.

Try setting up a Facebook group for a session. This works well to promote friendship between participants. This is good to encourage new people to join in with so they quickly feel part of the group.

To engage new participants think where these might be found. Could you put posters with the right images and session details in local clubs, universities, local sixth forms, community centre, leisure centre, health centre/doctors surgery and library. The wider the better to spread the message and reach more participants.



CAMPAIGN ASSET PACK

There will be campaigns running through the year. This will be delivered as a digital pack for you to download and use. The first pack is focusing on driving participation. There will be a video and a range of social promotional assets including email signatures.

The marketing material focuses on the different reasons people might play football. It suggests that No Matter Why you Play Just Play.

It's fun, light and provocative to encourage people to think that Just Play is for them.

Please post this on your social platforms and use it throughout the next few months to encourage more participation.

PRIZE DRAW ASSETS

The FA and Snickers are giving away national prizes throughout the year to encourage more people to attend Just Play sessions and to raise awareness of the programme. The prizes are unique and fun. The first prize saw our winner take a group of 10 friends to:

- a bespoke Just Play session on world class facilities at St George's Park
- watch the Lionesses train
- meet the Lionesses and their coach.

They also all received:

- tickets to Wembley to watch the sold out Lionesses match against Germany
- refreshments, a Snickers goody bag and travel were thrown in too.

All the prizes will use the event system to pick the winners. Please encourage your participants to use this system to book their sessions. Make sure that the session are up to date and available for them to book. If they need help with the system then please offer assistance when face to face with them. And if you need help and support contact your local County FA or justplay@thefa.com

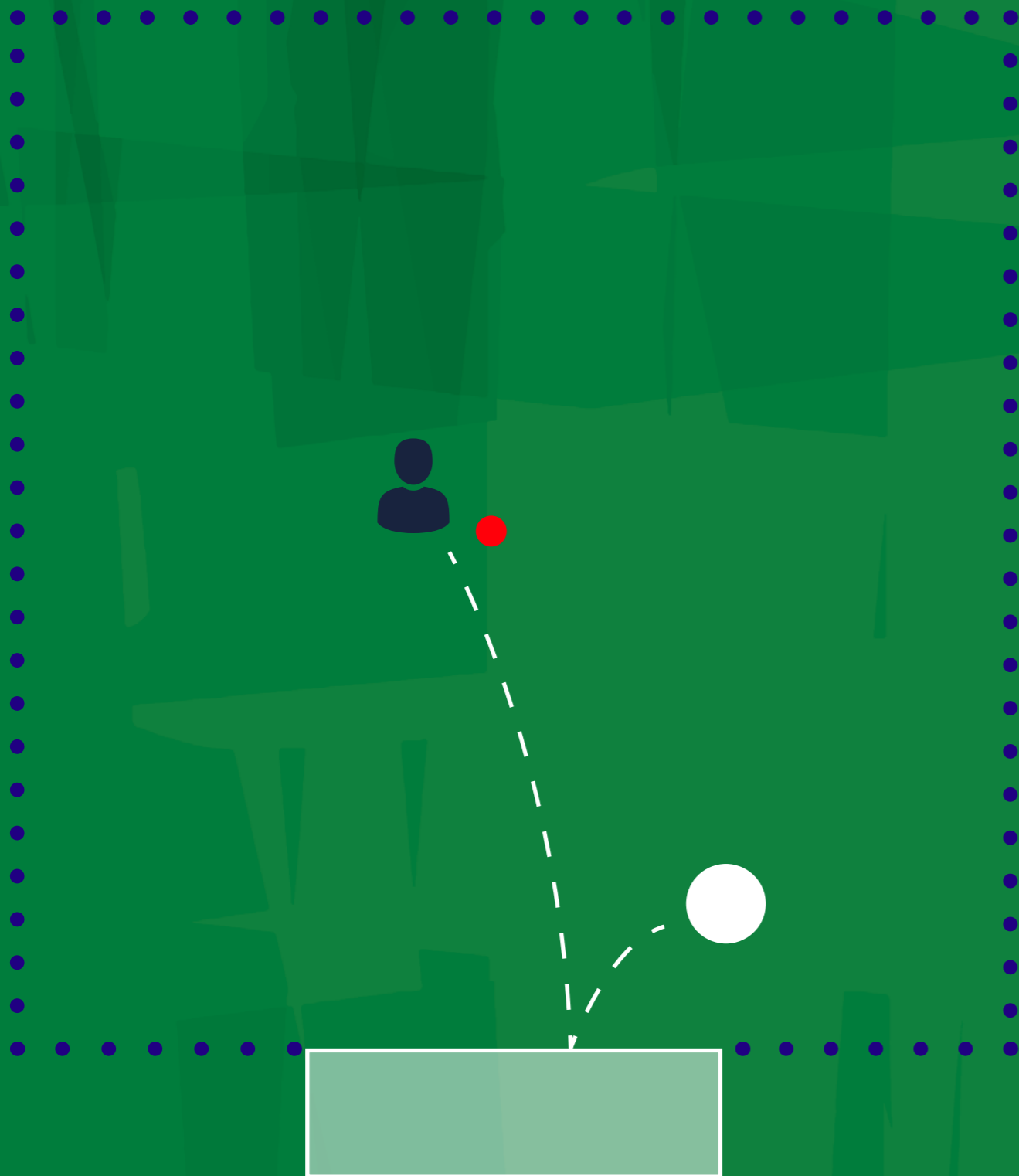
When a new competition opens we will let you know prior so you can prepare locally. The FA will provide an asset pack of social images, email signatures, and GIFS for you to use. We will provide a dated social media campaign including post copy to drive the campaign for you. If there is anything else you would like to see then please feed back to your local County FA or justplay@thefa.com

We always welcome feedback to improve the resources we provide.





GAMES



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 GOLD

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



No time limit



Minimum 2 outfield players (mixed)

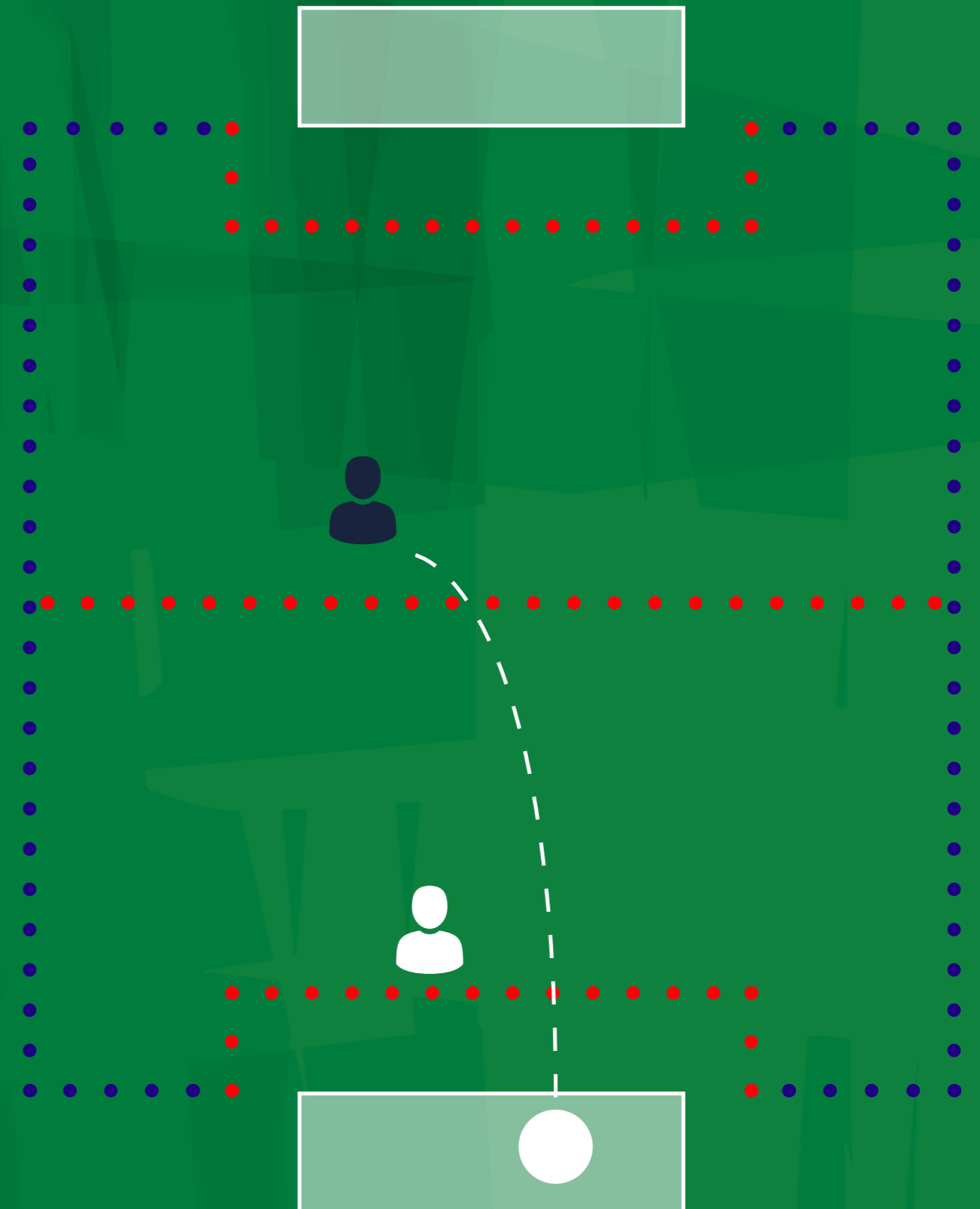


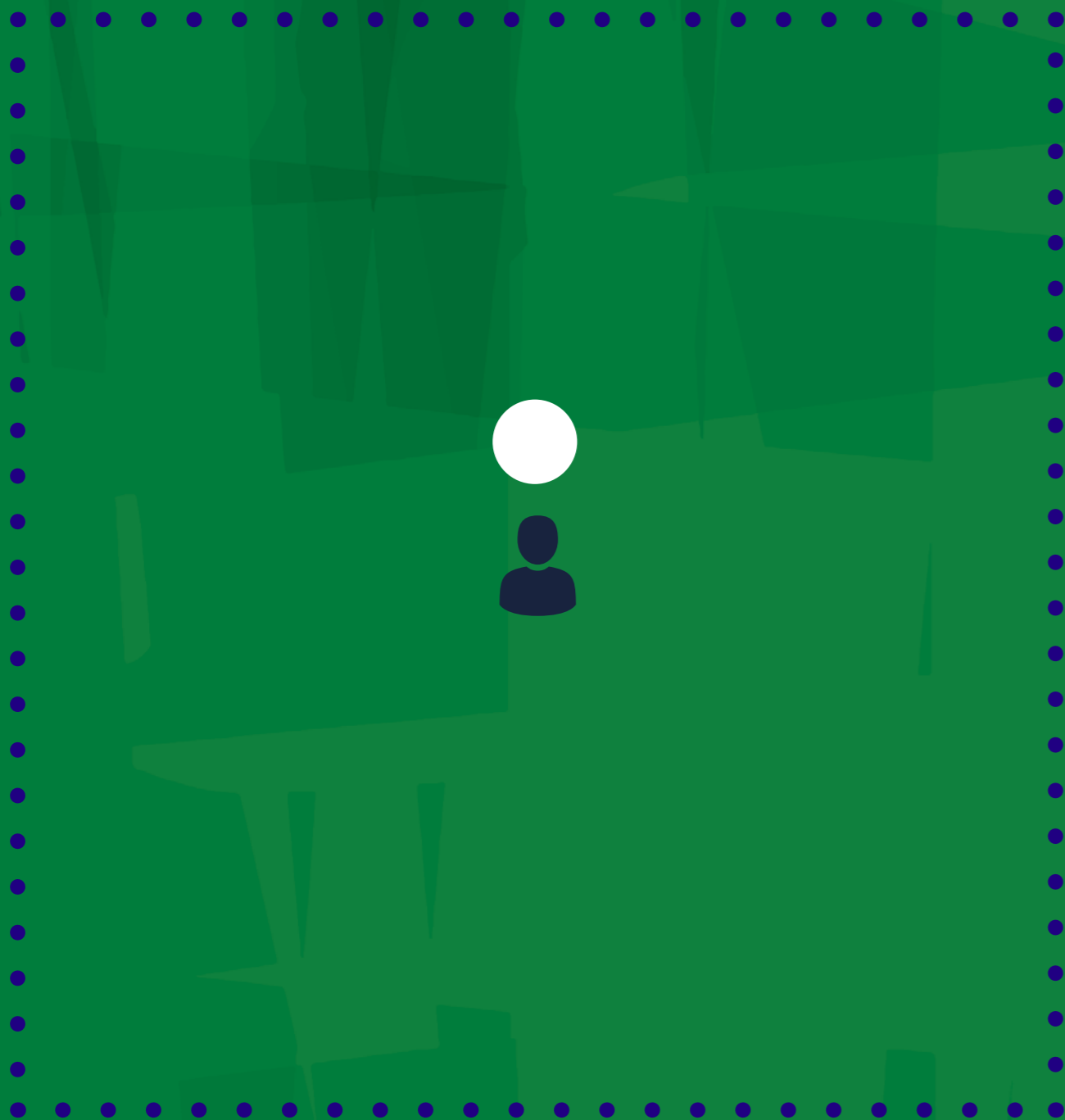
Goals x 2, size 5 football x 3
(1 for play, 2 for spare)

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.



No time limit



Minimum 1 (mixed)



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

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



No time limit



At least 2 players (mixed)

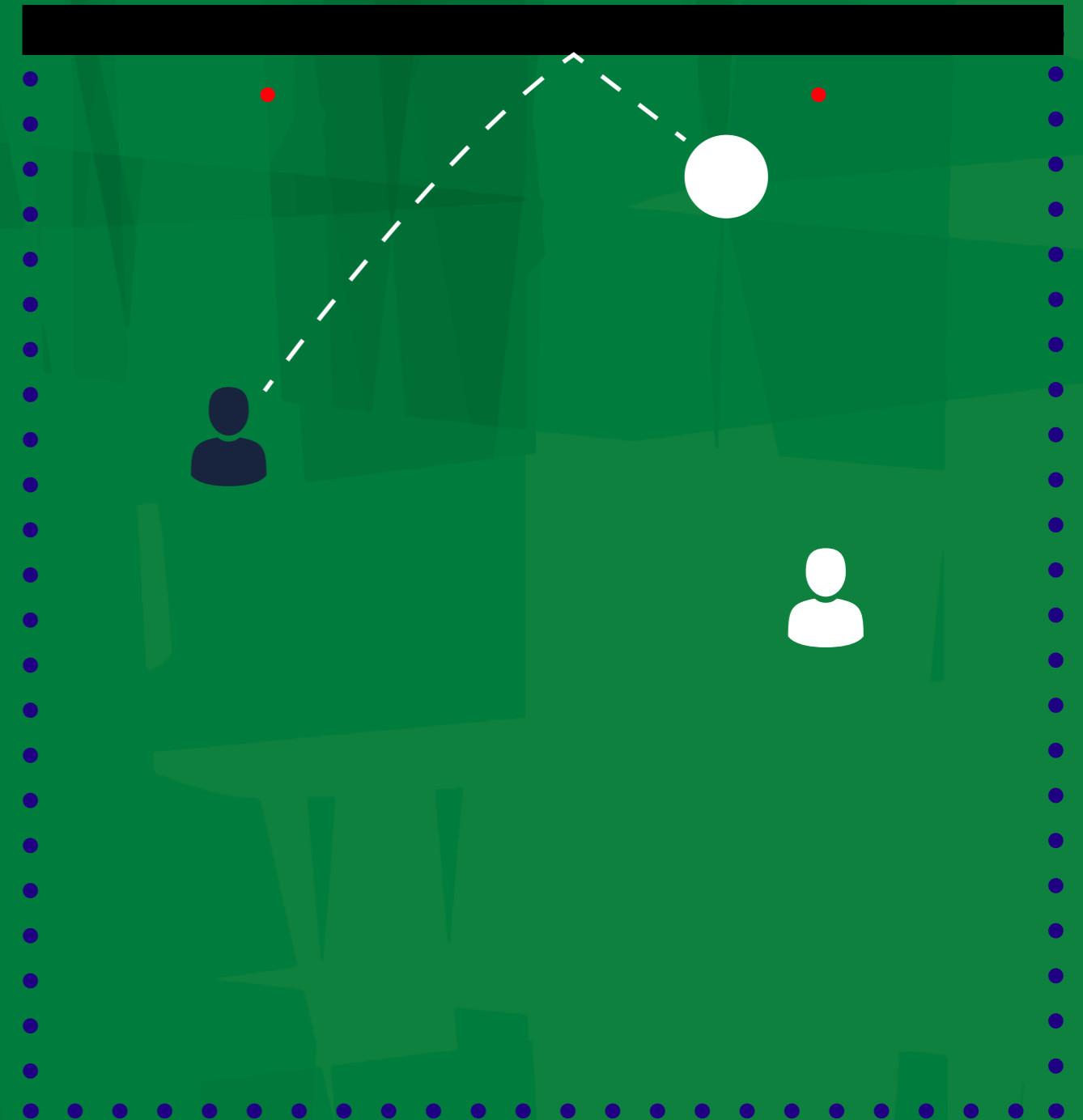


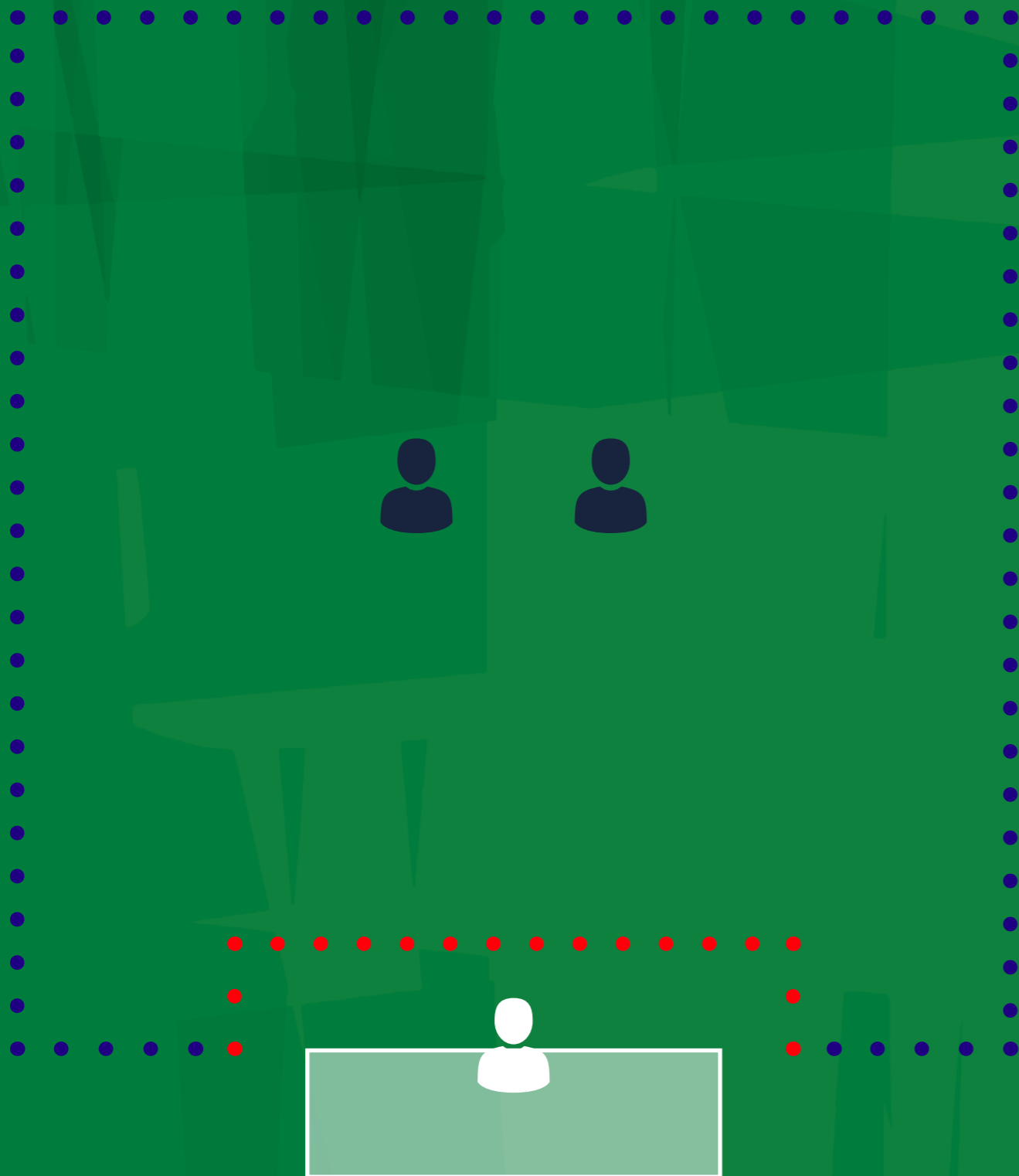
Size 5 football x 3 (1 for play, 2 for spare), a long walled area free from obstruction

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 games, 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 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 and 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)

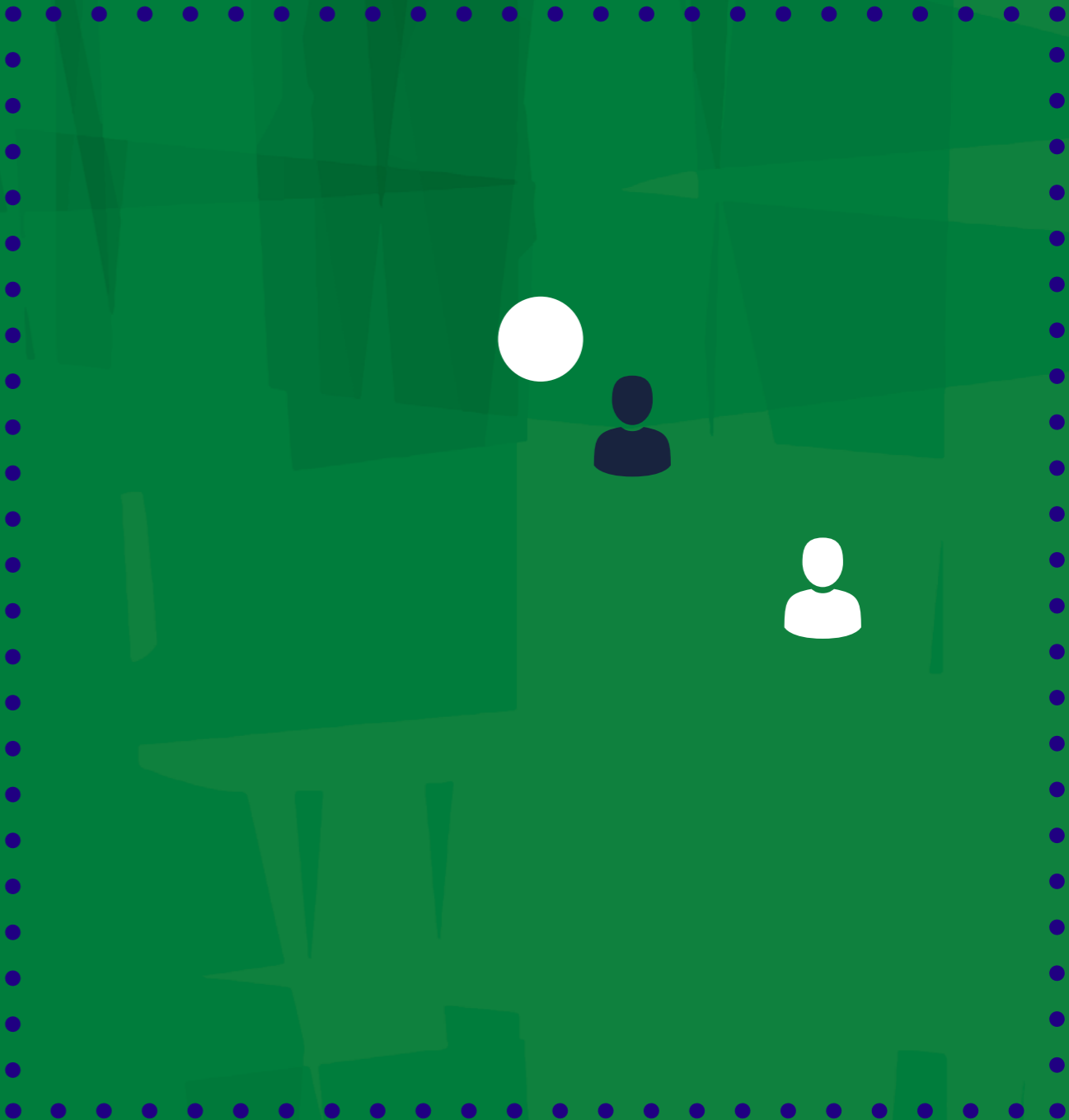


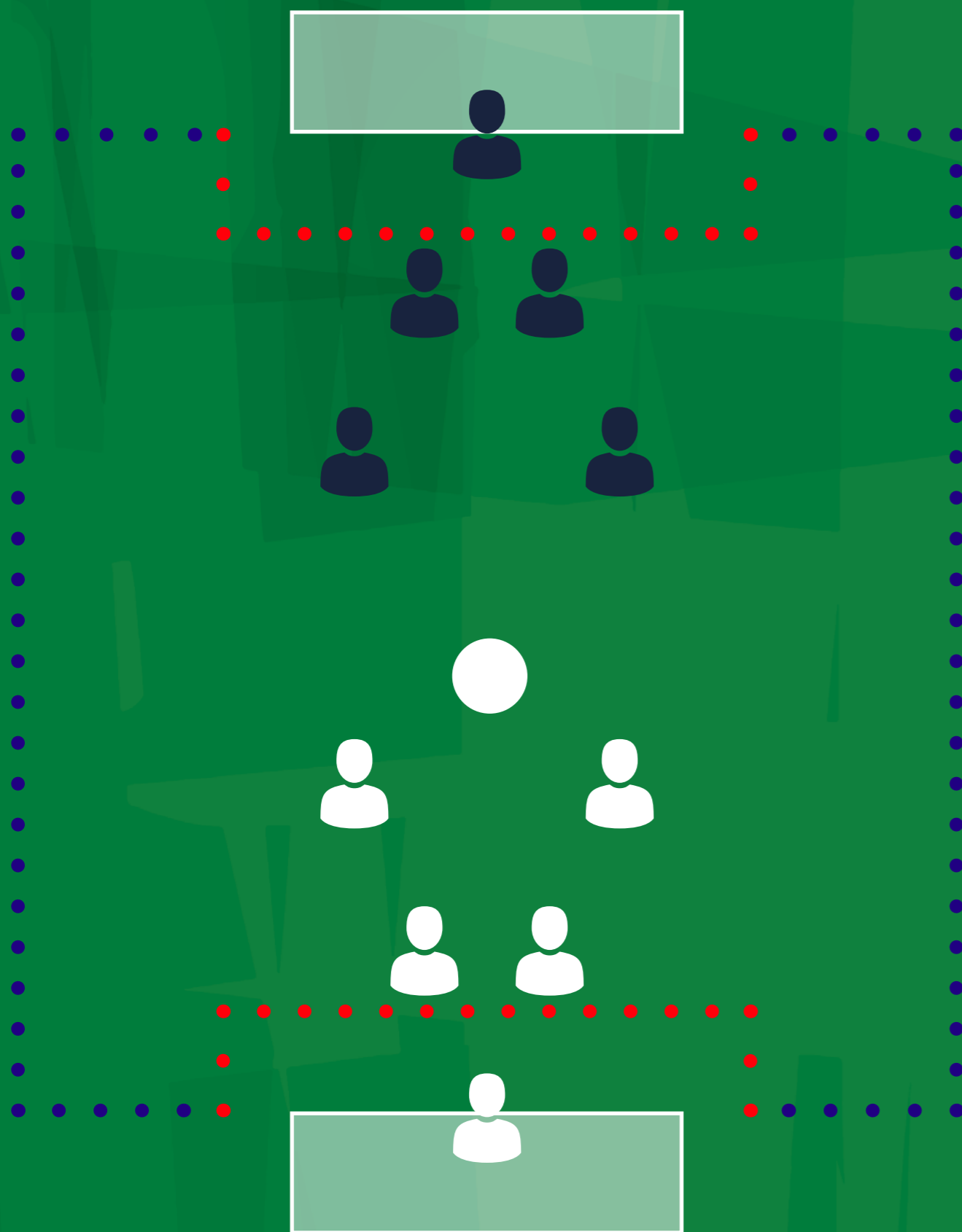
Size 5 football x 3
(1 for play, 2 for spare)

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 futsal 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
- Goalkeepers can join in as an outfield player but can only be in possession of the ball for 4 seconds 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 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 AND 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)

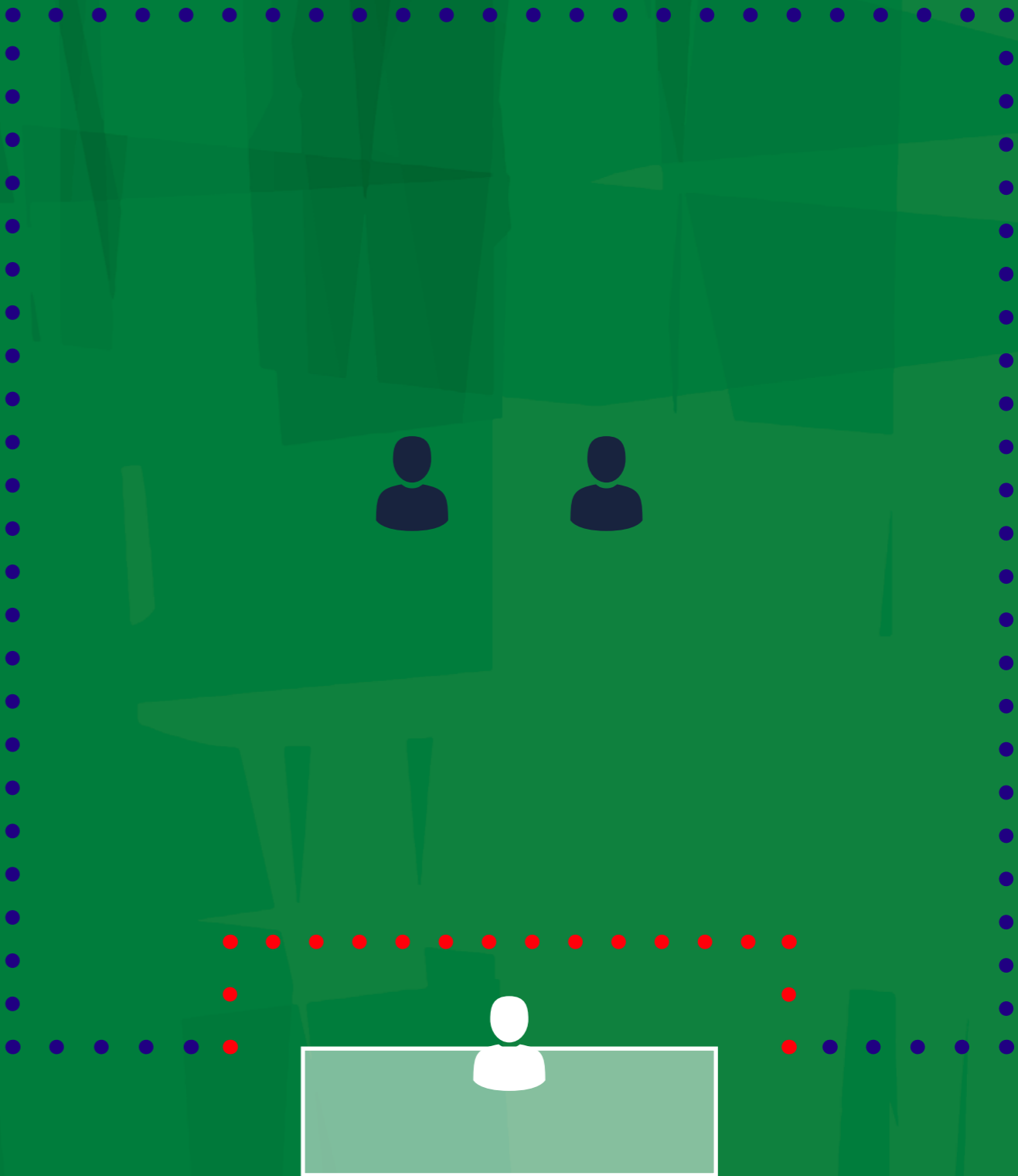


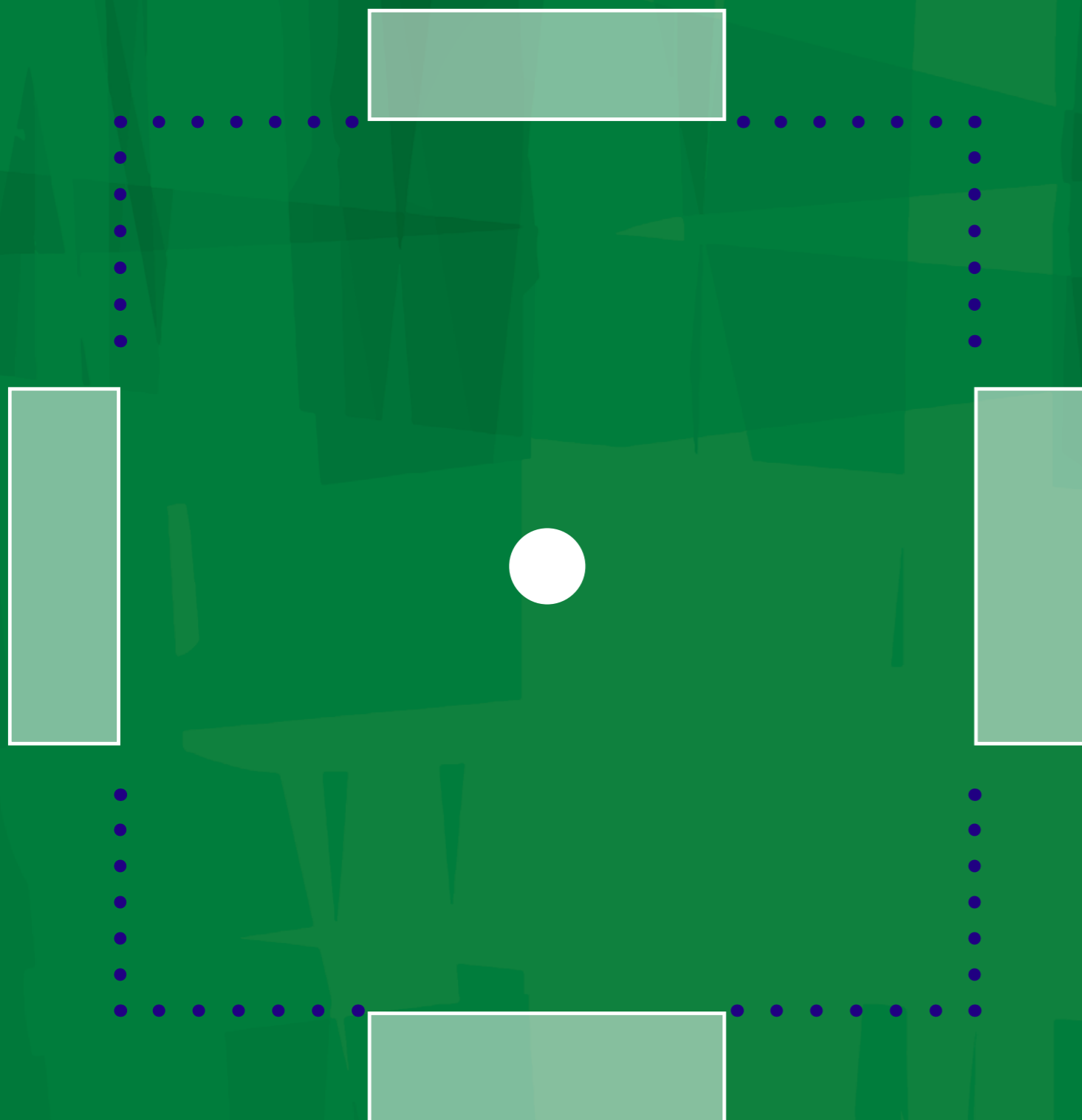
Goal, size 5 football x 3 (1 for play, 2 for spare)

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





SNICKERS SHOTS

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 the rules. You can add any variation to these but this must be done before play starts.

- 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 winning 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)

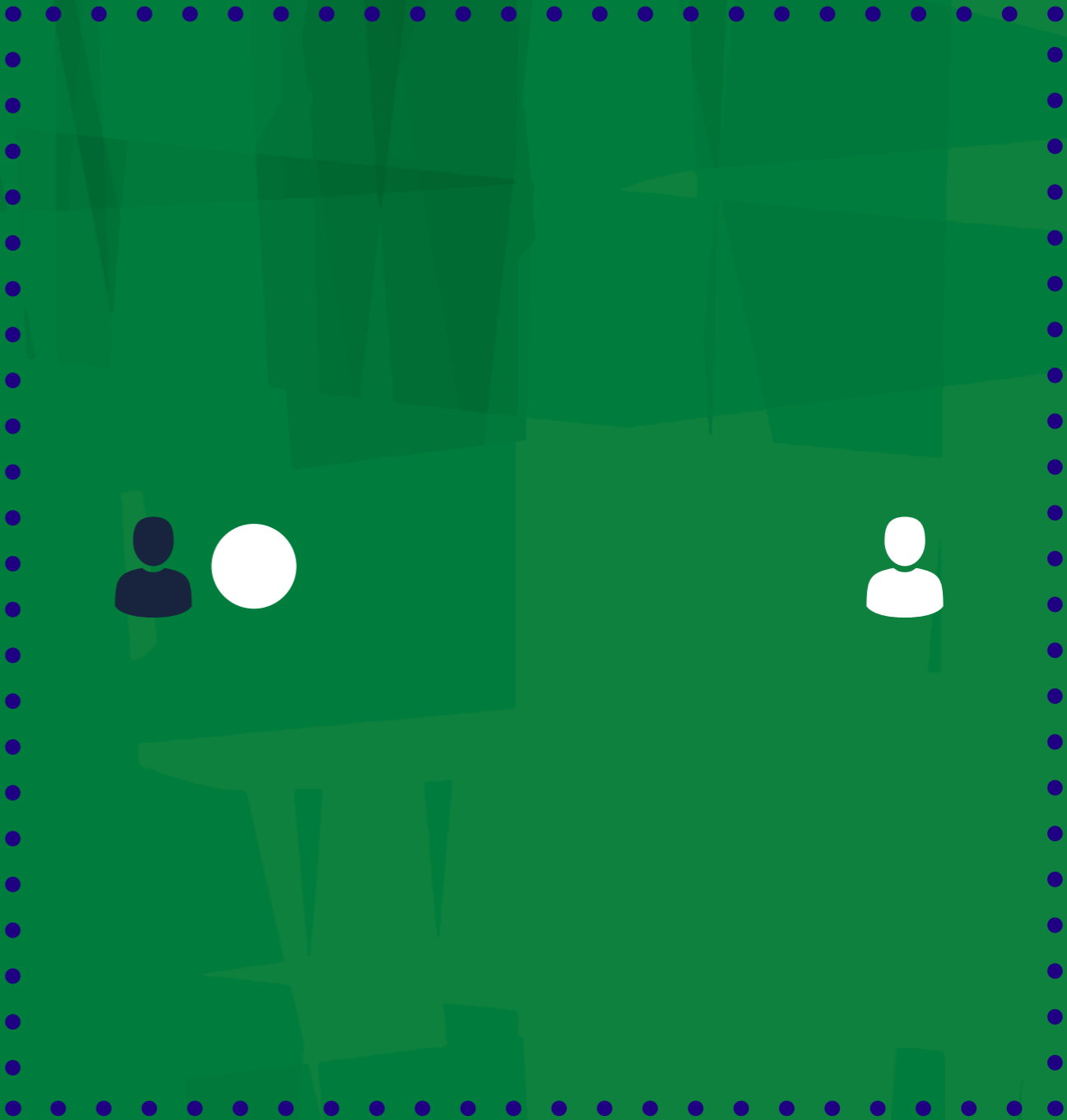


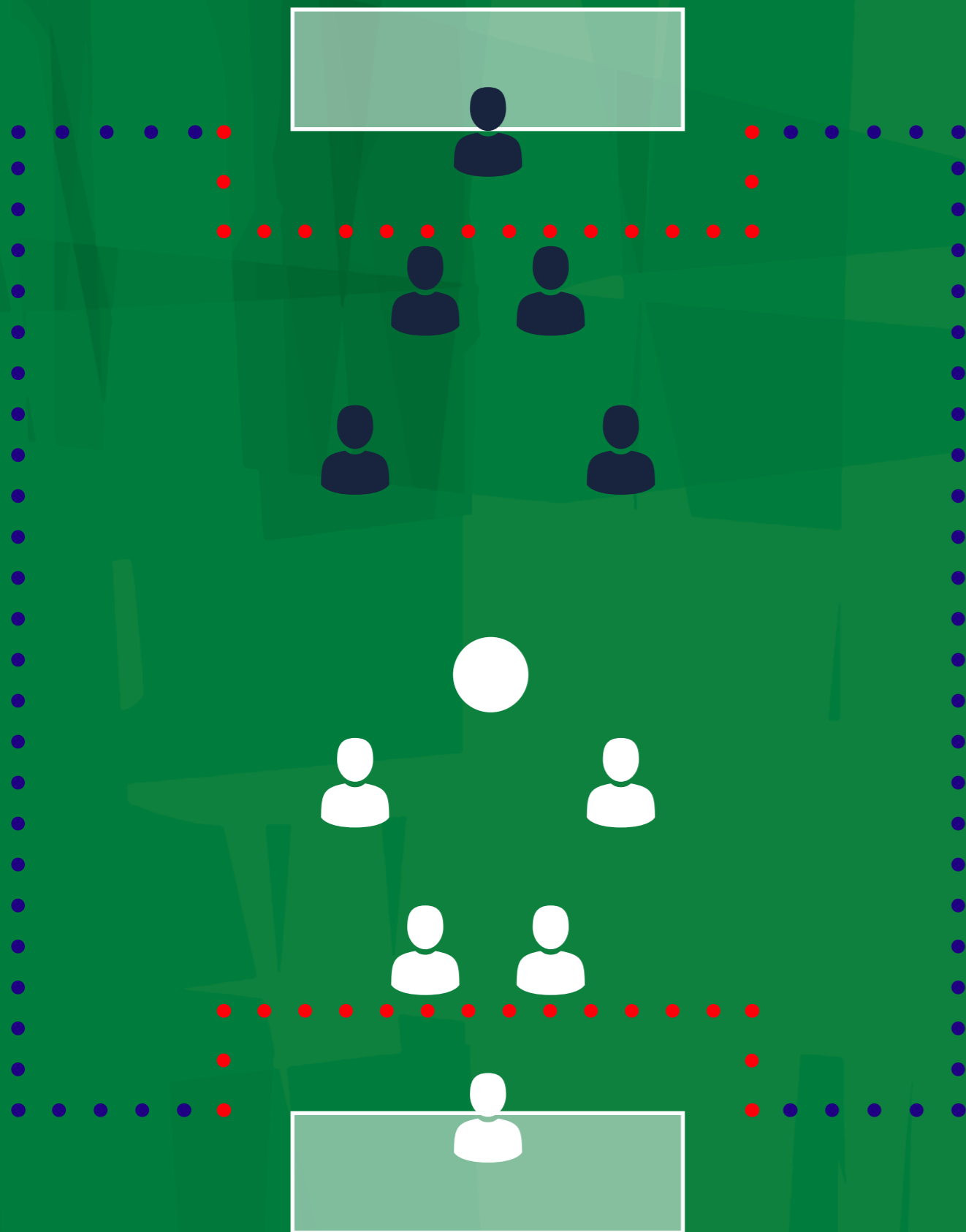
Size 5 football x 1

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)

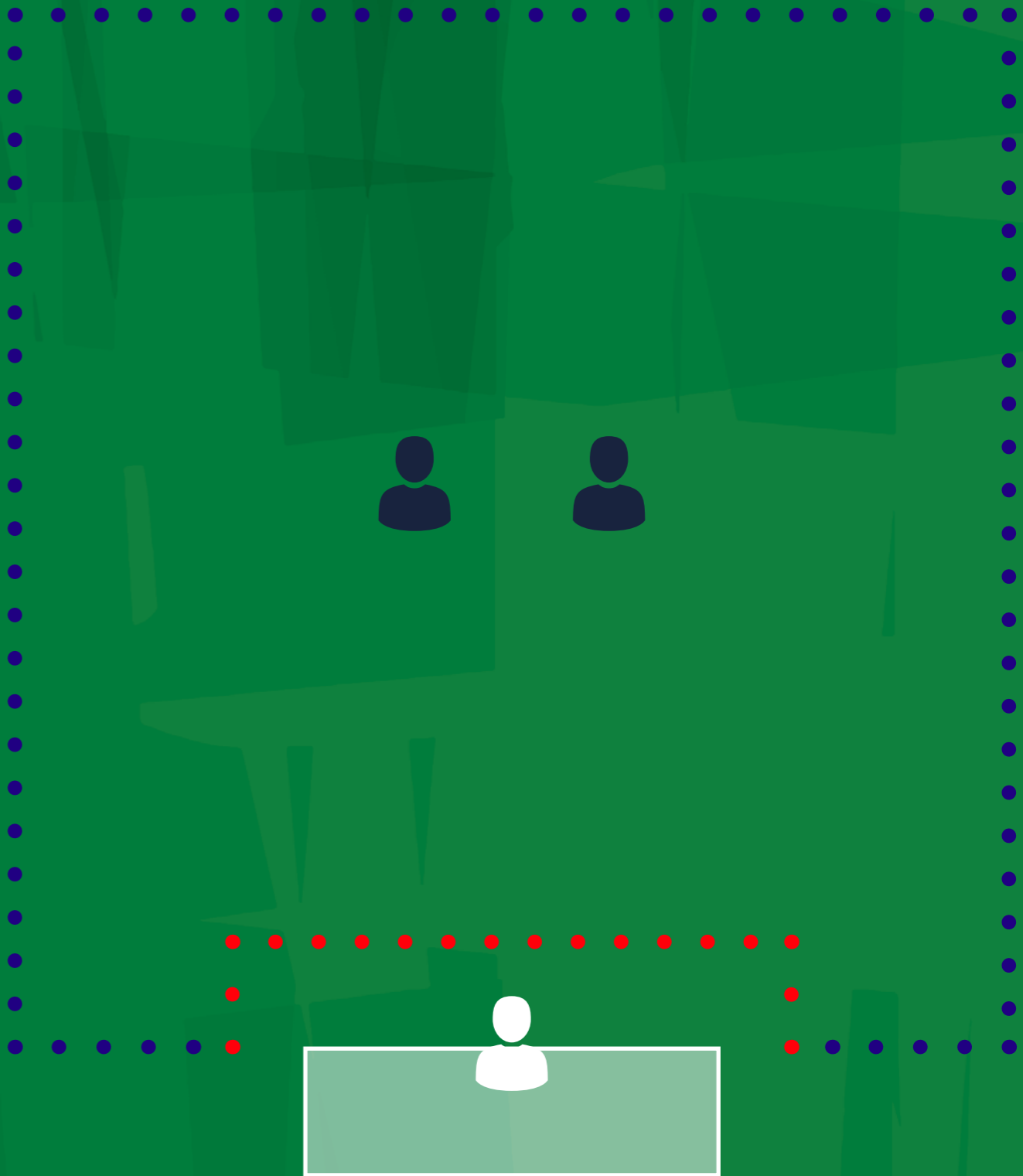


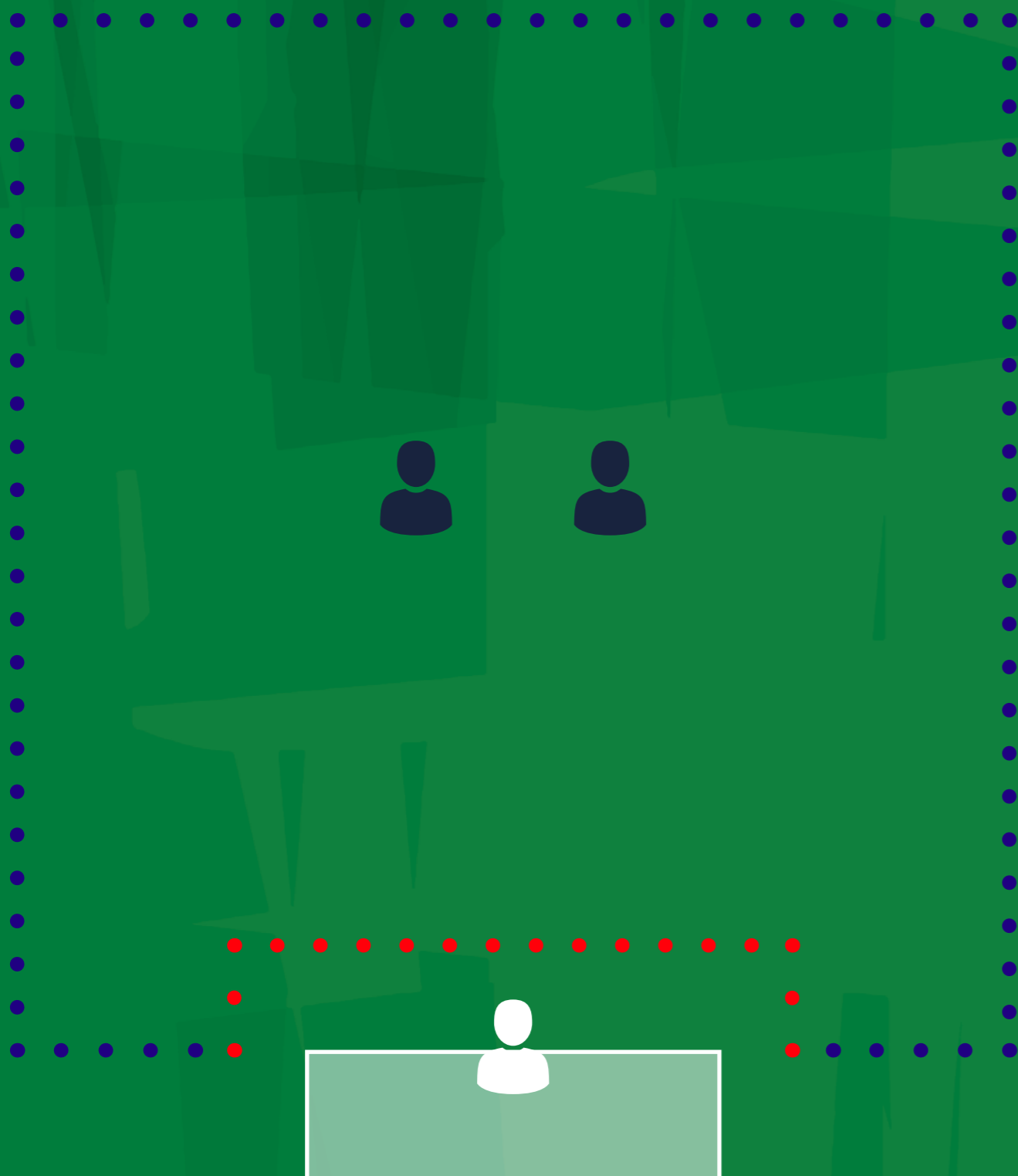
Goal, size 5 football x 3 (1 for play, 2 for spare) bibs

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



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 wellbeing 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 there to.

6. Termination

We reserve the right, in our sole discretion, to

- i. Refuse a Participant entry to any Just Play Centre; and/or
- ii. Refuse Registration, and/or
- iii. Terminate Registration

In the following circumstances:

- a. You breach these Terms or any other requirements set out on the Site in any manner and at any time;
- b. At any time you fail to meet the required criteria for all Participants (as set out on the Site);
- c. 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 Football Association's Safeguarding

- d. Vulnerable Adults Policy and The Football Association's Equality Policy;
 - e. Association's Equality Policy;
 - f. 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
- g. 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

The Football Association
Wembley Stadium
Wembley
Middlesex HA9 0WS

Postal address:

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

T	+44 (0)844 980 8200
F	+44 (0)844 980 8201
E	info@TheFA.com
W	www.TheFA.com



JUST PLAY!
The FA **SNICKERS**