



## **EQUIPMENT SAFETY – LM PREMIER ACADEMY**

LM Premier Academy is consistently monitoring the training and game equipment to ensure all items used are safe for the participants. This equipment inspect is also completed at every training session and/or game by the coaches.

Balls are not used if the water-resistant qualities are lost

Balls are not used if stitching or material is coming off the surface of the ball Appropriate sized balls are used based on the LTPD Development Matrix and by age Appropriate sized training bibs are used that fit the participants

Other training equipment such as hurdles, ladders, PUGG nets, 4x6 goals, mini goals, mannequins are all free of sharp edges and loose components

### **Portable Goal Safety**

Too many serious injuries and fatalities have occurred in recent years as a result of unsafe or incorrect use of goalposts. Safety is always of paramount importance and everyone in soccer must play their part to prevent similar incidents occurring in the future.

Goalposts of any size must always be anchored securely to the ground

Portable goals must be secured by the use of chain anchors or anchor weights to prevent them from toppling forward.

Under no circumstance should children or adults be allowed to climb, swing on, or play with the structures of the goals.

Attention must be drawn to the fact that if not properly assembled and secured, portable goals may topple over.

Portable goals should not be left in place after use. They should be removed to a secure storage.

Nets should only be secured by plastic hooks or tape and not by metal cup hooks.

Goals which are “home-made” or which have been altered from their original size or construction should not be used.

Coaches should always test the goals before any use – exert a significant downward force on the cross bar, exert a significant forward force on both posts and exert a significant backwards force on both posts.

### **Blood**

An athlete who is bleeding, has an open wound, has any amount of blood on their uniform, or has blood on their person, shall be directed to leave the game or training session until the bleeding has stopped, the wound is covered, the uniform and /or body is cleaned properly, and/or the uniform is changed before returning to play.





## **Jewelry**

Players are not permitted to wear anything that is dangerous to themselves or other players. NO jewelry: that includes rings, bracelets (except medical alert bracelets – which must be either made of Velcro or similar soft materials, or covered with a sweatband), earrings, necklaces, other visible body piercing, etc. Taping over jewelry is not acceptable.

### **Headscarf and Turban**

As outlined in Law 4 of the FIFA Laws of the Game, where head covers (excluding goalkeeper's caps) are worn, they must adhere to:

be black or the same main colour as the shirt

be in keeping with the professional appearance of the player's equipment and are not attached to the shirt

not be dangerous to the player wearing it or any other player (eg opening/closing mechanism around neck)

not have any part(s) extending out from the surface (protruding elements)

## **Players Wearing Casts Policy**

Law 4 states that a player may not use equipment or wear anything that is dangerous (to anyone). It further states that non-dangerous protective equipment is permitted as long as it has the sole purpose of protecting the individual physically, providing it poses no danger to the individual or other players.

Modern protective equipment made of soft, lightweight, padded materials are not considered dangerous and are therefore permitted.

Hard casts are considered to pose a danger to both the wearer and other players and are not permitted to be worn. The practice of padding a hard cast does not reduce the element of danger.

Players wearing a soft cast will be permitted to play if the cast does not present a danger to the individual or any other players.

The referee or supervisor of officials will make the final decision as to the acceptability of any cast.

Any player who uses a cast with the intent to intimidate or injure an opponent shall be sent off.





### **Player Insulin Pump Policy**

An insulin pump is designed to ensure that the player maintains a proper blood glucose level during activity. An extended period without infusion may result in hyperglycaemia.

Law 4 states that a player may not use equipment that is dangerous to them or another player. This is further expanded upon in the interpretations of the Laws of the Game whereby it is advised that player may use equipment that has the sole purpose of protecting the individual physically providing that it poses no danger to the individual or any other player.

A player wearing an insulin pump because of a medical condition is permitted to play providing they have received written medical clearance and is able to provide the referee with a note indicating such. The pump itself must not present a danger to the individual or any other player.

