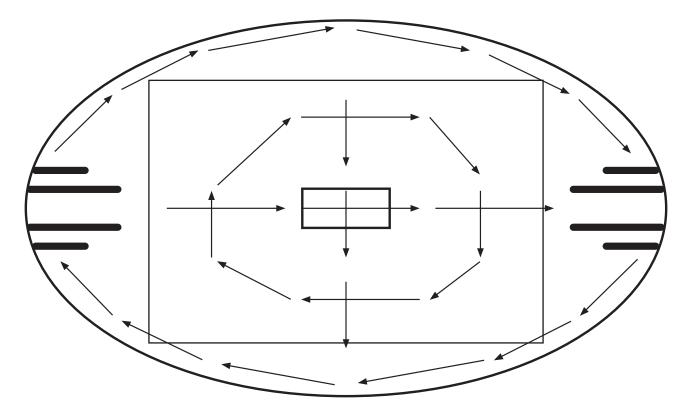
Pre-game Sportsground Safety Checklist

Use this checklist in the absence of any other checklist. It is a basic pre-game inspection tool that helps to identify safety concerns and record your actions on match day.

Please return the completed form to sportsgrounds@hobartcity.com.au

| Name of Ground: | | |
|---------------------|------------|--|
| Date of Inspection: | Home Team: | |
| Time: | Away Team: | |

Suggested procedure for safety inspection to adequately cover sports ground





Pre-game Sportsground Safety Checklist

If you are satisfied the conditions are safe to start play, please mark (\boxtimes) in the '**YES**' column

If you find a safety concern, please mark (\boxtimes) in the 'NO' column and record your actions in the space provided

| Check | Yes | No | Action Taken (please use map if required) |
|--|-----|----|---|
| Weather conditions are satisfactory for play to commence | | | |
| All visible debris has been removed from the playing surface | | | |
| Irrigation heads and taps are level with playing surface | | | |
| Playing surface is free from major holes or clumps that could cause tripping | | | |
| Playing surface is satisfactorily stable | | | |
| There is no standing water on the playing surface | | | |
| Playing surface profile is not unduly hard | | | |
| Goal posts are securely anchored and posts are padded where required | | | |
| Public/spectator areas are free from visible hazards | | | |
| Player change rooms and all toilet facilities are free of hazards | | | |
| Perimeter fencing and signage are safe and secure | | | |
| There are no other hazards that create danger for players | | | |

| Home Team Authorised Representative Name (please print) | |
|--|--|
| Position at Club | |
| Signature | |

| Away Team Authorised Representative Name (please print) | |
|--|--|
| Position at Club | |
| Signature | |

When there is any disagreement about the suitability of the playing surface and facilities, the umpire's decision is final.

Umpire's / Referees Name (please print)

Signature