

ANCHOR AIMS GAMES RISK ANALYSIS AND MANAGEMENT SYSTEM (RAMS)

Activity: Anchor AIMS Games Rugby (Whutupōro) (Boys, Girls Sevens and Mixed Rip Rugby)	Safety Officer: Ian Spraggon / 021 274 9749 Cameron Russell / 027 698 9576
Event Manager: Vicki Semple (Tournament Director) Managers Meeting: Monday 6th Sept at 8.45am (Boys), 9.25am (Rip Rugby), 10.00am (Girls)	Date: Monday 6th September to Friday 10th September 2021
Qualified First Aid Onsite: St John, Physio	Emergency Evacuation Point: Carpark by the cricket pavilion
Group: Anchor AIMS Games Participants (11-13 years) Expected Participants: 1,200 rugby players	Location: Blake Park Mount Maunganui
Risks: (Potential Losses)	4 Dehydration
1 Death (Heart Attack / Head Clash)	5 Serious Soft Tissue Injury
2 Concussions	6 Windburn
3 Lacerations / Dislocations / Spinal Injuries	7 Hypothermia

	Causal Factors (things that could go wrong)	Risk Reduction Strategies
People Skills, attitudes, age, fitness. Ratios, experience, health etc.	<ol style="list-style-type: none"> 1. Lack of agility and general fitness. 2. Experience of athletes (Tackling scrums, line outs, conversions). 3. Persons entering into events that are outside their ability. 4. Participant's unwell, medical conditions. 5. Persons becoming panicked should an accident occur especially if they become injured in the accident. 6. Spectators. 7. Referees. 	<ol style="list-style-type: none"> 1. Team managers/coaches/participants/officials/spectators to keep with team at all times (1, 2, 3, 4). 2. Ensure that players receive appropriate training prior to the event (1,2,3). 3. Before taking the pitch, coaches must make sure that the athlete is well drilled in regard to scrum line outs and tackling. Encourage Team Managers/Coaches to be aware of their participant's medical conditions. 4. Outline possible dangers and procedure should it occur to all event crew/support at briefing (5). 5. Spectators need to adhere to Referees rules stay on sidelines (6). 6. Referee collisions with player's nature of game, game will stop (7).
Equipment Clothing, shelter, transport, activity specific gear, safety gear etc.	<ol style="list-style-type: none"> 1. Rugby Ball. 2. Goal Post / Flags. 3. Technical Zone. 4. Player safety equipment (Mouth guards). 5. Footwear (studs). 6. Clothing. 7. Warm up areas. 	<ol style="list-style-type: none"> 1. All equipment/clothing/footwear to be checked by Team Managers and Referees prior to game commencing. Team managers to be told of any risk and how players should treat equipment. 2. Ground crew to have checked that all equipment is safe and secure before starting (Field Set Up). 3. Outline dangers to Team Managers and to tell competitors to apply safe practices. 4. Ejection of player for persistent use of non-compliant safety equipment (4,5,6). 5. Warm-up zone to be in a designated area and monitored by an experienced trainer at all times (7). 6. Players are to use only their own <ol style="list-style-type: none"> a. Mouthguard (compulsory) b. Drink bottle c. Sweat towel d. Playing clothes and accessories 7. Teams encouraged to clean up technical zone area after play including wiping down chairs and any spills (3). 8. Officials to use only their own whistle, along with the above noted accessories.

Environment Weather, Terrain, water, season etc	1. Ground conditions. 2. Weather.	1. Ensure that all ground crew check grounds before teams play on it (Check for potholes). 2. Monitor the environment. 3. Referees empowered to call game if weather conditions render playing area unsafe. 4. Game stopped if playing field becomes unsafe. 5. Ensure sunscreen and shelter. 6. Ensure warm up area away from spectators. 7. Remind competitors to bring water bottles (4). 8. Ensure the environment is clean at all times (overuse of plastic).
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Policies and Recommended Guidelines:

- 1) <https://nzaimsgames.co.nz/sport-health-and-safety/>
- 2) All team managers must attend the safety brief by the organisers, to follow the brief at all times, to listen and follow instructions.
- 3) Safety kit with designated supervisors.
- 4) First aid kits must be provided by School Team Managers and we also suggest including ice packs.
- 5) All incidents to be reported to sessions instructor.
- 6) Procedure for treatment for injuries: Minor will be treated on site with the assistance of Team Managers and/or Event Manager. In the unlikely event of a serious injury, the Event Manager or other suitably qualified person will assess the patient, call an Ambulance, treat the symptoms, and continually monitor. An incident form will be completed after the event.
- 7) Required Staff Skills-Group control, risk management awareness, good level of fitness, activity leadership training/experience as required.
- 8) All venues/locations will be inspected prior to an event taking place. Any hazards identified will be removed or isolated. All Team managers will be informed.
- 9) The Anchor AIMS Games recognises that many Anchor AIMS Games participants are in Tauranga unaccompanied by their parent/caregivers. To ensure our various medical providers can cater for the requirements of all Anchor AIMS Games competitors as quickly and efficiently as possible it is compulsory that all participants parent/guardian completes the Anchor AIMS Games online medical form. This information is to assist us in case of any eventuality and is treated in a confidential manner. All participants at the 2021 Anchor AIMS Games must have this documentation completed to be eligible to compete.
- 10) Due to the number of students competing in the Anchor AIMS Games, it is strongly recommended that any student who is or becomes unwell during the tournament, removes themselves from all Anchor AIMS Games organised events. As the well-being of all participants in the Anchor AIMS Games is the priority of all sponsors and organisers, the Anchor AIMS Games reserves the right to prevent any student from competing in any Anchor AIMS Games event if, in the opinion of any medical provider or the tournament director, the student is deemed to be medically unfit to compete. This includes any student who exhibits flu-like symptoms (including but not limited to symptoms associated with the Coronavirus and measles) including fever and respiratory symptoms such as a cough, shortness of breath or difficulty breathing. Anchor AIMS Games accepts no liability whatsoever (including tortious liability) for any losses or damages arising out of a medical event, including any necessary cancellations that arise as a result.
- 11) The Anchor AIMS Games Executive Committee has formulated wet weather procedures to detail what will happen in the eventuality of adverse weather conditions during Tournament week. In the event of light or intermittent rain before and during matches, play will continue as normal. However, in the event of heavy continuous rain the Code Coordinators reserve the right to postpone, delay or abandon any fixture. In the event of lightning, play will be immediately stopped at all venues for the duration of that storm. All participating teams must supply the event organisers with a reliable contact mobile phone number for a member of the team management. The safety of the competitors is of the utmost concern to the organisers.
- 12) During the tournament, the AIMS Games Trust recommend a maximum of 90 minutes play time per day for a student of this age, including warmups. The tournament draws will reinforce this time limit where possible. Coaches and Managers must ensure they bring a sufficient squad to enable player rotation to avoid player fatigue and injury.

Website safety points of interest:

- <https://nzaimsgames.co.nz/covid-19-and-anchor-aims-games/#SAFETY>

Compulsory – ALL managers, coaches and officials MUST download the Anchor AIMS Games app:

- iPhone – <https://apps.apple.com/us/app/nzaimsgames/id1473659164>
- Android – <https://play.google.com/store/apps/details?id=com.app.p2266CG>