## **Risk Assessment - Bubble football**

Splash Inflatables Ltd T/As Splash Inflatables, Jump4fun, Event Ninja, Kid around

Activity Name

Bubble football

**Number Of Assistants** 1

## Risks

Hazard Identified	Persons At Risk	Risk Controlled	Person Responsible	Likelihood
spectator hit by a Bodyzorb player - injured by fall or impact	spectator	ensure no entry into area of play other than Bodyzorb participants and clear designation of spectator area	Activity Leader	3
player hurt inside Bodyzorb by too hard hit / fall / impact	player	Bodyzorb designed to protect the player. Hits only come from other Bodyzorb players. Vision is all round and clear. Player holds internal handles to secure as well as internal harness. Contact rules to state only bump from front, when visible, when on	Activity Leader	2
player gets claustrophobic or tired, wants out quickly and panics	player	Bodyzorb design includes clear head area - open to the air while protected from hits / rolling over. Activity Leaders set-up and check each player - ensuring happy and comfortable before the play commences. Players shown how to get out of the Bodyzorb	Activity Leader	2
foreign object enters field of play - damage to Bodyzorb	equipment	make sure players have nothing loose or in pockets - mark off play area - ensure no spectator ingress to play area	Activity Leader	2

player hurts legs / ankles from contact with other player or running tired while visually impaired on uneven surface (field)	player	designated play area to checked for ruts/holes/obstacles. Activity Leaders to supervise constantly, assessing play and tiredness levels. Bodyzorb designed to protect player	Activity Leader	3
Activity Leader hit by a Bodyzorb player on field of play - injured by fall or impact	Activity Leaders	ensure no entry into area of play while game in progress - control game activity by whistle to start/stop	Activity Leader	2

**Robert Weir** 

Last updated: 14/10/2025

Review Date. This is a working document, and changes and updates can be made at any stage.