



Dulwich College  
Dulwich Common  
London  
SE21 7LD

**Our reference: LON097**

21 March 2024

Dear Sir/Madam

**FA Standard Code of Rules and use of 3G Football Turf Pitches**

The Football Foundation is the administrator of The FA 3G Football Turf Pitch Register on behalf of The FA. We are writing to inform you that following receipt of the pitch testing report dated 23/01/2023, the results show that your Pitch is suitable for inclusion on The FA 3G Football Turf Pitch Register (the "**Register**").

Your Pitch will be listed on the Register for three full seasons (in addition to the one in which it was approved) from the date of the report or until the synthetic turf surface is replaced, whichever comes first. The Pitch will need to be tested every three seasons to remain on the Register.

The Foundation reserves the right to require you to re-test the Pitch at any time upon providing reasonable notice and to remove your Pitch from the Register should it receive evidence that the Pitch no longer meets the performance standards. All costs incurred in the testing of a pitch are the responsibility of the applicant. The Foundation makes no additional charge for the registration of a pitch. The Foundation and The FA reserve the right to amend the Register at any time. The Foundation and The FA will not be liable for any costs, damages or losses arising from any reduction in the use of your Pitch.

It is important that 3G Football Turf pitches are maintained regularly. The Pitch should have a maintenance schedule in line with that recommended by the manufacturer. As a guide the industry has a general rule of 1 hour's maintenance required to every 10 hours use.

If you need to discuss this matter further or require some support, please contact the Football Foundation at: Wembley Stadium, Wembley, London, HA9 0WS or by email to [technical@footballfoundation.org.uk](mailto:technical@footballfoundation.org.uk).

Yours sincerely,

*T. Salisbury*

Tom Salisbury  
Senior Framework Manager  
Football Foundation