



SACSA TOUCH FOOTBALL

DROP OFF PROCEDURE

1. When the game ends in a draw, each team have a one-minute break prior to commencement of the Drop-Off. Each team will reduce their team by one player.
2. The Drop-Off commences with a tap from the centre of the halfway line by the team who won the toss at the commencement of the game. Teams continue to play in the same direction as they finished the game. Substitution of players is permitted at any time as per the normal interchange rules.
3. At the conclusion of two minutes of extra time, a signal is sounded and the referee will stop play at the next touch or dead ball. Each team will then reduce their team by one player.
4. Play will recommence immediately after the players have left the field at the same point in the play where it was halted.
5. The clock does not stop when the hooter sounds at the two minute intervals, as there is no time off during the Drop-Off.
6. At each subsequent two-minute period a signal for another player to drop off, will be sounded.
7. Once the teams have been reduced to only three players each, no further drop off of players will occur, and the match will continue until a touchdown is scored. Should a player be sent off for the remainder of the match when teams have only three players each, the offending team will forfeit, and lose the match.
8. During the Drop-Off, before a winner can be declared, both teams must have had possession. If a team scores before their opponents have had possession, the touchdown counts and the match commences as per normal after a touchdown is awarded. Once possession is lost the winner is then confirmed.
9. The decision on which player will drop off is entirely up to the coach.
10. Players should not waste time during the drop off procedure.