

SACSA TOUCH FOOTBALL - Updated 2025

DROP OFF PROCEDURE

Should a Winner be required in drawn matches, the following Drop-Off procedure is used to determine a Winner.

1. Each Team will reduce their on-field Team to **four (4) players** and within 60 seconds take up a position to restart play from the Halfway Line, defending the same end of the field as at the End of Play.
2. The Drop-Off commences with a Tap from the centre of the Halfway Line by the Team that did not commence the match with Possession.
3. The Drop-Off will commence with a two (2) minute period of extra time.
4. Should a Team be leading at the expiration of the two (2) minute period of extra time then that Team will be declared the Winner and Match complete.
5. Should neither Team be leading at the expiration of two (2) minutes, a signal is given and the match will pause at the next Touch or Dead Ball. **Each Team will then remove another (1) player** from the Field of Play.
6. The Match will recommence immediately after the players have left the field at the same place where it paused (i.e. the Team retains Possession at the designated number of Touches, or at Change of Possession due to some Infringement or the sixth Touch) and the Match will continue until a Try is scored.
7. There is no time off during the Drop-Off and the clock does not stop at the two (2) minute interval.
8. Should a player be sent off for the remainder of the match when teams have only two players each, the offending team will forfeit and lose the match.
9. 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.
10. The decision on which player will drop off is entirely up to the coach.
11. Players should not waste time during the drop off procedure.