

# Coin Toss



**Dallas Football Officials Association**

**2020 New Members Training**



# Objective

The intent of this training session is to help you understand and familiarize you with the rules pertaining to the **TOSS**.

It's important you also read & study the NCAA Rules and TASO mechanics manuals outside of training sessions to get the best understanding possible on how the TOSS is performed for each contest being officiated.

## Disclaimer

The information covered has been condensed and paraphrased to help you understand both the intent and the philosophy of the rules. The current NCAA Rule Book & UIL Exceptions are the final authority.

# COIN TOSS

- Three minutes before game starts, the Referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official,
  - Visiting team captain will call Heads or Tails.
  - Before the second half, obtain the applicable teams' second-half options.
- During the **TOSS**, each team shall remain in the area between the nine-yard marks and its sideline or in the team area. (*in sub-varsity this will be very unlikely*)

**Bottom-line: This is usually not as regimented in Subvaristy games as described above.**

# COIN TOSS

The winner of the **TOSS** shall choose one of the following options:

- To designate which team shall kick off.
- To designate which goal line his team shall defend.
- To defer his selection to the second half.

The opponent shall then choose option 1 or 2 above, as available.

If the winner of the **TOSS** chooses option 3 above, then after the opponent's choice the winner selects the available option (1 or 2 above).

For the 2<sup>nd</sup> half the loser of the **TOSS**, or the winner who chooses option 3 above, shall choose option 1 or 2 above. The opponent then chooses the remaining available option.

# COIN TOSS

## Now, here's how it typically goes for sub-varsity:

The winner of the **TOSS** shall choose one of the following options:

- **Receive** (usually they say *"We want the Ball"*) or **Defer** (if they choose this other team will receive in 1<sup>st</sup> half) [Don't let them say Kick – they usually mean Defer]
- **Ask the captain of team that will be kicking off:** *"Which way do you want to kick?"* or *"Which goal do you want to defend?"*
- **For 2<sup>nd</sup> Half:** Typically, you ask the team that received in 1<sup>st</sup> Half: *"Which way do you want to kick?"* or *"Which goal do you want to defend?"*

# AFTER THE COIN TOSS

- When the **TOSS** is completed, meet at the center of the field and make a written record of the **TOSS** results.
- Proceed to kickoff positions.
- Ensure that sidelines are clear.

# COIN TOSS - Mechanics

## Review the Coin Toss Mechanics

- Crew of 3-officials: SECTION 5. Page 12
- Crew of 4-officials: SECTION 5. Page 11
- Crew of 5-officials: SECTION 5. Page 10

*In your first few games pay close attention to how the Coin Toss is performed so you can be ready to perform the Toss!*

- **Mechanics Manuals can be found at:** [www.taso.org](http://www.taso.org) then click on [TASO Football - Member's Portal Page](#) Note: login required

# New Members Training Committee



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Please feel free to contact us if you have questions