

The Coin Toss

July 26th, 2021



2021 New Officials 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, Exceptions 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.
- 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 and TASO Mechanics manuals are the final authority.

COIN TOSS

- No later than 3 minutes before game starts, get team captains to mid-field for the Referee (**R**):
 - Ask Captains to shake hands/greet opponents
 - Have Captains stand with back to their sidelines
 - Visiting team captain will call Heads or Tails.
 - Ask Home team captain to confirm what was called
- The **R** shall toss the coin and allow the coin to hit the ground. If warranted by field conditions, **R** may catch the toss.
- 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)*

COIN TOSS

- The winner of the **TOSS** shall choose one of the following options:
 1. To designate which team shall kick off.
 2. To designate which goal line their team shall defend.
 3. To defer selection to the second half.
- The **R** indicates winning captain by placing hand on their shoulder. Explain and obtain their option. Explain loser's options and obtain choice. Should winning captain choose (3) above - to defer to 2nd half, the **R** will:
 - 1) Indicate the winner of the toss by placing hand on that captain's shoulder
 - 2) Step clear of captains, turn to the press box and signal "choice declined" (S10)
 - 3) Request first-half choice from the opposing captain
- For the 2nd 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.

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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 1st 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 2nd Half:** Typically, you ask the team that received in 1st Half: *"Which way do you want to kick?"* or *"Which goal do you want to defend?"*

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- After selections made, place captains in position facing each other with backs to the goal which they will defend.
- Signal choice of choosing captain by *swinging leg simulating a kick or make a catching motion* while facing the same direction as the winning captain.
 - If choosing captain elects to defend a goal, point with both arms extended toward the goal line and then give an appropriate signal for the choice of the other captain.

After the COIN TOSS

- When the **TOSS** is completed, officials 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 11-12
- Crew of 5-officials: SECTION 5. Page 10-11

▪ Mechanics Manuals can be found at: www.taso.org in your MEMBERS PORTAL FOOTBALL page. (login required)

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