

# The Coin Toss



**2023 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

- Around 3 minutes before kickoff, get captains to mid-field for 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 before flipping
- The **R** tosses the coin and lets it hit the ground. If warranted by field conditions, **R** may catch the toss.
- During the **TOSS**, teams shall remain in their areas 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** chooses one of the following:
  1. Which team shall kick off.
  2. Which goal line their team shall defend.
  3. Defer selection to the second half.
- The **R** places hand on winning captain shoulder. Explain and obtain their choice.
- If winning captain chooses ***Defer to 2<sup>nd</sup> half***, the **R** will:
  - Indicate the winner of the toss by placing hand on that captain's shoulder
  - Step clear of captains, turn to the press box and signal "choice declined" [S10]
  - Request first-half choice from the opposing captain
- Next, explain options to losing captain and obtain choice.

# COIN TOSS

- After selections made, place captains in position facing each other with backs to the goal which they will defend.
- Signal choice of winning 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. (rarely if ever does this happen)

# COIN TOSS – 2nd Half Choices

- For the 2<sup>nd</sup> half the loser of the **TOSS**, or the winner who deferred, shall choose which team kicks off to start the 2nd half.



# 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, 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, 4 or 5-officials: See SECTION 5.

## ▪ Mechanics Manuals can be found at: [www.taso.org](http://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!*