

Additions to the SDCFOA Philosophy Document – “Common Sense” (Adapted from the NCAA Philosophy)

When judging for pass interference, we must keep in mind the football rule fundamental that both the offensive and defensive players have an equal opportunity to catch a forward pass.

The 7 Categories of Defensive Pass Interference

1. Early contact by a defender who is **Not Playing the Ball** is defensive pass interference provided the other requirements for DPI have been met, regardless of how deep the pass is thrown to the receiver. Tangled feet while not playing the ball will be a foul.
2. **Playing Through the Back** of a receiver in an attempt to make a play on the ball.
3. **Grabbing and Restricting** a receiver’s arm(s) or body in such a manner that restrict his opportunity to catch a pass.
4. Extending an arm across the body (**Arm Bar**) of a receiver thus restricting his ability to catch a pass, regardless of the fact of whether or not the defender is looking for the ball.
5. **Cutting Off** or riding the receiver out of the path to the ball by making contact with him without playing the ball.
6. **Hooking and Restricting/Turning** a receiver in an attempt to get to the ball in such a manner that it causes the receiver’s body to turn prior to the ball arriving.
7. **Face Guarding**. This is the only non-contact DPI and it must be a prolonged act of blocking the vision in front of the receiver’s face while not playing the ball.

The 3 Categories of Offensive Pass Interference

1. Initiating contact with a defender by shoving or pushing off, thus **Creating Separation** in an attempt to catch a pass.
2. **Driving Thru** a defender who has established a position on the field.
3. **Blocking Downfield** (Pick) to prevent a defender from making a play on another receiver.

The 5 Categories of Offensive Holding

1. Grab and Restrict
 2. Hook and Restrict
 3. Jerk and Restrict
 4. Takedown or Pulldown
 5. Tackle
- To be a foul there must be a visible restriction, an advantage gained and be at the point of attack.
 - Just because an arm is around a defender, or a shirt is grabbed, it does not automatically qualify as holding.
 - It must have a “MATERIAL EFFECT” on the play or it is not a foul. Point of attack!
 - The quickest flags often result in the weakest or missed holding calls. Look at the action and wait long enough to consider material effect and point of attack.
 - If you think it’s a foul – it isn’t! If you know it’s a foul – IT IS!