

# **DEFENSIVE PASS INTERFERENCE**

## **CRITERIA**

Restriction for the Defense - starts when the ball is thrown

- 1) Must Be a legal forward pass
- 2) Must be to an eligible receiver
- 3) Must have crossed the line of scrimmage
- 4) Must be untouched
- 5) ~~Must be catchable~~
- 6) Must have contact (except face guarding)

NOTE: All contact situations should be ruled on the basis of advantage/disadvantage  
- contact in itself is not necessarily a foul

## **CLASSIFICATION OF FOULS**

### **1) DEFENDER NOT PLAYING THE BALL**

- a) If the defender is playing the man - not the ball- and there is contact - it's a foul
- b) If the defender turns his head to find the ball- prior to contact - it is not a foul unless there is a push off causing separation
- c) If the defender makes contact - then turns his head to look for the ball- it's a foul

### **2) PLAYING THROUGH THE BACK**

- a) Contact with the offensive players body - prior to touching the ball- is a foul
- b) Watch the receivers head and shoulders - if they come forward prior to the ball being touched by the defender - it's a foul
- c) If the ball is touched prior to contact - it is not a foul

### **3) DEFENDER GRABS ARM**

- a) Very subtle - but if you allow - has a direct effect on whether a pass can be caught. Back Judges - this is often done where it is only visible from the middle of the field

### **4) ARMBAR**

- a) Falls under the intent to impede

### **5) HOOK AND TURN**

- a) Arm is used to give the defender leverage around the receiver

### **6) CUTTING OFF**

- a) Cutting off or riding the receiver out of the path to the ball by making contact with him without playing the ball.

# **OFFENSIVE PASS INTERFERENCE**

## **DEFINITION**

Restrictions for the offense - start at the snap

- 1) Must a legal untouched forward pass
- 2) Pass must cross the line of scrimmage
- 3) Must have contact

NOTE: All contact situations should be ruled on the basis of advantage/disadvantage  
- contact in itself is not necessarily a foul

## **CLASSIFICATION OF FOUL**

### ***1) PICK***

- a) Usually occurs where there is a double set of receivers - first receiver to leave the line of scrimmage will pick for the second receiver
- b) Must determine that the action is a deliberate attempt to pick
- c) Must have contact

### ***2) BLOCK AND GO***

- a) Must first determine - who initiated the contact (offense or defense)
- b) If contact initiated by defense - receiver cannot push through the defender to gain an advantage
- c) Receiver must avoid contact - defender can make legal contact until the ball is in the air

### ***3) PUSH OFF WITH SEPARATION***

- a) Done prior to the ball arriving
- b) Action needs to provide a clear separation - hands on a body does not constitute a push off - more must happen