

Defensive Pass Interference Principles

- **All contact situations should be ruled on with these criteria in mind:**
 - **Is it VISIBLY OBVIOUS**
 - **Does it TAKE SOMETHING AWAY**
 - **Does it have IMPACT ON THE PLAY**
 - **Contact, in and of itself, is not necessarily a foul.**

- **The following criteria are required for DPI:**
 - **It is a legal forward pass**
 - **The pass is to an eligible receiver**
 - **The pass crossed the line of scrimmage**
 - **The pass is untouched**
 - **There is restrictive contact that puts the offensive player at a disadvantage**

- **Types of DPI Fouls**
 - **Early Contact / Not Playing the Ball**
 - **If defender is playing the man and not the ball, and there is contact, it is likely a foul.**
 - **If defender turns his head to find the ball prior to contact, it is likely not a foul.**
 - **If defender makes contact and then turns his head to look for the ball it is likely a foul.**

 - **Playing Through the Back**
 - **Contact with the offensive player's body prior to touching the ball is likely a foul.**
 - **If the ball is touched prior to contact it is not a foul.**

 - **Arm Bar**
 - **Use of forearm to gain leverage/restrict receivers arm(s) or ability to jump for ball**

 - **Grab & Restrict**
 - **This subtle move is becoming more common and it is likely being taught.**
 - **This is often done where it is only visible from the middle of the field so help from the back judge is necessary.**

 - **Hook and Turn**
 - **The defender's hand/arm twist the receiver just prior to the ball arriving.**
 - **Hook without a Turn is NOT a foul**

 - **Cut-off**
 - **The defender steps into the path of the receiver, doesn't play the ball, and significantly restrict the progress of the receiver.**
 - **Tangle foot may be a foul if the receiver is ahead of the defender and contact occurs**

 - **Face Guarding**
 - **Must OBVIOUSLY RESTRICT receivers vision with hand(s) or body**