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# DEFENSIVE PASS INTERFERENCE

## CAOA OVERVIEW

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### REQUIREMENTS:

1. Must be a legal forward pass
2. Pass must cross the neutral zone
3. There must be contact
4. Must be an eligible receiver
5. The pass must be untouched

### COMMON TYPES OF DPI FOULS

#### 1. DEFENDER NOT PLAYING THE BALL

- If the defender is playing the man rather than the ball and contact occurs – it is a foul
- If the defender makes contact, then turns his head to locate the ball – it is a foul
- If the defender turns his head to locate the ball, then makes contact – it may not be a foul

#### 2. DEFENDER PLAYS THROUGH THE RECEIVER

- Contact with the receiver's body before touching the ball is a foul
- If the ball is touched by the defender or receiver prior to contact, it is not a foul
- A key to watch is the receiver's head and shoulders, if they come forward prior to the ball being touched – it is a foul

#### 3. DEFENDER GRABS THE RECEIVER'S ARM OR HAND

- This tactic prevents the receiver from trying to reach for the pass. It is usually done while the arms are down just prior to the ball arriving. It is becoming a popular method of defense and is hard to detect. Officiate the players; do not look at the ball. Get the angle to see in between the players. Wing officials can help the back judge on a deep throw down the sideline and the back judge can help the wing officials on short plays over the middle.

#### 4. ARM BAR

- Although this may be subtle; it is an obvious attempt to impede the progress of the receiver.

#### 5. CUT OFF

- Defender impedes the receiver with his body.

#### 6. HOOK AND TURN

- Arm is used to hook the receiver's body and turn it enough to give the defender leverage around the receiver.