

Most officials will tell you that defensive pass interference is one of the toughest calls to make. It is also one of the most controversial, because it almost inevitably turns an unsuccessful offensive play into a successful one (15 yds. + automatic 1st down is a pretty good play). And it's not just controversial at the high school level. So the officials' organizations and educators studied it intensively at the upper levels and came up with guidelines. They have "trickled down" to the high school level. Now, if an official calls DPI, he better be able to fit what happened into one of the following 7 categories. If he can't, he shouldn't have thrown the flag.

The 7 categories of DPI are:

1. **Arm Bar** - an arm across the body restricting the opponent from moving where he wants to go. An arm across the body is not enough - there must be a restriction of movement.
2. **Hold** - actually grasping an opponent, particularly the arm, restricting him from being able to reach a pass. Classically, grabbing an arm, keeping the opponent from raising it to catch the pass.
3. **Not playing the ball** - the player is not making a bona fide effort to reach the pass (usually not looking back for the ball), and contacts the opponent (usually body to body) restricting him from moving where he wants to go, or knocking him off his path to the ball.
4. **Playing through the back** - even if making an effort to touch the pass, contacting an opponent through the back, restricting his ability to touch the pass.
5. **Hook and twist** - hooking the arm around the waist or shoulders, AND twisting the opponent, restricting him from his effort to touch the pass. An arm around the body is not enough - there must be a twist or turn.
6. **Cutoff** - even if looking back for the ball, a player cannot position himself to restrict or prevent an opponent from moving toward a pass.
7. **Face Guarding** - Contact is not required at the high school level. Not playing the ball while blocking the vision of the receiver.

Lastly, keep in mind that when a receiver and a defender are running side by side and (1) both are looking for the ball, or (2) neither is looking for the ball, and they tangle feet and go down, that is **not** DPI. If, however, the defender is in "chase mode" and they tangle feet, that's a flag.