

DPI/DH Presentation

February 24, 2021



Philosophy on Fouls

MAKE IT BIG - Would you call it in OT of the national championship game?

Fouls have 3 aspects:

- ▶ 1. Suspect
- ▶ 2. Restriction
- ▶ 3. Ball Location

*** Who is the victim? Who did what to who? Anytime there is contact between a defender and your key, you must know who initiated and how it occurred.

*** It STARTS with qualifying the defender.



Categories of DPI

Early Contact - By a Defender not playing the ball. Qualify the condition of the defender, eyes must go to the defender in order to qualify.

Playing through the back of a receiver - In an attempt to make a play on the ball.

Grab and Restricting a receivers arm(s) or body in a manner that restricts his opportunity to catch a pass.

Arm Bar - Extension of an arm across the body of a receiver which restricts his ability to catch a pass.

Cut Off - Or, riding the receiver out of the path of the ball by making contact with him without playing the ball.

Hook and Turn - Restricting a receiver's ability to get to the ball in such a manner that causes the receivers body to turn prior to the ball arriving.

Miscellaneous Thoughts

Fade Routes or Jump Balls - Find 4 hands and 4 eyes looking for the ball. If a receiver can get both hands up to make a play for the ball, the likelihood of a foul is reduced.

Tangled Feet Philosophy - Is defender playing the ball? Qualify the defender and determine if there is a suspect. There may not be intent here. We can't bail out a defender who is in poor position and in chase mode.

Press Coverage=What is defender going to do to receiver. Playing off=What would receiver do to defender?

Watch receivers feet for indication of route. Choppy feet (short route) or long strides (deep route)?

Stay with your key until free from foul (crossing routes, etc.). When your key isn't threatened, play centerfield. Don't officiate space.

Underthrown Ball - Defender still must look back. DPI's can still occur on underthrown balls.

Mechanics

Eyes not feet - You may physically be in the perfect spot, but if your eyes aren't where they are supposed to it means nothing.

Move with a purpose - Your default position is stationary.

When the play is occurring, are you officiating air?

When your key is not threatened, work man-man, **not** man-ball-man.

***Judgement improves over time as we see more and more plays. We control our mechanics from snap 1. Be a perfectionist with your mechanics, and put yourself in the best position possible to make the right call.

Defensive Holding - Officiate the two part process

1. See the foul
2. Find the ball

***We miss DH when we don't referee the process. No time limit on these fouls.

***If there is a question between DPI or Defensive Holding, go DPI.

***One exception to above - Takedowns. These need to be called regardless of ball location.

***There will be more grabbing/hand fighting allowed when its TE vs LB then when its WR vs CB. Let the bigger players play through grabbing.

