

# Catches

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## Rule 2-4-1

A catch is the act of establishing player possession of a live ball which is in flight, and first contacting the ground inbounds ...

## Rule 2-4-1

... or being contacted by an opponent in such a way that he is prevented from returning to the ground inbounds ...

## Rule 2-4-1

... while **MAINTAINING**  
possession of the ball.

# Judgment

- Is it catch?

- Where do you spot the ball ?

# Additional Guidelines

- Complete control, long enough.
- Both feet down (only one need be inbounds).
- Tuck it in.
- Football related move.
- Please remember, the ground can cause an incomplete pass.
- When in doubt, it is **NOT** a catch (if you have to think about it).

# What To Look For

- Position of the receiver's feet when possession is gained (sideline plays).
- Does the ball touch the ground before or as possession is gained?
- Does the ball move when it touches the ground in apparent possession?
- Does he control it long enough?

## Airborne Receiver

... or being contacted by an opponent in such a way that he is prevented from returning to the ground inbounds while maintaining possession of the ball.

## Additional Guidelines

- An airborne receiver must maintain control if going to the ground in the process of completing a catch.
- It does not matter if a receiver goes to the ground on his own or is contacted by a defender.

## Additional Guidelines

- The down does not end until it's clear the grounded player has secure possession of the ball or the ball touches the ground.
- A player who returns to the ground inbounds must remain inbounds until he obtains secure possession of the ball.

## What to Look For

- Direction the receiver jumps.
- Direction the receiver is pushed.

# Forward Progress

- When the contact pushes the receiver forward OOB and the receiver is moving forward, the pass is incomplete.

# Forward Progress

- When the contact pushes the receiver forward and the receiver jumped straight up or was moving backward, the forward progress spot is where the ball crosses the sideline.
- Stop the clock.

# Forward Progress

- When the contact pushes the receiver backward or laterally, the receiver is entitled to the forward most spot of the ball when contacted by an opponent.
- Wind the clock.

# Summary

<b>Airborne Receiver's Direction</b>	<b>Direction Contact Pushes Receiver OOB</b>	<b>Forward Progress</b>
<b>Forward</b>	Forward	None; incomplete pass
	Backward/Laterally	Point of contact
<b>Straight up</b>	Forward	Where ball crosses sideline
	Backward/Laterally	Point of contact
<b>Backward</b>	Forward	Where ball crosses sideline
	Backward/Laterally	Point of contact

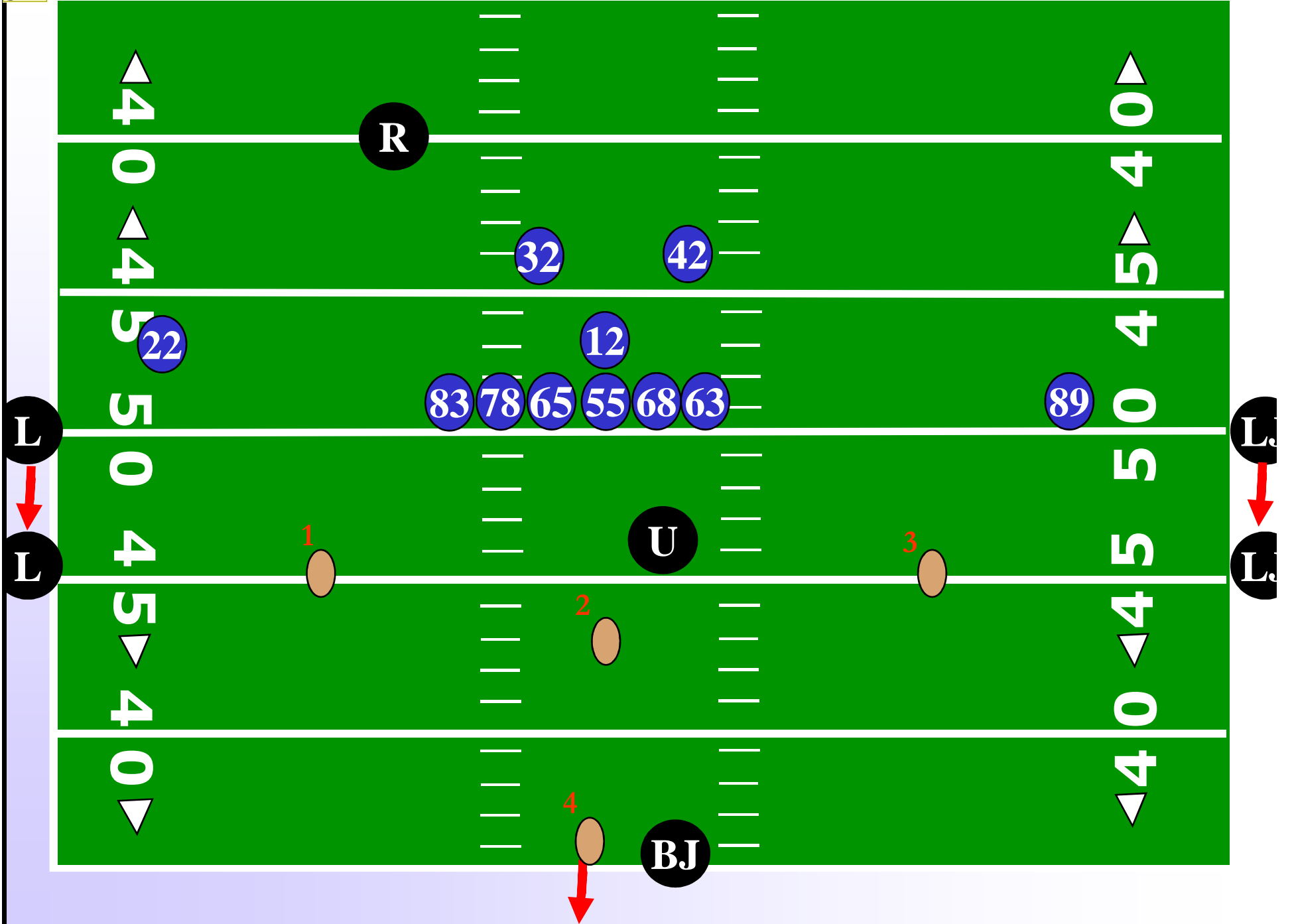
## Key Mechanics

- Wings should read blocks for pass/run and be within 10 yards of the yard line where the pass is thrown.
- Umpire must pivot and watch the pass.

## Key Mechanics

- Consider all (2 or 3) views whenever possible – it's OK to talk about it.
- It's even better if an official who is 100% certain it is incomplete, takes the call and immediately sells it.

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## Slide 18

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Discuss which official has a view if the pass is caught in each of the four spots.

george.demetriou, 8/28/2006

# Key Mechanics

- Back Judge must keep his cushion with the deepest receiver.
- Use cross-field mechanics to get progress plane whenever possible.
  - Near wing: Watch the catch.
  - Far wing: Get the progress plane.

# Overall Philosophy

- When in doubt, it is not a catch.
- Don't get hung up on whose call it is – Get it right!

# Simultaneous Catch (2-4-3)

- Joint possession of a live ball by opponents who are inbounds.
  - Both must come down inbounds.
  - Ball is immediately dead.

Thanks for your attention.

