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How Should You Launch a Ball to Achieve the Greatest Distance?

Physics gives a precise answer, at least in an ideal setting
November 9, 2010 | By [The Editors](#)

1. In the Projectile Motion episode of NBC Learn's "The Science of NFL
2. Football," you see that punted footballs travel in an arc known to
3. mathematicians as a parabola.

4. In any football game both teams square off against each other and against
5. a shared opponent as well—gravity. Earth's gravitational pull makes long-
6. range passing a challenge and pulls down even the hardest-struck punts
7. and placekicks.

8. Because gravity is a constant, experienced quarterbacks and kickers can
9. account for its effects to move the ball downfield as efficiently as possible.
10. Like all projectiles, a football, once released, follows a path known in
11. mathematical terms as a parabola—a symmetric arc that eventually
12. returns the ball back to the ground. (In real life a projectile's flight is
13. affected not only by gravity but by wind and drag from air resistance, so
14. the parabola would not be perfect.)

15. Parabolas have been studied for millennia, and their properties are well
16. understood. For any projectile under gravity's influence, the distance
17. attained during its flight is equal to $\sin(2\theta) \times v^2/g$, where v is the
18. projectile's initial speed, g is the acceleration toward Earth due to gravity
19. and θ is the angle at which the projectile is launched.

20. That may look like a complicated equation, but a couple of the variables
21. can be ignored. First, because the force of gravity is constant, g will be the
22. same no matter how a punter kicks the ball. Second, for a punter trying to
23. boot a ball as far as possible, you can assume that he is kicking as hard as
24. he physically can, so v depends simply on how hard he can kick, not on
25. any strategic decision for a given punt.

26. The only choice he has to make to maximize distance, then, is the angle at

27. which he kicks the ball. You can see from the equation above that the
28. distance traveled by the ball will be greatest when $\sin(2\theta)$ is greatest. The
29. sine function reaches its largest output value, 1, with an input angle of 90
30. degrees, so we can see that for the longest-range punts $2\theta = 90$ degrees
31. and, therefore, $\theta = 45$ degrees. A projectile, in other words, travels the
32. farthest when it is launched at an angle of 45 degrees.

33. But what about trying to maximize a projectile's height to increase hang
34. time? In a parabola the peak height attained by a projectile is equal to
35. $(\sin(\theta))^2 \times v^2/2g$. Once again, we can ignore v and g , for the same reasons
36. as above. (Anyone looking to loft a projectile as high as possible would
37. simply launch it as fast as possible, and gravity is constant.)

38. So to send a projectile flying as high as it can go, you can see that you want
39. to make $(\sin(\theta))^2$ as large as possible, which simply means making $\sin(\theta)$
40. as large as possible. As mentioned above, the sine function reaches its
41. biggest output value, 1, with an input angle of 90 degrees, so we can see
42. that for a sky-high punt $\theta = 90$. That means that the best way to launch a
43. high-altitude projectile is to send it flying at a 90-degree angle to the
44. ground—straight up.

45. Of course, a vertical punt doesn't help much with field position, so you're
46. not likely to see a 90-degree punt on the football field anytime soon. Not
47. on purpose, anyway.

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Text Dependent Questions

1. What effect does gravitational pull have on passes?
2. In line 8, the author refers to gravity as a constant. What does he mean by this statement?

3. What is a parabola?
4. Explain why parabola's of a football flight would not be perfect?
5. How can a punter ensure the football travels a large distance?
6. What affect does a punter's kick have on gravity?
7. Describe what a punter should do in order to increase hang time of the football?
8. Based on the information of the text, illustrate the path of a kick. Use terminology of the text to label your motion diagram.