

2009

CFL PLAYBOARD

2009

PENALTY CHART

Penalty on:

Against:	RUN		PASS		PUNT	
	Off	Def	Off	Def	Off	Def
2	18	14	18	9	14	9
3	13	17	7	7	18	2
4	8	2	10	8	12	13
5	2	2	1	2	3	2
6	1	2	8	19	1	8
7	2	2	8	19	3	8
8	1	2	8	15	2	4
9	8	2	2	6	5	16
10	7	7	1	11	7	8
11	9	9	9	18	9	18
12	14	18	20	14	17	14

DESCRIPTION AND YARDS PENALIZED:

1. Illegal Procedure (5 yards)
2. Offside (5 yards)
3. No Yards (5 Yards)
4. Contacting The Kicker (10 yards)
5. Delay of Game (10 yards)
6. Illegal Contact On A Receiver (10 yards)
7. Illegal Substitution (10 yards)
8. Holding (10 yards)
9. Objectionable Conduct (10 yards from the end of the play)
10. Offensive Pass Interference (10 yards)
11. Pass Interference (10 yards)
12. No Yards (15 yards)
13. Clipping (15 yards)
14. Face Masking (15 yards)
15. Roughing The Passer (15 yards)
16. Roughing The Kicker (15 yards)
17. Piling On (15 yards)
18. Roughing (15 yards)
19. Pass Interference (pass complete, automatic first down)
20. Intentional Grounding (loss of down and yardage, determine Line of Scrimmage as if sacked)

ADDITIONAL COLUMNS

Refer to these additional columns when normal defensive changes result in a corrected column that is not available on the offensive player's card.

	0 or less		6 or more	
	RUN	PASS	RUN	PASS
2	-4P	C	10	
3	-5	C	12	P
4	-4	C	16	C
5	-1	C	18	
6	-1	C	9	
7	-1	C	11	
8	-2	C	5	
9	-3	C	15	
10	-1		8	
11	-2	CP	10	
12	-6	C	14	

TURNOVER RETURN CHART

	1	2	3	4	5	6	7
2	8	22	11	41	28	68	33
3	1	10	28	17F	40	20F	TD
4	3	3	9	16	20	37	39
5	2	7	0	10	27	32	17
6	0	2	16	19	10	15	24
7	0	0	7	11	15	24	30
8	-1	5	20	24	30	27	20
9	0	9	6	13	11	19	36
10	4	14	2	4	14	10	28
11	-2F	1F	19F	16	33F	40	23F
12	6	11	14	36	57	TD	65

INJURY TABLE

For indication of injured player, consult table below. Add the injury number with that of the designated player (located next to his position on the player cards or after their name on the roster card). Refer the total to the second table (INJURY DURATION) for the length of his injury.

RUN	#	PASS
2	Key Def. LM	1 Main Defender
3	Key Off. LM	7 Receiver
4	Ball Carrier	3 Quarterback
5	Key Def. LM	2 Main Defender
6	Ball Carrier	7 Quarterback
7	Key Off. LM	3 Receiver
8	Key Def. LM	5 Main Defender
9	Ball Carrier	1 Quarterback
10	Key Off. LM	5 Receiver
11	Key Def. LM	7 Main Defender
12	Key Off. LM	2 Receiver

INJURY DURATION

- | | |
|------|-----------------------------|
| 0 | No Injury |
| 1 | One Play |
| 2 | Remainder of Quarter |
| 3 | Reminder of Half |
| 4 | Remainder of Game |
| 5,6 | Remainder of Game + 1 Game |
| 7,8 | Remainder of Game + 2 Games |
| 9-14 | Remainder of Game + 4 Games |
| 15+ | Remainder of Game + Season |

ADVANCED GAME

WEATHER CHART

Consult weather chart for weather conditions at game time. Refer to the table below for changes. Make the applicable changes to the final defensive setting when running or passing. Where a kick distance is decreased when kicking into the wind, make the same adjustment when kicking with the wind by increasing the kicking distance by the same amount.

- 2 Heavy rain, 30 mph wind - No. 2 below
- 3 Wet field - No. 1 below
- 4 Clear and sunny - No change
- 5 Clear and sunny - No change
- 6 Clear and sunny - No change
- 7 Clear and sunny - No change
- 8 Clear and sunny - No change
- 9 Clear and sunny - No change
- 10 Clear and sunny - No change
- 11 20 mph wind - No. 3 below
- 12 Light rian - No. 4 below
 1. All passes +1
 2. All passes against wind +1; All runs -1; All kicks into wind -25 yards
 3. All passes against wind +2; All kicks into wind -15 yards
 4. All passes +1; All runs -1

QUICK KICKS

Distance of kick is increased by 5 yards for every defensive setting less than 5.

	KICK	RETURN
2	37	20
3	50	9
4	46	16
5	30	8
6	31	13
7	21	0
8	33	6
9	20P	11
10	25	7
11	60	5
12	BLK-20	18

QB SNEAK

2	-1
3	0
4	1
5	1
6	2
7	2
8	1
9	1
10	0
11	3
12	0F

SCREEN PASS

2	22
3	10
4	13
5	9
6	14
7	8
8	15
9	12
10	11
11	25
12	LG