

CFL PLAYBOARD

PENALTY CHART

Penalty on:

	RUN		PASS		PUNT	
Against:	Off.	Def.	Off.	Def.	Punt	Ret.
2	1	1	7	11	2	7
3	9	1	10	1	4	15
4	2	1	4	1	12	9
5	4	1	3	10	6	9
6	3	1	3	14	6	3
7	1	1	3	14	6	9
8	3	1	1	14	6	15
9	2	1	2	10	6	1
10	3	12	9	3	10	10
11	9	10	5	12	8	3
12	12	1	10	13	13	16

DESCRIPTION AND YARDS PENALIZED:

- Offside (5 yards)
- Illegal Procedure (5 yards)
- Holding (10 yards)
- Delay of Game (10 yards)
- Illegal Interference (10 yards)
- No yards (10 yards)
- Objectionable Conduct (10 yards)
- Illegal Substitution (10 yards)
- Clipping (15 yards)
- Unnecessary Roughness (15 yards)
- Roughing QB (15 yards)
- Face Masking (15 yards)
- Piling On (15 yards)
- Pass Interference (Pass complete, automatic 1st down)
- Roughing Kicker (15 yards, automatic 1st down)
- Contacting Kicker (automatic 1st down at line of scrimmage)

ADDITIONAL COLUMNS

Refer to these columns when normal defensive changes result in a corrected column result that is not available on the offensive player's card. Also use these columns when a corrected defensive setting is less than 0 or greater than 6.

	0		6	
	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	17	40	20F	TD
4	3	3	9	4	20	37	39
5	2	7	0	10	27	32	17
6	0	2	16	19	10	15	42
7	0	0	7	11	15	24	30
8	-1	5	20	24	30	28	20
9	0	9	6	13	11	19	36
10	4	14	2	16	14	10	28
11	-2F	1F	19F	17F	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 obtained with that of the designated player (located next to his position on player card or after name on roster card) and refer the total to the second table for duration of injury.

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	Remainder 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 the chart 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.

- Heavy rain, 30 mph wind - No. 2 below
- Wet field - No. 1 below
- Clear and sunny - No change
- Clear and sunny - No change
- Clear and sunny - No change
- Clear and sunny - No change
- Clear and sunny - No change
- Clear and sunny - No change
- Clear and sunny - No change
- Clear and sunny - No change
- 20 mph wind - No. 3 below
- Light rain - No. 4 below
 - All passes +1
 - All passes against wind +1; All runs -1
All kicks into wind -25 yards
 - All passes against wind +2
All kicks into wind -15 yards
 - 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

QUARTER-BACK SNEAKS

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

SCREEN PASSES

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