

MIKE'S PENALTY CHART - 2025 VERSION - If you roll a penalty number (33-40), roll the dice again and check CHART A, and then follow the code to CHART B

CHART A - reroll dice	
Play	Reroll Code
33	11-16 CFT-11
	21-26 CFT-12
	31-36 CFT-13
	41-46 CFT-14
	51-66 MNA
34*	MNB
35**	11-64 MNB
35**	65 MNC
35**	66 MND
36-39	11-52 MAJ
	53-66 CON
40	11-56 MAJ
	61-66 CON

Play=result from card

Code=code for CHART B

CHART B - using the code from CHART A			
CFT-11	--Check the player's card on a roll of 65	CP2	Same as CP1 except an additional minor must be assessed. Use CHART C to determine opponent penalty instead.
CFT-12	--If the result is >= 36, go to the CON line		
CFT-13	--Check the Maj rating of the player, if it is or less than the CFT #, consult MAJ, otherwise consult CP1 if the original code was CFT-11, otherwise no penalty	CP3	Coin. minors with the player from CHART D
CFT-14		MAJ	Major penalty, first check CHART C (and possibly CHART D) for the opponent. Both combatants are also checked for a 10-minute misconduct.
CP1	The player gets a minor penalty, there is also a possibility of a coincidental penalty. Rank the opposition by their Min ratings, and reroll. If the dice are less or equal to that player gets a penalty as well. If it is not, repeat with the next higher rating, and so on until a penalty is assessed or all players had one roll. No additional minor is called if no players are left.	MNA	A minor is assessed only if the the player's team has the same or more power plays during the game.
		MNB	Minor penalty
		MNC	Double minor penalty
		MND	Double minor penalty, and use the CP1 system to determine a possible single minor coincidental penalty

CHART C - reroll dice	
Reroll	Penalized Player
11-33	Highest rating
34-51	Second highest rating
52-56	Third highest rating
61-62	Fourth highest rating
63	Fifth highest rating
64-66	Goalie

Reroll if a player does not get selected. If a major opponent is being decided, and the player selected, also consult CHART D

CHART D - reroll dice	
Reroll	Change
11-21	Opp Maj 11 converts fight to a CP2
22-32	Opp Maj 11-12 converts fight to a CP2
33-43	Opp Maj 11-13 converts fight to a CP2
44-54	Opp Maj 11-14 converts fight to a CP2
55-66	Keep as fight

* Convert to a 33 if the player's team is shorthanded or the game is in overtime

** Convert to a 33 if the player's team is 2 men down or the game is in overtime

** Convert to a 34 if the player's team is 1 man down

*** All results on this chart result in a time sequence, even if no penalty (X)