

RCBL INJURY CHART

Roll	Regular Injury	Modified Injury
1	Player remains in game.	Player remains in game.
2	Player remains in game.	Player remains in game.
3	Player misses rest of the game.	Player remains in game.
4	Player misses rest of the game.	Player remains in game.
5	Player out for 1 game.	Player out for rest of the game.
6	Player out for 1 game.	Player out for rest of the game.
7	Player out for 1 game.	Player out for rest of the game.
8	Player out for 1 game.	Player out for rest of the game.
9	Player out for 2 games	Player out for 1 games
10	Player out for 2 games	Player out for 1 games
11	Player out for 2 games	Player out for 1 games
12	Player out for 3 games	Player out for 1 games
13	Player out for 3 games	Player out for 2 games
14	Player out for 3 games	Player out for 2 games
15	Player out for 3 games	Player out for 2 games
16	Player out for 3 games	Player out for 2 games
17	Player out for 4 games	Player out for 3 games *
18	Player out for 4 games	Player out for 3 games *
19	Player out for 5 games	Player out for 3 games #
20	Player out for 8 games	Player out for 3 games #

INSTRUCTIONS: Roll the 20-sided die and read the appropriate column to determine the length of the injury. All games injured are in addition to the current game. If an injured position player had more than 600 plate appearances, an injured catcher had more than 500 plate appearances, or an injured pitcher has more than 200 innings, use the **Modified Injury Column** to determine the length of the injury.

PAs for players- calculated by adding the ABs and BBs listed on their Strat-o-Matic card.
IP for pitchers - taken as listed on the back of their Strat-O-Matic card.

* If the injured player is a pitcher, this injury result is for 4 games.

If the injured player is a pitcher, this injury result is for 5 games.