

INJURY TABLE

Note: All injuries on this table may require a player to miss more than just the present game. All injuries must be checked for duration. To ascertain the length of injury, determine the player's personal injury rating (INJ) which is found on the player's card, and index the injury rating with the **INJURY DURATION TABLES**.

11-12: Catcher hurt on foul ball. No play on batter.

13-14: First baseman hurt as he runs into the dugout. Ball is foul. No play on batter.

15-16: Second baseman is injured by batter who gets a double – spiking second baseman as fielder tries to make tag.

17-18: Third baseman slams into dugout. Ball is foul. No play on batter.

21-22: Shortstop runs into wall chasing a foul. Ball is foul. No play on batter.

23-25: Left fielder crashes into wall. Double and all runners score.

26-28: Center fielder crashes into wall. Triple and all runners score.

31-33: Right fielder crashes into wall. Double and all runners score.

34: Batter is hit by pitch and is hurt. New player takes his place and goes to first. Other runners advance one base if forced.

35-36: Lead runner, if any, pulls up lame as he avoids pickoff attempt. He is injured and must leave game at once. If no one is on base, a sharp foul grounder slams into opposing team dugout – injuring one player. (To determine player injured, put players not in game in a stack, shuffle and draw one at random.)

37-41: First baseman and right fielder collide. Both could be injured. Batter gets double and all runners score. Draw a new random number: 11-38 only the first baseman is injured; 41-78 only the right fielder is injured; 81-88 both are injured.

42-44: Second baseman and center fielder collide. Both could be injured. Batter gets double and all runners score. Draw a new random number: 11-38 only the second baseman is injured; 41-78 only the center fielder is injured; 81-88 both are injured.

45-47: Shortstop and left fielder collide. Both could be injured. Batter gets double and all runners score. Draw a new random number: 11-38 only the shortstop is injured; 41-78 only the left fielder is injured; 81-88 both are injured.

48: Batter fouls pitch off leg. Injured.

51-53: Catcher and third baseman collide chasing a foul that neither catches. Draw another random number: 11-38 only the catcher is injured; 41-78 only the third baseman is injured; 81-88 both are injured.

54-58: Left and center fielders collide. Ball goes for inside-the-park home run. Draw a new random number: 11-38 only the left fielder is injured; 41-78 only the center fielder is injured; 81-88 both are injured.

61-65: Center and right fielders collide. Ball goes for triple. Draw a new random number: 11-38 only the center fielder is injured; 41-78 only the right fielder is injured; 81-88 both are injured.

66-68: First baseman and batter who just hit a single collide at first. Draw a new random number: 11-48 first baseman is injured; 51-88 batter is injured.

71-73: Second baseman runs into pitcher while chasing infield fly. Draw a new random number: 11-48 only second baseman is injured; 51-78 only pitcher is injured; 81-88 both are injured. Ball falls for infield hit and runners advance one base.

74-76: Third baseman hit by line drive. Batter gets single, runners advance one base. Fielder is injured.

77-81: Shortstop trips while going for ball. Injured. Batter gets single and runners advance one base.

82-88: Pitcher is hurt after he comes off mound to cover first on a ground ball. Batter is out (1B-P), but pitcher is injured. Other runners advance one base.

INJURY DURATION TABLES

BATTER OR RUNNER INJURED

Rating	Length of injury
0	Remainder of this game only.
1	One additional game.
2	Use first digit of next random number.
3	Two plus first digit of next random number.
4	Four plus first digit of next random number.
5	Six plus first digit of next random number.
6	Use next random number. Maximum is 20.
7	Use next random number. Maximum is 30.
8	Use next random number. No limit.

FIELDER INJURED

Rating	Length of injury
0	Remainder of this game only.
1	Two additional games.
2	Use first digit of next random number.
3	Four plus first digit of next random number.
4	Six plus first digit of next random number.
5	Eight plus first digit of next random number.
6	Use next random number. Maximum is 25.
7	Use next random number. Maximum is 35.
8	Use next random number. No limit.

PITCHER INJURED

Rating	Length of injury
0	Remainder of this game plus one more.
1	Starter 8 games; relief pitcher 4 games.
2	Starter 12 games; relief pitcher 6 games.
3	Starter 16 games; relief pitcher 8 games.
4	Starter 20 games; relief pitcher 10 games.
5	Starter 24 games; relief pitcher 12 games.
6	Starter 28 games; relief pitcher 14 games.
7	Starter 32 games; relief pitcher 16 games.
8	Starter 40 games; relief pitcher 20 games.