

Injury Chart

<u>Player</u>	<u>Length of Injury</u>
1 Right Guard	2 Remainder of game plus next game *
2 Left Guard	3 Remainder of game
3 Right Forward	4 Player recovers in 20-second timeout
4 Left Forward	5 Next 20 minutes of game
5 Center	6 Remainder of quarter
6 No Injury or Technical Foul	7 Player recovers in 20-second timeout
	8 Remainder of half
	9 Next 12 minutes of game
	10 Remainder of game plus next game *
	11 Remainder of game plus next 1d6 games *
	12 Remainder of game plus next 2d6 games *

Roll one six-sided die to determine which offensive player, if any, is injured. Roll two regular dice to determine the length of an injury.

* A player cannot be injured for more than the number of games he missed in the regular season.

Pre-Game Injury Chart

<u>Games Played</u>	<u>Player Misses Game</u>	<u>Games Played</u>	<u>Player Misses Game</u>
82-80	---	40-38	4 - 7
79-77	2	37-36	2 - 6, 9
76-75	2, 12	35-34	5 - 8
74-73	2 - 3	33-32	2 - 7
72-70	2 - 3, 12	31-29	2 - 7, 12
69-68	3 - 4	28-27	4 - 8
67-66	2 - 4	26-25	5 - 9
65-63	4 - 5	24-22	3 - 8
62-61	5, 9	21-20	2 - 8
60-59	5 - 6	19-18	4 - 9
58-57	2 - 5	17-16	4 - 9, 12
56-54	6 - 7	15-14	3 - 9
53-52	4 - 6	13-11	2 - 9
51-50	4 - 5, 9	10-9	2 - 9, 12
49-47	3 - 6	8-6	3 - 10
46-45	2 - 6	5-4	2 - 10
44-43	6 - 8	3-2	3 - 11
42-41	6 - 8, 12	1	2 - 11

Roll two dice once for each team's starting five to determine if a starter must miss the game. If no starters for a team must miss the game then roll once on the table for each non-starting player on that team. No more than two starters or three non-starters for a team may miss any one game. If more than the maximum number of players is indicated to miss the game then sit out the two or three players who played the fewest number of games, ignoring the missed game result for the remaining players indicated.