

RCBL INJURY CHART

Die Roll	Regular Injury Fewer than 600 PAs*	Modified Injury At least 600 PAs*
1	Remains in game	Remains in game
2	Remains in game	Remains in game
3	Remains in game	Remains in game
4	Remains in game	Remains in game
5	Remains in game	Remains in game
6	Out rest of game	Remains in game
7	Out rest of game	Remains in game
8	Out rest of game	Out rest of game
9	Out rest of game	Out rest of game
10	Out rest of game	Out rest of game
11	Out for 1 game	Out rest of game
12	Out for 1 game	Out rest of game
13	Out for 1 game	Out rest of game
14	Out for 1 game	Out rest of game
15	Out for 2 games	Out for 1 game
16	Out for 2 games	Out for 1 game
17	Out for 2 games	Out for 1 game
18	Out for 3 games	Out for 1 game
19	Out for 3 games	Out for 1 game
20	Out for 3 games	Out for 1 game

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.

***For Catchers** with at least 500 PAs use the Modified injury chart.

Pitchers cannot get injured