

4th Street Baseball Injury Chart

Roll the d20, add the player's injury ("inj") rating to it, and then refer to the chart below to determine the extent of the injury:

| d20 + inj | Injury |
|-----------|--|
| 18-25 | Player is dinged, but remains in game |
| 13-17 | Player is injured for the remainder of this game |
| 10-12 | Player is injured for the remainder of this game and 1 more game |
| 7-9 | Player is injured for the remainder of this series |
| 5-6 | Player is injured for the remainder of this game and 3 more games |
| 3-4 | Player is injured for the remainder of this game and 5 more games |
| 1-2 | Player is injured for the remainder of this game and 10 more games |
| 0 | Player is injured for the remainder of this game and 15 more games |
| -1 | Player is injured for the remainder of this game and 20 more games |
| -2 | Player is injured for the remainder of this game and 25 more games |
| -3 | Player is injured for the remainder of this game and 30 more games |
| -4 | Player is injured for the remainder of this game and 35 more games |
| -5, -6 | Player is injured for the remainder of the season |

Solo Pitch Selection Chart

When determining the pitch count, roll all 5 dice rather than just the 2 d10. Compare the d20 to the pitcher's fastball-breaking ball grades to determine whether a fastball or breaking ball was thrown. If the d6 total is in the range indicated, the batter guesses fastball.

For example, a pitcher with a "Fst" grade of 7 and a "Brk" grade of 5 is on the mound. Use the "+2" row to find the pitch selection (7 minus 5 = +2). If the d20 is from 1-12, the pitcher throws a fastball, otherwise he throws a breaking pitch. If the d6 total is from 2-7 or 12, the batter guesses fastball.

| Fst - Brk | d20 | | | | | | | | | | | | | | | | | | | |
|-----------|-----------|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| +5 | 2-8,11 | | | | | | | | | | | | | | | | | | | |
| +4 | 2-8 | | | | | | | | | | | | | | | | | | | |
| +3 | 2-7,11,12 | | | | | | | | | | | | | | | | | | | |
| +2 | 2-7,12 | | | | | | | | | | | | | | | | | | | |
| +1 | 2-6,11 | | | | | | | | | | | | | | | | | | | |
| 0 | 2-6,11,12 | | | | | | | | | | | | | | | | | | | |
| -1 | 2-6,12 | | | | | | | | | | | | | | | | | | | |
| -2 | 2-5,10,12 | | | | | | | | | | | | | | | | | | | |
| -3 | 2-5,11 | | | | | | | | | | | | | | | | | | | |
| -4 | 2-5 | | | | | | | | | | | | | | | | | | | |
| -5 | 2-4,11 | | | | | | | | | | | | | | | | | | | |