

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