

DICE Baseball Optional Injury System

Step 1: After you find out which player is injured you need to find his injury rating and then roll the dice.

Step 2: If your roll of the dice is higher than the player's injury rating please refer to chart A and roll again.

if you roll of the dice is either equal to or lower than the player's injury rating, then refer to chart B and roll again.

Injury Games Missed Chart A

Injury Rating											
DICE Roll	28-34	35-39	40-49	50-59	60-69	70-79	80-89	90-96	97	98	99
00-04	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
05-09	7G	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
10-14	8G	7G	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
15-19	9G	8G	4G	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
20-24	10G	9G	5G	3G	DTD	DTD	DTD	DTD	DTD	DTD	DTD
25-29	15G	10G	6G	4G	2G	DTD	DTD	DTD	DTD	DTD	DTD
30-34	20G	15G	7G	5G	3G	1G	DTD	DTD	DTD	DTD	DTD
35-39	25G	20G	8G	6G	4G	2G	1G	DTD	DTD	DTD	DTD
40-44	30G	25G	9G	7G	5G	3G	2G	1G	DTD	DTD	DTD
45-49	35G	30G	10G	8G	6G	4G	3G	2G	1G	DTD	DTD
50-54	40G	35G	15G	9G	7G	5G	4G	3G	1G	1G	DTD
55-59	45G	40G	20G	10G	8G	6G	5G	4G	1G	1G	1G
60-64	50G	45G	25G	15G	9G	7G	6G	5G	2G	1G	1G
65-69	55G	50G	30G	20G	10G	8G	7G	6G	2G	1G	1G
70-74	60G	55G	35G	25G	15G	9G	8G	7G	2G	1G	1G
75-79	65G	60G	40G	30G	20G	10G	9G	8G	2G	2G	1G
80-84	70G	65G	45G	35G	25G	15G	10G	9G	3G	2G	1G
85-89	75G	70G	50G	40G	30G	20G	11G	10G	3G	2G	1G
90-94	80G	75G	55G	45G	35G	25G	15G	10G	3G	2G	1G
95-99	Season	80G	60G	50G	40G	30G	20G	10G	3G	2G	1G

Injury Games Missed Chart B

Injury Rating											
DICE Roll	28-34	35-39	40-49	50-59	60-69	70-79	80-89	90-96	97	98	99-100
00-04	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
05-09	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
10-14	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
15-19	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
20-24	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
25-29	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
30-34	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
35-39	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
40-44	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
45-49	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
50-54	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
55-59	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
60-64	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
65-69	5G	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
70-74	10G	5G	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
75-79	15G	10G	5G	DTD	DTD	DTD	DTD	DTD	DTD	DTD	DTD
80-84	20G	15G	10G	5G	DTD	DTD	DTD	DTD	DTD	DTD	DTD
85-89	25G	20G	15G	10G	5G	DTD	DTD	DTD	DTD	DTD	DTD
90-94	30G	25G	20G	15G	10G	5G	DTD	DTD	DTD	DTD	DTD
95-99	35G	30G	25G	20G	15G	10G	5G	DTD	DTD	DTD	DTD

DICE Baseball DTD (Day to Day) Injury Chart

Anytime you have a player that is injured DTD (Day to Day) you must roll for him using this chart before every game to see if the player has come back enough from injury. Once the player has come back from injury, you no longer have to roll for him before every game.

Injury Rating

DICE Roll	28-34	35-39	40-49	50-59	60-69	70-79	80-89	90-96	97	98	99
00-04	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
05-09	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
10-14	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
15-19	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
20-24	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
25-29	%	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
30-34	%	%	YES	YES	YES	YES	YES	YES	YES	YES	YES
35-39	%	%	%	YES	YES	YES	YES	YES	YES	YES	YES
40-44	NO	%	%	%	YES	YES	YES	YES	YES	YES	YES
45-49	NO	NO	%	%	%	YES	YES	YES	YES	YES	YES
50-54	NO	NO	NO	%	%	%	YES	YES	YES	YES	YES
55-59	NO	NO	NO	NO	%	%	%	YES	YES	YES	YES
60-64	NO	NO	NO	NO	NO	%	%	%	YES	YES	YES
65-69	NO	NO	NO	NO	NO	NO	%	%	%	YES	YES
70-74	NO	NO	NO	NO	NO	NO	NO	%	%	%	YES
75-79	NO	NO	NO	NO	NO	NO	NO	NO	%	%	%
80-84	NO	NO	NO	NO	NO	NO	NO	NO	NO	%	%
85-89	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	%
90-94	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
95-99	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO

Injury Key

YES: Player has fully healed and is back at 100%. Player no longer injured.

NO: Player is still too injured to play and will miss this game. Roll for player again before the start of next game.

%: Manger's decision. Player can play but is not at 100%. If player plays and gets injured he misses the next 5 games. continue to roll for this player before every game until the player gets a YES. Turn all NO into %. If you decide to sit the player instead of play him, he then comes back the very next game at 100% and you no longer need to roll for him.

Important News and Notes

All 100 rated injury players never miss a game. If a 100 injury rated player gets hurt, they must leave current game but Are 100% for the next game and do not need to roll.

If a player rolls on the DTD chart and gets a NO, then make sure to bump him up to the next level before you roll for the next game. For example; if a 58 injury rated player gets injured for DTD and you roll and get a NO, before you roll for the next game, use the 60-69 injury rating. If again he rolls a NO and misses his second straight game, then for the next game use the 70-79 injury rating. Continue doing this, but nobody can use any injury rating higher than the 99 column.