Pre-Game Check for Opposing Teams' Rest

To check for players on the opposing squad that may need to be rested, roll one die and consult the chart below. For each position indicated, roll two dice and refer to the "Rest?" Chart below, cross-referencing the player's 2-1 square to determine if rest is required.

EXAMPLE: Initial roll of "1" indicates C, SS and RF may need to rest. Check all three using chart below. Assume C has a 31 at the 2-1 square. A roll of 11-52 means he should rest. Then roll for SS and RF.

When using this chart, if the starter is already injured at a given position (because you are also honoring in-game injuries to the opposition), ignore any forced rest to his backup.

Also note I have the pitcher in the chart below, which is a carryover from other games. This chart could easily be adapted to check for opposing pitcher injuries, but I haven't done so at this time.

Die#	Positions
1	C, SS, RF
2	P, 1B, CF
3	2B, 3B, LF
4	C, 2B, CF
5	P, SS, LF
6	1B, 3B, RF

2-1#	Rest?	2-1#	Rest?
21	11-66	36	11-36
22	11-66	37	11-33
23	11-65	38	11-32
24	11-63	39	11-25
25	11-63	39^5	11-23
26	11-62	39^4	11-21
27	11-56	39^3	11-16
28	11-55	39^2	11-14
29	11-53	39^1	11-12
30	11-53	43	11-14
31	11-52	43^5	11-13
32	11-45	43^4	11-13
33	11-44	43^3	11-12
34	11-42	43^2	11
35	11-41	43^1	11

-Chris Howell