

## Foul Chart

### Type Of Foul

<b>1-60</b>	Personal Foul: 1 Minute Penalty
<b>61-100</b>	Technical Foul: 30 Second Penalty

### Personal Fouls

<b>1-20</b>	Slashing
<b>21-35</b>	Tripping
<b>36-40</b>	Unsportsmanlike Conduct
<b>41-60</b>	Cross-Checking
<b>61-80</b>	Unnecessary Roughness
<b>81-100</b>	Illegal Body Check

### Technical Fouls

<b>1-20</b>	Holding
<b>21-30</b>	Interference
<b>31-50</b>	Offsides
<b>51-70</b>	Pushing
<b>71-80</b>	Screening
<b>81-85</b>	Stalling
<b>86-100</b>	Warding Off

**Any Player Committing 5 Personal Fouls Is Ejected.**

**If A Short-Handed Team Commits A Foul During A Man-Up Situation, Wait Until The First Penalty Expires Before Starting The Next One.**

### Injuries

**On A Draw Of "100", (Normally A Foul) There Is A Chance That An Injury Will Occur. First, Resolve The Play Normally, And Play Through Any Man-Up Sequences. After The Teams Are Back At Equal Strength, Draw A Card. A 1-50 Means That A Home Team Player May Be Injured, A 51-100 A Visiting Player. Draw Another Card, And Use This Scheme:**

<b>1-10</b>	No Injury
<b>11-20</b>	A Player Is Injured For The Remainder Of The Quarter
<b>21-30</b>	A Player Is Injured For The Remainder Of The Half
<b>31-40</b>	A Player Is Injured For The Remainder Of The Game
<b>51-100</b>	A Player Is Injured For The Remainder Of The Game, Plus The Amount Of Games Indicated By The Last Digit Of The Card. Example: On A Draw Of "63", A Player Will Miss This Game And 3 More. Note That A Last Digit Of "0" Means The Player Is Out For The Season.

**If A Player Is Indicated To Perform An Action But Is In Injured, Read The Bottom Number Of The Action Card To Select An Alternate Player.**