

APBA Hockey - Single Game Injury Table

	J=0	J=1	J=2	J=3	J=4
11	No Injury	No Injury	No Injury	No Injury	No Injury
12	No Injury	No Injury	No Injury	No Injury	No Injury
13	No Injury	No Injury	No Injury	No Injury	ROS
14	No Injury	No Injury	No Injury	No Injury	ROS
15	No Injury	No Injury	No Injury	ROS	ROS
16	No Injury	No Injury	No Injury	ROS	ROS
21	No Injury	No Injury	ROS	ROS	ROS
22	No Injury	No Injury	ROS	ROS	ROP
23	No Injury	ROS	ROS	ROS	ROP
24	No Injury	ROS	ROS	ROS	ROP
25	ROS	ROS	ROS	ROP	ROP
26	ROS	ROS	ROS	ROP	ROP
31	ROS	ROS	ROS	ROP	ROP
32	ROS	ROS	ROP	ROP	ROP
33	ROS	ROS	ROP	ROP	ROP
34	ROS	ROS	ROP	ROP	ROP
35	ROS	ROP	ROP	ROP	ROP
36	ROS	ROP	ROP	ROP	ROG
41	ROS	ROP	ROP	ROP	ROG
42	ROP	ROP	ROP	ROP	ROG
43	ROP	ROP	ROP	ROP	ROG
44	ROP	ROP	ROP	ROG	ROG
45	ROP	ROP	ROP	ROG	ROG
46	ROP	ROP	ROP	ROG	ROG
51	ROP	ROP	ROP	ROG	ROG
52	ROP	ROP	ROG	ROG	ROG
53	ROP	ROP	ROG	ROG	ROG
54	ROP	ROP	ROG	ROG	ROG
55	ROP	ROP	ROG	ROG	ROG
56	ROP	ROG	ROG	ROG	ROG
61	ROP	ROG	ROG	ROG	ROG
62	ROP	ROG	ROG	ROG	ROG
63	ROP	ROG	ROG	ROG	ROG
64	ROG	ROG	ROG	ROG	ROG
65	ROG	ROG	ROG	ROG	ROG
66	consult standard injury table				

ROS	Rest of Shift; injured player may be replaced for duration of shift or change entire line, minimum "off ice" time for injured player = 3 min
ROP	Rest of Period; injured player may return at the start of the next period
ROG	Rest of Game; injured player out for the remainder of the game