

# INJURY REPORT - Tampa Bay Buccaneers vs. Las Vegas Raiders

Sunday, December 8, 2024 - 1:00 p.m. ET



## TAMPA BAY BUCCANEERS

Player	No.	Pos.	Injury	Wednesday^	Thursday	Friday	Game Status
K.J. Britt	52	LB	Ankle	DNP	DNP	DNP	Out
Mike Edwards	21	S	Hamstring	DNP	DNP	DNP	Out
Troy Hill	25	CB	Foot/Knee	Limited	<b>DNP</b>	DNP	Out
Markees Watts*	58	OLB	Knee	Full	Full	Full	Out
Josh Hayes	32	DB	Hamstring			<b>Limited</b>	Questionable
Bucky Irving	7	RB	Hip/Back	DNP	DNP	<b>Limited</b>	Questionable
Trey Palmer	10	WR	Hip		<b>Limited</b>	Limited	Questionable
J.J. Russell	51	LB	Hamstring			<b>Full</b>	Questionable
Tykee Smith	23	DB	Knee	Limited	Limited	<b>Full</b>	Questionable
Joe Tryon-Shoyinka	9	OLB	Ankle	Limited	Limited	<b>Full</b>	Questionable
Lavonte David	54	LB	Rest			<b>Limited</b>	-
Mike Evans	13	WR	Hamstring/Calf	DNP	DNP	<b>Limited</b>	-
Greg Gaines	96	DL	Ankle	Full	Full	Full	-
William Gholston	92	DL	Knee	Full	Full	Full	-
Baker Mayfield	6	QB	Achilles/Knee	Full	Full	Full	-
Anthony Nelson	98	OLB	Shoulder	DNP	<b>Limited</b>	<b>Full</b>	-
Tristan Wirfs	78	T	Foot/Knee	DNP	DNP	<b>Limited</b>	-

^ The Buccaneers conducted a walk-through. The practice report is an estimation.

\*In 21-day practice window for return from Injured Reserve



## LAS VEGAS RAIDERS

Player	No.	Pos.	Injury	Wednesday	Thursday	Friday	Game Status
Nate Hobbs	39	CB	Ankle	DNP	DNP	DNP	Out
Zamir White	3	RB	Quadriceps	DNP	DNP	DNP	Out
Justin Shorter	88	TE	Back	Full	<b>DNP</b>	DNP	Doubtful
Alexander Mattison	22	RB	Ankle	Limited	Limited	Limited	Questionable
Jakobi Meyers	16	WR	Ankle		<b>DNP</b>	<b>Limited</b>	Questionable
Jordan Meredith	61	G	Shoulder	Full	Full	Full	-
Aidan O'Connell	12	QB	Illness		<b>DNP</b>	<b>Full</b>	-
Ameer Abdullah	8	RB	Foot		<b>Full</b>	Full	-

Full Participation (FP) = 100% of a player's normal reps

Limited Participation (LP) = less than 100% of a player's normal reps

Did Not Participate in Practice (DNP)

Out = will not play

Doubtful = unlikely to play

Questionable = uncertain to play

**Bold indicates change in status**