

INJURY REPORT

213.719.6600 ■ Chargers.com ■ @Chargers

Josh.Rupprecht@Chargers.NFL.com ■ Jennifer.Rojas@Chargers.NFL.com

Lauren.Georgeson@Chargers.NFL.com ■ Brock.Anderson@Chargers.NFL.com

Leonie.Strehl@Chargers.NFL.com ■ Ricky.Martinez@Chargers.NFL.com



Los Angeles Chargers vs. Minnesota Vikings Wednesday, October 22, 2025 ⚡ The Bolt ⚡ El Segundo, Calif.

Los Angeles Chargers

PLAYER	INJURY	MONDAY**	TUESDAY	WEDNESDAY**	GAME STATUS
T Joe Alt	Ankle	Limited	Limited	Limited	Questionable
DL Jamaree Caldwell	Illness	—	DNP	Limited	Questionable
T Austin Deculus	Ankle	Limited	Limited	Limited	Questionable
LB Troy Dye	Thumb	Limited	Limited	Limited	Questionable
RB Hassan Haskins	Hamstring	DNP	DNP	DNP	Out
OLB Kyle Kennard	Knee	Full	Full	Full	—
DB Elijah Molden	Thumb	Limited	Limited	Limited	Questionable
G/T Trey Pipkins III	Knee	Limited	Limited	Limited	Questionable
OL Jamaree Salyer	Knee	Full	Full	Full	Questionable

Minnesota Vikings

PLAYER	INJURY	MONDAY*	TUESDAY**	WEDNESDAY**	GAME STATUS
FB C.J. Ham	Hand	DNP	DNP	DNP	Out
T Christian Darrisaw	Knee	—	—	DNP	Questionable
DL Tyrion Ingram-Dawkins	Hip	Full	Full	Full	—
G Donovan Jackson	Wrist	Full	Full	Full	—
RB Aaron Jones Sr.^	Hamstring	—	Limited	Limited	Questionable
QB J.J. McCarthy	Ankle	Limited	Limited	Limited	Questionable
T Brian O'Neill	Knee	DNP	DNP	Limited	Questionable
RB Zavier Scott	Wrist	Limited	Limited	Limited	Questionable
OLB Andrew Van Ginkel	Neck	Limited	Limited	Limited	Out
QB Carson Wentz	Left Shoulder	Limited	Full	Full	—

Bold indicates a change in status

NIR indicates Not Injury Related

* indicates team did not practice and participation is an estimate

** indicates team conducted a walk-through and participation is an estimate

^ indicates player is on Reserve/Injured; Designated for Return

PRACTICE PARTICIPATION

	DEFINITION
DNP	Did Not Practice
Limited	Less than 100 pct. of normal reps
Full	100 pct. of normal reps

GAME STATUS

	DEFINITION
Out	Will not play
Doubtful	Unlikely to play
Questionable	Uncertain if player will play
—	Player removed from report