2013 Munich Marauders Emergency Instructions
(1992 and 2007 TBL Champions)

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Munich will be using the Computer game for Windows (Broadcast Blast 5.75).

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Munich cuts (pre-season): (Spilborghs), (Laporta), (Z.Stewart)

Waivers – .

General Introduction: Munich is emerging from the rebuilding cycle, and with luck may contend for a wild card this season. The road lineup is pretty stable, so you don't need to do a lot of tinkering in-game, with the exception of defensive subs. However, the good innings in the bullpen are limited, so pay close attention to the pitcher instructions. But, above all else, enjoy the games! WE WILL RETURN!!! ☺

Managers: Edgar Martinez and Ken Phelps; **Hitting Coach**: Edgar Martinez and Ken Phelps; **Pitching Coach**: Orel Hershiser; **Bench Coach**: Quilvio Veras; **Base Coaches**: Otis Nixon, Eddie Brinkman; **Bullpen Coach**: Darold Knowles.

2013 Munich Marauders

TM	Name	Bats	GM	PA	SBA	Hitting	STL	SPD	BMod (Comp.)	BMod Board	8's	24's	31's	C	1B	2B	3B	SS	OF	Arm	A	M	J	J	A	S	O
HOU	Altuve, Jose	R	147	630	49	11(000)2+ H	C29	F17	SA-3	+7/-4	3	0	2			7				31							
MIL	Aoki, Norichika [r]	L	151	588	42	10(066)3(1) H	D30	F15	SA-3	-5/+1	2	0	2						2	34							
LAA	Aybar, Erick	B	141	553	27	11(000)1+ H	E32	F15	SA-0	+6/-4	3	1	2					8		37							
LAA	Callaspo, Alberto	B	138	520	8	9(06)4 H	G23	12	SA-0	+4/-4	3	0	2			4				34							
CLE	*Donald, Jason*	R	43	135	5	8(00)1(1) H	E34	14	SA-0	-3/ 0	3	0	2			6	3	7	1	34	m	m	m	m	m	m	m
ARZ	Eaton, Adam [r]	L		103	6	9(000)5(1)+	A16	F15	SA-0	0 /-2	4	0	2						2	32							
ATL	Heyward, Jason	L	158	650	32	10(1000)3	D28	F16	SA-5	-9/+4	3	0	1						3	34							
BOS	*Lavarnway, Ryan [r]*	R	46	166	0	6(000)2	N	S 5	SA-1	0 /-2	2	1	1	6pb0						31(th-4)	m	m	m	m	m	m	m
TOR	Lawrie, Brett	R	125	536	25	10(000)2+ H	D24	12	SA-2	+3/-3	2	1	2				5	6		31							
TEX	*Martin, Leonys [r]*	L		52	4	7(24666)3+	B33	F16	SA-4	-7/+1	1	4	2						2	33	m	m	m	m	m	m	m
HOU	Martinez, JD	R	113	438	3	9(000)3	D 9	9	SA-0	-1/ -1	4	4	1						1	30							
FLO	*Morrison, Logan*	L	93	334	2	8(166)3+ H	R26	S 6	PR-3	PR-5/ 0	3	2	2		2				1	30	m	m	m	m	m	m	m
SFG	Posey, Buster	R	148	610	2	12(1566)4	R20	S 6	SA-4	+11/-7	4	3	2	8pb1	3					33(th0)							
CHC	Rizzo, Anthony	L	87	368	5	10(156)3+	F24	9	SA-5	-11/+3	2	1	1		3					30							
SEA	Robinson, Trayvon	B	46	164	10	8(00)3+	C26	F16	SA-0	-6/+1	2	0	1						2	33							
ATL	Simmons, Andrelton[	R	49	182	2	11(000)2 H	R26	F16	SA-1	+1/-2	4	2	2			(7)		9		36							
SEA	Smoak, Justin	B	132	535	1	8(16)3	R26	S 6	SA-0	+1/-3	3	1	1		4					30							
HOU	Snyder, Chris	R	76	258	0	6(16)4+	N	S 4	PL-1	PL+1/-2	2	1	1	8pb1	2					31(th-3)							
PHI	Wigginton, Ty	R	125	360	2	8(16)4	R26	S 6	SA-2	+2/-4	3	0	1		3		3		1	30							

2013 Season Munich Pitchers

TM	Name	Th	GS	RIP	SPGrd	RPGrd	Ctl	HA	Fatg	WP	HB	BK	MF	A	M	J	J	A	S	O
BOS	Breslow , Craig	L		63 1/3		14*X	-12	+24	6	2		0	+3							
COL	Brothers, Rex	L		67 2/3		10*XY	-41	+25	6	3			+2							
TEX	Darvish, Yu [r]	R	29		13XY		-44	+32	29	3		0						m		
SFG	Kontos, George [r]	R		43 2/3		15*X	+13	+26	6	2	0	0	+1	m	m	m	m	m	m	m	m
CLE	Lowe, Derek	R	21	142 2/3	2		+11	+34	29/ 8	3										
NYM	*Mejia, Jenrry*	R	*uncarded-2*											m	m	m	m	m	m	m
TOR	Morrow , Brandon	R	21		15Y		-14	+16	24	2		0			m					m
FLO	Nolasco, Ricky	R	31		4		+32	+15	29	3				m		m				
ARZ	Putz, JJ	R		54 1/3		13*XY	+32	+24	6	3		0	+1							
WAS	*Rodriguez, Henry* ,	R	*uncarded-1*											m	m	m	m	m	m	m
CWS	Sale, Chris	L	29		13X		+21	+15	26/ 8	2		0	+3					m		
BAL	Saunders, Joe	L	28		6		+26	-12	28	1		0	+3						m	
OAK	Scribner, Evan [r]	R		35 1/3		14*Y	-14	+41	7	2	0	0		m	m	m	m	m	m	m
SD	Volquez, Edinson	R	32		11Y		-62	+25	26	3			+1							
LAA	Walden, Jordan	R		39		12*XY	-34	+32	6	3	0	0		m	m	m	m	m	m	m
ARZ	Ziegler, Brad	R		68 2/3		15*	+11	+51	5	1		0	+1							

Minors By Month – listed in rightmost seven columns in roster charts.

Note – the specific relievers may vary from this list, especially after June or so; (I'll be sending monthly updates after mid-season in all likelihood, but if you don't hear from me by the 4th of the month, you can use these.).

Rotation 2013

Month	@	Team	Days					
April	@	MLR	V	D	S	M		
19	@	HUD	V	J	D			
	@	ZIO	S	V	J			
		KNX	M	D	S	J		
		KAN	V	M	D	S	J	
May	@	TAY	V	N	S	J	D	
21		DAL	V	N	S	J		
		BH	D	V	N	S		
		NW	J	D	V	N		
	@	NBO	S	J	D	V		
June		HUD	M	S	J	D		
19		ZIO	V	M	S			
		MLR	J	D	V			
	@	FO	M	S	J	D	V	
	@	MAR	M	S	D	V		
July		POR	J	N	V	M	S	
21		MID	J	N	V	M		
	@	RYE	S	J	N	V		
	@	LV	M	S	J	N		
	@	GOH	V	M	S	J		
August	@	WHT	N	V	M	D		
20	@	CAY	J	N	V	M		
	@	GC	D	J	N	V		
		COL	M	D	J	N		
		BRO	V	M	D	J		

Month	@	Team	Days					
Sept.	@	MLR			S	D	N	
20	@	HUD	V	M	S	D		
	@	ZIO	N	V	M	S		
		FO	D	N	V	M		
		MAR	S	D	N	V	M	
Oct.		TAY	S	D	N	J		
22		NBO	V	S	D	N	J	
		DET	V	S	D	N		
	@	KNX	V	J	S	D	N	
	@	KAN	V	J	S	D		
Nov.	@	MID		N	J	S	D	V
20	@	POR	N	J	S	D		
		HUD	M	N	J			
		ZIO	S	D	V	M		
		MLR	J	S	D	V		

KEY

	Day off	
M	Morrow, Brandon	21
V	Volquez, Edinson	32
S	Sale, Chris	29
D	Darvish, Yu	29
N	Nolasco, Ricky	23
J	Saunders, Joe	28
▢	(double header)	

Injury Subs:

C – Snyder
1B – Smoak, Wigginton
2B – Simmons, Donald (if active)
3B – Callaspo, Wigginton, Donald (if active)
SS – Simmons, Donald (if active)
OF – see Lineups and Usage for guidance, usually Martinez/Robinson
DH – available bat except for players with limited PA or games; let pitcher hit in blowout

PITCHING

Starters: Munich actually has some good starting pitching this season! There are three tiers of starting pitchers, with corresponding ways of handling them:

Tier 1: **Yu Darvish**, **Brandon Morrow**, and **Chris Sale**. Ideally, they pitch into or through the seventh (though Morrow's fatigue may prevent that). Usually, they should pitch until fatigued unless that will endanger a Munich lead.

Tier 2: **Edinson Volquez**. A walking heart attack – some days, he'll look like an ace, other days, his control will drive me crazy. When he's got a comfortable lead, stretch him a bit. When the game is close in the sixth or later, relieve him at the first base runner. If he's substantially behind, let him get pounded out (unless Munich comes back before then).

Tier 3: **Joe Saunders** and **Ricky Nolasco**. Their leash is very very short. If they get into the fifth and it's close, pull them at the first sign of trouble.

I'd **like** to get 6 innings from *any* starter, but don't stretch Tiers 2 and 3 if the game is at all close. This goes especially for the grades 6 and below – if it's within 3 either way, pull them at the first base-runner in the 6th or later, because the bullpen is clearly better. (Conversely if they're in a blowout, let the starter go until forced out, OR it gets close again.)

Relievers: Enough good relief (over 370 IP) that you shouldn't have to worry about usage presuming the Tier 1 starters do their jobs. Maximize the plus-5's, and use the balance of lefty/righty arms to counter your platoon hitters where possible, and see what happens!   Just **get the most out of them in games that are close, and let the starters go in games that aren't close**.

The **only** fixed role is **Derek Lowe**, who is the long relief and mop-holder and has over 140 IP (without the +5), so if he has to enter the game he can stay in for a while if indicated. (But if Munich makes the game close again, pull him.)

Otherwise, when relief is called for, bring in whoever is best for the situation considering your next THREE batters and potential pinch-hitting options. The bullpen's nickname this year is "The Wolfpack" – they'll be most effective when used in bunches, and I won't be upset if it takes three or four bullpen moves to keep you from rallying late. They're a set of near-clones – all graded 10* to 15* with positive HA's.

Optimize their use based on lefty/righty matchups, the plus-5's, and the obvious control cases (i.e. not the minus control guys with 2 or 3 runners on base). Use as needed in close games – use one guy more than one IP if needed; and/or use several to squash a rally within an inning if needed.

THERE IS NO DESIGNATED CLOSER!!!   "Closer" = Best guy who hasn't gotten into the game by the 9th of a save situation. ☺ Don't worry about who gets saves.

Lineups and Usage

General – 1. Use these boxes for guidance regarding usage and substitution decisions.
2. There are a few guys I'm monitoring by PA, so they will need to be removed from blowouts (you lead by 5 or more, or Munich leads by 7 or more, any inning).
3. Make defensive subs as indicated; to protect a Munich lead after top of the 7th.
4. Please try to time usage of Eaton so that he doesn't get more than one PA in a game (*unless it goes extra innings*) and ideally time his entry so that he can pinch-hit or pinch-run and then stay in for defense (may not always be possible to do both).

		Lineups 2013	
		Road vs RHP Lineup, Usage, Substitutions/Bench Notes	
1	**RF**	Aoki	plays entire game (unless blowout - see below)
2	**C**	Posey	plays entire game (unless blowout - see below)
3	**CF**	Heyward	plays entire game (unless blowout - see below)
4	**1B**	Rizzo	Smoak for defense (see below)
5	**3B**	Lawrie	plays entire game
6	**DH**	Callaspo	plays entire game
7	**2B**	Altuve	plays entire game
8	**LF**	Wigginton	can be PH or PR for, Eaton for defense (see below)
9	**SS**	Aybar	Simmons for defense (see below)
		BENCH	
	PH/PR		Eaton PH or PR for Wigginton, 8th on of 2-run game
	Blowout		Remove Aoki, Heyward, Posey (for Martinez, TRobinson, Barajas)
	DEF	Eaton for Wigginton, Simmons for Aybar, 7th on if Munich leads by any amount	
	DEF	and Smoak for Rizzo, same	
	Usage		Try to time Eaton's use so he gets no more than one PA in a game.
		NO OTHER BENCH MOVES	

		Road vs LHP Lineup, Usage, Substitutions/Bench Notes	
1	2B	Altuve	plays entire game
2	C	Posey	plays entire game (unless blowout - see below)
3	DH	Callaspo	plays entire game
4	3B	Lawrie	plays entire game
5	CF	Heyward	plays entire game (unless blowout - see below)
6	RF	Aoki	plays entire game (unless blowout - see below)
7	LF	Wigginton	can be PH or PR for, Eaton for defense (see below)
8	1B	Smoak	plays entire game
9	SS	Aybar	Simmons for defense (see below)
	BENCH		
	PH/PR		Eaton PH or PR for Wigginton, 8th on of 2-run game
	Blowout		Remove Aoki, Heyward, Posey (for Martinez, TRobinson, Barajas)
	DEF	Eaton for Wigginton, Simmons for Aybar, 7th on if Munich leads by any amount	
	Usage		Try to time Eaton's use so he gets no more than one PA in a game.
		NO OTHER BENCH MOVES	

Offensive Tactics (General Guidance):

Steal (#1 tactical choice):
Use the following table to determine who to steal with and when to try it:

Runner		Steal when			
		Inning	Score	Adj SSN	Outs
Altuve, Aoki, Heyward		any	-2 / +2	27+	any
Aybar, Lawrie		5th on	-2 / +2	27+	any
Donald, Martin, Robinson		7th on	-2 / +2	27+	1 or 2

Hit-and-Run (#2 tactical choice):
If not trying a stolen base, then batters with an "H" in the Hitting column of the roster should hit and run any time they are eligible, *unless* the pitcher's control is -24 or worse or the runner on first is an N. (NOTE – not everyone with two 31's has an "H"; this is intentional, please hit and run only with the "H" players.)

Bunt (#3 tactical option):
Basically, only in very late innings of a one-run or tie game, to move a man to scoring position when NEITHER the current batter nor the on-deck man have much power (less than 4 power numbers and no first-column 1).
Don't squeeze.

Runner Advancement:
We've got more speed than the traditional Munich roster this year.
- With the fast runners be responsibly aggressive, especially when heading home, and especially with two out. (The term is "aggressive", though, not "stupid" – I don't want even a fast runner to go home on 6 chances, or a slow/average runner to try going first to third on a single to left, for example….)
- With slow runners, be content to play station to station, unless the hit is so deep that the chance is 30+ and it makes sense in game terms.
- With average runners, use your judgment based on the game situation. But don't be overly aggressive and take the bat away from a big hitter.
- Computer gamers: always send my runner home if he is "well around" third. Always send a runner who is "well around" second on to third IF Munich LEADS or is TIED, with 0 or 1 out. Never send a runner who is "rounding" the base. Have fast trailing runners try to advance if you throw for the leading runner; do not have slow trailing runners try to advance. Don't have anyone try for the triple when that choice is given.

Infield In; Outfield Throws; Hold Runners – Use your best baseball judgment and common sense.