

2013 WHITMAN RIVER RATS EMERGENCY INSTRUCTIONS

I will be playing the computer game for 2013, roster moves TBA as I will be sending monthly instructions.

Apr-13 **COMPLETE 2013 ROSTER**

Computer managers please send game sheets and do not use auto manager

Position Players:

NAME	TEAM	AGE	BATS	COMP	SHIFT	SSN	SPD	SBA	ARM	GAMES/PA	PB	TH	#24's	31's	HOW ACQUIRED
H. BLANCO	ARIZ	41	R	SA0	-3/+1	26	6	1	35	21/67	2	4	0	1	TRADE 10 MID
M. DOMINGUEZ	HOU	23	R	SA0	-3/+1	N	8	0	34	31/113			3	2	13 2ND RD PICK
J. ELLSBURY	BOS	29	L	SA1	-3/-1	32	18	17	33	74/323			1	2	08 1ST RD PICK
M. FONTENOT	PHIL	32	L	SA5	-12/+3	14	16	1	30	47/116			1	2	TRADE 13 BH
P. GOLDSCHMIDT	ARIZ	25	R	SA4	+8/-6	33	12	21	31	145/587			0	1	12 1ST RD PICK
E. HINSKE	ATL	35	L	SA4	-7/0	N	5	0	30	90/147			3	1	TRADE 11 KNOX
C. IZTURIS	WAS	33	B	SA0	-10/+3	20	11	2	32	62/171			4	2	TRADE 08 NW
K. JOHNSON	TOR	30	L	SA2	-4/0	34	17	16	30	142/580			0	1	06 2ND RD PICK
P. KONERKO	CWS	37	R	PL0	-2/-1	N	3	0	32	144/598			2	1	TRADE 10 BROB
N. MARKAKIS	BAL	29	L	SA0	0/-2	20	15	2	37	104/471			3	2	07 1ST RD PICK
W. NIEVES	ARIZ	35	R	SA2	+4/-4	14	7	1	31	32/89	1	-4	3	1	13 5TH RD PICK
J. PIERRE	PHIL	35	L	SA5	-17/+2	32	17	44	27	130/439			0	3	TRADE 09 GOH
A. PIERZYNSKI	CWS	36	L	SA5	-8/+1	N	5	0	35	135/520	2	-2	0	2	TRADE 12 MUN
B. REVERE	MINN	24	L	SA0	-1/-1	31	18	49	25	124/553			0	2	12 2ND RD PICK
M. REYNOLDS	BAL	28	R	SA0	-2/-1	11	11	4	33	135/538			3	1	08 2ND RD PICK
B. RYAN	SEA	30	R	SA2	+3/-4	27	15	16	33	141/470			0	2	08 3RD RD PICK
R. THERIOT	CUBS	33	R	SA1	-1/-2	28	16	18	31	104/382			3	3	TRADE 12 CAY
J. THOLE	NYM	25	L	SA2	-4/0	N	6	0	31	104/354	3	-3	3	2	11 1ST RD PICK
C. TRACY	WAS	32	L	SA2	-4/-1	N	6	0	31	73/105			0	1	13 5TH RD PICK
D. WISE	CWS	34	L	SA5	-9/+2	32	17	23	33	101/239			0	1	13 3RD RD PICK

ACTIVE ROSTER

MINOR LEAGUES

Pitchers:

NAME	TEAM	AGE	MS	SPD	GRADE	BB	HR	ARM	FAT	STARTS/RIP	WP	BK	HB	MF	HOW ACQUIRED
M. BUEHRLE	MIA	34	ZL	6	9	32	-15	L	27	31	1	0	3		TRADE 12 KNOX
T. BYRDAK	NYM	42	XYW	8	*16	-44	26	L	4	*31	0	0	3		TRADE 11 KNOX
T. CLIPPARD	WAS	28	XY	6	*13	-23	13	R	6	*73	3	0	0		10 BONUS A PICK
J. CRAIN	CWS	31	XYW	9	*21	-52	13	R	6	*48	3	0	0		TRADE 13 MEL
M. GARZA	CUBS	29	XL	11	11	-11	-22	R	24	18	1	0	3		08 1ST RD PICK
J. HENDERSON	MILW	30	XYWH	6	*12	-34	51	R	6	*31	2	0	0		13 6TH RD PICK
C. KERSHAW	LAD	25	XG	6	15	15	25	L	27	33	2		3		09 1ST RD PICK
K. LOHSE	STL	34	Z	11	12	33	15	R	26	33	1	0	1		TRADE 09 HUD
T. PATTON	BAL	28	XZ	7	*15	32	22	L	6	*56	1	0	1		13 BONUS A PICK
F. PAULINO	KC	29	XW	4	*19	-32	26	R	7	*38	2	0	0	2	TRADE 12 KNOX
D. PRICE	TB	27	XG	6	14	13	26	L	27	31	3		2		10 1ST RD PICK
S. SANTOS	TOR	29			No Card					No Card					11 3RD RD PICK
T. SIPP	CLEV	29	XWL	9	*11	-31	-22	L	6	*55	3	0	1		10 BONUS A PICK
C. VILLANUEVA	TOR	29	XL	6	9/*15	-14	-31	R	25/9	16/*34	3		2		TRADE 09 HOU
B. VILLARREAL	DET	25	XYW	9	*17	-46	41	R	6	*55	3		0		12 6TH RD PICK

2013 TEAM STATEMENT:

After what seemed like an unceremoniously early departure from the 2012 season, many of the same parts are back for another try. The starting rotation should rival any 5 out there. The bullpen took a step back from last year but should still do the job on most days. If the offense does its part there is no reason another division title and a deeper run in 2013 should not be expected. There are no real cornerstone offensive players this year but the lineup will go 7/8 deep most days. There are some nice parts to the lineup with assorted speed, defense and 5 11 hit cards that will play most days. The bullpen will require some careful management, there are a handful of short innings guys who will be used like patchwork to get to the back of the pen. The average age on this team is getting conspicuously advanced so a good run this year seems more urgent than ever.

Players cut for the 2012 season are as follows: Cassevah (U), Guerrier (U), Sherrill (U), R. Paulino (U), A. Jones, Diaz, Calhoun Gambi, Sutton, Contreras (U) and Harris.

Management wishes the best to these players and hopes that we will not need to draft any of them next year. Good luck and have a great season.

Whitman River Rats Pitching Instructions

Overview: The rotation will be top notch for 97 starts of a grade 14,15 and 12 and 65 more of grades 11 & 9. Kershaw and Price will anchor the best WHI rotation in recent memory. Villanueva is a solid #5 but he will need the most early attention. The others have fairly solid peripherals but some have fairly small fatigue numbers which will need monitoring. There is a solid group in the bullpen that should more than adequately finish games most days. The 2 Aces will carry the load.

WHITMAN RIVER RATS PITCHING ROTATION:

PITCHER IDENTIFICATION KEY:

1-Kershaw, 2-Price, 3-Lohse, 4-Garza, 5-Buehrle, 6-Villanueva

APRIL		MAY		JUNE		JULY					
@ LV	1 thru 4	6,3,1,2	@ RYE	1 thru 5	1,2,3,4,5	@ COL	1 thru 4	6,2,1,3	vs DAL	1 thru 5	3,1,5,2,4
vs COL	6 thru 8	6,3,1	@ MAR	6 thru 9	1,2,3,4	@ BH	6 thru 8	6,2,1	vs GOH	6 thru 9	3,1,5,2
vs BH	10 thru 13	5,6,3,1	vs POR	11 thru 14	1,5,3,2	vs LV	9 thru 11	5,3,6	@ MID	11 thru 14	3,1,4,5
vs CAY	14 thru 17	2,5,6,3	vs MEL	15 thru 18	4,1,5,3	vs DET	12 thru 16	2,1,5,3,6	@ TAY	15 thru 18	2,3,1,4
@ GC	19 thru 23	1,2,6,3,5	vs ZIO	20 thru 23	2,1,5,3	@ NW	18 thru 21	1,5,2,6	@ BRO	19 thru 22	5,2,3,1
AUGUST		SEPTEMBER		OCTOBER		NOVEMBER					
vs MUN	1 thru 4	2,5,3,1	@ LV	3 thru 5	1,4,3	vs NBO	1 thru 4	1,5,3,2	vs NW	2 thru 6	4,2,6,5,3
vs HUD	5 thru 8	4,2,5,3	vs COL	6 thru 9	2,5,1,4	vs RYE	6 thru 9	1,5,3,2	@ DAL	7 thru 10	4,1,2,5
@ DET	10 thru 13	1,2,4,3	vs BH	10 thru 12	3,2,5	@ CAY	10 thru 14	6,1,5,3,2	vs COL	11 thru 13	6,4,1
@ KNX	14 thru 17	5,1,2,4	vs GC	14 thru 17	1,3,2,4	@ KAN	15 thru 18	6,1,5,3	@ BH	15 thru 18	2,5,4,3
@ FO	18 thru 21	3,5,1,2	@ GOH	18 thru 22	5,1,3,2,4	vs BRO	19 thru 23	2,6,1,5,3	vs LV	19 thru 22	6,2,5,4

STARTING PITCHERS

Ace(s) Kershaw & Price have truly emerged as the aces of this staff. This year batters will have to deal not only with the grades but with the positive peripherals as well. I expect to get 6-7 IP regularly but we need a minimum of 5 IP every time out. After a reduction there are better options in the pen.

Removal We need 5 IP minimum every time out. Remove once reduced for any reason after the 5th inning vs boards. Computer managers consider leaving in after 1 reduction if we lead/trail by 5+ runs until 2nd reduction. Remove in the 9th if there was no grade advancement score +/- 3.

Tier II Lohse I hope to get 6+ from him and will most days but on days we don't look to better options in the pen. His grade 12 and positive peripherals should sometimes allow him to go deeper into games but don't feel the need to stretch him if he gets into trouble. Always remove if reduced.

Removal I would like to get 5 IP from him most days. Remove if reduced for any reason at any point after 5 as there are better options in the pen.

Tier III Garza While we love the solid grade 11, we don't love the peripherals, particularly on the boards. The low fatigue # of 24 means that he is somewhat unlikely to go deep into games. I will be very happy with 5+ innings from him but don't stretch him to get to that marker.

Removal No real minimum IP but I do expect to get 4/5+ most days. If reduced in 1-5 and we trail by less than 5, remove for better options. If reduced for any reason after 5, remove immediately. After the 5th inning have a super quick hook when the score is +/- 4 as anyone in the pen is better.

Tier IV Buehrle I need him to go at least 3 IP. Because he is a lefty, there will be games he will dominate and games he will get tattooed. At least he has great control. I do think he will get us through 5 most days but begin to look to the pen if any trouble is brewing after 4. A RHP will be waiting just in case.

Removal I need at least 3 IP unless reduced. If reduced in 1-5 & score is +/- 5 remove him for better options. If reduced & we trail by 5+, staple to the mound through 5 to see if we get back in it. If reduced when we lead, remove immediately regardless of inning. After 5th inning have a quick hook score +/- 3.

Other Villanueva we will attempt to hang around for these 16 starts. Plan on an early departure (innings 3-5) most days to a pre-planned bullpen arm.

The goal is to get 5 innings but with the negative peripherals and the short fatigue that won't always happen so don't let him give up a lead after 3rd.

Removal Remove if we give up 5 runs or we complete 5 innings, whichever comes first. After 3 do not let him give up a lead.

RELIEF PITCHERS

Overview: Here are some simple ideas of how I would like to see the bullpen managed when we trail and when tied or ahead followed by guidelines for each group of relievers. Please do your best to stick to game/series limits listed in my monthly instructions.

When we have a lead: The starter will give way to Sipp/Henderson early if needed. Clippard owns the 6th and Byrdak/Villanueva/Villarreal will take the 7th. The 8th belongs to Patton/Paulino and Crain will close.

When we trail: Sipp/Henderson can be used if it is out of hand or still +/- 5 innings 1-5. In a blowout those guys can carry it as far as legal and then Clippard can try to finish. In a closer game avoid Sipp after 5 and use the full range of options while it is still close.

When the game is tied: Clippard is a better option after 4 in a tie game to get us to the middle guys then setup crew so skip Sipp/Henderson. I am ok with you stretching the limits and beyond in a tie game to go for a win. Just make sure you do your best to spread it a bit but winning the game is more important than worrying about burning somebody's innings beyond what I have prescribed.

Crain His grade 21 makes him the best option to close out games. At this point I would like to limit him to 1 inning per outing and to save situations only though that may change later this season. On occasion it will make sense to allow him a 4 out save. Remove him if he blows a save chance.

Paulino His role will be short bursts of setup duty in the 8th and sometimes in the 7th. He is the backup guy for closer so use him in that role if Crain is unavailable or blows one that we are back up in. He should face 2-3 batters max, 0.2IP is the target allowance per outing due to short innings.

Villarreal He is wild but has a +41 HR rating so late in games he should be used to protect small leads on the way to Paulino. Please limit him to 2IP max per outing and if the bases are loaded there may be better options. He can go any time after the 6th as a setup option.

Patton Sometimes he will be the only LHP in the pen, his job is to work in the 7th and or 8th when a lefty is needed for any stretch. I don't want you to limit him to one batter per outing unless that makes sense. He is the only +BB arm in the pen so mix and match him with the righties.

Byrdak/Villanueva They can be used as early as the 5th but their primary role will be to work in conjunction with Patton or Villarreal to get a lead to Paulino or Patton. They should see most of their time in the 6th/7th innings and should be mixed and matched with the other two guys for maximum impact.

Clippard His role this year is to be the middle reliever. All year long he will pitch as early as the 5th and as late as the 7th if and when needed. His bulk IP allow him to go up to 2.2 IP per outing but he is not a mop up guy. Use him aggressively if he makes more sense than the early guy while it's still close.

Sipp/Henderson One of these guys will always be active. Usually they will perform bulk clean up work when a game is out of hand or a starter has been forced out early. Sipp is scary despite his grade 11 so he should not pitch after the 5th in a close game. Henderson while limited is a much better option and can bridge it to Clippard. There are no IP limits for either, use as needed. Sipp will be ready to go in for Villanueva if he makes a quick exit.

Items Of Note- Any starter pitching a shut out should be left in with a chance to advance his grade. There is plenty of bullpen so if in doubt, go to the pen and don't let a game get out of hand particularly after the 5th inning.

Pitching Strategy

Intentional Walks: At any point in the game vs a stud with 2 out and 1st base open with a better match up waiting on deck in a spot you are not going to PH for with a poor matchup for me. Never to load the bases though.

Pitch from Stretch: Computer Game- Always with a SB threat on 3B and less than 2 out after the 7th inning.

Boards- Only in the 9th or Xtra innings with tying or winning run on 3rd, 2 out with adjusted SSN of 15 or better.

Hold Runner: Computer Game- Always with +/- 5 score with adjusted SSN of 20+ any time during game. Hold any runner with 7+ speed.

Board Game- Hold SB threat with adjusted SSN of 23+ any time when game is +/- 3 runs.

Offensive Guidelines:

Lineups: I normally send lineups monthly, use these lineups if you don't hear from me by the 4th.

Board Game Lineups:

VS RHP Grade 9<	VS RHP Gr 10>	VS LHP Grade 8>	VS LHP Grade 7<	VS LHP	VS RHP
1 Revere CF	1 Revere CF	1 Revere LF	1 Theriot 2B	1 Revere LF	1 Revere CF
2 Pierre LF	2 Pierre LF	2 Theriot 2B	2 Nieves C	2 Theriot 2B	2 Pierre LF
3 Markakis RF	3 Konerko DH	3 Markakis RF	3 Markakis RF	3 Konerko DH	3 Markakis RF
4 Konerko DH	4 Pierzynski C	4 Goldschmidt 1B	4 Goldschmidt 1B	4 Goldschmidt 1B	4 Konerko DH
5 Pierzynski C	5 Wise RF	5 Konerko DH	5 Konerko DH	5 Markakis RF	5 Pierzynski C
6 Goldschmidt 1B	6 Goldschmidt 1B	6 Nieves C	6 Ellsbury CF	6 Nieves C	6 Goldschmidt 1B
7 Tracy 3B	7 Fontenot 2B	7 Ellsbury CF	7 Wise LF	7 Ellsbury CF	7 Tracy/Reynolds 3B
8 Theriot 2B	8 Reynolds 3B	8 Reynolds 3B	8 Reynolds 3B	8 Reynolds 3B	8 Theriot/Fontenot 2B
9 Ryan SS	9 Izturis SS	9 Ryan SS	9 Ryan SS	9 Ryan SS	9 Ryan SS

Computer Game Lineups:

State of the team: This offense will be 7 or 8 deep most days. There are no scary "monster" cards to contend with but there is solid all around quality throughout the lineup. There is enough pop (8 regulars with first column "1") but no big power card (only 2 cards with 4 power #'s). There are platoons at C, 2B, 3B and in the OF. The bench should always be stocked with a few quality bats, speed, SBA and defense to be used in key spots.

Usage: Konerko, Theriot, Tracy, Markakis & Goldschmidt are not available off the bench but anyone else is. There will be help off the bench for PH/PR and D once we hit the 7th inning so look to make moves after the 6th.

Bench Usage: *Below is a brief description of best uses for the bench regulars with limits if any exist.*

Dominguez- His primary role will be as a PH or for D. He is limited by PA's so use him freely. If we lead he should be in to play 3B after we bat in the 7th. If we trail he is the primary PH vs lefties or righties.

Blanco- His only real role is late innings D behind the plate with the killer C8 TH+4. With a lead of less than 5 he should catch after we bat in the 8th for whom ever started. He is not meant to get AB's but they may happen.

Fontenot- He is always available off the bench to PH vs RHP. He will be the backup SS some months as a SS 6 (ouch). He is a fast runner (16 speed) so he can PR in late innings.

Ellsbury- When he is on the bench he is available as a PH vs LHP or RHP, as a PR (18 speed) who can steal a base (SSN 32 with 17 SBA) and he should be used as a defensive replacement late in games.

Nieves- I don't really want to use him much off the bench, only as a PH vs LHP Board Game with win/tying run in scoring position, for injury or if Pierznski is run for and Blanco is down that month.

Ryan/Izturis- They can be used at will for D or as pinch runners. Ryan should always finish close games at SS.

Wise- As a PH vs RHP after the 7th, as a PR particularly for SBA or as D for Pierre after we bat in 7th.

Other- Reynolds can PH if we need a BB or HR and other bench is burned, as emerg PR or to back up 3B/1B. Johnson can be used as PR or in a pinch to PH vs RHP. He can also play D for a starter removed for PH.

Stolen Base Attempts:

Once again this will be a key part of our offense for sections of the lineup. As a general rule I prefer the H&R in the first 6 innings and the SBA more from the 7th on but steals of 2nd could be called for at any time.

STRAIGHT STEAL with these guys **unless** either of these two things are true: 1. **Pierre/Theriot** are at bat.

2. Your battery is a combined +4 or better. If neither is true then attempt SBA as follows.

Any time

Revere/Pierre: Straight steal freely, 40+ attempts when above criteria are met. Steals of 3B when tying/wining run.

After 5th Inning

Wise/Ellsbury/Johnson: Each should run as baserunner or pinch runner any time above criteria met after the 5th.

7th Inning or later

Theriot/Goldschmidt/Ryan: When above conditions met, attempt steal of 2nd from 7th inning forward.

Rarely

Izturis/Markakis: Because these guys have low SSN's only attempt SBA straight steal when your battery is a combined -4 in the 8th or 9th inning tying/winning run.

Hit-And-Run Attempts:

When the 2 conditions above are true (**Pierre/Theriot** at bat or Battery is +4 or better) and the straight steal is not in order, that means the H&R is in order with the following combinations on base or at bat.

Baserunners: Ryan, Theriot, Ellsbury, Goldschmidt, Johnson, Pierre, Wise, Pierre or Revere.

Batters, Pierre, Revere, Markakis, Ryan, Theriot, Thole, Ellsbury or Dominguez.

Juan Pierre and **Ryan Theriot** and their 3 31's make them a must H&R option when any of the above baserunners are on period end of story.

Defensive Guidelines:

Outfield Throws: Boards- Throw for lead runner w/ advance # of 35 or less unless winning run 9th+ (then throw regardless). Otherwise throw behind lead. **Computer Game-** Always throw for lead runner who is "S", non-S runners do not throw for lead when runner is "well-around". Always throw on a steal attempt of second with no runner on 3rd.

You may use Adams Tables or your own judgement if it differs greatly from my instructions.

Infield: Play deep for the first 7 innings. After 7, play close with 0 or 1 out, 1B open, IBB is not an option tied or trailing by 4 runs or fewer.

Defensively this team is slightly above average. We have 3 C8's a SS9, 3 1B4's, 4 OF 3 and 2B 8 every day. There are nice gloves available for late innings in the OF/SS/3B and C so when my best D is in the game we are a 35/44 which is pretty good.

CATCHER: This one is easy. **Pierzynski** is the starter vs RHP (usually), and **Nieves** starts vs LHP. Both have - TH arms. **Blanco will** bring his C8 +4 arm into every game after we hit in the 8th with a lead of any size for D.

1B: Goldschmidt is a 1B4. He may need a PR winning/tying run late. The backups are **Konerko** (1B4) & **Reynolds** (1B4).

2B: Theriot will play most road games, if injury occurs **Johnson** or **Fontenot** can fill in with **Izturis** the emergency 2B.

3B: Reynolds or **Tracy** will be the regular as only one will be active most months. Neither is known for D so any time we take a lead into the defensive 1/2 of the 7th replace either with **Dominguez**. If **Dominguez** pinch hits he can finish at 3B.

SS: Ryan is a SS9's and will likely be starting on the road but he will need to be hit for if we trail. If this happens, **Izturis** will take over at short when up, otherwise **Fontenot** is the backup (as a SS6 so hopefully not often).

Outfield: Ideally, **Markakis** is in RF most days and never leaves for any reason. **Revere** will start both in CF and LF and the same applies, never remove. VS LHP **Ellsbury** will start and no need to ever replace him. **Wise** and **Pierre** will get the remaining games, **Pierre** always in LF. When **Pierre** starts a game, replace him for D with score +3 to -1 after we bat in 8th.

Offensive Strategies:

Pinch Hitting:

Any time we trail after the 5th look to hit for big shift problems or any of the weaker bats in this lineup. Here are some ideas.

Boards- Shift issues require you consider PH'ers for **Fontenot**, **Nieves**, **Pierre**, **Izturis** and occasionally **Pierzynski** or **Ryan**.

Look to pinch hit for either SS or **Reynolds** when we trail from the 7th inning on regularly due to the fact that these are the weakest hitting cards we will write on our starting lineup card. Vs LHP use **Dominguez** as the first option and **Ellsbury**, when a base hit is required. Vs RHP use **Dominguez** primarily and **Pierre** and **Fontenot** secondarily or **Wise** in a pinch.

Computer- Since shifts are less of an issue, this is more about putting the best bat in a key PA late in a game. So, that will usually be **Dominguez**. **Pierre**, **Wise**, **Fontenot** and **Ellsbury** are the other bats you want to use.

Pinch Running:

Please begin to consider using a pinch runner any time after the 6th inning when the game is +2/-2 and a lead foot reaches.

The two possible scenario's that would require a pinch runner are 1.) When a SBA attempt is critical to getting the tying run or winning run advanced OR 2.) When we need a baserunner strictly for speed at any point after the 6th inning for a key run. Of the regulars, **Tracy**, **Pierzynski** and in a game winning/tying spot **Konerko** or **Nieves** will need a PR.

Scenario 1, use **Pierre**, **Ellsbury**, **Wise** or **Johnson**. These guys are SBA specialists and have speed to burn anyway.

Scenario 2, use **Wise**, **Pierre**, **Johnson** and then look to **Garza** or **Lohse**. Just get a faster runner in place.

Sacrifice Bunts:

Boards- When the SB or H&R are in order, I prefer them to a straight sacrifice. But on those occasions when that is not the case, after the 6th inning with 0 out and runners on 1st or 1st & 2nd with the score +1/-1 please consider bunting when the batter is a bench player, **Ryan** or **Izturis**. **Speaking of Ryan, his hitting card is so bad that you should ALWAYS sacrifice when he is up with runner on 1st or 1st & 2nd, no H&R on with either 0 or 1 out. Treat him like a pitcher in that way.**

Computer- I don't like the sacrifice bunt in the computer game unless **Ryan**, **Izturis** or a bench player is at bat in the 9th+ tying or winning run on 2nd and there are 0 out or 1st & 2nd with 0 out in the same situation.

Baserunning:

Be more conservative moving from 2nd to 3rd particularly in the computer game (don't do this vs any OF arm of 34+). As for attempts to score, please send runner with 28+ chances and your best judgement otherwise on the board game. For computer players, use your best judgement but always send a runner who is "well around". Finally, do not try to stretch a 2B to a 3B!