

ELDERS OF ZION - 2013 Emergency Instructions

IN MINORS (X)

										A	M	Jn	Jl	A	S	O	
Th	GS	IP	Gr	Ctl	HR	Fat											
Latos, Matt (L)	CIN	R	33	209	12	15	-13	26		WP1	MF0						
Sanchez, Anibal (S)	DET	R	31	195	8	23	13	27		WP3	MF0						
Parker, Jarrod (P)	OAK	R	29	181	11	-14	36	26		WP3	BK0	MF0					
Marcum, Shaun (M)	MIL	R	21	124	10	0	-14	25		WP2	MF0				x	x	
Cobb, Alex ©	TB	R	23	136	9	14	26	25		WP3	MF0				x		
Delgado, Randall (D)	ATL	R	17	92	9	-32	21	25/5		WP3	MF3			x			x
Young, Chris R (Y)	NYN	R	20	115	7	15	-16	26		WP2	BK0	MF0			x		x
Jansen, Kenley	LAD	R		65	23*	-16	12	6*		WP3	BK0	MF0					
McGee, Jake	TB	L		55	20*	42	36	5*		WP3	BK0	MF1				x	
Uehara, Koji	TEX	R		36	20*	51	-12	6*		WP2	HB0	BK0	MF1			x	
Belisario, Ron	LAD	R		71	17*	-23	43	6*		WP1	HB0	MF0					
Watson, Tony	PIT	L		53	15*	-36	13	5*		WP1	BK0	MF0			x		
Herrera, Kelvin	KC	R		84	12*	33	43	6*		WP3	MF0						
Perez, Chris	PIT	R		57	12*	16	15	6*		WP0	BK0	MF0				x	
Jennings, Dan	MIA	L		28	7*	-23	-25	5*		WP3	BK0	MF0			x	x	x
v L v R SSN Att. Spd Arm Fldg																	
Jaso, John	SEA	L	108	294	-20	2	G35	5	6	31	C7	(PB3/-3)					
Kratz, Eric	PHA	R	50	141	2	-3	N		4	31	C7	(PB2/+4)					
Montero, Jesus	SEA	R	135	515	5	-5	D9	2	6	30	C7	(PB3/-4)					
Jones, Garrett	PIT	L	145	475	-14	+1	R31	2	9	31	1B3	OF1					
Hafner, Travis	CLE	L	66	219	-4	0	N		4	29	1B2				x		x
Hill, Aaron (PL)	ARZ	R	156	609	-3	0	E29	19	15	35	2B8						
Herrera, Jon	COL	B	86	225	-5	0	F31	5	16	33	2B7	SS8 3B4				x	
Falu, Irving	KC	B	24	85	0	-2	B9	1	13	33	2B7	SS7 3B3			x		
Escobar, Yunel	TOR	R	145	558	-1	-1	G32	6	9	36	SS9						
Beltre, Adrian	TEX	R	156	604	-10	2	R26	1	9	32	3B5						
Gentry, Craig	TEX	R	122	240	3	-4	C25	20	17	31	OF3						
Choo, Shin Soo	CLE	L	155	598	-11	4	E29	28	17	37	OF3						
Gutierrez, Franklin	SEA	R	40	150	19	-17	E29	4	15	33	OF3						x
Berry, Quintin	DET	L	94	291	-6	0	D35	23	17	31	OF2				x		
Bernadina, Roger	WSH	L	129	227	0	-2	D32	18	17	35	OF3						
Craig, Allen	STL	R	119	469	+4	-3	G26	3	9	33	1B3	OF2					
Uncarded: Scott Baker, Rubby de la Rosa, Mike Pelfrey Minors all year: Nick Hundley																	
ROTATION																	
April 1-4	HUD		S, L	P, D	Jul	1-5	@	FO	M, L, S, C, P	Oct 1-4	FO	M, P, C, S					
April 6-8	MLR		C, L	P	Jul	6-9		DET	M, L, S, C	Oct 5-9	MAR	L, M, P, C, S					
April 10-12	MUN		S, C	L	Jul	11-14		BRO	P, L, S, C	Oct 10-13	DAL	L, M, P, C					
April 14-17	@ NBO		P, D	S, L	Jul	15-18		COL	M, P, L, S	Oct 15-19	@ MID	S, L, M, P, C					
April 19-23	@ TAY	C	P, D	S, L	Jul	19-22	@	MAR	C, M, P, L	Oct 20-23	@ POR	S, L, M, P					
May 1-5	KAN	M	D, Y	L, S	Aug	1-4	@	LV	S, D, P, Y	Nov 2-6	NBO	S, D, M, P, C					
May 6-9	KNX		M, D	Y, L	Aug	5-8	@	RYE	L, S, D, P	Nov 7-10	TAY	L, S, M, D					
May 11-14	@ GC		M, S	Y, L	Aug	10-13	@	GOH	Y, L, D, P	Nov 11-13	@ MLR	C, L, S					
May 15-18	@ CAY		D, M	S, Y	Aug	14-17		NW	S, Y, L, D	Nov 15-18	@ MUN	P, C, M, L					
May 20-23	@ WHT		L, D	M, S	Aug	18-21		BH	P, S, Y, L	Nov 19-22	@ HUD	S, P, C, M					
June 1-4	@ MLR		P, L	C, M	Sep	3-5		HUD	C, P, D, P								
June 6-8	@ MUN		P, L	S	Sep	6-9		MLR	S, L, C, P								
June 9-11	@ HUD		C, M	P	Sep	10-13		MUN	D, S, L, C								
June 12-16	POR	L	S, C	M, P	Sep	14-17	@	KAN	P, D, S, L								
June 18-21	MID		L, S	C, P	Sep	19-23	@	KNX	P, C, D, S, L								

## 2012 ELDERS OF ZION – Standard Instructions

Emergency Lineups (lineups to be typically supplied each month, even April, these should only be used if we're completely off the grid):

Vs LHP – Gentry 8 Bernadina 9 Hill 4 Craig 3 Gutierrez 7 Montero DH Herrera 5 Escobar 6 Kratz 2

Vs 1<sup>st</sup> RHP - Bernadina 8 Choo 9 Hill 4 Beltre 5 Jones 3 Craig 7 Jaso 2 Berry DH Escobar 6

Vs 2<sup>nd</sup> RHP – Choo 9 Gentry 8 Hill 4 Beltre 5 Jones 3 Jaso 2 Berry 7 Escobar 6 Herrera DH

Vs 3<sup>rd</sup> RHP – Bernadina 8 Choo 9 Hill 4 Beltre 5 Jones 3 Craig DH Jaso 2 Gentry 7 Escobar 6

### GENERAL GUIDELINES – OFFENSE/POSITION PLAYERS

There will only be five Elders on the offensive bench each month. A couple of positions have some important usage restrictions, however, so I would expect the bench to be empty by the end of most games.

**1B – JONES** starts vs RHP, **CRAIG** vs LHP. **CRAIG** will go the route when he starts here most of the time, and can replace **JONES** if PH for on days he is already in the lineup in the OF. For the time being on the road, don't use **CRAIG** off the bench when not starting. If **CRAIG** is unavailable and **HAFNER** is not up, **JONES** will have to take his big lefty minus to the plate and hope for the long ball.

**2B – HILL** starts all but a handful of games, **HERRERA** the rest. Both are available off the bench when not starting.

**SS – ESCOBAR** starts most games, and will likely go the route most days, **HERRERA** handles the rest. **ESCOBAR** can come in for defense when not starting.

**3B – BELTRE**, like Hill, has 156 games of usage; unlike Hill, he has an entertaining -10 shift vs. lefties. This means that **HERRERA** and **FALU** will start games vs. southpaws more often than not. However, because of this, **BELTRE** will be available to come off the bench freely to PH vs. righties and play D at third when not starting.

**OF – CHOO** will start vs. all RHP and can PH vs. RHP, PR, or play defense when not starting. While at key moments it may make sense to PH for him vs. a LHP late game if we're tied or trailing, I will be more inclined to leave him in when we're leading. **GUTIERREZ** (+19/-17) is the exact opposite. He should NEVER, EVER bat vs. a RHP unless the game is completely out of hand in one direction or the other. **BERNADINA**, **GENTRY**, and **CRAIG** all have cards that should be able to play most days. However, all have between 119 and 129 games for the year, so they will mix and match in lineups. For the present, I am assuming all of them are usable off the bench as needed. **BERRY** will also draw some starts vs. RHP, but his main role is to serve as the main PR to help manufacture a key run in a late game rally.

**DH** – This spot will rotate between many over the course of the year. **HAFNER** will get starts here the 3 months he is up. **MONTERO** will see some time here as well, leaving **JASO** and **KRATZ** to handle the bulk of the catching. Extra OF and even the IF reserves may also get a few starts here. Since many will start here, any of them can also situationally replace the starter as appropriate.

**C** – Unlike 2013, when we were very constrained at the position, there's a ton of games available this year. **JASO** has 108 games, **MONTERO** 135, and **KRATZ** 50, so extra playing time abounds. **JASO** will start vs. most RH, but from the mid-innings on is a big candidate for a PH if a LH comes on to face him. When he leaves **KRATZ** should be the defensive sub if we're up or tied, **MONTERO** if we trail. **MONTERO** (if not DHing) and **KRATZ** will share the starts vs. LHs. **KRATZ** is also the choice for late inning defense to cut down the running game.

## GENERAL GUIDELINES – PITCHING STAFF (Part A – The Starters)

The starting staff looks a lot better than the last couple of years – 154 of 162 starts by Grades 8-12, plus 8 starts of a 7, all right handed. The bullpen contains a number of excellent grades, but only about 450 total innings of relief. As a result, all of the starters will be candidates for replacement from the 7<sup>th</sup> on if it's close (or in the 6<sup>th</sup> if a serious jam erupts), but there will be other days when a starter will have to take one for the team if we're down by four or more early, and he isn't fatigued (and sometimes even when he is).

The four rules to follow absolutely are as follows: 1) no starter leaves before the fifth unless forced out by runs; 2) no starter pitches after being fatigued if the game is within 2 runs 6<sup>th</sup> on; 3) that any starter should be replaced 7<sup>th</sup> on if they put the tying/lead (T/L) run on base; and 4) that the late inning relievers should be in to protect any 1-2 run lead in the 9<sup>th</sup>, and also come on in the 8th to stop a jam if the score is 0/+3, and a change will steal more hits than the P that is in. Everything else is under your discretion, within the reliever guidelines discussed below.

## GENERAL GUIDELINES – PITCHING STAFF (PART B – The Relievers)

There are three parts to the 2011 Zion bullpen:

1) Closers – Even with the amazing Fernando Rodney card performing in Minnesota for the Midwest club, Zion will have at least 2 20\* pitchers in the pen every month, and three 20+s about half the time. **JANSEN** will take the actual closer role most days, but if the circumstances are right there are times when **McGEE** or **UEHARA** may be the better choice to get a final out or 2. **JANSEN** should never pitch more than 2 innings in an outing, **McGEE** more than 1.1, and Koji should never throw more than 1 full inning and more often is better served in a 1 or 2 out rally stopper role where a new pitcher starts the following inning.

2) The set-up men. There are a 17 with 70 innings and a good HR rating (**BELISARIO**), and a 12 with 84 innings and killer peripherals (+33/+43) in **HERRERA**. In addition, there will always be a second lefty 15\* (**WATSON** or **JENNINGS**) for spot relief when 2 or 3 lefty shift guys are coming to the plate in the next 3-4 hitters. In addition, as noted above, if the rally is serious enough, **McGEE/UEHARA** may be of best service to put out an earlier fire than waiting for the 8<sup>th</sup>/9<sup>th</sup>. As long as the moves you make are sensible, mix and match as good sense suggests.

3) The middle/long men – **HERRERA**, **WATSON**, and Chris **PEREZ** will serve here as well, and **YOUNG** may have some extra innings to provide long man duty some months. There is no real mop-up guy on this staff, so please try to spread the innings around (no 3+ inning stints unless circumstances become really strange).

## DEFENSIVE STRATEGY OPTIONS

**INTENTIONAL WALK** – Rarely, if ever.

**HOLD RUNNERS** – Always vs. PL batter; otherwise, only hold runners with adjSSN of 23+.

**INFIELD IN/DEEP** – Play IN 8<sup>th</sup> on with <2 out if runner on 3<sup>rd</sup> is T/L run; otherwise, play DEEP.

**OUTFIELD THROWS** – 1) ALWAYS throw if runner chance is < 33. 2) ALWAYS throw for lead runner, unless he is not T/L run, and trail runner chance is 7+ lower. Computer managers, play as you would your team, but never let the potential winning run cross the plate uncontested 7<sup>th</sup> on.

**DEF. REPLACEMENTS** – Mostly **KRATZ** for the starting C, **JONES** for **HAFNER** at 1B, or **HILL** or **BELTRE** for **Herrera/Falu** late with a lead.

## OFFENSIVE STRATEGY OPTIONS (Order of Preference – SB, H&R, sacrifice)

**STEALS:** In order to steal, I like to have an adjSSN (after all P and C adjustments) of 27+; however, if the SB is critical enough to the outcome of the game, I'll take a shot at 25 or 26 (especially if the batter can't H&R).

**WHO STEALS WHEN:** **BERRY, CHOO, GENTRY, BERNADINA** and **HILL** have the largest number of attempts, and basically have the green light to steal 2<sup>nd</sup> any time 5th inning on score is +1/-1 (limit – 1x per series on a straight steal). The others who can be runners in the bit and run (Herrera, Escobar, Gutierrez, Craig, Jones) will only get their attempts on busted H&Rs.

**HIT & RUN:** I'm a huge believer in the H&R. However as the team continues to transition, not all of our offensive players have either base stealing speed or 2 31s. And not everyone with 2 31s is a great H&R candidate. On the current team, **HERRERA, FALU, MONTERO ESCOBAR, and GENTRY** should hit and run 1<sup>st</sup> or 1<sup>st</sup> and 3<sup>rd</sup> anytime the runner on 1<sup>st</sup> has an adjSSN of 20+. **HILL and BELTRE** will also H&R with a man on 1<sup>st</sup> only, adjSSN of 20+. **JASO, BERRY** and **BERNADINA** have 2 31s but will H&R rarely.

**SACRIFICE:** Sacrifice tying/lead run on 2<sup>nd</sup> to 3<sup>rd</sup> with exactly 0 outs 8<sup>th</sup> or later. (Exceptions: Never bunt with a serious power hitter unless all of his non-power hits are stolen)

**NEVER, EVER SQUEEZE!!! (Just say NOOOO!)**

**OFFENSIVE SUBSTITUTIONS** Anyone not starting can usually come in whenever he may be helpful – at the moment **CRAIG** starts the year as the only exception when not starting.

**PINCH HITTING** – Traditionally, I PH a lot, especially to counter pitching changes, or to maximize our scoring chances in a rally situation.

**WHO TO PH FOR:** 1) **JASO, JONES, CHOO, BELTRE, BERRY** vs. LH relievers (especially when they are first batter faced). 2) **GUTIERREZ** vs. ANY RHP, **MONTERO** vs a RHP in a late game situation where a bench card is better.

PH vs LH – **GUTIERREZ** is Exhibit A but should be used ONLY to counter your move to the lefty (when the +5 is in effect, and the P must face the PH). The one way you can probably aggravate me in playing my team is if you bring him in to PH in a situation where you can just counter with a P change – (I wouldn't abuse your specialist that way, don't do it to mine). **MONTERO, FALU, and GENTRY** also work here and are the choice in regular PH ABs vs. a lefty.

PH vs RH – If a LH started the game, **CHOO, JONES, and possibly BELTRE** should all be able to come off the bench freely when you go to right-handers in the pen. **FALU** is a general purpose PH with so many hits he should have some on-base chances vs. everyone.

**PINCH RUNNING** – **BERRY** when up is the best base-stealer off the pine, with **BERNADINA** the second choice.

**RUNNER ADVANCEMENT:** 1) **ALWAYS** go if chance is 28+. **NEVER** go if chance is less than 20, except home with T/L run 8<sup>th</sup> on and 2 out (15+). 3) Otherwise, use Adams tables to determine go/no go. When playing computer game, be aggressive with the fastest runners, and conservative with the lead-foots (the Cs, **HAFNER, ESCOBAR**). Otherwise, I'll rely on your knowledge of hit descriptions to try and match up with these general parameters, as your knowledge would greatly exceed my own on this topic.

**SEND RUNNER ON 3<sup>RD</sup>:** If your IF is in, HOLD runner unless the combined Fldg rating of your 2B and SS is < 15.

Zion will be using the boards again in 2013. This team should be in the thick of things, and I'm certainly looking forward to seeing what they can do. There's a lot of talent here, and really nobody on the 25-man any month that doesn't offer something of potential value in certain game situations. Play assuming all or almost all of the 25 can be used as needed.