

HUDSON GENERALS 2014

<u>PITCHER</u>	<u>AGE</u>	<u>Team</u>	<u>Th</u>	<u>GS</u>	<u>IP (R)</u>	<u>IP (T)</u>	<u>TBL Gr</u>	<u>Ctrl</u>	<u>HA</u>	<u>Ftg</u>	<u>MF</u>	<u>WP</u>	<u>Other</u>	<u>ACQUIRED</u>
Andrew Albers	27	MIN	L	10	0.0	60.0	6	+45Z	+14	26	0	0		14 waiver
Cody Allen	24	CLE	R	0	70.3	70.3	14*XY	-13	+15	6	0	3	BK0	13 draft 3rd
Henderson Alvarez	23	MIA	R	17	0.0	102.7	9	+15	+55H	25	0	3		12 draft 2nd
Trevor Cahill	25	AZ	R	21	4.0	124.0	9	-35W	+15	26/17	0	3	BK0	10 draft 1st
Gerrit Cole	22	PIT	R	14	0.0	89.0	10Y	+16Z	+31G	25	1	3	BK0	14 draft 1st
Sean Doolittle	26	OAK	L	0	58.3	58.3	13*X	+32Z	+34G	6	0	2	BK0	13 draft bonus
Luke Gregerson	29	SD	R	0	59.0	59.0	14*X	+16Z	+41G	6	0	1	BK0	10 draft 2nd
Edwin Jackson	29	CHC	R	33	0.0	175.3	3Y	+13	+14	29	0	3	BK0	09 trade MUN
Taylor Jordan	24	WSH	R	9	0.0	51.7	5	+25Z	+33G	25	0	1	BK0	14 draft 4th
Brandon Kintzler	28	MIL	R	0	66.3	66.3	12*Y	+31Z	+52H	6	0	1	BK0	14 draft 3rd
Tim Lincecum	29	SF	R	28	0.0	160.3	8X	-16	-11	28	0	3		08 draft 1st
Mike Minor	25	ATL	L	25	0.0	165.7	11X	+23Z	-13	26	1	2	BK0	11 draft bonus
Edward Mujica	29	STL	R	0	53.3	53.3	11*Y	+54ZZ	-24L	6	1	0		09 waiver
Ivan Nova	26	NYN	R	18	10.7	123.7	11Y	+12	+34G	27/18	1	1	BK0	12 trade MUN
Vinnie Pestano	28	CLE	R	0	35.3	35.3	10*X	-62W	-23L	6	1	3	BK0	12 draft 2nd
Jake Petricka	25	CWS	R	0	19.3	19.3	10*R	-42W	+62H	7	1	3	BK0	14 draft 8th
Kevin Siegrist	23	STL	L	0	34.3	34.3	30*K	-52W	+52G	5	1	3	BK0	14 draft bonus

<u>POS. PLAYERS</u>	<u>AGE</u>	<u>Team</u>	<u>B</u>	<u>G</u>	<u>PA</u>	<u>SBA</u>	<u>HC</u>	<u>SSN</u>	<u>Sp</u>	<u>Arm</u>	<u>24'S</u>	<u>Other</u>	<u>ACQUIRED</u>
Henderson Alvarez	23	MIA	R	---	35	0	+6/-6	SA3	N 0	8	20	0	12 draft 2nd
Jose Bautista	32	TOR	R	100	455	8	+1/-2	PL1	E28	15	34	2	12 trade MUN
Carlos Beltran	37	STL	S	130	535	2	-7/+1	SA0	G26	9	32	1	10 trade RIC
Wellington Castillo	26	CHC	R	101	386	2	-3/-1	SA0	G31	5	32	2	Th+2 PB2 13 draft bonus
Ike Davis	26	NYM	L	133	377	4	-15/+2	PR5	C34	7	30	2	11 draft 1st
Rajai Davis	32	TOR	R	97	328	45	+8/-6	SA4	B34	19	31	1	08 draft 6th
Lucas Duda	27	NYM	L	87	332	3	-8/+1	SA5	A 7	5	33	0	11 draft 5th
Anthony Gose	22	TOR	L	52	153	7	-11/+3	SA5	A23	18	35	3	13 draft 2nd
Didi Gregorius	23	ARZ	L	85	350	2	-10/+3	SA5	A 9	15	33	0	14 draft 1st
Chris Heisey	28	CIN	R	87	244	3	+5/-6	SA3	B33	13	34	1	11 draft 3rd
Todd Helton	39	COL	L	107	379	0	+1/-2	SA0	N 0	5	32	0	98 trade GC
D.J. LeMahieu	24	COL	R	93	399	20	-2/-1	SA0	D28	10	32	2	12 draft 7th
Jed Lowrie	29	OAK	S	135	582	1	-1/-1	SA0	G26	13	33	2	09 draft 2nd
Trevor Plouffe	27	MIN	R	120	501	3	+6/-3	SA3	A26	12	33	1	2B(5) 13 trade NW
A.J. Pollock	25	ARZ	R	120	435	15	+2/-3	SA2	E31	15	33	0	13 draft 4th
Wilson Ramos	25	WSH	R	64	250	1	-3/-1	SA0	A14	5	31	4	Th+2 PB2 12 trade RIC
Pablo Sandoval	26	SF	S	125	526	0	-4/ 0	SA0	N 0	5	32	3	1B(2) 09 draft 1st
Nate Schierholtz	29	CHC	L	125	455	9	-9/ 0	SA5	A26	9	34	0	08 draft 4th
Scott Van Slyke	26	LAD	R	44	129	2	-3/ 0	SA0	A20	13	32	5	14 draft 3rd

Gray = minors
minors
Apr
May
June
July
Aug
Sept
Oct

Please send gamesheets

All limits show usage to date

Hudson plays on computer

E.Jackson, I.Davis, Heisey, Petricka, Gose, Albers, Pestano, H.Alvarez, Jordan, C.Allen
E.Jackson, I.Davis, Heisey, Petricka, Gose, Albers, Pestano, H.Alvarez, Jordan, Van Slyke
E.Jackson, I.Davis, Heisey, Petricka, Gose, Albers, Pestano, Nova, Minor, Helton
E.Jackson, I.Davis, Heisey, Petricka, Gose, Albers, Nova, Gregerson, Jordan, Van Slyke
E.Jackson, I.Davis, Heisey, Petricka, Siegrist, H.Alvarez, Nova, Plouffe, Jordan, Bautista
E.Jackson, I.Davis, Heisey, Petricka, Gose, Albers, Pestano, Cole, Jordan, Duda
E.Jackson, Cahill, Heisey, Mujica, Gose, Albers Pestano, Plouffe, Cole, Van Slyke

Computer RHP A (alternate)

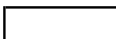
Computer RHP B

Computer LHP

Board RHP

Board LHP

Lowrie 2b	Lowrie ss	R.Davis dh	Gregorius ss	R.Davis lf
Duda dh	Duda dh	Lowrie ss	Duda dh	Pollock cf
Beltran lf	Bautista rf	Bautista rf	Bautista rf	Plouffe 3b
Sandoval 3b	Beltran lf	Beltran lf	Beltran lf	Bautista rf
Schierholtz rf	Sandoval 3b	Sandoval 3b	Van Slyke 1b	Lowrie ss
Helton 1b	Schierholtz cf	W.Ramos c	Lowrie 2b	Helton 1b
Castillo c	W.Ramos c	Helton 1b	Schierholtz cf	W.Ramos dh
Gregorius ss	Helton 1b	Pollock cf	Sandoval 3b	Castillo c
Pollock cf	LeMahieu 2b	LeMahieu 2b	Castillo c	LeMahieu 2b



SUBSTITUTIONS

1) I play every game with 25 players. There is no such thing as someone who can't be used off the bench if the right situation arises.

- a) BELTRAN & VAN SLYKE should be used off the bench in game winning situations only.
- b) BAUTISTA, HELTON, LOWRIE and the backup catcher should only come off bench if game within 2.
- c) Remove BAUTISTA, BELTRAN & LOWRIE from severe blowouts. Use I.DAVIS, R.DAVIS, POLLOCK, PLOUFFE, SANDOVAL

2) PINCH-HITTING:

- a) Never hit for BAUTISTA, LOWRIE, VAN SLYKE & SANDOVAL. Add BELTRAN & HELTON to this list on computer
- b) HELTON might occasionally need to be hit for vs board righties (imagine that) BAUTISTA can move to 1B in a pinch. BELTRAN rarely may need to be hit for vs board lefties. Hit for LeMAHIEU if an extra base hit is needed late.
- c) The rest of the gang are clearly platoon players. The good news is unlike past years there is plenty of usage to deal with it. DUDA, SCHIERHOLTZ, GREGORIUS & some months I.DAVIS hit the righties. POLLOCK, R.DAVIS & PLOUFFE handle the lefties. Be careful about going to the well too early, leaving the lineup vulnerable to a same sided pitcher the next time through. However, if in your judgement its time for the game to be won, go for it.

3) POSITION SUMMARIES:

C CASTILLO & W.RAMOS capably handle the backstop and have enough PA's to sub for one another late, and occasionally come off the bench to PH for other spots. CASTILLO has the better defense and on-base, W.RAMOS has the slugging.

1B HELTON usually finishes what he starts and gets removed only for a PR. VAN SLYKE takes care of the rest. HELTON subs in for defense in tight games.

2B-SS LOWRIE, LeMAHIEU & GREGORIUS. Whoever doesn't start is available off the bench. GREGORIUS is a platoon player. GREGORIUS & LeMAHIEU come on for defense. LOWRIE can move to 3B. PLOUFFE in an emergency.

3B SANDOVAL starts most games and is only removed for a pinch-runner or defense. PLOUFFE is a lefty killer on the boards and LOWRIE handles what's left. When LOWRIE starts, SANDOVAL can hit for the middle infielders with LOWRIE moving over.

OF BAUTISTA goes all the way. BELTRAN may occasionally need to be hit for against a board lefty late.(rare) SCHIERHOLTZ & POLLOCK platoon

DH mostly a platoon with DUDA & R.DAVIS. SANDOVAL will also fill in some and W.RAMOS occasionally vs board lefties. And H.ALVAREZ will bat for himself against some pitchers.

4) PINCH-RUNNING:

- a) Run for any slow runner (and there's plenty of them) if they are the lead or tie run after the 7th.
- b) Pinch-run to enter defensive subs where appropriate.
- c) The main pinch-runner once again is R.DAVIS this year. With more steal attempts than can be used in his starts, you should be VERY aggressive with him. Remember that BAUTISTA can move to 3B or 1B.

5) DEFENSIVE SUBS:

- a) LeMAHIEU or GREGORIUS should come in for defense when we lead by 4 or less after the top of the 7th. They replace either LOWRIE or SANDOVAL (LOWRIE to 3B) depending on where we are in the lineup.
- b) POLLOCK goes to CF, same situation, replacing any OF whose name doesn't start with B or the 3B. (BAUTISTA to 3B)
- c) HELTON to 1B and CASTILLO to C with a one-run lead after the top of the 8th. (VAN SLYKE can go to OF)
- d) If the player to be subbed for is due up the next inning, substitute after that AB.

BASE RUNNING

6) STEALING - A player may steal any base when eligible by the Adams tables and **my** allowancw letters on page one.

If you don't like that system you can use the guidelines below.

- a) R.DAVIS should run at almost every opportunity. LeMAHIEU & POLLOCK are the others to consider for straight steals. Most other attempts will come from the H&R.
- b) BAUTISTA, LeMAHIEU & POLLOCK will straight steal only after the 5th.
- c) Add 2 to Adams tables with BAUTISTA, I.DAVIS or DUDA at bat.
- d) Subtract 2 from the Adams table with 0 or 1 out and LeMAHIEU, SANDOVAL or VAN SLYKE at bat.
- e) No one steals 3rd 'til the 6th (except R.DAVIS), home 'til the 8th. No straight steals for non A's with a lead of 3 plus.

7) HIT & RUN

- a) Hit & run if Adams gives the greenlight but my steal restrictions say no. Also hit & run if runner cannot steal by the Adams tables but SSN is over 24. Do not H&R 1st & 3rd, except LeMAHIEU.
- b) LeMAHIEU, W.RAMOS & SANDOVAL hit and run when the runner has attempts. (RAMOS 0 out only !)
- c) H&R with R.DAVIS & LOWRIE at bat only if SSN > 24 (pre-penalty) and CASTILLO SSN > 26
- d) DO NOT H&R with GREGORIUS, HELTON, POLLOCK or SCHIERHOLTZ

8) SACRIFICE

- a) Use the sac when a crippling negative shift needs to stay in the game for defense.
- b) Also consider sacrifice when down one, tied or ahead with GREGORIUS & R.DAVIS unless they have a large plus shift AND steal or H&R not an option.
- c) No squeeze candidates this year. Never bunt with two strikes. Never pinch-hit to sacrifice.

PITCHING

9) ROTATION

AA A.Albers, HA-H.Alvarez, GC- Cole, TC-Cahill, TJ-Jordan, L-Lincecum, M-Minor

APR	1-4	ZIO	M,GC,TC,L	MAY	1-5	@MAR	N,TC,M,GC,L	JUNE	1-4	MUN	HA,TC,L,GC	JULY	1-5	KNX	M,L,HA,TC,GC
	6-8	@MUN	M,GC,TC		6-9	@TAY	N,TC,M,GC		6-8	MLR	TJ,TC,L		6-9	POR	M,L,HA,TC
	10-13	@MLR	L,M,GC,TC		11-14	FO	L,N,TC,M		9-11	@ZIO	HA,GC,TJ		11-14	@DET	GC,L,HA,M
	14-17	@LV	N,L,M,GC		15-18	GC	GC,L,N,TC		12-16	@NBO	TC,L,HA,GC,TJ		15-18	@CAY	TC,GC,L,HA
	19-23	MID	TC,N,M,L,GC		20-23	BH	M,L,GC,N		18-21	KAN	L,HA,TC,TJ		19-22	@NW	M,TC,GC,L
AUG	1-4	WHT	AA,M,TC,L	SEPT	3-5	ZIO	M,N,HA	OCT	1-4*	@KAN	M,TJ,N,HA,L	NOV	2-6	@POR	AA,M,L,N,TC
	5-8	RYE	GC,AA,M,TC		6-9	@MUN	L,TC,M,N		6-9	@KNX	M,TJ,N,L		7-10	NBO	AA,M,L,N
	10-13	COL	L,AA,M,GC		10-12	@MLR	HA,L,TC		10-14	LV	HA,M,TJ,N,L		11-13	MUN	TC,AA,M
	14-17	@GOH	TC,L,AA,M		14-17	@MID	M,N,HA,L		15-18	MAR	HA,M,TJ,N		15-18	MLR	L,N,AA,M
	18-21	@BRO	GC,TC,L,AA		19-23	TAY	TC,M,N,HA,L		20-23	@DAL	HA,M,TJ,N		19-22	@ZIO	HA,L,N,AA

10) REMOVE PITCHER

- STARTERS** - MINOR, NOVA, H.ALVAREZ & COLE should try to go 7, but their fatigue ratings may prevent that. I'd like to get 6 from CAHILL & LINCECUM and 5 from JORDAN & E.JACKSON. However if there's a threat and the game's on the line earlier than that, go to the pen. There are plenty of innings.
- LATE** - SIEGRIST is the short inning closer. Only use him with the lead or tie run at the plate in the 9th or with a rally with two out in the 8th. Otherwise go with the best matchup from the setup guys.
As always with the Generals, using the closer in a tie game is highly* encouraged! ~~Cardboard pitchers don't have agents.~~
* not so much this year. SIEGRIST can go maybe one extra inning, but no more.
- SETUP** - GREGERSON, KINTZLER & DOOLITTLE. Try to limit DOOLITTLE to the lefty portion of your lineup. Go with whoever is rested from the righties.
- MIDDLE** - ALLEN & MUJICA
- EARLY, MIDDLE, BULK** - PESTANO & PETRICKA when they're up. If not, spread it around.

My pitching instructions are intended as guidelines not rules. Pitching changes are the most difficult part of playing the road team. I will accept your judgement.

DEFENSIVE OPTIONS

11) INTENTIONAL WALKS - *If the Generals trail at anytime, or the lead run is in scoring position after the 6th, and first base is open, intentionally walk the batter in the following circumstances:*

- 1 out, men on - to set up the DP (on-deck hitter must be a DP threat) unless on-deck hitter is superior to batter.
- 2 out, men on - to get to an inferior hitter.
Never load the bases unless the ensuing hitter/pitcher combo makes a walk unlikely.

12) PITCH FROM STRETCH - If the runner on 3rd has an adjusted SSN of 12 or more with 2 out, game within 1 run.

13) HOLD RUNNER - When 1B(4 or 5) is playing first always hold. Otherwise:

- Hold all fast runners.
- Hold all medium runners unless I have a lead of 2 or more and there is a PR hitter.
- Hold slow runners only with a RH hitter or less than 2 out unless I lead by 2 or more
- Don not hold with 2 out and men on 1st and 3rd unless runner on 1st is the lead or tie run.

14) INFIELD IN

- Play "in" with a runner on 3rd only, 1 out, tied or behind, *ANY INNING*, unless its before the 6th with 1-3 hitters up.
- Play "in" with a *lead* run on 3rd only, with 0 or 1 out after the 7th.
- Play "in" with the lead run on 3rd after the 8th, 1st base occupied and 0 out.

15) HOLD RUNNER ON THIRD - Hold all runners with 0 out and slow runners with 1 out.

16) OUTFIELD THROWS

- Throw for the lead runner anytime the trailing runner cannot advance or or the lead chance is < 25.
Exception: The trailing runner is the tie run with a good chance to advance after the 7th.
- Throw home to get the lead or tie run after the 6th if there is < 36 chances. If the trail runner is the *WINNING* run and the lead runner's chance is > 32, stop the trail runner.
- On the computer game, play your best guess using common baseball strategies.

17) RUNNER ADVANCEMENT - Use Adams Tables. If computer, see 15(c). Go for it the text says "well around".

Don't go for optional triples unless all conditions are ideal; NOT behind by 2 or more AND plus speed AND 1 out.

18) INJURIES - Use logical replacement

Feel free to give me a call with any problems. Overall I will accept your good judgement. When I play my team at home I do not "count hits" etc. for my team and don't expect you to. But if you are into that aspect of the game feel free. GOOD LUCK!