



Maracaibo Rumrunners Baseball Club, Inc.
LARRY HISLE, General Manager **GEORGE BRETT, Field Manager**
DAVE SMITH, Pitching Coach **ROD CAREW, Batting Coach**
CHARLIE HOUGH, M/W Coach **TIM RAINES, Run Manufacturing Coach**

2014 Standard Instructions
 We play the APBA Master Game at home.

Rumrunners 2014 Roster

Player (MLB Team)	B	BC (MG)	(CG)	SSN	SPD	Arm	PB	Th	G	PA	SBA	31s	24s
Bonifacio, E. § (KCR)	B	L- 4 R- 0	SA-0	C30	(20)	31			136	461	36	2	0
Byrd, M. § (PIT)	R	L+ 4 R- 4	SA-2	D14	(10)	30			147	579	6	2	1
Cain, L. § (KCR)	R	L- 3 R- 1	SA-0	D27	(16)	34			115	442	20	2	1
Desmond, I. (WAS)	R	L- 2 R- 1	SA-0	D30	(16)	34			158	655	27	2	2
Freese, D. (STL)	R	L+ 3 R- 3	SA-2	E14	(6)	33			138	521	3	2	5
Galvis, F. (ATL)	B	L- 1 R- 1	SA-0	R26	(11)	34			70	222	1	1	1
Jay, J. § (STL)	L	L- 6 R- 0	SA-3	E26	(15)	31			157	628	15	2	1
Marte, S. § (PIT)	R	L+12 R- 4	SA-4	C28	(18)	34			135	566	56	2	0
Maybin, C.* (SDP)									uncarded				
Molina, J.* (TAM)	R	L- 0 R- 2	SA-1	F26	(3)	33	2	+2	99	313	3	1	3
Moreland, M. (TEX)	L	L- 2 R- 1	SA-1	N	(6)	31			147	518	0	2	1
Peña, B. (DET)	B	L- 6 R- 2	SA-0	C 9	(5)	32	2	+0	71	243	2	1	2
Perez, S. (KCR)	R	L+ 4 R- 3	SA-2	N	(5)	33	1	+4	138	526	0	2	2
Phillips, B. (CIN)	R	L- 0 R- 2	SA-1	F25	(17)	33			151	666	8	2	2
Quentin, C. (SDP)	R	L- 1 R- 2	SA-1	N	(6)	34			82	320	0	1	1
Rutledge, J.* (COL)	R	L- 6 R+ 1	SA-0	E35	(15)	34			88	314	12	2	0
Sierra, M.* (TOR)									uncarded				
Suzuki, I. § (NYY)	L	L+ 4 R- 3	SA-0	E32	(17)	36			150	555	24	3	0

Pitcher (MLB Team)	T	Gr	C	HR	HRA	f	Q	WP	HB	BK	MF	St	IP
Bedard, E. (HOU)	L	9	9*	C-46	HR+ 0	f25/14*	Q3	WP3		BK0	MF-0	26	17*
Casilla, S. (SFG)	R		16*	C-32	HR+43	G f	6* Q3*	WP3		BK0	MF-0		50*
Cishek, S. (MIA)	R		15*	C+21	HR+41	G f	6* Q3*	WP1		BK0	MF+1		69*
Doubront, F. (BOS)	L	8		C-34	HR+26	G f26/22*	Q3	WP3		BK0	MF-0	27	
Frasor, J.* (TEX)	R		16*	C-21	HR+23	G f	5* Q3*	WP3	HB0	BK0	MF-0		5*
Hamels, C. (PHI)	L	9		C+25	HR- 0	f28	Q2	WP1		BK0	MF+1	33	
Harang, A. (NYM)	R	4		C+16	HR-26	L f28	Q4	WP2		BK0	MF-0	26	
Kelly, J. (STL)	R	13	6*	C-12	HR+21	f25/ 9*	Q4	WP2		BK0	MF+2	15	37*
Lackey, J. (BOS)	R	10		C+26	HR-15	L f27	Q3	WP1		BK0	MF-0	29	
Lewis, C.* (TEX)													
Medina, Y.* (SEA)	R		16*	C-52	HR+31	G f	7* Q3*	WP3		BK0	MF+!		68*
Melancon, M. (PIT)	R		16*	C+44	HR+61	H f	6* Q3*	WP3		BK0	MF-0		71*
Rice, S.* (NYM)	L		11*	C-46	HR+55	H f	5* Q3*	WP3			MF+2		51*
Rivera, M. (NYY)	R		13*	C+51	HR+15	f	6* Q3*	WP0		BK0	MF-0		64*
Straily, D.* (OAK)	R	11		C-23	HR+13	f25	Q3	WP3		BK0	MF-0	27	
Tazawa, J.* (BOS)	R		10*	C+35	HR-14	f	6* Q3*	WP3			MF+!		68*
Wilson, Ju. (PIT)	L		18*	C-26	HR+33	G f	7* Q3*	WP3		BK0	MF+1		

* Starts in minors. § CF rated.

Released: Fernando Abad, Daniel Bard (unc), Pedro Hernandez, Chipper Jones (retired), Jordan Norberto (unc), Scott Podsednik (unc), Jose Valverde, Josh Wilson

Planned roster moves:

May: Harang (or his replacement), Bedard to minors; Straily, Rice to majors
 June: Bedard to majors; Kelly to minors.
 September: Bedard to minors; Kelly to majors.
 October: Doubront to minors; Bedard to majors.

Instructions will include other roster moves depending on usage.

Lineups

Lineups will be provided on a per-series basis, but these are default ones if needed.

LHP (comp)	RHP (comp)	LHP (board)	RHP (board)
Marte, rf	Jay, lf	Marte, lf	Jay, lf
Cain, lf	Suzuki, rf	Suzuki, rf	Cain, rf
Desmond, ss	Desmond, ss	Byrd, cf	Desmond, ss
Quentin, dh	Quentin, dh	Desmond, ss	Quentin, dh
Byrd, cf	Byrd, cf	Quentin, dh	B. Peña, c
S. Perez, c	B. Peña, c	S. Perez, c	Byrd, cf
Freese, 3b	Phillips, 2b	Freese, 3b	Phillips, 2b
Moreland, 1b	Moreland, 1b	Moreland, 1b	Moreland, 1b
Phillips, 2b	Bonifacio, 3b	Phillips, 2b	Bonifacio, 3b

Roles

C: Salvador **PEREZ** and Brayan **PEÑA** will start at catcher all season. There is lots of usage for both. Each can be replaced if pinch-run for; **PEREZ** has the better arm and should be behind the plate when Maracaibo leads late.

Infield: Mitch **MORELAND**, Brandon **PHILLIPS** and Ian **DESMOND** will start every day. Third base will be shared by David **FREESE** and Emilio **BONIFACIO**. Freddy **GALVIS** is available for defense at third base.

Outfield: Ichiro **SUZUKI**, Lorenzo **CAIN**, Starling **MARTE**, Marlon **BYRD** and Jon **JAY** will be used in various combinations, with occasional appearances by **BONIFACIO**.

DH: Carlos **QUENTIN** plays as many games as possible, and should *always* be replaced after three plate appearances. He'll have to ride the bench for a third of the season, mostly at home, with **BYRD** taking his place.

Defensive Management

Substitutes. Freddy **GALVIS** is available for defense at third base or second base if **PHILLIPS** comes out the game. The catchers can substitute for each other. **BONIFACIO**, **MARTE**, or **SUZUKI** can pinch-run for anyone with a 20 speed and can remain in the game in the outfield. **SUZUKI**, **MARTE** and **CAIN** are all OF3s and can replace an OF2. **PEREZ** can replace **PEÑA** if pinch-run or pinch-hit for, and should be behind the plate when we lead by any amount, 7th inning or later.

Throws. Throw for the best chance, except always throw for the game winner; otherwise, don't bother with 34+ chances (or "well around" in the computer game), cut off instead. Use your best judgement on multiple advances. In the computer game, throw when baseball sense suggests, and when in doubt go with the recommended strategy unless it's the game winner.

Infield/Stretch/IW. IF always deep before the 7th inning; always deep with 2 outs. 7th or later, with tying or winning run on 3rd, 0 or 1 out, play in unless first and third and your instructions call for hit and run – then play deep for the DP. The only exception, of course, is if the game winner is on third. Wind up 0 or 1 out; with 2 outs, if the runner on 3rd has SSN 12+ and the game is within 3, stretch; otherwise wind up. I intentionally walk rarely, and only with the game winner already on base to set up the DP; use your judgement.

Offensive Management

Hit and Run. whenever available with any hitter, when steal of second has at least 22+ SSN. Remember that TBL's -3 penalty on H&R is not present on the computer. Do not hit and run with runners on first and third with **SUZUKI**. H&R in preference to straight steal.

Steal. This is a very fast team. **Steal** with **BONIFACIO**, **DESMOND**, **MARTE**, **CAIN** or **SUZUKI** 2/series; anyone else 1/series if steal attempts are available. Steal 2nd with an SSN of 26+; steal 3rd with an SSN of 24+; steal home with an SSN of 15+. Series instructions may expand these limits as the season progresses.

Bunt. with **CAIN**, **BONIFACIO**, **GALVIS**, **PEÑA**, **SUZUKI** or **PHILLIPS** 2nd to 3rd base, tying (0 out) or winning (0 or 1 out) run, 8th or later. NEVER EVER EVER SQUEEZE. *JUST SAY NO*. I will occasionally bunt 1st to 2nd against a very high grade pitcher, tying or winning run, 0 out only.

Pinch Hit or **Pinch Run** with anyone other than **QUENTIN** as needed. There is a lot of bench usage. Unless specifically marked as resting, anyone else may be used off the bench. The same goes for pinch-runners; there are many steal attempts.

Baserunning. Go with 28+ chances; hold with 22-. Otherwise, use Adams Tables. Always go if "well around" in the computer game; otherwise, do what you'd do.

Pitching

Starter	Condition For Removal
Kelly, Straily, Lackey	Fatigue reduction. Rumrunners –2/+3, 6 th inning or later, baserunner in scoring position
Hamels, Doubront	Fatigue reduction. Rumrunners –3/+3, 5 th inning or later, baserunner in scoring position
Everyone else	Fatigue reduction. Rumrunners –4/+3, 5 th inning or later, baserunner in scoring position

Don't remove if pitching a shutout. Don't let any starter pitch more than 11.2 innings.

Reliever	Condition For Removal
Melancon	He is the designated closer. If opponent ties the game, remove.
Everyone else	2.2 innings, or if fatigued, or whenever necessary. This is a <i>very</i> deep bullpen and there should be ample opportunities for matchups.

Try to avoid having any reliever pitch more than 2.2 innings.

Use the reliever chart below; choose the reliever depending on the situation. Do not use **MELANCON** except in his assigned role; otherwise any reliever can be brought into the game at any time. Given the number and quality of innings, do not hesitate to rescue a starter if the game can still be saved.

		Score							
		-4 <	-3	-2	-1	0	+1	+2	+3 >
Inning	5 th -	D	D	C	B	B	B	B	C
	6 th	D	C	C	B	B	B	B	B
	7 th	C	C	B	A	A	A	A	B
	8 th	C	B	A	A	A	M	A	A
	9 th +	C	B	A	A	A	M	M	A

A: Cishek, Casilla, Medina, Wilson, Frasor, Rivera
B: Rivera, Casilla, Medina, Frasor, Wilson, Cishek, Rivera
C: Rivera, Casilla, Tazawa, Frasor, Medina, Wilson, Cishek
D: Kelly, Bedard, Tazawa, Rice, Rivera
M: Melancon

The Lefty: **WILSON** is the primary lefty. He is a Grade 18* and can remain in the game except against a serious lefty killer on the boards. **RICE**, if in the majors, can serve as a spot lefty or against a lineup weak against lefthanded pitching. **BEDARD** when available in relief can also be used in spot situations.

Final Comments

As always, instructions are only guidelines for managing the team. I haven't protested a game in more than twenty-five years, and have been very pleased for many years with the skill and fairness of managers in TBL both new and old. When pinch-hitting or going to the bullpen, don't bother making a move you can immediately and massively counter; use your own judgement. I trust that I will receive as fair treatment on the road as opponents do at home. Do the best you can, and I'll be more than satisfied. Have a great year.

Walter

