2014 Munich Marauders

2014 Munich Marauders Emergency Instructions (1992 and 2007 TBL Champions)

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

Munich cuts (pre-season): Ambriz, (D Lowe), (Noesi), (Elv Ramirez), Christhian Martinez, (H A Rodriguez), Saunders, Volquez, (N Morgan), (C Snyder), Wigginton, Halton

Waivers -. (Re)Acquired Edinson Volquez, dropped J.D. Martinez

General Introduction: I won't make a prediction for this season, since that seems to produce nothing but bad luck! ⊕ The road lineup is pretty stable, but there is a bit of bench usefulness so pay attention to late-game tactical chances. The rotation is very Jekyll-and-Hyde – but the bullpen has enough good innings that it can rescue the Hydes a lot of the time. Above all else, enjoy the games! WE WILL RETURN!!! ⊕

BMod BMod

In Minors?

FIELDING

Manager: Orel Hershiser; Hitting Coach: Edgar Martinez; Pitching Coach: Derek Lowe; Bench Coach: Ty Wigginton; Base Coaches: Otis Nixon, Eddie Brinkman; Bullpen Coach: Darold Knowles. Director of Player Development: Ken Phelps.

TM	Nam e	Bats	GM	PA	SBA	Hitting	STL	SPD	(C o m p.)	Board	_	24's	31's	С	1B	2B	3B	SS	OF	Arm	Α	M	J	J	Α :	8 0
HOU	Altuve, Jose	R	152	672	53	11(06)2 H	C28	F17	SA-1	+1/-2	3	3	2		Ш	8				31						Ш
MIL	Aoki, Norichika			674	36	10(00)3++ H	D25	F15	SA-0	+2/-3	3	1	2						2	35					\perp	Ш
OAK	1 '		136	516	3	9(06)4 H	E9	10	SA-0	+1/-2	3	1	2		Ш	7	3			34				_		Ш
STL			51	129	0	8(000)1+	N	10	SA-0	-10/+4	3	6	1	8	Ш		3		_	+3,pb1	m	m	m	m	m n	n m
			66	277		9(000)2(1) H		F15	SA-0	+2/-2	3	0	2		Ш				2	32				_	4	$\bot\!\!\!\!\bot$
ATL	Heyw ard, Jason	L	104	439	7	9(166)4++	D14	F16	SA-0	-1/-2	3	0	1		Ш	_			3	33				4	4	+
	Law rie, Brett	R	107	442		10(000)2+ H		12	SA-0	-6/0	3	1	2		Н	6	4			31				_	+	+
TEX	Martin, Leonys	L	147	508		10(000)2++ H		F18	SA-4	-7/+1	3	0	2			_			3	33	_		_	\dashv	+	+
	Morrison, Logan	L	85	333	0	9(000)4 H	N	S 5	PR-5	-11/+2	4	2	2		4	-	_			30	m	m	m	m l	m n	n m
TB	Myers, Wil [r]	R	88	373	8	11(1000)3	F28	9	SA-1	0/-2	4	2	1	_	_	-	_		2	33	-		_	\dashv	+	+
	Posey, Buster	R	148	595	4	11(000)3+ H	R26	S 6	SA-2	+2/-3	4	2	2	8	2	-	_			+2,pb1	_		_	\dashv	+	+
CHC	Rizzo, Anthony	L R	160 157	690 658	13 13	8(1000)4	E22	9 F16	SA-4 SA-0	-7/+1 -1/-1	2	3	1 2		4		-	10		30 36				\dashv	+	+
SEA	Simmons, Andrelton Smoak, Justin	В	131	521	0	9(000)2 H 9(100)4	N	S 6	SA-0 SA-0	-1/-1 -9/+3	4	ა 1	1		3	-	-	10		30	\vdash		-	\dashv	+	+
-	Tejada, Ruben [innoc			227+	4	8(66)2 H	F26	F16	SA-0 SA-4	+9/-6	3	0	2			(6)	3)	0		33		Н		\dashv	+	+
	Vogt, Stephen [r]	L	47	148	2	10(000)2	E14	10	SA-4	-5/-1	4	0	1	7	Н	(0)	(3)	0		+3.pb3	\vdash		-	\dashv	+	+
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COL	Brothers, Rex			L		67 1/3			19*XY	-61	-	-22		6	3	-	0		+2	-	m		m	L	m	\perp
TEX	Darvish, Yu			R	32		17XY	Κ		-25	_	12	26		2									L		
BAL	Gausman, Kevi	n [r][innc	R	21	61 1/3	3X			+24	-	24	27/	8	3	3	0	0		m	m	m		m	i	
TOR	Johnson, Josh	[inne	oc]	R	26		1Y			+12	-	24	30		3		Т	0		m		m		m	ı	m
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OAK	K Scribner, Evan			R		26 2/3			8*	+21	1	·11		8	3		0	0			m		m	П	m	
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Make sure to make the changes from previous instructions, that are noted in red!

Munich	Ro	tation 201	4														
			Days	3								Days	S				
April		MLR	D	S	N	Z			Sept.		MLR			N	S	D	
20		HUD	T	D	S				19		HUD	Ni	G	N	S		
		ZIO	N	Ζ	T	D					ZIO	D	Ni	G			
	@	MID	S	Z	Z	T				@	LV	N	D	S	Ni		
	@	KAN	D	S	Ν	Z	Т			@	MAR	G	N	D	S	Ni	
May	@	POR	D	S	N	Т	Ni		Oct.	@	NBO	N	G	D	S	Ni	
21	@	KNX	D	S	N	Т			22	@	TAY		N	G	D	Ni	
		ВН	Ni	D	S	N					MID	S	N	G	D	Ni	
		FO	T	Ni	D	S					POR	s	N	G	D		
		GC	N	Т	Ni	ם				@	BRO	****	Ni	S	N	G	
June	@	HUD	S	N	Z	Ż			Nov.		KNX		Ni	Т	N	G	D
19	@	ZIO	D	S	N				20		KAN	Ni	S	N	G		
	@	MLR	Ζ	Ni	D					@	HUD	D	Ni	Z			
		LV	S	N	Z	Ni	D			@	ZIO	N	D	G	Ni		
		NBO	S	N	Z	Ni				@	MLR	S	N	Z	G		
July		TAY	D	S	N	Т	G										
21		MAR	D	S	N	Т											
	@	CAY	G	D	S	Ν			KEY								
	@	NW	T	G	D	S				****	Day off						
	@	DET	N	Т	G	D				S	Sale, Chris			30			
August		RYE	S	N	T	D				D	Darvish, Yu			32			
20		COL	Ni	S	N	Т				N	Nolasco, R			33			
		WHT	D	Ni	S	N				Ni	Niese, Jon			24			
	@	DAL	T	D	Ni	S				Z	Salazar, Da			10			
	@	GOH	N	Т	D	Ni	*****			Т	Tepesch, N			17			
										G	Gausman,	Kevin		16			
											(double hea	ader)					

Injury Subs:

- C Vogt (Cruz if active)
- 1B Smoak, (Eaton, Callaspo as 1b2; Morrison preferred if he is active)
- 2B Tejada, Callaspo
- 3B Tejada, Callaspo, Lawrie
- SS Tejada
- OF whichever of Myers/Heyward isn't starting and game is close; else Eaton
- 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, Danny Salazar and Chris Sale. Ideally, they pitch into or through the seventh (although Salazar's fatigue will hamper that goal). Usually, they should pitch until fatigued unless that will endanger a Munich lead.

Tier 2: **Ricky Nolasco**. An 8 with reasonably good peripherals. 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: **Jon Niese, Nick Tepesch, Kevin Gausman**. Their leash is very very short. If they get through the fifth and it's close, pull them at the first base-runner.

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.)

<u>Relievers</u>: Enough good relief (over 400 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.

The **only** fixed roles are at the top and bottom of the 'pen:

Closer: Brad Ziegler works the ninth or later of save situations. He can also come in during the 8th to put down a rally and stay the 9th for the save.

Mop: Carlos Martinez / Josh Johnson tandem (alternating months). Whichever is active, 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 still "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 do have varying strengths and weaknesses, so please use accordingly (e.g. NOT Brothers or Miller with multiple men on base!). Optimize their use based on lefty/righty matchups, the plus-5's, and the obvious control cases. 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.

Lineups and Usage

General – 1. Use these boxes for guidance regarding usage and substitution decisions.

2. The bench usage is outlined below. Most of the starters stay the whole game; but in blowouts please limit Posey and Heyward/Myers' usage; and there will be logical times to pinch-hit for the bottom of the order.

		Road vs RHP L	ineup, Usage, Substitutions/Bench Notes								
1	RF	Aoki	olays entire game								
2	С	Posey	plays entire game (unless blowout - see below)								
3	CF	Heyward	plays entire game (unless blowout - see below)								
4	1B	Rizzo	plays entire game								
5	DH	Smoak	plays entire game								
6	3B	Lawrie	plays entire game								
7	2B	Altuve	plays entire game								
8	SS	Simmons	plays entire game unless PH for (see below)								
9	LF	Martin	plays entire game unless PH for (see below)								
		BENCH									
	PH/F	PR	Myers can PH for Simmons/Martin, game on line, 8th or later								
	PH/F	PR	Callaspo can also PH for on-base, especially if Myers can follow him								
	Blov	vout	Remove Posey/Heyward in favor of Vogt/Eaton; +/-5, any inning								
	DEF First time in many years - NO defensive subs!										
	Othe	er	If Simmons PH for, use Tejada at SS; if Martin PH for, leave Myers in								
	NO OTHER BENCH MOVES (except for injuries)										



		Road vs LHP L	ineup, Usage, Substitutions/Bench Notes								
1	RF	Aoki	plays entire game								
2	С	Posey	plays entire game (unless blowout - see below)								
3	CF	Myers	plays entire game (unless blowout - see below)								
4	1B	Rizzo	plays entire game								
5	DH	Callaspo	plays entire game								
6	3B	Lawrie	plays entire game								
7	2B	Altuve	plays entire game								
8	SS	Simmons	plays entire game unless PH for (see below)								
9	LF	Martin	plays entire game unless PH for (see below)								
		BENCH									
	PH/I	PR	Heyward or Smoak can PH for Simmons or Martin, game on line, 8th or later								
	Blov	vout	Remove Posey/Myers in favor of Vogt/Eaton; +/-5, any inning								
	DEF	Heyward for Myers	, Munich leads after batting in 7th or later								
	Othe	er	If Simmons PH for, use Tejada at SS; if Martin PH for, leave Heyw ard in								
		NO OTH	ER BENCH MOVES (except for injuries)								

Offensive Tactics (General Guidance):

Steal (#1 tactical choice – Marauders gotta run this year!):

Use the following table to determine who to steal second with and when to try it:

Runner	<u>Steal when</u>								
	Inning	Score	Adj SSN	Outs					
Altuve, Aoki, Martin	any	-3 / +3	27+	any					
Lawrie	7th on	-2 / +2	27+	any					
Eaton, Myers, Posey, Tejada	7th on	-1 / +1	27+	1 or 2					

(Don't worry about trying to steal third or home.)

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 <u>and</u> no first-column 1), AND the steal or hit-and-run are not indicated by the above instructions. <u>Don't squeeze</u>.

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.
- <u>Computer gamers</u>: 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.