

ELDERS OF ZION - 2014 Emergency Instructions

IN MINORS (X)

	Th	GS	IP	Gr	Ctl	HR	Fat			A	M	Jn	Jl	A	S	O
Latos, Matt (L)	CIN	R	32	210	10	16	26	27	WP3 BK0 MF0							
Sanchez, Anibal (S)	DET	R	29	182	14	12	42	26	WP3 BK0 MF0							
Parker, Jarrod (P)	OAK	R	32	197	10	0	-13	26	WP3 BK0 MF1							
Cobb, Alex (C)	TB	R	22	143	14	12	16	26	WP3 MF0		x					x
Ryu, Hyun Jin	LAD	L	30	192	10	21	16	26	WP2 BK0 MF3					x		
Delgado, Randall (D)	ARI	R	19	116	7	32	-44	26/12	WP2 MF3	x		x	x		x	
Pelfrey, Mike	MIN	R	29	152	2	-12	25	27	WP1 BK0 MF0	x	x	x	x	x	x	x
Jansen, Kenley	LAD	R		76	19*	21	14	6*	WP2 BK0 MF0							
Watson, Tony	PIT	L		71	15*	34	23	6*	WP2 BK0 MF0							
Uehara, Koji	BOS	R		74	29*	45	25	6*	WP1 BK0 MF1							
Withrow, Chris	LAD	R		34	20*	-34	-25	7*	WP3 HB0 MF0	x		x		x	x	
McGee, Jake	TB	L		62	11*	14	-13	6*	WP3 BK0 MF0		x	x			x	
Herrera, Kelvin	KC	R		58	12*	-12	-22	6*	WP3 BK0 MF0	x			x			x
McGowan, Dustin	TOR	R		25	17*	-32	31	7*	WP3 BK0 MF0		x	x	x		x	x
Belisario, Ron	LAD	R		68	6*	15	42	6*	WP3 BK0 MF0	x		x	x	x	x	
Jennings, Dan	MIA	L		40	8*	-21	53	6*	WP3 HB/BK0 MF0	x	x		x	x		x
				v L	v R	SSN	Att.	Spd	Arm	Fldg						
Jaso, John	OAK	L	70	207	-13	1 G26	3	6	31 C6 (PB0/-3)	1B2						x
Hundley, Nick	SD	R	114	373	-6	0 R26	1	9	32 C7 (PB1/+1)							
Montero, Jesus	SEA	R	29	101	-1	-2 D14	1	6	30 C7 (PB3/-4)		x	x	x	x	x	
Jones, Garrett	PIT	L	144	403	-13	0 R31	2	9	31 1B3 OF1							
Satin, Josh	NYM	R	75	190	3	-5 F20	2	8	30 1B3 3B3							
Hill, Aaron (PL)	ARZ	R	87	327	4	-3 A9	5	15	35 2B8							
Herrera, Jon	COL	B	81	195	-9	1 E24	5	16	33 2B7 SS8 3B4	x				x		
Gennett, Scooter	MIL	L	69	213	-22	4 26	3	14	32 2B7		x	x				x
Escobar, Yunel	TOR	R	153	608	1	-2 E20	8	9	36 SS9							
Beltre, Adrian	TEX	R	161	631	2	-2 R26	1	9	32 3B4							
DeRosa, Mark	TOR	R	88	204	3	-9 N		8	32 2B7 3B3 1B3		x				x	
Gentry, Craig	TEX	R	106	246	0	-3 D34	27	17	31 OF3							
Choo, Shin Soo	CLE	L	154	569	-14	4 E25	31	17	37 OF2							
Gutierrez, Franklin	SEA	R	41	145	-6	2 E29	4	15	33 OF3							x
Blackmon, Charles	COL	L	82	246	-5	0 F35	7	15	29 OF2	x				x		
Fuld, Sam	TB	L	118	176	8	-7 D31	10	17	34 OF3				x			
Craig, Allen	STL	R	134	508	-5	0 R31	2	8	33 1B4 OF2							
Uncarded: Scott Baker, Rubby de la Rosa																
ROTATION																
April 1-4	@ HUD		L, S	P, R	Jul	1-5	@	KAN	S,R,L,P,C	Oct 1-4	@	MAR		D,R,P,S,L		
April 6-8	@ MUN		L, C	P	Jul	6-9	@	MID	S,R L,P	Oct 6-9	@	LV		D,R,P,L		
April 10-13	@ MLR		R, L	S, P	Jul	11-14		WHT	C,R L,P	Oct 10-14		KNX		S,D,R,P,L		
April 14-17	MAR		C, R	L, S	Jul	15-18		RYE	S,C R,L	Oct 15-18		KAN		S,D,R,P		
April 19-23	TAY	P	R, C	L, S	Jul	19-22		COL	P,S C,R	Oct 20-23	@	NW		L,D,R,P		
May 1-5	LV	P	R, L	D, S	Aug	1-4		BH	D,P S,L	Nov 2-6	@	NBO		L,D,R,C,S		
May 6-9	NBO		P, R	L, D	Aug	5-8		GC	C,D P,S	Nov 7-10	@	TAY		P,L,R,C		
May 11-14	@ GOH		S, P	R, D	Aug	10-13		FO	L,D P,C	Nov 11-13		MLR		D,S,P		
May 15-18	@ BRO		L, S	P, R	Aug	14-17	@	CAY	S,L D,P	Nov 15-18		MUN		C,D,R,L		
May 20-23	@ DAL		D, L	S, P	Aug	18-21	@	DET	C,S L,D	Nov 19-22		HUD		S,C,P,R		
June 1-4	MLR		C, R	L, S	Sep	3-5	@	HUD	R,C P							
June 6-8	MUN		C, R	L	Sep	6-9	@	MLR	S,L R,C							
June 9-11	HUD		P, S	C	Sep	10-12	@	MUN	P,S L							
June 12-16	@ POR	R	L, P	S, C	Sep	14-17		POR	R,P S,L							
June 18-21	@ KNX		R, L	P, C	Sep	19-23		MID	C,R,P,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). Use LH lineup vs all lefties – For RH, cycle thru the lineups in order (1,2,3) – if it's a 4 or 5 game series, and all RH starters, go back to RHP1 for the 4th game, and RHP2 for the 5th.

Vs LHP – Gentry 8 Escobar 6 Hill 4 Beltre 5 Satin 3 Craig 7 DeRosa DH Montero 2 Fuld 9

Vs 1st RHP – Choo 9 Jaso DH Beltre 5 Craig 7 Gennett 4 Jones 3 Hundley 2 Gentry 8 Escobar 6

Vs 2nd RHP – Choo 9 Hill 4 Beltre 5 Craig 7 Gennett DH Jones 3 Hundley 2 Gentry 8 Escobar 6

Vs 3rd RHP – Choo 9 Gennett 4 Beltre 5 Craig 7 Jones 3 Gutierrez 8 Escobar 6 Jaso 2 Satin DH

GENERAL GUIDELINES – OFFENSE/POSITION PLAYERS

There will be 5-6 Elders on the offensive bench each month, and the cast will change quite a bit from month.

1B – **JONES** starts vs RHP, **SATIN** vs LHP. **JONES** can sub in freely as a PH vs. RH. Removing **JONES** vs. a lefty reliever will depend on how game critical the situation is. In a key spot, either **SATIN** or **DeROSA** can PH, or somebody else can PH if **CRAIG** can move to 1st from the OF.

2B – **HILL** starts a little more than half the season, **HERRERA** and **GENNETT** share the rest of the games. 2 of the 3 should always be on the roster, and they should offer platoon alternatives after pitcher changes.

SS – **ESCOBAR** starts most games, and will likely go the route most days, **HERRERA** handles the remaining 9-10G.

3B – **BELTRE** all day every day.

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. **CRAIG** and **GENTRY** have cards that could play most days, but due to games limits (134 and 106, respectively), I would prefer that they remain on the bench in games they don't start. **GUTIERREZ** and **BLACKMON** will have their spots, with both cards stronger vs RH, and **FULD** is the defensive sub, PR, and the guy who fills the third OF spots vs. lefties. The latter three are also the real PR options, as **GENTRY** is not really set up to burn games of usage in that capacity.

DH – This spot will rotate between many over the course of the year – **BLACKMON**, **GENNETT**, and **JASO** will share the spot vs. RH, **DeROSA** holds it down vs. lefties, with a lot of in-game substitutions expected.

C – **HUNDLEY** is the primary option, as he is decent vs. RH in both games, and the starter vs. lefties on the computer. He's also the only defender with a throwing arm. **JASO** will split time between here and the DH spot, and **MONTERO** will be up for a couple of months as an extra option vs LH.

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

The starting staff looks a lot better than the last couple of years – 145 of 162 starts by Grades 10 and up, plus 51 starts of Grade 14s. There's even a lefty starter for the first time since Hall of Famer Tom Glavine held the #2 job (no pressure, Hyun-Jin . . .). The bullpen contains the god that is Koji-san, a second closer in Jansen who becomes the 8th inning man by default, and about 475 total innings of relief. As a result, all of the starters will be candidates for replacement from the 7th on if it's close (or in the 6th if a serious jam erupts), but there will be other days when a starter may 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 6th on; 3) that any starter should be replaced 7th 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 9th, 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 – May the Gods of APBA be as kind to the amazing Mr. UEHARA as the real world of 2013 was. There's not much fault you can find with a ++ 29*, and with 74 total innings 4 out saves should be no problem if there's an 8th inning fire to put out. **JANSEN** will take the set-up role most days, and may get the very occasional save. **JANSEN** should never pitch more than 1.2 innings in an outing, so that his 76 innings stretch through the entire year.

2) The set-up men. **WATSON** is the 3rd quality arm, a LH 15 with good pluses and a lot of usage. He's the primary 7th inning guy or a candidate to get 1-2 key outs in a tight spot. Then there are another 60 innings of a couple of RH "Grades with flaws" in **WITHROW** and **McGOWAN**. Some days they'll do what's needed, some days the bad control may force them into a short outing quick. Use them when they're appropriate, don't be afraid to move off them if they're not getting the job done.

3) The middle/long men – **HERRERA** and **McGEE** are the middle men, nothing special this year but good enough in small doses. **JENNINGS** is an extra lefty who should definitely only be brought in when a couple of lefties are on deck. The mop-up guy on the staff is **BELISARIO**, but his main function when up is to caddy for **DELGADO** in his starts.

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 8th on with <2 out if runner on 3rd 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 7th on.

DEF. REPLACEMENTS – Mostly **FULD** for late inning OF defense. **CRAIG** (at 1st) and **HUNDLEY** (at C) are defensive upgrades, but won't be kneejerk moves, particularly if the game is not a 1-run or tied affair.

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: **GENTRY and CHOO** are the only two guys with a large number of attempts, and basically have the green light to steal 2nd 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 hit and run (Blackmon, Fuld, Herrera, Gutierrez, Gennett) 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, this year almost everyone has 2 31s, but not a lot of guys can steal. And not everyone with 2 31s is a great H&R candidate. On the current team, **HERRERA, HILL, ESCOBAR, BELTRE, FULD, and BLACKMON** should hit and run 1st or 1st and 3rd anytime the runner on 1st has an adjSSN of 20+. **MONTERO and GENNETT** will also H&R with a man on 1st only, adjSSN of 20+. **JASO, GUTIERREZ, CRAIG, and GENTRY** have 2 31s but will H&R rarely.

SACRIFICE: Sacrifice tying/lead run on 2nd to 3rd with exactly 0 outs 8th 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** and **GENTRY** start 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, GENNETT** vs. LH relievers (especially when they are first batter faced). 2) **DEROSA** and **FULD** vs. ANY RH reliever (same 1st batter caveat)

PH vs LH – **DEROSA** (only vs a pitcher facing his first batter), **SATIN, HILL**

PH vs RH – If a LH started the game, **CHOO** and **JONES** should all be able to come off the bench freely when you go to right-handers in the pen. **SATIN** is an alternative when a walk might be as useful as a hit.

PINCH RUNNING – **BLACKMON** when up is the best base-stealer off the pine, with **FULD** the second choice. As previously noted, though **GENTRY** is the best pure choice for this job, we can't use him in this capacity during the first half of the regular season (we'll see about later).

RUNNER ADVANCEMENT: 1) **ALWAYS** go if chance is 28+. **NEVER** go if chance is less than 20, except home with T/L run 8th 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). 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 3RD: 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 2014. 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.