

HUDSON GENERALS 2015

<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>
Cody Allen	25	CLE	R	0	63.3	63.3	18*XY	-13	-12	6	0	3	BK0	13 draft 3rd
Henderson Alvarez	24	MIA	R	25	0.0	155.7	9	+34Z	+21	26	0	1	BK0	12 draft 2nd
Chris Bassitt	25	CWS	R	5	1.0	29.7	5	-25	+62H	27/9	0	0	BK0	15 trade STM
Gerrit Cole	23	PIT	R	16	0.0	0.0	9X	+11	+15	27	1	3		14 draft 1st
Kyle Crockett	22	CLE	L	0	21.7	21.7	15*X	+24Z	+23G	5	0	0		15 draft bonus
Sean Doolittle	27	OAK	L	0	51.7	51.7	17*XY	+43Z	+13	6	0	0	BK0 HBO	13 draft bonus
Kevin Gausman	23	BAL	R	20	0.0	113.3	9Y	-15	+31G	24	1	3	BK0	15 trade MUN
Luke Gregerson	30	OAK	R	0	59.7	59.7	15*Y	+32Z	+13	6	0	3	BK0	10 draft 2nd
Brandon Kintzler	29	MIL	R	0	58.3	58.3	8*	+22Z	-24L	6	0	1	BK0 HBO	14 draft 3rd
Tim Lincecum	30	SF	R	22	11.0	135.0	6Y	-33	-15L	27	0	3		08 draft 1st
Boone Logan	29	COL	L	0	62.7	28.0	1*Y\XY	-24	-46M	5	0	3	BK0	15 waiver
Carlos Martinez	22	STL	R	17	57.0	61.7	3/8*Y	-12	+41G	24/7	1	3		15 trade MID
Mike Minor	26	ATL	L	25	0.0	145.3	3Y	+12	-23L	29	1	3	BK0	11 draft bonus
Edward Mujica	30	BOS	R	0	67.0	47.0	5*	+26Z	0	6	0	1	BK0 HBO	09 waiver
Ivan Nova	27	NYN	R		uncarded									12 trade MUN
Kevin Siegrist	24	STL	L	0	65.3	30.3	1*X	-54W	-25L	6	0	2	BK0	14 draft bonus
Marcus Stroman	23	TOR	R	19	1.3	112.3	9Y	+24Z	+34G	25/10	0	3		15 draft 1st

<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>
Carlos Beltran	38	NYN	S	100	412	4	-7/+2	SA0	E29	6	32	2	10 trade RIC
Wellington Castillo	27	CHC	R	98	377	0	+6/-4	SA3	N 0	5	32	1	Th+2 PB2 13 draft bonus
C.J. Cron	24	LAA	R	67	211	0	0/-2	SA1	N 0	6	29	4	15 draft bonus
Ike Davis	27	PIT	L	131	383	4	-17/+1	PR5	A 6	6	30	1	11 draft 1st
Lucas Duda	28	NYM	L	135	527	5	-15/+2	PR5	A24	5	33	0	11 draft 5th
Jonny Gomes	33	OAK	R	137	321	0	+4/-10	SA4	N 0	9	31	1	15 waiver
Didi Gregorius	24	ARZ	L	107	264	1	-11/+1	SA5	G33	15	33	0	14 draft 1st
Randal Grichuk	22	STL	R	36	75	2	-2/-1	SA0	A 9	15	31	3	15 draft bonus
Dilson Herrera	20	NYM	R		66	0	+1/-2	SA1	N 0	11	30	5	15 draft 2nd
D.J. LeMahieu	25	COL	R	131	478	18	0/-2	SA1	A20	10	32	2	12 draft 7th
Jed Lowrie	30	OAK	S	121	503	0	-5/ 0	SA0	N 0	13	33	2	09 draft 2nd
Leonys Martin	26	TEX	L	139	519	36	-7/+1	SA4	A28	18	33	0	15 trade MUN
A.J. Pollock	26	ARZ	R	63	240	13	+1/-2	SA1	C32	15	33	1	13 draft 4th
Wilson Ramos	26	WSH	R	75	315	0	+5/-3	SA2	N 0	2	31	5	Th+4 PB1 12 trade RIC
Pablo Sandoval	27	SF	S	139	568	0	-10/+3	SA0	N 0	6	32	2	09 draft 1st
Scott Van Slyke	27	LAD	R	86	199	6	+4/-7	SA3	C26	13	32	0	14 draft 3rd
Will Venable	31	SD	L	unlimited		17	-6/ 0	SA3	A25	17	30	0	15 waiver
Zach Walters	24	CLE	S	53	115	0	+8/-6	SA0	N 0	11	31	0	15 draft 4th

Gray = minors

Please send gamesheets

All limits show usage to date

Hudson plays on computer

minors

Apr

May

June

July

Aug

Sept

Oct

Nova, Siegrist, Schierholtz, Bassitt, T.Sanchez, D.Herrera, Gausman, Minor, Kintzler, C.C.Lee
 Nova, Siegrist, Logan, D.Herrera, Venable, Bassitt, J.Gomes, Walters, H.Alvarez, Stroman
 Nova, Siegrist, Logan, D.Herrera, Venable, Bassitt, Grichuk, Gregorius, Crockett, Cole
 Nova, Siegrist, Logan, D.Herrera, Venable, Bassitt, J.Gomes, Gregorius, Crockett, Stroman
 Nova, Siegrist, Logan, D.Herrera, Venable, Bassitt, J.Gomes, Grichuk, Doolittle, Gausman
 Nova, Siegrist, Logan, D.Herrera, Venable, Bassitt, J.Gomes, Walters, Crockett, Gausman
 Nova, Siegrist, Logan, D.Herrera, Venable, Kintzler, J.Gomes, Grichuk, Crockett, Cole

vs board RHP

vs board LHP

vs Comp RHP

vs Comp LHP

L.Martin cf

Pollock lf

L.Martin cf

Lowrie ss

I.Davis dh

W.Castillo c

Van Slyke lf

Van Slyke rf

Duda 1b

Van Slyke rf

Duda 1b

Pollock lf

Sandoval 3b

W.Ramos dh

Sandoval 3b

Sandoval 3b

Beltran rf

Cron 1b

I.Davis dh

Duda 1b

Gregorius ss

Walters 3b

Beltran rf

Cron dh

LeMahieu 2b

LeMahieu 2b

Lowrie ss

W.Castillo c

Grichuk lf

Grichuk cf

LeMahieu 2b

L.Martin cf

W.Castillo c

Lowrie ss

W.Ramos 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.
- POLLOCK & VAN SLYKE should be used off the bench in game-winning situations only.
 - Treat I.DAVIS, GREGORIUS, as unlimited. Everyone else can be used when game is within 3.
 - Remove BELTRAN, DUDA & LeMAHIEU from severe blowouts. Use I.DAVIS, GREGORIUS or LOWRIE
- 2) PINCH-HITTING:**
- Never hit for VAN SLYKE or POLLOCK. Add SANDOVAL to the list on computer and LeMAHIEU on boards.
 - This offense fits together like awell it doesn't fit together at all. There will not be adequate resources for the PH opportunities that will arise. So we'll just go with some general guidelines.
 - Computer** - There's a loose DAVIS/CRON platoon at DH. Also look to hit for one of the middle infielders or the catcher late if we're tied or behind. In some rare situations look to hit for DUDA or MARTIN against a lefty in the 8th or 9th.
 - Boards** - Eeww! I wouldn't want to manage this offense on the boards. Unfortunately, you have to. Other than the guys mentioned in A above and CRON, every player is a platoon liability. Stick with the stronger side of the platoon if you're in that 5th to 7th range. Be careful about pulling the trigger 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 & RAMOS handle the backstop and have enough PA's to sub for one another late. CASTILLO has the better defense. RAMOS hits for average. Both will need a runner late.
If CASTILLO is the tie run late when RAMOS is at DH its OK to dissolve the DH for a pinch-runner.
- 1B-DH** DUDA usually finishes what he starts and gets removed only for a PR on computer. DAVIS is a platoon guy at DH and occasionally at 1B when DUDA finds himself vaguely wandering in RF. CRON primarily platoons vs lefties at DH and 1B. All will need a runner late.
- 2B-SS** LOWRIE, LeMAHIEU & GREGORIUS. Whoever doesn't start is available off the bench. GREGORIUS is a platoon player. LeMAHIEU comes on for defense when not starting.
- 3B** SANDOVAL starts & finishes most games and is only removed for a pinch-runner, or vs a board lefty late. WALTERS will handle the lefties on the boards. LOWRIE or GREGORIUS can move to 3B if the Panda is run for.
- OF** VAN SLYKE & POLLOCK go all the way when they start. MARTIN will also usually go the distance but will need a PH against a lefty late. BELTRAN will play primarily against righties and will need a defensive sub if available. (never thought I'd write that) A clown car will fill the remainder of games here and at DH and will result in more OF 1 action
- 4) PINCH-RUNNING:**
- Run for any slow runner (and there's plenty of them) if they are the lead or tie run after the 7th.
 - Pinch-run to enter defensive subs where appropriate.
 - There are more guys that will need a runner than available resources.
Use GREGORIUS, GRICHUK, STROMAN or MARTIN. **DO NOT** use POLLOCK or VAN SLYKE for this.
- 5) DEFENSIVE SUBS:**
- LeMAHIEU should come in for defense when we lead after the top of the 7th.
He can replace either GREGORIUS or LOWRIE depending on where we are in the lineup.
 - GRICHUK or MARTIN (but NOT POLLOCK or VAN SLYKE) for any OF 1 when we lead by 1 after the 7th
 - SANDOVAL for any 3B 3 when we lead 2 or less after the 7th
 - 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** allowance letters on page one.
If you don't like that system you can use the guidelines below.
- MARTIN & POLLOCK are the main threats to straight this year after the 3rd. Most other attempts will come from the H&R.
 - GREGORIUS will straight steal only for the lead or tie run in the 9th.
 - Add 2 to Adams tables with DAVIS, DUDA and WALTERS at bat.
 - Subtract 2 from the Adams table with 0 or 1 out and HERRERA, LeMAHIEU, LOWRIE & SANDOVAL at bat.
 - No one steals 3rd 'til the 6th, home 'til the 8th. No straight steals for non A's with a lead of 3 plus.
- 7) HIT & RUN**
- 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 RAMOS.
 - RAMOS hits and runs whenever the runner still has attempts. (Don't worry about the SSN unless there's 2 out)
 - H&R with LeMAHIEU, LOWRIE MARTIN, POLLOCK & SANDOVAL at bat only if SSN > 24 (pre-penalty), **POLLOCK w/ 0 out only!**
 - DO NOT H&R with VAN SLYKE or WALTERS.
- 8) SACRIFICE** Only with 0 out
- Use the sac when a crippling negative shift needs to stay in the game for defense.
 - Also consider sacrifice when down one, tied or ahead by any amount with LeMAHIEU or GREGORIUS unless the steal or H&R is an option.
 - No squeeze candidates this year. Never bunt with two strikes. Never pinch-hit to sacrifice.

PITCHING

9) ROTATION

A-Alvarez, B-Barritt, C- Cole, G-Gausman, L-Lincecum, CM-C.Martinez, MM-Minor, S-Stroman

APR	1-4	MLR	CM,A,L,C	MAY	1-5	@TAY	C,CM,G,MM,L	JUNE	1-4	@ZIO	A,MM,G,CM	JULY	1-5	MAR	C,MM,A,L,G
	6-8	ZIO	CM,A,L		6-9	@NBO	C,CM,G,MM		6-8	@MUN	S,A,MM		6-9	KNX	C,MM,A,L
	10-12	MUN	C,CM,A		11-14	BRO	C,CM,L,G		9-11	@MLR	G,L,S		11-14	@COL	C,G,MM,A
	14-17	@KAN	L,C,CM,A		15-18	GOH	MM,C,CM,L		12-16	STM	A,MM,G,L,S		15-18	@WHT	L,C,G,MM
	19-23	@LV	L,C,CM,A,S		20-23	DET	MM,G,CM,C		18-21	MID	MM,A,L,G		19-22	@GC	A,L,C,G
AUG	1-4	@BH	A,MM,C,L	SEPT	3-5	MLR	MM,CM,A	OCT	1-4	@MAR	G,A,S,B	NOV	2-6	NBO	MM,S,L,A,G
	5-8	@RYE	S,A,MM,C		6-9	ZIO	S,C,L,MM		6-9	@WAR	L,G,A,B		7-10	LV	MM,S,L,A
	10-13	TAY	S,L,A,MM		10-13	MUN	A,S,C,L		10-14	@MID	S,L,G,A,B		11-13	@ZIO	G,CM*,S
	14-17	HOB	C,S,CM,A		14-17	@STM	MM,A,S,C		15-19	KAN	S,L,G,A,B		15-18	@MUN	L,A,CM*,S
	18-21	CAY	MM,C,S,CM		19-23	@KNX	L,A,S,C,MM		20-23	NW	S,L,G,A		19-22	@MLR	G,B,A,CM*

*could change to Minor

10) REMOVE PITCHER

- STARTERS** - It takes 8 starters to get through this season and they neatly fall into three categories. I'd like to get 7 from the Grade 9's but their fatigue will probably prevent that. Try to get 6 from LINCECUM & BASSITT. MARTINEZ & MINOR will strive for five and will frequently need to be bailed out by the bulk relievers.
- CLOSER** - C.ALLEN & DOOLITTLE will serve as co-closers and set each other up from the 8th on. Or even the 7th to stop a rally. Play the lefty-righty percentages.
As always with the Generals, using the closer in a tie game is highly encouraged! Cardboard pitchers don't have agents.
- SETUP** - GREGERSON is the other setup guy and CROCKETT will be available as a situational lefty about half the season
Any of the above should be in any game that's in doubt from 7th on unless the starter is pitching a shutout.
- MIDDLE** - There is a boatload of middle innings available between MARTINEZ & KINTZLER.
Use MARTINEZ hard as I'll need to squeeze 57 IP into 91 games to maximize his innocuous starts.
- BULK** - mostly 80 innings of MUJICA with some help from LINCECUM when available.

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, by any amount, 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
- Do 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 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 if the text says "well around".

Only go for optional triples if all conditions are ideal; NOT behind by 2 or more AND plus speed/arm combo 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!