



Maracaibo Rumrunners Baseball Club, Inc.

LARRY HISLE, General Manager
DAVE SMITH, Pitching Coach
MARIANO RIVERA, Bullpen Coach

GEORGE BRETT, Field Manager
ROD CAREW, Batting Coach
TIM RAINES, Run Manufacturing Coach

2015 Standard Instructions
 We play the APBA Master Game at home.

Player (MLB Team)	B	BC (MG)	(CG)	SSN	SPD	Arm	PB	Th	G	PA	SBA	31s	24s
Barnes, C. (PIT)	R	L- 1 R- 1	SA-0	E20	(15)	33			48	116	2	2	1
Bethancourt, C. (ATL)	R	L+ 9 R- 6	SA-4	E20	(5)	30	3	+0	31	117	2	1	2
Bonifacio, E. § (ATL)	B	L+13 R- 6	SA-0	C30	(19)	31			110	426	34	2	0
Byrd, M. (PHI)	R	L- 1 R- 1	SA-0	F24	(10)	30			154	637	5	1	0
Cain, L. § (KCR)	R	L+ 2 R- 3	SA-2	D33	(16)	34			133	502	33	2	1
Desmond, I. (WAS)	R	L+ 1 R- 2	SA-1	D32	(16)	34			154	648	29	1	2
Freese, D. (LAA)	R	L+ 8 R- 4	SA-3	D11	(6)	33			134	511	4	2	1
Galvis, F.* (PHI)	B	L- 4 R- 0	SA-0	F26	(11)	34			43	128	1	1	0
Lake, J.* (CHC)	R	L+ 8 R- 5	SA-3	C20	(15)	33			108	326	7	2	0
Marte, S. § (PIT)	R	L- 1 R- 1	SA-0	C28	(18)	34			135	545	41	2	0
Maybin, C.* § (SDP)	R	L- 1 R- 1	SA-0	D23	(17)	33			95	272	7	1	4
Moreland, M. (TEX)	L	L-10 R+ 1	SA-5	N	(6)	34			52	184	0	2	4
Morse, M. (SFG)	R	L- 2 R- 1	SA-0	N	(6)	33			131	482	0	1	4
Perez, S. (KCR)	R	L- 4 R- 0	SA-0	R26	(5)	33	1	+2	150	606	1	2	3
Phillips, B. (CIN)	R	L- 4 R- 0	SA-0	E16	(16)	33			121	491	5	2	2
Quentin, C.* (SDP)	R	L- 3 R- 0	SA-0	N	(3)	34			50	155	0	1	3
Rutledge, J. (COL)	R	L+ 4 R- 3	SA-2	D16	(15)	34			105	342	5	2	1
Singleton, J.* (HOU)	L	L+ 7 R- 4	SA-0	D16	(5)	30			95	362	5	1	0
Suzuki, I. § (NYY)	L	L+ 6 R- 3	SA-0	E32	(17)	36			143	385	18	3	0

Pitcher (MLB Team)	T	Gr	C	HR	HRA	f	Q	WP	HB	BK	MF	St	IP
Casilla, S. (SFG)	R		21*	C+15	HR+32	G	f 6* Q3*	WP3			MF-0		58*
Cishek, S.* (MIA)	R		11*	C+11	HR+36	G	f 6* Q3*	WP1		BK0	MF+1		65*
Farquhar, D. (SEA)	R		14*	C-11	HR+23		f 6* Q3*	WP3			MF+3		71*
Frasor, J.* (TEX)	R		14*	C-21	HR+26	G	f 5* Q3*	WP3		BK0	MF-0		47*
Hamels, C. (PHI)	L	13		C+12	HR+23		f28 Q2	WP2			MF+1	30	
Harang, A. (NYM)	R	8		C-14	HR+22		f27 Q2	WP3		BK0	MF-0	33	
Hutchison, D. (TOR)	R	8		C-12	HR-15	L	f27 Q3	WP1			MF-0	32	
Jimenez, U. (BAL)	R	8		C-62	HR-11		f27/11* Q4	WP3		BK0	MF-0	22	
Kelly, J.* (BOS)	R	9		C-41	HR+16		f26 Q4	WP2		BK0	MF-0	17	
Lackey, J. (STL)	R	7		C+22	HR-15	L	f28 Q3	WP1			MF-0	31	
Lewis, C.* (TEX)	R	1		C+21	HR-22	L	f30 Q3	WP1			MF-0	29	
Medina, Y. (SEA)	R		14*	C-42	HR+35	G	f 6* Q3*	WP3		BK0	MF-0		57*
Melancon, M. (PIT)	R		16*	C+36	HR+46	H	f 6* Q3*	WP3		BK0	MF+1		71*
Straily, D.* (CHC)	R				uncarded								
Tazawa, J. (BOS)	R		10*	C+15	HR+16		f 6* Q3*	WP3	HB0	BK0	MF+1		63*
Wilson, Ju. (PIT)	L		10*	C-41	HR+24	G	f 6* Q3*	WP3		BK0	MF-0		60*

* Begins the season in the minors.

Retired: *Mariano Rivera*

Released: *Erik Bedard, Felix Doubront, Pedro Florimon, Ryan Kalish, Scott Rice, Jesus Sucre*

Planned roster moves: AUGUST: Jimenez down, Kelly up.

Instructions will include other roster moves depending on usage.

Default Lineups

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

<u>Vs. LHP, Boards</u>	<u>Vs. RHP, Boards</u>	<u>Vs. LHP, Computer</u>	<u>Vs. RHP, Computer</u>
Cain, lf	Cain, lf	Cain, lf	Cain, lf
I. Suzuki, rf	I. Suzuki, rf	I. Suzuki, rf	I. Suzuki, rf
S. Marte, cf	S. Marte, cf	S. Marte, cf	S. Marte, cf
Morse, 1b	Morse, 1b	Morse, 1b	Morse, 1b
Freese, 3b	Byrd, dh	Byrd, dh	Byrd, dh
Desmond, ss	Desmond, ss	Desmond, ss	Desmond, ss
Rutledge, dh	Rutledge, 3b	Freese, 3b	Phillips, 2b
S. Perez, c	S. Perez, c	S. Perez, c	S. Perez, c
Bonifacio, 2b	Phillips, 2b	Phillips, 2b	Bonifacio, 3b

Roles

C: Salvador **PEREZ** will start at catcher all season. Christian **BETHANCOURT** is the backup catcher and will start a handful of games.

Infield: Michael **MORSE**, Brandon **PHILLIPS** and Ian **DESMOND** will start every day. Third base will be shared by David **FREESE** and Josh **RUTLEDGE**. There will be occasional starts for Emilio **BONIFACIO** at 2B and 3B. Clint **BARMES** or Freddy **GALVIS** will be available for defense at third base. Mitch **MORELAND** will fill in some games at first base.

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

DH: Marlon **BYRD** and Josh **RUTLEDGE** will cover games.

Defensive Management

Substitutes. **FREESE**, **BONIFACIO**, **BARMES**, **BETHANCOURT** and **MORELAND** constitute the bench. Other players should generally not be used if not starting.

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 **BONIFACIO**. 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 alter these limits as the season progresses.

Bunt. with **CAIN**, **BONIFACIO**, **GALVIS**, **BARMES**, **BETHANCOURT**, **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 listed above as "Substitutes". If *absolutely necessary* use **CAIN** or **SUZUKI** to pinch run if not starting.

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

Hamels

Condition For Removal

- Fatigue reduction.
- Rumrunners -2/+3,
6th inning or later, baserunner in scoring position

Harang, Hutchison, Lackey

- Fatigue reduction.
- Rumrunners -3/+3,
5th inning or later, baserunner in scoring position

Kelly, Jimenez

- Fatigue reduction.
- Rumrunners -4/+4,
5th 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

Casilla

Condition For Removal

- Closer.
- If opponent ties the game, remove

Melancon

- Setup man.
- Fatigue or 2 innings.

everyone else

- Fatigued, or whenever necessary.
- 2.2 innings

This is a very 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 **CASILLA** or **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								
Inning	-4 <	-3	-2	-1	0	+1	+2	+3 >
5th-	C	C	C	B	B	B	B	C
6th	C	C	B	B	A	A	B	C
7th	C	C	B	B	A	M	M	B
8th	C	B	A	A	M	*	M	A
9th+	C	B	A	A	M	*	*	A

A: Farquhar, Frasor, Medina, Cishek, Tazawa

B: Frasor, Cishek, Tazawa, Medina, Farquhar

C: Tazawa, Kelly, Cishek, Medina, Farquhar

M: Melancon

***** : Casilla

The Lefty: **WILSON** is the only lefty. He is a Grade 10* and can remain in the game except against a serious lefty killer on the boards.

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 judgment. 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

