

2015 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): (Putz), Watkins, A Marte, Breslow

Waivers –

Mid-season Trades –

General Introduction: Contending again! The roster features a nice blend of offense, pitching, and defense. Use the notes on the Lineups to govern in-game subs, paying particular attention to the “Platoon”, “Heyward”, and “DEF” notes. The bench is quite useful, and *no usage issues should over-ride a potential game-winning move*. LOTS of innings in the bullpen, including three TBL-closer-grades, so mix and match to give Munich its best chances. But, above all, have fun!

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

2015 Munich Marauders										FIELDING					In Minors?														
TM	Name	Bats	GM	PA	SBA	Hitting	STL	SPD	Comp.	BMod	BMod	8's	24's	31's	C	1B	2B	3B	SS	OF	Arm	A	M	J	J	A	S	O	
HOU	Altuve, Jose	R	158	707	72	13(000)2+ H	C31	F17	SA-3	+7 / -4	3	2	2							7 (3)		31							
KC	Aoki, Norichika	L	132	549	28	10(00)3+ H	E26	F15	SA-0	+6 / -4	3	0	2								2								
TOR	Bautista, Jose	R	155	673	9	10(155)5++	G29	13	PL-2	PL+5/-3	3	2	1								2								
OAK	Dunn, Adam	L	131	511	3	8(156)5++	G20	S 4	PR-5	PR-10/0	3	0	1								1								
ARZ	Eaton, Adam	L	123	538	27	11(000)3+ H	D25	F16	SA-1	-3 / -1	4	0	2								3								
MIL	Gomez, Carlos	R	148	644	51	10(1000)3(1)	D29	F19	SA-0	-2 / -1	2	1	1								3								
ATL	Heyward, Jason	L	149	649	27	10(000)4+	E32	F16	SA-5	-14 / +3	4	0	1								3								
TOR	Lawrie, Brett	R	70	282	0	9(100)2(1)	N	12	SA-0	-6 / 0	3	0	2								7	5							
SEA	Morrison, Logan	L	99	365	8	10(166)2+ H	F28	S 5	PR-0	PR+4/-3	3	2	2								1								
CHC	Rizzo, Anthony	L	140	616	10	10(1000)4(1)	E22	9	PR-0	PR0/-2	3	0	1								4								
CLE	Santana, Carlos	B	152	660	8	8(156)6	G28	S 6	SA-0	+2 / -3	2	1	1								6	3							
ATL	Simmons, Andre	R	146	576	10	9(00)2 H	D18	14	SA-1	+1 / -2	3	4	2								(7)	(4)	9						
NYM	Tejada, Ruben	R	119	419	4	8(00)4(1) H	E14	F16	SA-1	0 / -2	3	1	2								(7)	(4)	9						
OAK	Vogt, Stephen	L	84	287	2	11(100)2	R26	10	SA-3	-6 / 0	3	0	1								7	3							
TB	Zobrist, Ben	B	146	654	17	10(000)4 H	E26	F15	SA-0	+5/-3	3	0	2								8	8	2						

(red = change from previous)

2015 Season Munich Pitchers													In Minors?							
TM	Name	Th	GS	RIP	SPGrd	RPGrd	Ctl	HA	Fatg	WP	HB	BK	MF	A	M	J	J	A	S	O
COL	Brothers, Rex	L		56 1/3		1*YW	-62	-13	6	3			+1	m	m	m	m	m	m	m
TOR	Cecil, Brett	L		53 1/3		14*XYWG	-36	+45	6	1		0								
MIL	Cotts, Neal	L		66 2/3		7*G	0	+13	6	0		0	+3	m	m	m	m	m	m	m
TEX	Darvish, Yu	R	22			12XY	-15	+13	27		3			m						
NYM	deGrom, Jake [r]	R	22			13XG	-11	+34	26		1		0							
MIL	Fiers, Mike [r]	R	10	71 2/3		18XYZ	+16	-13	24 / 9		1	0	0							
PIT	Liriano, Francisco	L	29			13XW	-53	+15	24		3		0							
NYM	Mejia, Jentry	R	7	56 1/3		4X	10*X	-16	0	28 / 6		3	0	m	m	m	m	m	m	m
BAL	Miller, Andrew	L		62 1/3		22*XYG	+15	+35	5	3		0								
NYM	Niese, Jon	L	30			8Z	+21	+11	27		1		0	+1	m					
BAL	O'Day, Darren	R		68 2/3		21*XYZ	+22	+12	6	0		0								
CWS	Petricka, Jake	R		73		12*WG	-34	+43	7	2		0	+3							
DET	Rondon, Bruce [r]	R	(uncarded)											m	m	m	m	m	m	m
STL	Rosenthal, Trevor	R		70 1/3		13*XYWH	-62	+51	6	1			+3							
CWS	Sale, Chris	L	26			16XYZ	+23	+21	26		1		0	+1						
OAK	Scribner, Evan	R		11 2/3		7*XZM	+62	-62	6	0		0		m	m	m	m	m	m	m
TEX	Tepesch, Nick	R	22			7	-15	-14	26 / 6		1		0	+2	m	m	m	m	m	m
PIT	Volquez, Edinson	R	31			12	-16	+12	26 / 9		3		0	+1						
ATL	Walden, Jordan	R		50		16*XYWG	-62	+42	6	3	0	0								
ARZ	Ziegler, Brad	R		67		10*Y	+13	+21	6	0		0		m	m	m	m	m	m	m

Minors By Month – listed in rightmost seven columns in roster charts.

Make sure to make the changes from previous instructions, that are noted in red!

Munich Rotation 2015									
Days					Days				
April	@	ZIO	S	dG	V	L			
19	@	MLR	S	dG	V				
	@	HUD	L	S	dG				
		KNX	V	L	S	dG			
		MAR	V	L	S	dG	F		
May		STM	N	V	D	L	S		
21		MID	N	V	D	L			
	@	WAR	S	N	V	D			
	@	RYE	L	S	N	V			
	@	BH	D	L	S	N			
June		MLR	V	dG	L	S			
19		HUD	N	V	L				
		ZIO	S	dG	N				
	@	TAY	V	L	S	dG	N		
	@	NBO	V	L	S	N			
July	@	LV	D	dG	V	L	N		
21	@	KAN	D	dG	V	L			
		NW	N	D	dG	V			
		CAY	L	N	D	dG			
		HOB	V	L	N	D			
August	@	COL	dG	V	L	N			
20	@	GC	D	dG	V	L			
		LV	N	D	dG	V			
		GOH	L	N	D	dG			
		DET	V	L	N	D			
Sept.	@	ZIO			S	N	V		
20	@	MLR	L	D	S	N			
	@	HUD	V	L	D	S			
		TAY	N	V	L	D			
		KAN	S	N	V	L	D		
Oct.	@	STM	S	N	V	dG			
22	@	WHT	D	S	N	V			
	@	KNX	dG	D	S	N	V		
		NBO	dG	D	S	N	V		
		BRO	dG	D	S	N			
Nov.	@	MID		L	V	S	N	dG	
20	@	MAR	L	D	S	N			
		MLR	F	L	V				
		HUD	S	N	L	dG			
		ZIO	V	S	N	L			

KEY		
	Day off	
D	Darvish, Yu	22
dG	deGrom, Jake	22
F	Fiers, Mike	10
L	Liriano, Francisco	29
N	Niese, Jon	30
S	Sale, Chris	26
T	Tepesch, Nck	22
V	Volquez, Edinson	31
	(double header)	

Injury Subs:

- C – Vogt, Santana
- 1B – Santana, Vogt, Bautista, Dunn
- 2B – Altuve, Zobrist, Tejada, Simmons
- 3B – Lawrie, Altuve, Santana, Tejada, Simmons
- SS – Tejada, Simmons, Zobrist
- OF – whichever of Eaton/Aoki/Heyward; Aoki if game not close
- 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: **Chris Sale, Jacob deGrom.** Ideally, they pitch into or through the seventh, or even longer. Usually, they should pitch until fatigued unless that will endanger a Munich lead. But don't let even these guys stay in "one batter too long", given the strength and depth of the bullpen!
- Tier 2: **Yu Darvish, Francisco Liriano, Edinson Volquez, Mike Fiers.** Good grades, but either a weak peripheral or low fatigue may require "special care". When he's got a comfortable lead (or is substantially behind), stretch him a bit. When the game is close in the sixth or later, relieve him at the first base runner.
- Tier 3: **Jon Niese.** His leash is very very short. If he gets through the fifth and it's close, pull him 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.

Relievers: Enough good relief (well over 500 IP, plus quite a bit of 'mop' level) that you shouldn't have to worry about usage presuming the 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!

Bullpen usage by role:

Closers and Rally-killers: Darren O'Day; Andrew Miller (lefty); Mike Fiers. One (or more) of these work the 9th inning or later in save situations. *ALSO, use this group to kill rallies from the 6th on.* Fiers does not have the *, so prefer using him to start innings, especially on the computer.

Setup: Jordan Walden; Brett Cecil (lefty); Trevor Rosenthal. Work the 6th through 8th when game is still in the balance. All are wild, so you may need to use a Rally-Killer or Long man with decent control if the situation calls for it, for example if it's tied, or if these guys load the bases – try not to wait until the bases are loaded! ;-)

Long/Mop: Jake Petricka; Brad Ziegler; Jenrry Mejia. Whichever is active, use when starter has to come out early, and/or as the backup middle/setup guy. Only one active at a time, can work more than one IP if needed, but not more than 2.2 IP.

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. **Make sure to implement the DEF (defensive sub) instructions; they are a key to optimizing Munich's results!**

Board vs RHP (grades 10-12, 15-17) Lineup, Usage, Subs/Bench Notes			
1	2B	Altuve	see DEF below; otherwise, plays entire game
2	CF	Heyward	aim for entire game (but see "Heyward Note" below)
3	1B	Rizzo	plays entire game (but see final note under DEF)
4	LF	Bautista	see DEF below; otherwise, plays entire game
5	RF	Gomez	plays entire game
6	DH	Dunn	see Platoon note below
7	3B	Santana	see DEF below; otherwise, plays entire game
8	C	Vogt	see Platoon note below
9	SS	Tejada	plays entire game unless PH for (see below)
BENCH			Aoki, Eaton, Lawrie, Simmons, Zobrist
PH/PR			Zobrist (on-base) or Lawrie (power) PH for Tejada/Simmons, Mun trails, 8th on
			Aoki/Eaton/Zobrist can PR for any slow runner, Mun trails, 7th on
Platoon			Zobrist/Aoki can also PH for Dunn or Vogt vs any LHP late, when power not key (but not for Vogt if Mun leads!)
Heyward Note			if Munich trails by 1 to 3 runs in the 8th or later and you have a LHP in, PH for him with the most logical available batter on the bench.
DEF			Zobrist at 2B, Lawrie at 3B, Eaton in LF, Munich leads by 5 any time or by any amount after top of 7th; if Munich leads by 5+, move Santana to 1B and remove Rizzo
Other			If Tejada PH for, use Simmons at SS; if Simmons then PH for, use Zobrist
Board vs RHP (other grades) Lineup, Usage, Subs/Bench Notes			
1	3B	Altuve	see DEF below; otherwise, plays entire game
2	CF	Heyward	aim for entire game (but see "Heyward Note" below)
3	1B	Rizzo	plays entire game (but see final note under DEF)
4	LF	Bautista	see DEF below; otherwise, plays entire game
5	RF	Gomez	plays entire game
6	DH	Dunn	see Platoon note below
7	C	Santana	see DEF below; otherwise, plays entire game
8	2B	Zobrist	plays entire game
9	SS	Tejada	plays entire game unless PH for (see below)
BENCH			Aoki, Eaton, Lawrie, Simmons, Vogt
PH/PR			Eaton/Aoki (on-base) or Lawrie/Vogt (power) PH for Tejada/Simmons, Mun trails, 8th on
			Aoki/Eaton can PR for any slow runner, Mun trails, 7th on
Platoon			Aoki can also PH for Dunn or Vogt vs any LHP late, when power not key (but not for Vogt if Mun leads!)
Heyward Note			if Munich trails by 1 to 3 runs in the 8th or later and you have a LHP in, PH for him with the most logical available batter on the bench.
DEF			Vogt at C, Lawrie at 3B, Eaton in LF, Munich leads by 5 any time or by any amount after top of 7th; if Munich leads by 5+, move Santana to 1B and remove Rizzo
Other			If Tejada PH for, use Simmons at SS; if Simmons then PH for, use Zobrist



Computer vs RHP Lineup, Usage, Substitutions/Bench Notes		
1	3B	Altuve see DEF below; otherwise, plays entire game
2	CF	Heyward plays entire game
3	1B	Rizzo plays entire game (but see final note under DEF)
4	LF	Bautista see DEF below; otherwise, plays entire game
5	RF	Gomez plays entire game
6	DH	Dunn see Platoon note below
7	C	Santana see DEF below; otherwise, plays entire game
8	2B	Zobrist plays entire game
9	SS	Tejada plays entire game unless PH for (see below)
BENCH		
PH/PR		Aoki, Eaton, Lawrie, Simmons, Vogt Eaton/Aoki (on-base) or Lawrie/Vogt (power) PH for Tejada/Simmons, Mun trails, 8th on Aoki/Eaton can PR for any slow runner, Mun trails, 7th on
Platoon		Aoki can also PH for Dunn or Vogt vs tough LHP late, when power not key (but not for Vogt if Mun leads!)
DEF		Vogt at C, Lawrie at 3B, Eaton in LF, Munich leads by 5 any time or by any amount after top of 7th; if Munich leads by 5+, move Santana to 1B and remove Rizzo
Other		If Tejada PH for, use Simmons at SS; if Simmons then PH for, use Zobrist
Board or Computer vs LHP Lineup, Usage, Substitutions/Bench Notes		
1	3B	Altuve see DEF below; otherwise, plays entire game
2	2B	Zobrist plays entire game
3	1B	Rizzo plays entire game (but see final note under DEF)
4	DH	Bautista plays entire game
5	C	Santana see DEF below; otherwise, plays entire game
6	RF	Gomez plays entire game
7	LF	Aoki see DEF below; otherwise, plays entire game
8	CF	Eaton plays entire game
9	SS	Tejada plays entire game unless PH for (see below)
BENCH		
Heyward		Dunn, Heyward, Lawrie, Simmons, Vogt Once your LH starting pitcher is removed for a righty, <i>seek to get Heyward in the game</i> - he can PH or PR and then stay in for defense.
PH/PR		Best on bench can PH for Tejada/Simmons, game on line, 8th or later. Heyward can PR for any slow runner, Mun trails, 7th on
DEF		Lawrie at 3B, Heyward in LF, Vogt at C, Munich leads by 5 any time or by any amount after top of 7th; if Munich leads by 5+, move Santana to 1B and remove Rizzo
Other		If Tejada PH for, use Simmons at SS; if Simmons then PH for, use Zobrist

Offensive Tactics (General Guidance):

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

Several good runners, so don't be shy about stealing! Use the following table to determine who to steal second with and when to try it:

Runner	Steal when				Notes
	Inning	Score	Adj SSN	Outs	
Altuve, Gomez	any	-3 / +3	27+	any	Not w ith Bautista, Dunn, or Santana at bat
Aoki	7th on	-3 / +3	27+	any	Not w ith Bautista, Dunn, or Santana at bat
Eaton, Heyward, Zobrist	7th on	-2 / +2	27+	any	Not w ith Bautista, Dunn, or Santana at bat
Bautista, Morrison, Santana	7th on	-1 / +1	27+	1 or 2	Not w ith Bautista, Dunn, or Santana at bat

(Don't try 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 and no first-column 1), AND the steal or hit-and-run are not indicated by the above instructions. *Don't squeeze.*

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.
- Computer gamers: 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.