

2015 WHITMAN RIVER RATS EMERGENCY INSTRUCTIONS

I will be playing the computer game for 2015, roster moves TBA as I will be sending monthly instructions.

Apr-15 **COMPLETE 2015 ROSTER**

Computer managers please send game sheets and do not use auto manager

Position Players:

NAME	TEAM	AGE	BATS	COMP	SHIFT	SSN	SPD	SBA	ARM	GAMES/PA	PB	TH	#24's	31's	HOW ACQUIRED
W.BLOOMQUIST	ARIZ	37	R	SA0	-1/-1	20	16	2	32	47/139			0	2	TRADE 13 FOG
B. BUTLER	KC	28	R	SA3	+6/-4	N	4	0	30	151/603			3	2	TRADE 15 CAY
C. COWGILL	LAA	28	R	SA3	+3/-6	34	16	4	30	106/303			1	1	14 WAIVER
C.CULBERSON	COL	25	R	SA0	-2/-1	20	9	4	32	95/233			2	1	14 6TH RD PICK
J. ELLSBURY	BOS	30	L	SA0	+3/-3	34	18	44	33	149/634			0	2	08 1ST RD PICK
P. GOLDSCHMIDT	ARIZ	26	R	SA3	+9/-4	29	12	12	31	109/475			1	1	12 1ST RD PICK
B. HOLT	BOS	26	L	SA0	+1/-3	33	15	14	33	106/492			1	2	15 BONUS PICK
C. JOHNSON	ATL	30	R	SA5	+15/-5	35	6	6	33	153/611			3	2	TRADE 13 FOG
K. JOHNSON	TOR	33	L	SA1	-2/-1	20	14	4	33	106/297			0	1	06 2ND RD PICK
N. MARKAKIS	BAL	31	L	SA2	-3/0	26	15	6	37	155/710			1	2	07 1ST RD PICK
W. NIEVES	ARIZ	37	R	SA0	-3/0	26	7	1	31	36/128	2	+1	0	2	13 5TH RD PICK
L. OVERBAY	MIL	38	L	SA5	-10/0	31	6	2	30	121/296			2	1	TRADE 15 HOB
A. PIERZYNSKI	TEX	38	L	SA5	-9/+1	14	5	1	35	102/362	2	-3	3	2	TRADE 12 MUN
J. RAMIREZ	CLEV	22	B	SA0	+1/-2	35	16	11	32	68/270			0	2	15 2ND RD PICK
B. REVERE	PHIL	26	L	SA0	+2/-3	33	18	57	25	151/626			2	2	12 2ND RD PICK
B. RYAN	NYN	33	R	SA0	-3/0	9	15	2	33	49/124			1	1	08 3RD RD PICK
J. THOLE	TOR	28	L	SA1	-3/-1	7	6	3	31	57/150	3	-4	2	2	11 1ST RD PICK
S. VICTORINO	BOS	34	B	SA0	+2/-3	31	14	2	35	30/133			1	2	TRADE 13 FOG
K. WONG	STL	24	L	SA0	+3/-2	32	15	24	33	113/433			2	1	14 2ND RD PICK

ACTIVE ROSTER

MINOR LEAGUES

Pitchers:

NAME	TEAM	AGE	MS	SPD	GRADE	BB	HR	ARM	FAT	STARTS/RIP	WP	BK	HB	MF	HOW ACQUIRED
M. CLETO	CWS	25	XW	5	*10	-62	12	R	7	*29	3	0	0	0	15 6TH RD PICK
T. CLIPPARD	WAS	30	XY	6	*17	-15	21	R	6	*70	0	0	0	0	10 BONUS A PICK
J. DIEKMAN	PHIL	28	XYW	6	*9	-35	33	L	6	*71	3	0	1	1	14 4TH RD PICK
M. GARZA	CUBS	31		11	10	0	21	R	26	27	1		0	0	08 1ST RD PICK
J. HAHN	SD	25	XW	6	14	-42	33	R	24/12	12/*4	3	0	0	0	15 2ND RD PICK
J. HOOVER	CINN	27	XYWM	5	*8	-43	-43	R	7	*63	0	0	2	2	TRADE 15 GC
C. KERSHAW	LAD	27	XYZG	11	17	33	35	L	28	27	3		3	3	09 1ST RD PICK
K. LOHSE	MILW	36	Z	11	9	22	-14	R	27	31	1	0	0	0	TRADE 09 HUD
C. PEREZ	LAD	30	YWL	7	*11	-62	-16	R	6	*46	3	0	0	0	TRADE 15 CAY
D. PRICE	TB	29	XYZ	6	10	36	-11	L	30	34	1	0	0	0	10 1ST RD PICK
A. RANAUDO	BOS	25	WM	5	8	-33	-54	R	28	7	3	0	0	0	15 5TH RD PICK
A. RIENZO	CWS	27	WL	6	1	-44	-26	R	31/9	11/*7	3		0	0	14 4TH RD PICK
T. SIPP	CLEV	31	XY	9	*19	-13	-12	L	6	*51	3	0	0	1	10 BONUS A PICK
C.VILLANUEVA	TOR	31	YZ	6	1/*12	32	21	R	28/8	5/*58	3	0	1	1	TRADE 09 HOU
A. WEBSTER	BOS	25	WG	7	6	-46	36	R	27	11	3	0	1	1	15 4TH RD PICK
K. YATES	TB	28	XY	8	*10	-14	-12	R	6	*36	3	0	0	0	15 5TH RD PICK

2015 TEAM STATEMENT:

Following a 107 win season and another deep playoff run, losing in 6 games to the eventual World Champion was still a disappointment despite the fact it was somewhat expected. This season the combination of a greatly improved group of divisional opponents combined with the Whitman team taking a step back will leave us competing for the division title as a slight underdog. Competing but still in a bit of a rebuild, this franchise seems to spend most of its seasons that way. The starting pitching is very strong led by ace Clayton Kershaw and the bullpen is not what it has been in past years but is still solid. It is the lineup that has taken a big step back this year. We have never slugged our way to wins but now we will really be forced to rely on station to station offense. Fortunately we have quite a few players with speed, SBA and contact capability so we are in the hunt and looking forward to another run at the division crown. Players cut for the 2015 season are as follows: J. Crain (U), D. De La Rosa (U), J. Henderson (U), J. Manship, B. Parker (U), T. Patton (U), A. Pettitte (U), M. Reynolds (U), S. Santos, R. Ibanez, J. Pierre. Management wishes the best to these players and hopes that we will not need to draft any of them next year. Good luck and have a great season.

Whitman River Rats Pitching Instructions

Overview: The rotation is strong at the top with 39 starts of Kershaw and Hahn. Solid in the middle with another 92 grade 10/9 starts from Price/Garza/Lohse and weak at the bottom with 4 pitchers adding 31 poor starts that will soak up some BP innings. Overall this is a solid rotation but not what we have had in past years. The bullpen is adequate, it lacks a great deal of late innings depth however the options should be enough to get the job done most days. There are specific BP roles so see below.

WHITMAN RIVER RATS PITCHING ROTATION:

PITCHER IDENTIFICATION KEY:

1-Kershaw, 2-Price, 3-Garza, 4-Lohse, 5-Hahn, 6-Webster, 7-Renaudo, 8- Rienzo, 9- Villanueva.

APRIL		MAY		JUNE		JULY					
vs WAR	1 thru 4	2,5,7,3	vs HOB	1 thru 5	4,2,1,6,8	@ COL	1 thru 4	1,4,3,2	@ CAY	1 thru 5	1,4,2,3,8
vs COL	6 thru 8	2,5,7	@ STM	6 thru 9	4,2,1,6	@ BH	6 thru 8	1,4,3	@ NW	6 thru 9	1,4,2,3
vs BH	10 thru 13	3,2,1,7	@ KAN	11 thru 14	4,2,1,6	@ WAR	9 thru 11	2,5,1	vs ZIO	11 thru 14	8,1,4,2
@ BRO	14 thru 17	5,3,2,1	@ LV	15 thru 18	8,4,2,1	vs DET	12 thru 16	4,3,2,9,1	vs HUD	15 thru 18	3,8,1,4
@ GC	19 thru 23	5,3,2,1,7	vs GOH	20 thru 23	6,4,2,8	vs RYE	18 thru 21	4,2,9,3	vs MID	19 thru 22	2,3,8,1

AUGUST		SEPTEMBER		OCTOBER		NOVEMBER					
vs TAY	1 thru 4	4,6,8,3	vs WAR	3 thru 5	1,5,3	vs BRO	1 thru 4	1,5,4,2,3	vs NW	2 thru 6	2,7,4,6,3
vs MLR	5 thru 8	2,4,6,8	vs COL	6 thru 9	4,2,1,5	vs MUN	6 thru 9	1,5,4,2	vs CAY	7 thru 10	2,7,4,6
vs GC	10 thru 13	3,4,6,8	vs BH	10 thru 12	3,4,2	@ MAR	10 thru 13	3,1,5,4	@ COL	11 thru 13	3,2,1
@ KNX	14 thru 17	2,3,4,6	@ DET	14 thru 17	1,3,4,2	@ HOB	15 thru 18	2,3,1,4	@ BH	15 thru 18	4,7,2,6
@ NBO	18 thru 21	8,2,3,4	@ RYE	18 thru 22	5,1,3,4,2	@ GOH	19 thru 23	5,2,3,1,4	@ WAR	19 thru 22	1,4,3,2

Starting Pitchers

Ace(s) Kershaw/Hahn this duo should get every chance to pitch deep into games. Kershaw is as good as ever and his 28 fatigue allows him extra IP. Hahn has a short fatigue and poor control so will need a shorter leash. Both pitch until reduced or late in a tight game the BP is a better option.
Removal If they are reduced for any reason innings 1-6, unless the score is +2/-2, let them pitch until reduced a second time. Once we hit the 6th or score is +2/-2 when reduced, remove them for better bullpen options. They can pitch out of trouble early but let the pen take it after 7 score is +3/-1.
Tier II Price/Garza/Lohse I hope to get 6+ from them and will most days but on days we don't look to better options in the pen. All three have solid grade/peripheral combo's that should allow them to go deeper into games but don't stretch them if they gets into trouble. Always remove if reduced.
Removal I would like to get 5+ IP from them most days. Remove if reduced for any reason at any point after 5 as there are better options in the pen.
Tier III Webster/Ranaudo While the grade's are ok, the peripherals (particularly Ranaudo) are not. These guys are trying to reach the 6th and keep us in the game. We understand its unlikely they go deep into games, I will be very happy with 5+ innings. Don't stretch them to get to that marker.
Removal No real minimum IP but I do hope to get 5/6+ most days. If reduced inning 1-5 and we trail by less than 5, remove for better options. If reduced for any reason after 5, remove immediately score +4/-4. Consider replacing them with the long man if one is knocked out early for the shift advantage.
Tier IV Villanueva/Rienzo I truly hope to get 3 IP and that will be difficult (particularly for Rienzo). The fact is, the bullpen should take over very early for both of these guys and there will be a designated "Caddie" for each when they start. Don't feel bad about burning BP in these starts, it is inevitable.
Removal I need at least 2 IP so if the game is still within 5 runs as we take the field for the 3rd get the BP ready and warm. I don't ever see the need for either guy to pitch beyond the 4th unless pitching a shutout or we are trailing by more than 5 runs. Have a quick hook with both guys please.

Relief pitchers

Overview- Here are some simple ideas of how I would like to see the bullpen managed when we trail and when tied or ahead followed by guidelines for each group of relievers. Please do your best to stick to game/series limits listed in my monthly instructions.
When we have a lead: Unless the aces are pitching look to go to the pen as early as the 5th but for certain in the 8th unless lead is 4+. The middle guys will mix and match innings 5-7. Get the ball to Clippard and Sipp to close it out. Sipp closes vs Computer and either vs Board opponents.
When we trail: Before the 6th use Hoover, Cleto, Yates, Perez or Diekman. After the 6th if we trail by 5+ save the good grades but if we trail by less than 5 use anybody except Sipp to keep us in it. Hoover is your guy any time we trail by 5+ runs and the starter is gone.
When the game is tied: Before the 6th use Perez or Diekman. Villanueva, Sipp and Clippard are all available for multiple innings 7th+.
 I am ok with you stretching the limits and beyond in a tie game to go for a win. Just make sure you do your best to spread it a bit but winning the game is more important than worrying about burning somebody's innings beyond what I have outlined here.

Sipp Vs Computer opponents Sipp is a 1 inning closer who can go 1.1IP if necessary. Vs Board Opponents he can be used as a closer if the shifts are favorable but Clippard will often be the better choice. He has 51 IP so you can use him freely in a close game when he is the best option.
Clippard He will strictly be a setup guy vs Computer players, he can go up to 2IP per outing and will try to get the lead to Sipp. Vs Board players he can be used as the closer for up to 5 outs. When the shifts make Sipp the better option to close go that way and Clippard sets up.
Villanueva Unfortunately this is the best reliever I have to perform work in the late 6th through the 7th. Do not overexpose him in a very close game, pull him for Clippard or Sipp to hold on to a lead. Carlos can go up to 1.2IP per outing and should only pitch in a relatively close game.
Perez Perez will be middle relief which means he pitches any time from the 5th to the 6th. In a blowout when the other early guys have been used Perez can soak up some late innings but generally speaking I hope he can get between 1 and 5 outs in the middle of games still in doubt.
Diekman The only other LHP in the pen his role is to be mixed and matched with the 10 grades, Perez and Villanueva any time before the 8th. He has 71 IP so he is no situational lefty (although use him that way if it makes sense), he can go up to 2.2IP per outing if needed. Use your best judgement.
Cleto/Yates These guys have 65IP combined and are somewhat similar. They will not likely be active at the same time but their role is to bail out a starter with the game still in reach (5 or less) or to take the ball early (5th or 6th) when the starter departs to get it to better arms. 1.2IP per outing.
Hoover This is the mop up guy who will be called upon when a game is out of hand. He should not really be in there if the game is within 5 runs either way unless it is extra innings and we are out of options. He will be a designated "Caddy" quite often for the 31 uglier starts we have this year. Diekman will get this duty on occasion so if that is the case, Hoover will be the mop if things go badly.

Items Of Note- Any starter pitching a shut out should be left in with a chance to advance his grade. There is plenty of bullpen so if in doubt, go to the pen and don't let a game get out of hand particularly after the 5th inning.

Pitching Strategy

Intentional Walks: At any point in the game vs a stud with 2 out and 1st base open with a better match up waiting on deck in a spot you are not going to PH for with a poor matchup for me. Never to load the bases though.

Pitch from Stretch: Computer Game- Always with a SB threat on 3B and less than 2 out after the 7th inning.

Boards- Only in the 9th or Xtra innings with tying or winning run on 3rd, 2 out with adjusted SSN of 15 or better.

Hold Runner: Computer Game- Always with +/-5 score with adjusted SSN of 20+ any time during game. Hold any runner with 7+ speed. Board Game- Hold SB threat with adjusted SSN of 23+ any time when game is +/- 3 runs.

Offensive Guidelines:

Lineups: I normally send lineups monthly, use these lineups if you don't hear from me by the 4th.

Board Game Lineups:

VS RHP Grade 9<	VS RHP Gr 10>	VS LHP Grade 10>	VS LHP Grade 9<	VS LHP	VS RHP
1 Revere LF	1 Revere LF	1 Revere LF	1 Revere LF	1 Revere LF	1 Revere LF
2 Ellsbury CF	2 Ellsbury CF	2 Ellsbury CF	2 Ellsbury CF	2 Ellsbury CF	2 Ellsbury CF
3 Markakis RF	3 Markakis RF	3 Victorino RF	3 Markakis RF	3 Holt SS	3 Holt 3B
4 Goldschmidt 1B	4 Goldschmidt 1B	4 Goldschmidt 1B	4 Goldschmidt 1B	4 Goldschmidt 1B	4 Goldschmidt 1B
5 Holt SS	5 Wong 2B	5 Wong 2B	5 Wong 2B	5 Wong 2B	5 Markakis RF
6 Wong 2B	6 Bloomquist 3B	6 Butler DH	6 Butler DH	6 Markakis RF	6 Wong 2B
7 Pierzynski C	7 Pierzynski C	7 C. Johnson 3B	7 C. Johnson 3B	7 Butler DH	7 Butler DH
8 Butler DH	8 Ramirez SS	8 Nieves C	8 Nieves C	8 Nieves C	8 Ramirez SS
9 C. Johnson 3B	9 Butler DH	9 Ramirez SS	9 Ramirez SS	9 C. Johnson 3B	9 Pierzynski C

Computer Game Lineups:

State of the team: This offense will not hit many HR this year but we can run and there are lots of contact bats and SBA up and down the lineup. H&R, sacrifice and aggressive base-running will be the style of play as we only have 1 true power bat in the entire lineup. There are platoons at SS and C so some attention needs to be paid there. At 1B and 2B the starters will spend a month or 2 in the minors but otherwise play. The bench has some speed, PH bats and D so there are moves to make.

Usage: Most of the time our everyday guys will be playing on the road so there should be very little need to worry about usage. There are multiple PR/D options and SBA threats. Only a few PH options so look for monthly instructions there please.

Bench Usage: *Below is a brief description of best uses for the bench regulars with limits if any exist.*

Bloomquist- He will be available to PH, for D and to PR most months. He will be PA limited so if we lead or are tied let him stay in the game, if not he should make a quick exit. He is the best bat off the bench most days and primary PH.

Victorino- He will be available all season as a PA limited player. He can PH (computers vs LHP/RPH) and that his primary role off the bench. If you need him to PR or play D very late in games those are his secondary uses.

Nieves/Thole/AJ- One or two of these guys are available each month. Nieves is PA limited and is our defensive specialist so with a lead in the 8th/9th go to him. AJ and Nieves can be used to PH as needed. Thole is more to cover starts or departures.

Ryan/Culberson- Both sport ugly bats so avoid them batting if possible tied/trailing. They are here to cover D in the infield. Ryan replaces either second as a 2B8 or third as a 3B4 when we lead after we bat in the 7th. Use them if we PH for infielders.

Cowgill- He can PH vs lefties only, his 4 14/42's are a rarity on this squad. He is the primary PR when speed is required without SBA (he only has 4 attempts). He can be the primary defensive replacement for injury or if a starter leaves the game.

C. Johnson- He usually starts but is available as a PH or to cover 1B/3B if the starter departs. Use him freely if needed.

L. Overbay- He mostly is up when Goldschmidt is down, he will start at 1B those months. Otherwise he can PH vs RHP.

K. Johnson- He won't see much time active but when he does he can PH when a walk is needed (4 14's) or play 1B if Overbay is pulled for a PH (that is his likely role). He can cover 2B and 3B although not well and PR as a deep option.

Hit-And-Run Attempts:

This season the H&R will be used frequently in certain spots. Those situations are when the straight steal is not in order and when we need to H&R to avoid a double play due to a batter who likes to hit tailor made ground balls.

Boards: I prefer steal due to better odds but only with SSN's listed. **Computers:** the H&R is the preferred option usually.

Baserunners: Ellsbury, Goldschmidt, Revere, Wong, Holt, Ramirez, C. Johnson or Cowgill.

Batters, Revere, Butler, Pierzynski, Markakis, Holt or Thole.

Ben Revere and **his** 2 24's make him a must H&R option when any of the above runners are on base.

Use your best judgement but like I said, use this to avoid the DP or advance an early baserunner,

Stolen Base Attempts:

There are 3 groups of base stealers that will have the green light as indicated. Board gamers should think steal first.

I like to steal with 30+ SSN but for the tying run from 7th inning on I would drop that down to 28+.

Group 1: Ellsbury, Revere and Wong. These guys have the green light any time runner on 1st and adjusted SSN is 30+ which will be most of the time. I prefer the straight steal on the board game. You will need to straight steal when the batter is not eligible or very good at the H&R and we want to avoid the DP or advance a baserunner.

Group 2: Ramirez, Goldschmidt and Holt. After the 4th inning these guys now have the green light under the same conditions listed above. No more than 1 SBA per series for these guys please.

Group 3: Gowgill and C. Johnson. These guys are 8th inning+ under the above conditions. They are very limited so no more than 1 SBA per series please.

Defensive Guidelines:

Outfield Throws: Boards- Throw for lead runner w/ advance # of 35 or less unless winning run 9th+ (then throw regardless).

Otherwise throw behind lead. **Computer Game-** Always throw for lead runner who is "S", non-S runners do not throw for lead when runner is "well-around". Always throw on a steal attempt of second with no runner on 3rd.

You may use Adams Tables or your own judgement if it differs greatly from my instructions.

Infield: Play deep for the first 7 innings. After 7, play close with 0 or 1 out, 1B open, IBB is not an option tied or trailing by 4 runs or fewer.

Defensively this team is weaker than what we are usually able to field so there will likely be moves to make when we lead Holt is weak defensively so the plan is usually going to be to move him to 3B for late innings keeping his bat in the game. In late innings. C, SS, 2B, 3B and OF all have some likelihood of needing a replacement after we bat in 7th with the lead.

CATCHER: Pierzynski is the most used starter and his C7 -3 is not ideal so look to replace him for D in late innings.

Nieves is the best defensive guy with C8 +1 so he should be catching late innings. Thole is a C8 but TH-4 so consider lifting.

1B: Goldschmidt is a 1B4 and never leaves unless injury. Overbay will start the other games, his strong D means he should remain when we lead and if he is PH for when we are trailing one of the 1B3's take over (Ryan/Culberson/Johnson/Bloomquist).

2B: Wong and **Holt** will play most road games, neither are strong with the glove. Ryan is the 2B 8 to finish the game in the late innings when he is available. When he is not, any 2B7 (Culberson most likely) will be the best defensive option.

3B: C. Johnson will be the everyday 3B, he is likely to be PH for vs board players so when that happens earlier in the game consider moving Holt to 3B but when we need late innings D Ryan, Culberson and Bloomquist in that order are 3B4's.

SS: Ramirez and **Bloomquist** start most days, while we are tied/leading they should finish most games. When we trail you may PH for either of them so one of Culberson/Ryan will always be available to finish. For the Holt starts here is the plan. Holt will finish every game he starts so he will end up moving to 3B most of the time so bring in the D guys or Bloomquist.

Outfield: I don't see many scenario's that will see **Ellsbury** or **Markakis** departing and they will start all road games so they very likely will finish them all as well. **Revere** is an OF2 this year so his weak arm means **Victorino** or **Cowgill** should be called in after we bat in the 7th with a lead to take over the LF spot. Bloomquist is an OF 2 but I doubt you will need to use him there.

Offensive Strategies:

Pinch Hitting:

This year we have a much shorter bench with the bats because most of our limited starters will not be available when they don't start. There is no "power" bat off the bench this year but there are a few decent OBP and AVG cards.

Boards- Shift issues require you consider PH'ers for **C. Johnson, Butler** and **Pierzynski**. These guys should likely be lifted from the 7th inning on when we trail by 1-4 runs. Then there are the weaker cards. Hit for **Ryan** any time he bats as the tying run or leadoff hitter at any point after 4 innings. From the 7th on consider lifting **Overbay, Thole, Ryan Cowgill** or **Culberson**. The top cards off the bench (consider shift) are **Victorino, Nieves** or **Cowgill** pretty much in that order depending on shifts. There will usually be 3-4 available daily. Bloomquist can PH in a game tying/winning situation.

Computer- Since shifts are less of an issue, this is more about putting the best bat in a key PA late in a game. So, that will usually be **Victorino, Nieves, Cowgill** and **Bloomquist** in a game tying/winning situation 8th inning or later.

Pinch Running:

Please begin to consider using a pinch runner any time after the 6th inning when the game is +2/-2 and a lead foot reaches.

The two possible scenario's that would require a pinch runner are 1.) When a SBA attempt is critical to getting the tying run or winning run advanced OR 2.) When we need a baserunner strictly for speed at any point after the 6th inning for a key run. Of the regulars, **Butler, Pierzynski, Overbay, Thole** and in a game winning/tying spot **Nieves** might need a PR.

Scenario 1, use **Cowgill** or **Victorino**. These guys are SBA specialists and have speed to burn anyway.

Scenario 2, use **Ryan, K. Johnson, Cowgill, Victorino** and then look to **Garza** or **Lohse**. Just get a faster runner in place.

Sacrifice Bunts:

Boards- When the SB or H&R are in order, I prefer them to a straight sacrifice. But on those occasions when that is not the case, after the 6th inning with 0 out and runners on 1st or 1st & 2nd with the score +1/-1 please consider bunting when the batter is **Ryan** (likely hit for Ryan though) or **Culberson**. **Ryan/Culberson, these hitting cards are so bad that you should ALWAYS sacrifice when they are up with runner on 1st or 1st & 2nd, with either 0 or 1 out. Treat them like a pitcher in that way.**

Computer- I don't like the sacrifice bunt in the computer game unless **Ryan** or **Culberson** are at bat in the 9th+ tying or winning run on 2nd and there are 0 out or 1st & 2nd with 0 out in the same situation.

Baserunning:

Be more conservative moving from 2nd to 3rd particularly in the computer game (don't do this vs any OF arm of 34+). As for attempts to score, please send runner with 28+ chances and your best judgement otherwise on the board game. For computer players, use your best judgement but always send a runner who is "well around". Finally, do not try to stretch a 2B to a 3B!