

ELDERS OF ZION - 2015 Emergency Instructions

IN MINORS (X)

	Th	GS	IP	Gr	Ctl	HR	Fat			A	M	Jn	Jl	A	S	O
Latos, Matt (L)	CIN	R	16	102	10	21	11	26	WP1 BK0 MF0	x			x		x	
Sanchez, Anibal (S)	DET	R	21	126	10	22	46	24/6	WP3 BK0 MF0			x		x		x
Bauer, Trevor (B)	CLE	R	26	153	8	-23	-11	27	WP3 BK0 MF0	x						
Cobb, Alex (C)	TB	R	27	166	13	12	25	25	WP3 BK0 MF0				x			
Ryu, Hyun Jin (R)	LAD	L	26	152	8	32	33	24	WP1 Bk0 MF+3					x		
De la Rosa, Rubby (D)	BOS	R	18	101	5	-15	-13	26/9	WP2 MF1		x		x		x	
Matzek, Tyler (M)	COL	L	19	117	7	-23	21	28/7	WP2 BK0 MF1		x	x				x
Jansen, Kenley	LAD	R		65	13*	14	16	6*	WP2 HB/BK0 MF0			x			x	
Watson, Tony	PIT	L		77	16*	25	24	6*	WP0 BK0 MF0							
Uehara, Koji	BOS	R		64	14*	42	-31	6*	WP1 BK0 MF1		x			x		
Withrow, Chris	LAD	R		21	20*	-62	36	7*	WP3 HB0 MF0	x	x		x	x	x	x
McGee, Jake	TB	L		71	18*	22	51	6*	WP1 BK0 MF0							
Herrera, Kelvin	KC	R		70	19*	31	62	6*	WP1 BK0 MF0							
McGowan, Dustin (Mc)	TOR	R	9	82	3/14*	-26	-25	26/6*	WP2 BK0 MF0	x		x				x
Delgado, Randall	ARI	R	4	77	7*	-35	21	23/8*	WP3 BK0 MF0		x		x		x	
Jennings, Dan	MIA	L		40	14*	-25	23	6*	WP3 HB/BK0 MF0	x		x		x		x
				v L	v R	SSN	Att.	Spd	Arm Fldg							
Jaso, John	OAK	L	99	307	-11	0	R31	2	6	31	C7 (PB1/-4)					
Hundley, Nick	BAL	R	83	218	-1	-1	R26	1	8	32	C8 (PB2/-3)					
Perez, Roberto	CLE	R	29	85	-6	4	N		5	32	C7 (PB1/+2)	x		x		x
Jones, Garrett	MIA	L	146	496	-9	0	G14	1	9	31	1B3 OF1					
Campbell, Eric	NYM	R	85	190	-1	-1	G33	3	10	30	1B3 3B3 SS6 2B6					
Hill, Aaron (PL)	ARZ	R	133	501	0	-2	E23	7	10	35	2B8 3B4					
Herrera, Jon	BOS	B	42	90	-2	0	A11	4	16	33	2B7 SS8 3B4	x	x	x		x
Gennett, Scooter	MIL	L	137	440	-21	1	E26	9	15	32	2B7 OF1					
Escobar, Yunel	TB	R	137	476	1	-2	G20	2	8	36	SS8					
Beltre, Adrian	TEX	R	148	549	4	-3	G20	2	9	32	3B5					
Sizemore, Grady	PHI	L	112	347	-9	2	F33	7	11	30	OF2			x		
Gentry, Craig	OAK	R	94	232	0	-3	D35	22	17	31	OF3					x
Choo, Shin Soo	TEX	L	123	455	-3	0	E17	7	15	37	OF2					
Guyer, Brandon	TB	R	97	259	1	-3	F33	7	16	33	OF2					
Blackmon, Charles	COL	L	154	593	-6	0	D29	37	15	29	OF2					
Fuld, Sam	OAK	L	113	351	0	-2	D32	25	17	35	OF3			x		
Craig, Allen	BOS	R	126	461	4	-3	G26	3	6	33	1B3 OF1	x	x	x	x	x
Uncarded: Jarrod Parker (Minors all year -- Jimmy Nelson)																
ROTATION																
April 1-4	MUN		S, M	C, D	Jul	1-5	NBO	Mc,R	S, M	B	Oct 1-4	@	NBO	D,C, B, R		
April 6-8	@ HUD		R, M	S	Jul	6-9		TAY	Mc,R	S,M	Oct 6-9	@	BH	D, L, B, R		
April 10-12	@ MLR		C, R	M	Jul	11-14	@	WHT	B,Mc	R,S	Oct 10-14	@	LV	C, D, L,B,R		
April 14-17	@ STM		S, C	R, D	Jul	15-18	@	GC	M,B	Mc,R	Oct 15-19		STM	C,D,L,B,R		
April 19-23	KAN	M	S, R	C, D	Jul	19-22	@	COL	S,M	B,Mc	Oct 20-23		HOB	C,D,L,B		
May 1-5	@ KNX	B	L, R	C, S	Aug	1-4	@	RYE	L,C	M, B	Nov 2-6	@	TAY	S,D,M,C,Mc		
May 6-9	@ MAR		B, L	R, C	Aug	5-8	@	WAR	D,L	C, M	Nov 7-10		MID	S,D,M,C		
May 11-14	GOH		B, S	L, R	Aug	10-13		KNX	B,L	C, M	Nov 11-13		HUD	R,S, Mc		
May 15-18	DET		C, B	S, L	Aug	14-17		CAY	D,B	L,C	Nov 15-18		MLR	C,M,S,R		
May 20-23	BRO		R, C	B, S	Aug	18-21		NW	M, D	B,L	Nov 19-22	@	MUN	D,Mc, M, S		
June 1-4	HUD		D, L	R, C	Sep	3-5		MUN	S,B	C						
June 6-8	MLR		B, D	R	Sep	6-9	@	HUD	R,M	S, B						
June 9-11	@ MUN		L, C	B	Sep	10-12	@	MLR	C, R	M, S						
June 12-16	@ MID	D	R, L	C, B	Sep	14-17	@	KAN	B,C	R, M						
June 18-21	LV		R, D	C, B	Sep	19-23		MAR	S C B R	Mc						

2015 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).

Vs LHP – Fuld 9 Escobar 6 Guyer 7 Beltre 5 Hill 4 Blackmon DH Campbell 3 Hundley 2 Gentry 8

Vs RHP – Choo 9 Blackmon DH Gennett 4 Beltre 5 Jaso 2 G Jones 3 Sizemore 7 Fuld 8 Escobar 6

GENERAL GUIDELINES – OFFENSE/POSITION PLAYERS

There will be 5 Elders on the offensive bench each month, though the cast will change a bit from time to time.

1B – **JONES** starts vs RHP, **CAMPBELL** vs LHP. **JONES** can PH vs RH relievers in games he doesn't start. **CAMPBELL** can PH for **JONES** vs a lefty reliever if the score is close.

2B – An absolute platoon with **GENNETT** and his -21 starting vs RH (and never facing a lefty in a game that's even vaguely close) and **HILL** handling the other side of the platoon..

SS – In five out of 8 months, the only SS sub will be Campbell and his SS6, so **ESCOBAR** will go the route those months. **HERRERA** is around to cover the 25 games Yunel has to sit, but does not offer much beyond a versatile fielding two glove when not starting.

3B – **BELTRE** all day every day on the road.

OF – **CHOO** will start vs. all RHP and can PH vs. RHP, or play defense when not starting. . **GUYER** starts vs LHP, **SIZEMORE** vs some RH. **FULD** and **GENTRY** will play some vs. both kinds of pitchers, and also provide 3 defense and our PR steals.

DH – This spot will be in **BLACKMON**'s hands most of the year, and he will play vs LH even with the -6 shift most days. There is enough usage with Hill, the 1B, and the OF, however, that he can be hit for late in games when the move makes 'board sense'.

C – **JASO** starts vs RH, **HUNDLEY** vs LH most of the season, and **HUNDLEY** can come off the bench if **JASO** needs to be PH for vs a lefty reliever. Hundley's the 8, but only marginally better against the running game, so the only time we'll consider defensive replacement are the months when **ROBERTO PEREZ** is on the active roster..

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

The starting staff is back to the schizoid appearance of many of the past several years – 27 starts by Cobb as the Grade 13 ace, then another 90 starts of solid 10s and 8s. At the back end, however, there's a lefty 7, half a year of a RH 5, and even 9 Dustin McGowan starts to muddle through. The bullpen contains no gods this year, but still has two closers in Herrera and McGee who should share the saves and the 8th and 9th, backed by 77 innings of Tony Watson as a 16. Beyond these 218 innings, the options are a bit more flawed, but Jansen, Koji, McGowan, Jennings, and Withrow throw another 233 innings on the fire, bringing the total to 450. This means no starter needs to labor on 7th on if it's close (or even in the 6th if a serious jam erupts). There will be other days, however, when a starter may need to 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 – Ah, the irony – Koji pitched wonderfully all year as a 29*, but his playoff failure really sounded the death knell for our hopes of a repeat. **HERRERA** (RH 19, +31/+62 peripherals) and **McGEE** (LH 18, +22/+51) aren't gods, but they should get the job done most days. Mix and match in the 8th and 9th as your lineup dictates.

2) The set-up men. **WATSON** is the 3rd quality arm, a LH 16 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. **JANSEN** is the most solid option among the remainder (a 13 with both plus control and HRs). He's the 6th inning guy with a lead, 7th inning guy when a couple of lefty killers are on the agenda.

3) The middle/long men – **KOJI** and his -31 HR rating, the wild pair of **WITHROW** and **McGOWAN**, and extra LH **JENNINGS**, all have their issues, but they also steal 8s (or more first batter), and will have their uses. They should get more of the work if we're trailing. **DELGADO** is the one low grade reliever at 7*, but his main function when up is to caddy for the weak starters if they fail early.

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. HILL is also a defensive upgrade, especially if GENNETT has just batted in the 8th or 9th, and we lead. In most cases, I wouldn't bother to sub HUNDLEY for JASO, but PEREZ should get some late inning work behind the plate the months he is up.

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, BLACKMON, and FULD** are the three guys with a large number of attempts (20+ each), 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 (Gennett, Sizemore, Guyer, Campbell) 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, **GENNETT, HILL, ESCOBAR, BELTRE, and BLACKMON** should hit and run 1st or 1st and 3rd anytime the runner on 1st has an adjSSN of 20+. **GUYER, FULD, GENTRY, and HERRERA** will also H&R with a man on 1st only, adjSSN of 24+. **JASO, SIZEMORE, and PEREZ** 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 **GENTRY** can PR but not PH off the bench 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) **HUNDLEY, HERRERA, and even GENTRY** with a better hitter in close, late game Abs.

PH vs LH – **GUYER, CAMPBELL, 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. **SIZEMORE** may be somewhat useful in this role as well. **JASO** can be good when a walk is as good as a hit, but should not PH if the score is beyond -1/+1.

PINCH RUNNING – **GENTRY** is the best base-stealer off the pine, with **FULD** the second choice. **GUYER** can PR if its baserunning speed and not an SB that's needed.

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 middle of the pack, on some days, off others. There's 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.