

## HUDSON GENERALS 2016

<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	26	CLE	R	0	69.3	69.3	13*KY	-16	+53H	6	0	3	BK0	13 draft 3rd
Henderson Alvarez	25	MIA	R		uncarded									12 draft 2nd
Chris Bassitt	26	OAK	R	13	10.7	86.0	11	-21	+36G	24/12	1	0	BK0	15 trade STM
Brad Brach	29	BAL	R	0	79.3	79.3	17*XY	-46W	+22	7	0	1	BK0 HBO	15 trade CAY
Gerrit Cole	24	PIT	R	32	0.0	208.0	13X	+24Z	+36G	26	0	3	BK0	14 draft 1st
Kyle Crockett	23	CLE	L	0	17.7	17.7	9*X	-33W	+41G	4	0	0	BK0	15 draft bonus
Jason Garcia	22	BAL	R	0	29.7	29.7	12*	-62W	+21	8	0	3	BK0	16 draft 6th
Kevin Gausman	24	BAL	R	17	12.0	112.3	8Y	+16Z	-21L	26/9	1	3	BK0	15 trade MUN
Mychal Givens	25	BAL	R	0	30.0	30.0	19*XY	+24Z	+51H	7	0	0	BK0	16 draft 3rd
Luke Gregerson	31	HOU	R	0	61.0	61.0	13*X	+41Z	+23	6	0	1	BK0	10 draft 2nd
Tim Lincecum	31	SF	R	15	0.0	76.3	10	-46W	+16	24	0	3	BK0	08 draft 1st
Carlos Martinez	23	STL	R	29	5.0	179.7	12X	-14	+26G	25/15	3	3		15 trade MID
Josh Osich	26	SF	L	0	28.7	28.7	16*Y	+13	-16L	5	0	3	BK0 HBO	16 draft 5th
Joe Ross	22	WSH	R	13	3.0	76.7	12Y	+12	+15	24/6	2	1	BK0	16 draft 2nd
Matt Shoemaker	28	LAA	R	24	1.0	135.3	7Y	+21Z	-26L	26/6	1	2	BK0	16 trade KAN
Kevin Siegrist	25	STL	L	0	74.7	74.7	18*XY	-42W	+36G	6	1	0	BK0	14 draft bonus
Marcus Stroman	24	TOR	R		uncarded									15 draft 1st
Taijuan Walker	22	SEA	R	29	0.0	169.7	8Y	+22Z	-16L	27	2	2		16 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	39	NYN	S	133	531	0	-4/ 0	SA0	N 0	6	32	1	10 trade RIC
Wellington Castillo	28	ARZ	R	110	378	0	+1/-2	SA1	N 0	5	32	3	Th-2 PB2 13 draft bonus
C.J. Cron	25	LAA	R	113	404	4	-3/ 0	SA0	F29	6	29	1	15 draft bonus
Lucas Duda	29	NYM	L	135	554	2	0/-2	PR0	A 9	5	33	1	11 draft 5th
Didi Gregorius	25	NYN	L	155	578	8	-4/ 0	SA2	D25	15	33	0	14 draft 1st
Randal Grichuk	23	STL	R	103	350	6	-4/ 0	SA0	E26	15	31	1	15 draft bonus
Dilson Herrera	21	NYM	R		uncarded								15 draft 2nd
Micah Johnson	24	CWS	L	99	113	5	-7/+1	SA4	A24	16	30	0	16 draft 6th
D.J. LeMahieu	26	COL	R	150	620	26	0/-2	SA1	D34	10	32	3	12 draft 7th
Jed Lowrie	31	HOU	S	69	263	1	+7/-4	SA0	R26	13	33	0	09 draft 2nd
A.J. Pollock	27	ARZ	R	157	673	46	-1/-1	SA0	D33	16	33	2	13 draft 4th
Dalton Pompey	22	TOR	S	--	103	6	+4/-4	SA0	E32	15	31	0	16 draft 2nd
Wilson Ramos	27	WSH	R	128	504	0	-1/-1	SA0	N 0	2	31	3	Th+3 PB1 12 trade RIC
Alex Rodriguez	39	NYN	R	151	620	4	+3/-3	PL2	F34	6	32	2	16 draft bonus
Pablo Sandoval	28	BOS	S	144	505	0	-10/+3	SA0	N 0	5	32	2	09 draft 1st
Miguel Sano	22	MIN	R	80	335	2	-3/-1	SA0	A20	12	33	0	16 draft 1st
Will Venable	32	TEX	L	135	390	17	-14/+1	SA5	E35	17	30	1	15 waiver

Gray = minors

**Please send gamesheets or scripts**

All limits show usage to date

*Hudson plays on computer*

minors

Apr	H.Alvarez, D.Herrera, Stroman, M.Johnson, Sandoval, Osich, J.Ross, C.Martinez, Bassitt, Givens
May	H.Alvarez, D.Herrera, Stroman, M.Johnson, Sandoval, Crockett, J.Garcia, Gregerson, Lincecum, Bassitt
June	H.Alvarez, D.Herrera, Stroman, M.Johnson, Sandoval, Crockett, J.Garcia, Lincecum, Gausman, Osich
July	H.Alvarez, D.Herrera, Stroman, M.Johnson, Sandoval, Crockett, J.Garcia, J.Ross, Givens, Shoemaker
Aug	H.Alvarez, D.Herrera, Stroman, M.Johnson, Sandoval, Crockett, J.Garcia, J.Ross, Givens, Bassitt
Sept	H.Alvarez, D.Herrera, Stroman, M.Johnson, Sandoval, Crockett, J.Garcia, Lincecum, T.Walker, Osich
Oct	H.Alvarez, D.Herrera, Stroman, M.Johnson, Sandoval, Crockett, Gausman, Lincecum, J.Ross, Givens
Nov	H.Alvarez, D.Herrera, Stroman

**vs board RHP**

**vs board LHP**

**vs Comp RHP**

**vs Comp LHP**

Pollock cf	Pollock cf	Pollock cf	Pollock cf
LeMahieu 2b	Lowrie ss	LeMahieu 2b	LeMahieu 2b
Duda/Sano 1b	Sano dh	Duda 1b	Sano dh
Grichuk lf	A.Rodriguez 3b	A.Rodriguez 3b	Grichuk lf
A.Rodriguez 3b	Duda 1b	Beltran rf	A.Rodriguez 3b
Cron dh	Grichuk lf	Cron dh	Duda 1b
Gregorius ss	Pompey rf	Gregorius ss	Beltran rf
W.Castillo c	W.Castillo c	Venable lf	W.Castillo c
Venable rf	LeMahieu 2b	W.Ramos c	Lowrie ss

## 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.
- DUDA, GRICHUK, LeMAHIEU, POLLOCK, A.RODRIGUEZ, & SANO should be used off the bench in game-winning situations only.
  - GREGORIUS, W.RAMOS & VENABLE are functionally unlimited. Everyone else can be used when game is within 3.
  - Remove BELTRAN from severe blowouts. Use VENABLE.

### **2) PINCH-HITTING:**

- Never hit for BELTRAN, DUDA, GRICHUK, LeMAHIEU, POLLOCK, A.RODRIGUEZ, & SANO.
- There will be a lot less pinch-hitting with this team this year, due to the guys above and few major shifts. There will almost always be a major bat on the bench that can be used at the bottom of the order in a game-winning situation.
- General** - Look to hit for the following players the last time through the lineup when tied or trailing:  
RAMOS period. W.CASTILLO vs righties unless it's a slugging situation. VENABLE vs lefties or for power vs righties.  
GREGORIUS/LOWRIE is more of a situational thing on computer as opposed to a strict platoon on the boards.  
CRON in on-base situations.
- Boards** - There are two clear platoon situations. GREGORIUS/LOWRIE at SS and VENABLE/POMPEY in RF.  
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 - RAMOS is the clear backup after an awful year at the plate, but he will have to start about 60 games.  
Both are good defenders. Both will need a runner late.
- 1B** DUDA usually finishes what he starts and gets removed only for a PR. CRON and a little SANO pick up the remainder.
- 2B** LeMAHIEU goes all the way. LOWRIE gets the remaining starts
- SS** GREGORIUS & LOWRIE. There will only be 3 middle infielder's all season so be judicious when subbing.
- 3B** A.RODRIGUEZ & SANO. LOWRIE will sometimes move over for defense. A-ROD will also need some legs late.
- OF** POLLOCK, GRICHUK, BELTRAN - Yum! VENABLE & POMPEY - not so much.  
BELTRAN will need some help on the basepaths and in the field late.
- DH** A smorgasboard of CRON, SANO, A-ROD & BELTRAN. CRON may need help in late on-base situations. All but SANO may need a PR.

### **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.
- VENABLE, GREGORIUS & POMPEY are the candidates. DO NOT pinch-run with GRICHUK or POLLOCK.

### **5) DEFENSIVE SUBS:**

- GREGORIUS at SS when we lead by three or less after the 7th, moving LOWRIE to 3B.
- LeMAHIEU at 2B & LOWRIE at 3B when we lead by one after the top of the 8th.
- VENABLE or POMPEY (but NOT POLLOCK or GRICHUK) for BELTRAN when we lead 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.

- The POLLOCK on 1st/LeMAHIEU batting and VENABLE on first/RAMOS batting combos should have a steal or H&R play on anytime the game is within 3. I generally prefer the H&R early or w/1 out, and the steal late or w/2 out.
- POLLOCK & VENABLE straight steal only after the 4th, LeMAHIEU & POMPEY after the 6th.
- Add 2 to Adams tables with DUDA, LOWRIE, POMPEY, A.RODRIGUEZ, & SANO at bat.
- Subtract 2 from the Adams table with 0 or 1 out and LeMAHIEU at bat.
- No one steals 3rd until the 6th, home until 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 LeMAHIEU.
- LeMAHIEU & RAMOS may hit and run whenever legal. (but also consider a steal)
- H&R with W.CASTILLO, LOWRIE, & VENABLE at bat only if SSN > 24 (pre-penalty), **CASTILLO w/ 0 out only!**
- Don't H&R with a slow runner if 8's are good.

### **8) SACRIFICE**

Only with 0 out

- Use the sac when a crippling negative shift needs to stay in the game for defense or it's too early to PH.
- Also consider sacrifice when down one, tied or ahead by any amount with VENABLE, 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

B-Bassitt, C- Cole, G-Gausman, L-Lincecum, M-C.Martinez, R-J.Ross, S-Shoemaker, W-T.Walker

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

### 10) REMOVE PITCHER

- STARTERS** - The starters fall into two groups. I'd like to get 7 from the Grade 11's and above, but their fatigue will probably prevent that. Try to get 6 from the others. But don't let this soft guideline stop a call to the pen to squash a rally.
- CLOSER** - When GIVENS is up he's the closer. He should pitch the 9th with a 1 or 2 run lead. He can go for the 4-out save if something gets started in the 8th. I'm not much into the bases empty 3-run save. Let one of the other guys get into trouble first. As always with the Generals, using the closer in a tie game is highly encouraged! Cardboard pitchers don't have agents.
- SETUP & LATE** - When GIVENS is not up, SIEGRIST will usually close, but that's not automatic. Play matchup with the variety of skills found in SIEGRIST, BRACH, GREGERSON, & C.ALLEN when needed from the 6th on.
- LEFTIES** - Most months there will be a second lefty up to serve as a "loogy". OSICH can be used late; CROCKETT - NOT.
- MIDDLE** - GARCIA if up. Then spread it around.
- BULK** - Usually Shoemaker (no +5), sometimes other starters will be available, then GARCIA if up. Then spread it around.

*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 the 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 16(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 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!