

ELDERS OF ZION - 2016 Emergency Instructions

IN MINORS (X)

	Th	GS	IP	Gr	Ctl	HR	Fat			A	M	Jn	Jl	A	S	O
Latos, Matt (La)	LAA	R	21	116	6	14	0	26/9	WP3 MFO	x			x			x
Sanchez, Anibal (S)	DET	R	25	157	7	11	-31	30	WP2 MFO			x			x	
Bauer, Trevor (B)	CLE	R	30	176	10	-43	-12	27/6	WP3 MF+1							
Nelson, Jimmy (N)	MIL	R	30	177	10	-16	12	26	WP3 MFO							
Matz, Steven (M)	NYM	L	6	35	14	12	-11	25	WP0 BKO MFO	x	x	x	x	x	x	
De la Rosa, Rubby (D)	ARI	R	32	188	7	12	-25	28	WP1 MF+1							
Lorenzen, Michael (Lo)	CIN	R	21	113	4	-36	-22	27	WP3 BKO MF+1		x			x		x
Jansen, Kenley	LAD	R		52	19*	34	-13	6*	WP0 BKO MFO	x			x			
Watson, Tony	PIT	L		75	18*	22	44	6*	WP1 BKO MFO							
Uehara, Koji	BOS	R		40	17*	25	26	6*	WP3 HB/BKO MF+1		x			x		x
Herrera, Kelvin	KC	R		69	16*	-24	31	6*	WP3 HB0 MFO						x	
Delgado, Randall	ARI	R		72	13*	-41	14	15/7*	WP3 BKO MFO			x				
Blanton, Joe	PIT	R	4	76	12*	36	15	20/9*	WP2 BKO MFO							
Thompson, Aaron	MIN	L		32	6*	13	35	5*	WP2 HB/BKO MFO		x		x		x	
Jennings, Dan	MIA	L		56	8*	-12	42	7*	WP3 HB/BKO MFO	x					x	
	Bt	G	PA	v L	v R	SSN	Att.	Spd	Arm	Fldg						
Jaso, John	TAM	L	70	185	-2	-1	D14	1	6	31	OF1		x		x	x
Hundley, Nick	COL	R	103	366	-5	0	C18	11	8	32	C8 (PB1/-1)					
Perez, Roberto	CLE	R	70	184	+5	-4	N		5	32	C7 (PB2/+3)					
Robinson, Clint	WSH	L	126	309	+6	-2	N		5	29	1B2 OF1					
Tomas, Yasmany	ARI	R	118	406	+3	-3	F28	7	8	34	1B2 3B3 OF1					
Hill, Aaron (PL)	ARI	R	116	313	-4	0	E30	9	10	35	2B8 3B4					
Machado, Dixon	DET	R	24	68	+3	-2	F26	1	11	34	SS8			x		x
Seager, Corey	LAD	L	27	98	-4	0	F31	2	11	33	SS7 3B3	x	x	x		
Gennett, Scooter	MIL	L	114	375	-16	+1	B11	4	15	32	2B8					
Escobar, Yunel	WSH	R	139	535	-2	-1	F20	8	9	36	SS7 3B4					
Beltre, Adrian	TEX	R	143	567	+5	-5	R26	1	9	32	3B5					
Sizemore, Grady	TB	L	97	273	+1	-1	D20	6	8	30	OF2	x		x		
Choo, Shin Soo	TEX	L	149	555	-7	+2	G26	6	13	36	OF2					
Guyer, Brandon	TB	R	128	332	+1	-4	E28	14	16	33	OF2					
Blackmon, Charles	COL	L	157	614	-5	0	D30	57	16	29	OF2					
Fuld, Sam	OAK	L	120	290	-10	+1	D29	12	17	35	OF3	x	x		x	
Almonte, Abraham	CLE	B	82	232	-8	+1	E34	8	15	32	OF2			x	x	x

Uncarded: Jarrod Parker, Alex Cobb, Hyun Jin Ryu

ROTATION								
April 1-4	@MLR	D,Lo,B, N	Jul 1-5	TAY	S,N,D,B,Lo	Oct 1-4	TAY	S,N,D,B
April 6-8	@MUN	D,Lo,B	Jul 6-9	STM	S,N,D,B	Oct 6-9	STM	M,S,N,D
April 10-13	@HUD	N,D,Lo,S	Jul 11-14	@CAY	Lo,S,N,D	Oct 10-14	@CAY	B,M,S,N,D
April 14-17	NBO	B,N,D,Lo	Jul 15-18	@GC	B,Lo,S,N	Oct 15-18	@GC	B,M,S,N
April 19-23	LV	S,B,D,Lo,N	Jul 19-22	@KNX	D,B,Lo,S	Oct 19-23	@KNX	D,B,M,S,N
May 1-5	@KAN	S,B,D,N,La	Aug 1-4	COL	La,N,D,S	Nov 2-6	COL	La,D,S,B,Lo
May 6-9	@NW	S,B,D,N	Aug 5-8	WHT	B,La,N,D	Nov 7-10	WHT	La,N,S,D
May 11-14	BRO	La,S,B,D	Aug 10-13	@LV	S,La,N,D	Nov 11-13	@LV	M,La,B
May 15-18	WAR	N,La,S, B	Aug 14-17	@IND	B,S,La,N	Nov 15-18	@IND	S,D,La,M
May 20-23	BH	D,N,S,B	Aug 18-21	@RYE	D,B,S,La	Nov 19-22	@RYE	Lo,S,N,La
June 1-4	MUN	La,D,N,Lo	Sep 3-5	@MLR	N,Lo,D			
June 6-8	HUD	B,La,D	Sep 6-9	@MUN	B,La,N,Lo			
June 9-11	MLR	N,Lo,B	Sep 10-12	@HUD	D,B,,La			
June 12-16	@MAR	La,D,N,Lo,B	Sep 14-17	MAR	Lo,D,B,La			
June 18-21	@MID	La,N,D,B	Sep 18-22	MID	N,Lo,D,B,La			

## 2016 ELDERS OF ZION – Standard Instructions

Emergency Lineups (lineups to be typically supplied each month – however, here are defaults if I fall out of touch).

April, June:

Vs LHP – Guyer 9 Escobar 6 Blackmon 8 Beltre 5 Jaso DH Tomas 7 Robinson 3 Hill 4 R Perez 2

Vs RHP3, 8, 13 – Choo 9 Guyer 8 Escobar 6 Blackmon DH Beltre 5 Tomas 3 Almonte 7 Gennett 4 Perez 2

Vs RHP4, 9 – Choo 9 Escobar 6 Jaso DH Blackmon 8 Beltre 5 Hundley 2 Tomas 3 Almonte 7 Gennett 4

All other RHP - Choo 9 Escobar 6 Jaso DH Blackmon 8 Beltre 5 Hundley 2 Robinson 3 Almonte 7 Gennett 4

May, August, September (Jaso DOWN, Sizemore UP):

Vs LHP – Same as April but Tomas DHs and bats 5<sup>th</sup> and Sizemore plays LF and bats 6<sup>th</sup>

Vs RHP – Same as April but Sizemore subs for Jaso at DH (bats in same spot)

July: Vs LHP – Guyer 9 Escobar 6 Blackmon 8 Beltre 5 Tomas DH Sizemore 7 Robinson 3 Hill 4 R Perez 2

Vs RHP3, 8, 13 – Choo 9 Seager 6 Blackmon 8 Beltre 5 Robinson 3 Tomas DH Sizemore 7 Gennett 4 Perez 2

Vs RHP4, 9 – Choo 9 Seager 6 Blackmon 8 Beltre 5 Hundley 2 Robinson DH Tomas 3 Sizemore 7 Gennett 4

All other RHP - Choo 9 Seager 6 Blackmon 8 Beltre 5 Hundley 2 Robinson DH Tomas 3 Sizemore 7 Gennett 4

June and October: Will send monthlies for sure these months.

### 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 – ROBINSON and TOMAS** split the time here. No real platoon advantage, no defense to sub in. Only possible sub would be a PR late if one of these guys is the tying/winning run 8<sup>th</sup> on.

**2B –** An absolute platoon with **GENNETT** and his -16 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 SS sub will be Machado and his SS8, so **ESCOBAR** can be replaced for defense 8<sup>th</sup> on if we lead by 1 or 2. **SEAGER** is around to cover the 23 games Yunel has to sit, but will start against most RHP the two months he's up.

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

**OF – BLACKMON** will be in the lineup every day on the road, and will never leave the game for a sub. **CHOO** will start vs. all RHP and can PH vs. RHP, or play defense when not starting. He can be PH for vs. a tough lefty reliever late in games. **GUYER, ALMONTE, TOMAS and SIZEMORE** will mix and match in the 3<sup>rd</sup> OF spot, and should have enough playing time to sub in when not starting..

**DH –** This spot will be in **JASO's** hands the months he is up, and he will play all day when starting. **SIZEMORE and TOMAS** split the job when he is in the minors.

**C – HUNDLEY** starts vs most RH, **PEREZ** vs LH most of the season. Very little extra games at this spot, so whoever starts also finishes..

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

The starting staff is, in general, not good – 6 starts by Matz as the Grade 14 ace for half a moment, then another 60 starts of the two 10s (**BAUER and NELSON**). Beyond that, however, there's 2 7s, a 6, and a pretty awful 4. The bullpen contains no gods this year, but still has two closers in Jansen and Watson (127 IP combined) who should share the saves and the 8<sup>th</sup> and 9<sup>th</sup>, backed by 109 innings of Uehara and Herrera (at 16 and 17). These 236 innings are strong, but should be saved for games that we are tied or leading late. Beyond these, the options are quite a bit more mortal, but provide another 236 innings. This means no starter needs to labor on 7<sup>th</sup> on if we're ahead (or even in the 6<sup>th</sup> 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 6<sup>th</sup> on; 3) that any starter should be replaced 7<sup>th</sup> 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 9<sup>th</sup>, 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 – **JANSEN** (RH 19, +34/-13 peripherals) and **WATSON** (LH 18, +22/+44) aren't gods, but they should get the job done most days. Mix and match in the 8<sup>th</sup> and 9<sup>th</sup> as your lineup dictates.
- 2) The set-up men. **UEHARA** is the 3<sup>rd</sup> quality arm, a RH 17 with good pluses, but only 40 IP of usage. He's the primary 7<sup>th</sup> inning guy when we lead and he's up. The next two (**HERRERA** the wild 16, and **BLANTON** the high control 12) are the other 6<sup>th</sup>/7<sup>th</sup> inning guys when we lead, or are close.
- 3) The middle/long men – **DELGADO** and his -41 control, and the extra LH (**JENNINGS and THOMPSON**) will work the later innings when we trail. You can even consider using the lefties to replace **LORENZEN** early (5<sup>th</sup> inning jam) if we're still in the game.

## 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 8<sup>th</sup> on with <2 out if runner on 3<sup>rd</sup> 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 7<sup>th</sup> on.

**DEF. REPLACEMENTS** – Defense is not job 1, or 2, or 3 with this year's Elders, but during parts of the year there are 3 possible defensive moves:

- 1) When **MACHADO** is up, he subs 8<sup>th</sup> on for the starting SS if we lead by 1-3 runs.
- 2) When **FULD** is up, he subs late for the 3<sup>rd</sup> OF spot (especially after pinch-running).
- 3) If **TOMAS** plays the OF, replace him with a 2 from the bench late if game is close.

## 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:** **BLACKMON** is the one guy with a large number of attempts (57), and basically has the green light to steal 2<sup>nd</sup> any time 5th inning on score is +2/-1 (limit – 2x per series on a straight steal). The others who can be runners in the hit and run (Guyer, Almonte, Fuld, Hill) will only get their attempts on the road through 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, GUYER and FULD** should hit and run 1<sup>st</sup> or 1<sup>st</sup> and 3<sup>rd</sup> anytime the runner on 1<sup>st</sup> has an adjSSN of 20+. **BLACKMON, MACHADO, and HUNDLEY** will also H&R with a man on 1<sup>st</sup> only, adjSSN of 24+. **ALMONTE, SIZEMORE, and TOMAS** have 2 31s but will not H&R this year.

**SACRIFICE:** Sacrifice tying/lead run on 2<sup>nd</sup> to 3<sup>rd</sup> with exactly 0 outs 8<sup>th</sup> 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 this excludes the two Cs, however.

**PINCH HITTING** – Traditionally, I PH a lot, especially to counter pitching changes, or to maximize our scoring chances in a rally situation. However, there won't be as many moves this year.

**WHO TO PH FOR:** 1) **GENNETT** (always if game isn't hopeless), **CHOO, ALMONTE** vs. LH relievers (especially when they are first batter faced). 2) **GUYER or TOMAS** vs a RH 7<sup>th</sup> on

PH vs LH – **GUYER, ROBINSON, SIZEMORE**

PH vs RH – If a LH started the game, **CHOO, GENNETT and ALMONTE** should all be able to come off the bench freely when you go to right-handers in the pen.

**PINCH RUNNING** – **FULD or ALMONTE** (1 of whom is up at all times) is the best base-stealer off the pine, with **GUYER** the second choice.

**RUNNER ADVANCEMENT:** 1) **ALWAYS** go if chance is 28+. **NEVER** go if chance is less than 20, except home with T/L run 8<sup>th</sup> 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 3<sup>RD</sup>:** 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 2016. This team can hit some, and should be able to hold a late lead most of the time. However, there should also be a number of days where hope gets extinguished early. Save the better resources we possess for the contests where we have a shot at the W.