

# Maracaibo Rumrunners Baseball Club, Inc. <br> LARRY HISLE, General Manager GEORGE BRETT, Field Manager <br> DAVE SMITH, Pitching Coach MARIANO RIVERA, Bullpen Coach <br> ROD CAREW, Batting Coach TIM RAINES, Run Manufacturing Coach 

2016 Standard Instructions
We play the APBA Master Game at home.

## Rumrunners 2016 Roster



## Lineups

Lineups will be provided on a per-series basis, but these are default ones if needed. If using defaults I will indicate which RHP lineup to use.

| LHP (comp) | RHP (comp) | LHP (board) | RHP 1 (board) | RHP 2 (board) | RHP 3 (board) |
| :--- | :--- | :--- | :--- | :--- | :--- |
| Phillips, 2b | Phillips, 2b | Phillips, 2b | Phillips, 2b | Phillips, 2b | Phillips, 2b |
| S. Marte, lf | S. Marte, lf | Cain, rf | S. Marte, lf | S. Marte, lf | S. Marte, lf |
| M. Gonzalez, 1b | Moreland, 1b | M. Gonzalez, 1b | Moreland, 1b | Moreland, 1b | Moreland, 1b |
| Cain, rf | Cain, rf | C. B. Young, cf | Franco, 3b | Cain, rf | Franco, 3b |
| Franco, 3b | S. Perez, c | Franco, 3b | Ethier, cf | Ethier, cf | Ethier, cf |
| S. Perez, c | M. Gonzalez, ss | S. Marte, lf | Cain, rf | Byrd, dh | Cain, rf |
| Desmond, ss | Ethier, cf | Byrd, dh | Byrd, dh | S. Perez, c | S. Perez, c |
| Byrd, dh | Byrd, dh | S. Perez, c | S. Perez, c | Lamb, 3b | M. Gonzalez, ss |
| C. B. Young, cf | Lamb, 3b | Desmond, ss | Desmond, ss | Desmond, ss | Byrd, dh |

## Roles

C: Salvador PEREZ will start at catcher all season. Christian BETHANCOURT is a late-innings substitute and allows for PEREZ to be run for in late inning close games. Curt CASALI will very occasionally see time behind the plate and can be replaced the same way.

Infield: Mitch MORELAND will share time with Marwin GONZALEZ at first base; GONZALEZ will also share time with Ian DESMOND at shortstop. Maikel FRANCO and Jake LAMB will split third base; Brandon PHILLIPS will get almost all the reps at second.
Outfield: Lorenzo CAIN, Starling MARTE, Andre ETHIER and Chris B. YOUNG will play almost all outfield games. Marlon BYRD will occasionally play there as well. If in the majors, Ichiro SUZUKI is also a choice.

DH: Marlon BYRD is the primary DH, with occasional appearances by Curt CASALI (against those nasty highgrade pitchers). David FREESE may make the big club sometime during the year, and he will not play the field.

## Defensive Management

Substitutes. The biggest issue is batting splits, which are more prevalent on the boards. YOUNG, MORELAND, ETHIER and to a lesser extent LAMB and GONZALEZ will all have trouble with same-side matchups on the boards and can be pinch-hit for as needed. The bench is very flexible, and only CAIN and FRANCO are unavailable when not starting.
Throws. Throw for the best chance, except always throw for the game winner; otherwise, don't bother with 34+ chances (or "well around" in the computer game), cut off instead. Use your best judgement on multiple advances. In the computer game, throw when baseball sense suggests, and when in doubt go with the recommended strategy unless it's the game winner.
Infield/Stretch/IW. IF always deep before the 7 th inning; always deep with 2 outs. 7 th or later, with tying or winning run on 3 rd, 0 or 1 out, play in unless first and third and your instructions call for hit and run - then play deep for the DP. The only exception, of course, is if the game winner is on third. Wind up 0 or 1 out; with 2 outs, if the runner on 3rd has SSN 12+ and the game is within 3, stretch; otherwise wind up. I intentionally walk rarely, and only with the game winner already on base to set up the DP; use your judgement.

## Offensive Management

Hit and Run. whenever available with any hitter, when steal of second has at least 22+ SSN. Remember that TBL's -3 penalty on $H \& R$ is not present on the computer. Do not hit and run with runners on first and third with PHILLIPS. H\&R in preference to straight steal.
Steal. Steal with DESMOND, MARTE, PHILLIPS, or CAIN 2/series; anyone else 1/series if steal attempts are available. Steal $2^{n d}$ with an SSN of $26+$; steal 3rd with an SSN of $24+$; steal home with an SSN of $15+$. Series instructions may expand these limits as the season progresses.
Bunt. Infrequently with this team. Bunt with PHILLIPS, YOUNG, LAMB, RUTLEDGE or BETHANCOURT 2 nd to 3rd base, tying ( 0 out) or winning ( 0 or 1 out) run, 8 th or later. NEVER EVER EVER SQUEEZE. JUST SAY NO. I will occasionally bunt $1_{\text {st }}$ to $2_{\text {nd }}$ against a very high grade pitcher, tying or winning run, 0 out only.
Pinch Hit or Pinch Run with anyone other than CAIN as needed. Unless specifically marked as resting, anyone else may be used off the bench.

Baserunning. Go with 28+ chances; hold with 22-. Otherwise, use Adams Tables. Always go if "well around" in the computer game; otherwise, do what you'd do.

## Pitching

| Starter | Condition For Removal |
| :--- | :--- |
| Young, Lackey, Hamels | Fatigue reduction. <br> Rumrunners $-2 /+3,6^{\text {th }}$ inning or later, baserunner in scoring position |
| Jimenez | Fatigue reduction. <br> Rumrunners $-3 /+3,5$ th <br> inning or later, baserunner in scoring position |
| C. Lewis, Kelly | Fatigue reduction. <br> Rumrunners $-4 /+3,5$ th <br> inning or later, baserunner in scoring position |

Don't remove if pitching a shutout. Don't let any starter pitch more than 11.2 innings.

| Reliever | Condition For Removal |
| :--- | :--- |
| Albers | He is the designated closer. If opponent ties the game, remove. |
| Everyone else | 2.2 innings, or if fatigued, or whenever necessary. |

Try to avoid having any reliever pitch more than 2.2 innings.
Use the reliever chart below; choose the reliever depending on the situation. Do not use ALBERS except in his assigned role; otherwise any reliever can be brought into the game at any time. Given the number and quality of innings, do not hesitate to rescue a starter if the game can still be saved.

|  |  | Score |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\stackrel{80}{E}$ |  | -4 < | -3 | -2 | -1 | 0 | +1 | +2 | +3> |
|  | $5^{\text {th_ }}$ | C | C | C | B | B | B | B | C |
|  | $6^{\text {th }}$ | C | C | C | B | A | A | B | C |
|  | $7^{\text {th }}$ | C | C | B | A | A | M | M | B |
|  | $8^{\text {th }}$ | C | B | A | A | M | * | M | A |
|  | $9^{\text {th }}+$ | C | B | A | A | M | * | * | A |


| A: Casilla, Kela, C. Young (if in bullpen), Melancon |
| :--- |
| B: Cishek, Casilla, Kela, C. Young (if in bullpen) |
| C: Tazawa, C. Young (if in bullpen), Cishek, Casilla, Kela |
| M: Melancon |
| *: Albers |

Melancon: ALBERS has limited innings but makes an excellent closer; MELANCON is relieved of closing duties but should be the go-to setup man as indicated, but can occasionally be used in the "A" category due to his high number of innings.

The Lefty: WILSON is the only lefty. He is a Grade 13* and can remain in the game except against a serious lefty killer on the boards. He can be used at any time, though generally should not be in a closing situation.

## Final Comments

As always, instructions are only guidelines for managing the team. I haven't protested a game since the late 1980s, and have been very pleased for many years with the skill and fairness of managers in TBL both new and old. When pinch-hitting or going to the bullpen, don't bother making a move you can immediately and massively counter; use your own judgement. I trust that I will receive as fair treatment on the road as opponents do at home. Do the best you can, and I'll be more than satisfied. Have a great year.

Rumrunners 2016 Rotation


