

HUDSON GENERALS 2017

<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	27	CLE	R	0	68.0	68.0	21*K	-31	+12	6	2	3	BKO	13 draft 3rd
Chris Bassitt	27	OAK	R											15 trade STM
Brad Brach	30	BAL	R	0	79.0	79.0	18*XY	-11	+25G	6	0	3	HBO	15 trade CAY
Michael Feliz	23	HOU	R	0	65.0	65.0	11*K	-14	-14	8	0	3	BKO HBO	17 draft 3rd
Kevin Gausman	25	BAL	R	30	0.0	179.7	10X	+21Z	-14	25	1	3	BKO	15 trade MUN
Mychal Givens	26	BAL	R	0	74.7	74.7	15*K	-44W	+32G	7	1	3	BKO	16 draft 3rd
Luke Gregerson	32	HOU	R	0	57.7	57.7	16*XY	+13	+25G	6	0	3	BKO	10 draft 2nd
Donnie Hart	25	BAL	L	0	18.3	18.3	18*	+12	+42G	5	1	0	BKO HBO	17 draft 4th
Rich Hill	36	LAD	L	20	0.0	110.3	18XY	+11	+51H	22	1	0	BKO	17 draft 2nd
Carlos Martinez	24	STL	R	31	0.0	195.3	13Y	-15	+31G	26	0	3	BKO	15 trade MID
Josh Osich	27	SF	L	0	36.3	36.3	11*	-45W	-26L	5	0	3	BKO	16 draft 5th
Joe Ross	23	WSH	R	19	0.0	105.0	9Y	+23Z	+25G	24	2	1	BKO	16 draft 2nd
Marc Rzepczynski	30	WSH	L	0	47.7	47.7	13*Y	-34W	+56H	5	0	3	BKO	16 waiver
Matt Shoemaker	29	LAA	R	27	0.0	160.0	8Y	+33Z	+16	25	0	1	BKO	16 trade KAN
Kevin Siegrist	26	STL	L	0	61.7	61.7	18*XY	-26	-23L	6	1	3	BKO	14 draft bonus
Marcus Stroman	25	TOR	R	32	0.0	204.0	7Y	+16	+22	28	0	3		15 draft 1st
Taijuan Walker	23	SEA	R	25	0.0	134.3	9Y	+21Z	-25L	24	0	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	40	TEX	S	151	593	1	+4/-3	SA0	R26	6	32	3	10 trade RIC
Ezequiel Carrera	29	TOR	L	110	310	11	+6/-4	SA0	C25	16	30	2	16 trade MID
Wellington Castillo	29	ARZ	R	113	457	2	+4/-3	SA2	E31	5	32	0	Th+3 PB2 13 draft bonus
C.J. Cron	26	LAA	R	116	443	5	-6/ 0	SA0	A16	6	29	1	15 draft bonus
Lucas Duda	30	NYM	L	47	172	0	-10/+2	PR5	N 0	5	33	0	11 draft 5th
Greg Garcia	26	STL	L	99	257	2	-10/+1	SA5	A20	15	32	0	17 draft 4th
Didi Gregorius	26	NYN	L	153	597	8	+2/-2	SA0	F34	15	33	0	14 draft 1st
Randal Grichuk	24	STL	R	132	478	9	+1/-2	SA1	A22	15	31	1	15 draft bonus
Dilson Herrera	22	CIN	R										15 draft 2nd
Hyun Soo Kim	28	NYN	L	95	346	4	-13/ 0	SA5	A11	7	30	0	17 draft bonus
D.J. LeMahieu	27	COL	R	146	635	18	0/-2	SA1	B24	10	32	2	12 draft 7th
Jed Lowrie	32	OAK	S	97	369	0	+1/-2	SA0	N 0	11	33	2	3B4 SS7 09 draft 2nd
Tyler Naquin	25	CLE	L	116	365	9	-5/-1	SA2	D26	16	33	0	17 draft 1st
Kirk Nieuwenhuis	28	MIL	L	125	392	17	-8/ 0	SA4	A19	14	33	0	17 draft 8th
A.J. Pollock	28	ARI	R										13 draft 4th
Wilson Ramos	28	WSH	R	131	523	0	+5/-3	SA2	N 0	2	32	3	Th+3 PB2 12 trade RIC
Pablo Sandoval	29	BOS	S										09 draft 1st
Miguel Sano	23	MIN	R	116	495	1	+1/-2	SA1	R26	11	37	0	16 draft 1st

Gray = minors

Please send gamesheets or scripts

All limits show usage to date

Hudson plays on computer

minors

Apr	Bassitt, D.Herrera, Pollock, Sandoval, Lowrie, Osich, M.Feliz, Rzepczynski, Shoemaker, T.Walker
May	Bassitt, D.Herrera, Pollock, Sandoval, Lowrie, Osich, Stroman, Rzepczynski, Hart, J.Ross
June	Bassitt, D.Herrera, Pollock, Sandoval, Lowrie, Osich, Stroman, Givens, Siegrist, T.Walker
July	Bassitt, D.Herrera, Pollock, Sandoval, Lowrie, Osich, Hart, R.Hill, C.Allen, C.Martinez
Aug	Bassitt, D.Herrera, Pollock, Sandoval, Lowrie, Osich, Hart, R.Hill, Stroman, Siegrist
Sept	Bassitt, D.Herrera, Pollock, Sandoval, Lowrie, Osich, Hart, Gregerson, J.Ross, Stroman
Oct	Bassitt, D.Herrera, Pollock, Sandoval, Lowrie, Osich, Hart, Gregerson, J.Ross, R.Hill
Nov	Bassitt, D.Herrera, Pollock, Sandoval

Comp vs RHP

Comp vs LHP

Board vs RHP

Board vs LHP

Naquin lf	LeMahieu 2b	G.Garcia 3b	Carrera lf
LeMahieu 2b	W.Ramos c	Naquin lf	LeMahieu 2b
Kim dh	Beltran rf	LeMahieu 2b	W.Ramos c
Beltran rf	Cron 1b	Kim dh	Beltran rf
W.Ramos c	Sano 3b	Beltran rf	Sano 3b
Cron 1b	W.Castillo dh	Duda 1b	W.Castillo dh
Sano 3b	Gregorius ss	W.Castillo c	Gregorius ss
Grichiuk cf	Grichuk cf	Nieuwenhuis cf	Cron 1b
Gregorius ss	Carrera lf	Gregorius ss	Grichuk cf

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.

EXCEPT This year the non-starting 1B stays on the bench, except for injury.

- G.GARCIA, NAQUIN, W.RAMOS should be used off the bench in game-winning situations only.
- W.CASTILLO, GREGORIUS & SANO should only be used if game within 3, BELTRAN, GRICHUK, LeMAHIEU & KIM within 2.
- Remove BELTRAN & GRICHUK from severe blowouts. Use CARRERA or NIEUWENHUIS.

2) PINCH-HITTING:

- Never hit for BELTRAN, CRON, DUDA, LeMAHIEU, NAQUIN & W.RAMOS. Add KIM to this list on computer.
- This team has a lot of platoon types but not the bench resources to deal with it as most of the team is game limited. Limit pinch-hitting to the last time through the lineup when the game is still up for grabs.
- vs RHP** - Look to hit for when tied or trailing: CARRERA - although sometimes he can stay in on-base situations. SANO & GRICHUK in on-base situations where slugging isn't a factor. CASTILLO - in a game winning situation only. NIEUWENHUIS - in RBI situations.
- vs LHP** - There are three clear lefty deficits that need to be dealt with: NIEUWENHUIS, GARCIA & KIM. NIEUWENHUIS shouldn't face a lefty with the game in doubt. Same goes for KIM on boards only. GARCIA can stay in on-base situations, but look to hit for him in RBI & slugging situations. See position summaries below. We'll just have to live with DUDA vs lefties for now.

3) POSITION SUMMARIES:

- C** RAMOS & CASTILLO capably handle the staff. Both are good defenders. Both will need a runner late. CASTILLO may need to be hit for in a game situation vs a rightie.
- 1B** CRON & DUDA finish what they start. We only have 163 1B games at this point. We hope to fix that on the waiver wire.
- 2B** LeMAHIEU goes all the way. G.GARCIA gets the remaining starts
- SS** GREGORIUS usually goes the whole way. You may hit for him in an on-base situation late. G.GARCIA fills in.
- 3B** SANO & GARCIA complement each other. It's not a strict L/R platoon. SANO slugs. GARCIA gets on base and plays D.
- OF** NAQUIN goes the whole way. BELTRAN will need to leave for a runner and for defense. NIEUWENHUIS & CARRERA are a not-so-effective platoon. GRICHUK needs an occasional PH late in on-base situations where his slugging isn't a factor.
- DH** Pretty much a KIM/CASTILLO platoon. BELTRAN also makes some appearances.

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.
- CARRERA, NIEUWENHUIS & STROMAN (when in rotation) are the candidates. DO NOT pinch-run with GRICHUK or NAQUIN.
- If CASTILLO & RAMOS are both in the lineup, it's OK to dissolve the DH to run for RAMOS if he's the tie/lead run in the 9th.

5) DEFENSIVE SUBS:

- GREGORIUS at SS or LeMAHIEU at 2B moving GARCIA to 3B when we lead by 2 or less after the 7th. DO NOT bring GARCIA off the bench for defense.
- CARRERA or NIEUWENHUIS (but NOT GRICHUK or NAQUIN) for an OF1 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.

- There will be almost no straight stealing from HUDSON this year. I never thought I'd say that.
- GREGORIUS can steal if he's tie or lead run after the 7th. CARRERA, LeMAHIEU & NAQUIN may occasionally have their SSN's raised to the point that Mr.Adams may let the go.
- Add 2 to Adams tables with DUDA, GRICHUK, NIEUWENHUIS & SANO at bat.
- Subtract 2 from the Adams table with 0 or 1 out and CARRERA or KIM 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.
- LeMAHIEU & RAMOS hit and run whenever legal. (RAMOS 0 or 1 out only)
- H&R with CARRERA, GREGORIUS & KIM at bat only if SSN > 24 (pre-penalty) Don't H&R with GARCIA or NAQUIN
- Don't H&R with a slow runner if 8's are good.

8) SACRIFICE

Only with 0 out / Squeeze only with 1 out

- Use the sac when a crippling negative shift needs to stay in the game for defense or it's too early to PH.
- Consider sacrifice when down one, tied or ahead by any amount with CARRERA, unless the steal or H&R is an option.
- LeMAHIEU can squeeze in the lead run, 9th or later, runner on 3rd only.
- Never bunt with two strikes. Never pinch-hit to sacrifice.

PITCHING

9) ROTATION

G-Gausman, H-R.Hill, M-C.Martinez, R-J.Ross, Sh-Shoemaker, St-Stroman, W-T.Walker

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

10) REMOVE PITCHER

- STARTERS** - R.HILL always goes until fatigued. He's one of many low fatigue ratings, so it's generally a 6 inning staff. The good news is the bullpen is good AND deep. Anytime the game is in doubt after the 6th, or there's a rally in the 6th that pen should be gainfully employed. C.MARTINEZ can be pushed a little but don't take chances with the rest of the crew.
- CLOSER** - BRACH is the primary closer but C.ALLEN and HART, when up, can also close. C.ALLEN will serve as setup and rally killer. In any close game late, these guys should be working from the 7th on.
As always with the Generals, using the closer in a tie game is highly encouraged! Cardboard pitchers don't have agents.
- SETUP & LATE** - GREGERSON, SIEGRIST, GIVENS and RZEPZYNSKI can be utilized any time from the 6th on.
- LEFTIES** - There will be two lefties up most months. SIEGRIST is part of the setup crew, while RZEPZYNSKI is more of a loogy, but in the middle innings he can work through some righties.
- MIDDLE, EARLY & BULK** - M.FELIZ and STROMAN when not in the rotation

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 fo **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 good 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!