

2017 WHITMAN RIVER RATS EMERGENCY INSTRUCTIONS

I will be playing the computer game for 2017, roster moves TBA as I will be sending monthly instructions.

Apr-17 **COMPLETE 2017 ROSTER**

Computer managers please send game sheets and do not use auto manager

Position Players:

NAME	TEAM	AGE	BATS	COMP	SHIFT	SSN	SPD	SBA	ARM	GAMES/PA	PB	TH	#24's	31's	HOW ACQUIRED
D. BUTERA	KC	33	R	SA0	-6/+2	N	8	0	35	56/133	1	-2	0	1	WAIVER WIRE 16
B. BUTLER	NYN	31	R	SA0	-1/-1	N	4	0	30	97/274			5	2	TRADE 15 CAY
J. ELLSBURY	NYN	33	L	SA3	-5/+1	28	17	28	30	148/614			2	2	08 1ST RD PICK
P. GOLDSCHMIDT	ARIZ	29	R	SA3	+7/-4	33	16	37	31	158/704			1	1	12 1ST RD PICK
C. GONZALEZ	COL	31	L	SA4	-6/+1	20	13	4	33	150/632			0	1	TRADE 16 STM
B. HOLT	BOS	28	L	SA5	-15/+1	23	15	7	30	94/328			0	2	15 BONUS PICK
K. JOHNSON	NYM	36	L	SA1	-3/-1	34	9	4	32	131/333			1	1	06 2ND RD PICK
N. MARKAKIS	BAL	33	L	SA5	-8/+1	9	15	2	34	158/684			1	2	07 1ST RD PICK
J. MARTE	LAA	25	R	SA0	-1/-1	20	12	4	30	88/284			2	1	16 7TH RD PICK
A. PIERZYNSKI	ATL	41	L	SA5	-14/+2	26	5	1	34	81/259	2	-1	5	2	TRADE 12 MUN
J. RAMIREZ	CLEV	24	B	SA0	-1/-1	29	16	29	32	152/618			1	2	15 2ND RD PICK
B. REVERE	WAS	28	L	SA1	-3/-1	29	18	19	28	103/375			4	2	12 2ND RD PICK
J. RICKARD	BAL	25	R	SA3	+6/-5	31	15	5	30	85/282			0	2	17 3RD RD PICK
M. ROJAS	MIA	28	R	SA1	+2/-3	26	14	3	33	123/214			4	2	16 4TH RD PICK
C. STEWART	PITT	33	R	SA2	+5/-4	N	6	0	31	34/113	3	-1	1	2	TRADE 17 MID
T. TULOWITZKI	TOR	32	R	SA1	0/-2	26	11	1	38	131/544			2	1	TRADE 16 STM
T. WOLTERS	COL	24	L	SA5	-8/+1	31	7	5	31	71/230	2	-1	0	2	17 BONUS PICK
K. WONG	STL	26	L	SA2	-4/-1	35	17	7	33	121/361			0	2	14 2ND RD PICK

ACTIVE ROSTER

MINOR LEAGUES

Pitchers:

NAME	TEAM	AGE	MS	SPD	GRADE	BB	HR	ARM	FAT	STARTS/RIP	WP	BK	HB	MF	HOW ACQUIRED
AJ. ACHTER	LAA	28	L	5	*9	13	-24	R	8	*38	0	0		+1	17 7TH RD PICK
T. CLIPPARD	NYN	32	XY	6	*13	-24	-21	R	7	*63	3			+3	10 BONUS A PICK
J. DIEKMAN	TEX	30	XYW	6	*16	-46	34	L	5	*53	3	0		0	14 4TH RD PICK
Y. GALLARDO	BAL	31	W	13	6	-46	12	R	27	23	3	0		+1	TRADE 16 STM
M. GARZA	MIL	33		11	5	12	16	R	26	19	2	0		0	08 1ST RD PICK
J. HAHN	OAK	27	L	6	2	-23	-16	R	28	23	3	0	0	0	15 2ND RD PICK
J. HOOVER	CINN	29		No Card						No Card					TRADE 15 GC
C. KERSHAW	LAD	29	XYZ	11	19	54	36	L	26	21	2			+3	09 1ST RD PICK
B. LOGAN	COL	32	XY	5	*17	-13	23	L	5	*47	3	0		0	TRADE 16 HUD
D. PRICE	BOS	31	XZ	6	9	26	0	L	28	35	1	0		+3	10 1ST RD PICK
C. RICHARD	SD	33	G	9	7	-23	42	L	25/5	9/*16	3	0		0	17 6TH RD PICK
F. RODRIGUEZ	OAK	32	YW	6	*13	-36	33	R	7	*41	3	0		+2	16 4TH RD PICK
E. SANTANA	MIN	34	Y	8	11	14	21	R	25	30	3			0	TRADE 16 MID
T. SIPP	HOU	33	YM	9	*5	-25	-45	L	5	*77	0	0		0	10 BONUS A PICK
B. SNELL	TB	24	XWG	7	11	-62	44	L	21	19	3		0	+1	17 1ST RD PICK
N. VINCENT	SEA	30	XYZ	8	*11	34	-25	R	6	*61	0	0		+1	17 5TH RD PICK
M. YNOA	CWS	25	YW	4	*17	-46	62	R	8	*30	3	0		0	17 4TH RD PICK

2017 TEAM STATEMENT:

Following a great year with a deep playoff run in 2016, this year the Rats will take a step back. Injuries combined with the start of the "rolling rebuild" we like to complete every so often has left us too good to start over and not good enough to make a push in 2017. So the Rats will be very competitive most of the time and will probably end up just above or below the .500 mark for the season. There are enough core pieces to be optimistic about 2018 assuming we are relatively healthy so we have already begun shaping next years squad. This year though, our top end pitching is as good as it gets, we have team speed and we play superb defense. The lineup has enough to be dangerous and the bullpen is a bit thin but should be good enough to get the job done most days.

Players cut for the 2016 season are as follows: J. Butler (U), P. Fielder, D. Haren (U), E. Sogard (U), M. Muncy, J. Sucre (U)

C. Johnson, C. Villanueva, and J. Miller.

Management wishes the best to these players and hopes that we will not need to draft any of them next year. Good luck and have a great season.

Whitman River Rats Pitching Instructions

Overview: This years rotation is split between 86 strong starts headlined by Kershaw's otherworldly 21 trips and includes Santana and Price. The remaining 76 starts are made by somewhat capable but greatly flawed trips including the 6 that Hahn makes. The bullpen has some quality at the back end, a few nice middle pieces and some stuff ready and standing by for when we decide to waive the white flag. Most days we should pitch well enough to allow our offense a chance to win but some days it will get ugly which is ok.

WHITMAN RIVER RATS PITCHING ROTATION:

PITCHER IDENTIFICATION KEY:

1-Kershaw, 2-Price, 3-Santana, 4-Snell, 5-Gallardo, 6-Garza, 7- Richard, 8-Hahn.

<u>APRIL</u>	<u>MAY</u>	<u>JUNE</u>	<u>JULY</u>
@ IND 1 thru 4 2,3,6,1	vs BRO 1 thru 5 5,7,2,3,4	@ BH 1 thru 4 6,4,1,3	@ GC 1 thru 5 6,5,7,3,2
vs BH 6 thru 8 2,3,8	vs RYE 6 thru 9 5,7,2,3	@ RIV 6 thru 8 2,4,1	@ MID 6 thru 9 6,5,7,3
vs RIV 10 thru 13 6,2,3,8	@ MLR 11 thru 14 5,7,2,3	vs IND 9 thru 11 3,6,2	vs ZIO 11 thru 14 2,6,5,3
vs NW 14 thru 17 1,6,2,3	@ HUD 15 thru 18 4,5,7,2	vs KNX 12 thru 16 4,1,3,6,2	vs WAR 15 thru 18 7,2,6,5
@ MAR 19 thru 23 8,6,2,3,1	@ LV 20 thru 23 4,5,3,2	@ HOB 18 thru 21 1,3,4,2	vs COL 19 thru 22 3,7,2,6

<u>AUGUST</u>	<u>SEPTEMBER</u>	<u>OCTOBER</u>	<u>NOVEMBER</u>
vs DET 1 thru 4 1,5,2,4	@ IND 3 thru 5 2,1,4	@ NW 1 thru 4* 1,2,6,5,7	vs MID 2 thru 6 4,6,2,5,8
vs NBO 5 thru 8 3,1,5,2	vs BH 6 thru 9 5,3,2,1	@ BRO 6 thru 9 1,2,6,5	@ KNX 7 thru 10 4,3,2,6
vs CAY 10 thru 13 3,1,5,2	vs RIV 10 thru 12 4,5,3	vs HOB 10 thru 14 3,1,2,6,5	@ BH 11 thru 13 8,4,3
@ KAN 14 thru 17 4,3,1,5	vs MAR 14 thru 17 1,2,4,5	vs GC 15 thru 18 3,1,2,6	@ RIV 15 thru 18 2,5,4,3
@ MUN 18 thru 21 2,4,3,1	@ RYE 18 thru 22 3,1,2,4,5	@ STM 20 thru 23 3,1,2,5	vs IND 19 thru 22 8,2,6,4

Starting Pitchers

Ace(s) Kershaw he should get every chance to pitch deep into games despite his 26 fatigue. He has stellar peripherals in addition to his grade 19 so give him every chance to go deep, there is nobody better waiting in the wings. One reduction if trailing by 2 or more or lead of 3+ no baserunners.

Remove! Remove if he is reduced for runs 5th inning on. If the score is +1/0, remove him if fatigued for any reason 6th or later. If we trail 2+ or lead by 3+ runs before the 8th, let him pitch through one reduction and remove him after the next baserunner. In the 8th or 9th go to the pen if reduced.

Tier II, Santana/Price I hope to get 6+ from these 2, both have a solid grade and positive peripherals which will keep them in there most days.

Santana's fatigue (25) may require earlier removal. Remove either if reduced for any reason at all, there are better arms in the pen. Don't lose a lead 5th+.

Remove! I would like to get 6 IP from them most days. Remove if reduced for any reason at any point after 5 as there are better options in the pen.

Tier III Snell/Richard Both guys have decent grades and strong HR ratings but both are wild (particularly Snell at -62). These guys are trying to reach the 6th inning with a lead and turn it over to the bullpen. Snell's short fatigue (21) and poor control make it likely he will depart sooner some days.

Remove! No real minimum IP but I do hope to get 5+ most days. If reduced inning 1-5 and we trail by less than 5, remove for better options. If reduced for any reason after 5, remove immediately score +4/-4. Consider replacing them with Vincent/Achter if knocked out early for the shift advantage.

Tier IV Gallardo/Garza/Hahn I truly hope to get 4-5 IP which will happen some days but the fact is, the bullpen should take over as early as needed if the game is within +any/-3 runs 5th inning or later. Don't feel bad about burning BP in these starts as it is inevitable and nearly every guy in the pen is better.

Remove! I am hoping for 4 IP and more when leading but if the game is getting away from us get the BP ready and warm. I don't ever see the need for them to pitch beyond the 6th unless pitching a shutout or we are trailing by more than 5 runs. Have a quick hook with baserunners after 4 please +any/-3.

Relief pitchers

Overview- Here are some simple ideas of how I would like to see the bullpen managed when we trail and when tied or ahead followed by guidelines for each group of relievers. Please do your best to stick to game/series limits listed in my monthly instructions.

When we have a lead: Unless Kershaw is pitching look to go to the pen as early as the 5th but for certain in the 8th unless lead is 4+. The middle guys will mix and match innings 5-7. Get the ball to Logan, Diekman and Ynoa to close it out. Logan is the best option to close most games.

When we trail: Before the 6th use Vincent, Achter and Clippard. After the 6th if we trail by 5+ save the top arms but if we trail by less than 5 use anybody except Clippard to keep us in it. Clippard is your guy any time we trail by 5+ runs and the starter is gone.

When the game is tied: Before the 6th use Vincent, Rodriguez or Diekman. Diekman, Ynoa, and Logan are all available for multiple innings 7th+.

I am ok with you stretching the limits and beyond in a tie game to go for a win. Just make sure you do your best to spread it a bit but winning the game is more important than worrying about burning somebody's innings beyond what I have outlined here. Logan can pitch 9th &/or 10th tie game.

Logan His grade 17 and solid peripherals make him the best choice to close most days. The fact that he is a LHP means that there will be games where Ynoa the RHP will be a better choice for the final out which is ok with me. Logan should be a 1 inning closer only to be used in a save situation.

Ynoa He is the RHP short setup guy, due to his limited 30IP he should be use for no more than 0.2IP per outing. His poor control is somewhat offset by his grade and his strong HR rating but late in games he is not the guy with the bases loaded. He can close if a RHP makes sense.

Diekman He is the setup lefty normally to be matched with Ynoa in the 7th/8th inning. His lack of control is not quite as bad as Ynoa but it is still of some concern. He should go a max of 1.1IP per outing and his XY makes him a good option when we need a big strikeout.

Rodriguez This righty grade 13 is a better version of Clippard and will be used in middle relief to keep a game close in the 6th or 7th when we trail or in a close game transitioning us to the setup guys. He can go up to 2IP per outing and combined with Clippard will be a workhorse when he is used.

Clippard His peripherals are poor but he will be the middle relief workhorse just the same when Rodriguez is not available. He can pitch any time between the 5th-7th innings to get us to the setup guys. He and Rodriguez will share this role. Likely only 1 will be active each month.

Vincent Probably the best RHP option for middle relief any time between innings 4 and 6, limit him to 2IP per outing max. His nice control rating counters his negative HR rating. Keep him away from late innings work. Achter is his lesser stand-in, usually only 1 will be active.

Achter He has limited IP but don't worry about that, he should be used the same way as Vincent innings 4-6. A lower grade and less control makes him the weaker of this pair, only 1 will be up monthly. He can go as much as 2IP per outing but try to limit him to shorter outings in a close game.

Sipp When we are ready to waive the white flag in a game that is out of hand, Sipp will be used to absorb innings to save the better arms in our pen. He can pitch in those situations until pounded out with no IP limits. Otherwise he can be used as a 1 batter LHP in low leverage spots.

Items Of Note- Any starter pitching a shut out should be left in with a chance to advance his grade. There is plenty of bullpen so if in doubt, go to the pen and don't let a game get out of hand particularly after the 5th inning.

Pitching Strategy

Intentional Walks: At any point in the game vs a stud with 2 out and 1st base open with a better match up waiting on deck in a spot you are not going to PH for with a poor matchup for me. Never to load the bases though.

Pitch from Stretch: Computer Game- Always with a SB threat on 3B and less than 2 out after the 7th inning.

Boards: Only in the 9th or Xtra innings with tying or winning run on 3rd, 2 out with adjusted SSN of 15 or better.

Hold Runner: Computer Game- Always with +/-5 score with adjusted SSN of 20+ any time during game. Hold any runner with 7+ speed. Board Game- Hold SB threat with adjusted SSN of 23+ any time when game is +/- 3 runs.

Offensive Guidelines:

Lineups: I normally send lineups monthly, use these lineups if you don't hear from me by the 4th.

Board Game Lineups:

VS RHP Grade 9<	VS RHP Gr 10>	VS LHP Grade 10>	VS LHP Grade 9<	VS LHP	VS RHP
1 Ellsbury CF	1 Ellsbury CF	1 Rickard LF	1 Rickard LF	1 Rickard LF	1 Ellsbury CF
2 Markakis RF	2 Markakis RF	2 Ramirez 3B	2 Ramirez 3B	2 Ramirez 3B	2 Markakis RF
3 Ramirez 3B	3 Ramirez 3B	3 Goldschmidt 1B	3 Goldschmidt 1B	3 Goldschmidt 1B	3 Ramirez 3B
4 Gonzalez CF	4 Gonzalez LF	4 Marte DH	4 Marte DH	4 Butera C	4 Gonzalez LF
5 Goldschmidt 1B	5 Butera C	5 Tulowitzki SS	5 Tulowitzki SS	5 Marte DH	5 Goldschmidt 1B
6 Tulowitzki SS	6 Goldschmidt 1B	6 Gonzalez RF	6 Gonzalez CF	6 Tulowitzki SS	6 Tulowitzki SS
7 Butler DH	7 Butler DH	7 Ellsbury CF	7 Markakis RF	7 Gonzalez RF	7 Butler DH
8 K. Johnson 2B	8 Tulowitzki SS	8 Stewart C	8 Rojas 2B	8 Rojas 2B	8 K. Johnson 2B
9 Wolters C	9 Johnson 2B	9 Rojas 2B	9 Stewart C	9 Ellsbury CF	9 Wolters C

Computer Game Lineups:

State of the team: This year's lineup has a decent mix of BA, OBP and extra base-hit ability. As usual there are loads of speed and SBA usage (Goldschmidt has 37 SBA). We will definitely score some runs and will look to move runners mostly via hit-and-run. There is a platoon at DH and ultimately there are 3 C's covering 1 spot but otherwise the regulars all have significant usage this year. The bench will be filled with stuff you can use at will so look to do so whenever possible.

Usage: Most of the time our everyday guys will be playing on the road so there should be very little need to worry about usage. There are multiple PR/D options and SBA threats and nice PH vs LHP and RHP so see below for more detail.

Bench Usage: *Below is a brief description of best uses for the bench regulars with limits if any exist.*

Rickard- He will be available to PH vs LHP with his +6 shift, he is an excellent PR (15 speed) and if we hit for a starting OF he is the best option after Holt. He can steal but only GW/GT situations. There is lots of him so no worries about usage.

J. Marte- Sharing the DH role with Butler he is the big bat off the bench when we need extra bases. He is shift neutral so look to use him vs LHP or RHP any time from the 7th on. Unless he hits for Butler he should exit after his PH try.

Butler- The other half of the DH platoon he has a very solid, shift neutral hitting card so feel free to use him anytime after the 6th in a PH role. He does not own a glove so after his PH attempt he should be run for or leave the game on D.

Stewart/Wolters- Stewart can PH vs LHP board game for the shift and he does have 4 14's and a 42 but he is not the top option. Wolters can take over at C if Stewart is hit for and can PH in an emergency but not our best option.

Butera- He will be limited to games played so when he is on the bench his only role will be to PH 8th or later in a GW/GT situation, probably for the bottom of the order. If he hits for the other C he stays in the game, otherwise yank him.

Rojas- He starts at 2B vs LHP most of the time so he will be available off the bench most days with lots of availability. His highest and best use is for D, he can cover a departing 2B/3B/SS/1B very nicely. He can PR with limited SBA.

Holt- He won't see much action so when he is up he is on the bench to PR and for D. He can PH vs RHP.

Wong- He won't see much action but if he is up he can PR and is a top notch base stealer (SSN35 7 SBA) or play D late.

Revere- Not likely active except in November but can PR and steal a base if needed.

Hit-And-Run Attempts:

We love the H&R and historically we use it frequently particularly with baserunners with limited SBA. There are fewer 24's in this years lineup but Butler/Ellsbury/Rojas and AJ do have some so H&R with them at bat whenever legal.

Boards: I prefer steal due to better odds but only with SSN's listed. **Computers:** the H&R is the preferred option usually.

Baserunners: Revere, Ellsbury, Goldschmidt, Wong, Ramirez, Rickard, Wolters or Johnson.

Batters, Revere, Pierzynski, Markakis, Ellsbury, Holt, Butler, Rojas or Ramirez.

Butler and **his** 5 24's make him a must H&R option when any of the above runners are on base. Ramirez & Markakis both have exceptionally good H&R cards so lean that way with them too. Use your best judgement with the others.

Stolen Base Attempts:

There are 3 groups of base stealers that will have the green light as indicated. Board gamers should think steal first. I like to steal with 30+ SSN but for the tying run from 7th inning on I would drop that down to 28+.

Group 1: Ellsbury, Revere, Ramirez and Goldschmidt. These guys have the green light with runner on 1st and adjusted SSN is 30+ limiting them to 2 SBA per series. I prefer the straight steal on the board game. You will need to straight steal when the batter is not eligible or very good at the H&R and we want to avoid the DP or advance a baserunner.

Group 2: Wong and Johnson. After the 5th inning these guys now have the green light under the same conditions listed above. No more than 1 SBA per series for these guys please.

Group 3: Rickard, Wolters and Rojas. These guys are 8th inning+ under the above conditions. They are very limited so no more than 1 SBA per series please.

Defensive Guidelines:

Outfield Throws: Boards- Throw for lead runner w/ advance # of 35 or less unless winning run 9th+ (then throw regardless).

Otherwise throw behind lead. **Computer Game-** Always throw for lead runner who is "S", non-S runners do not throw for lead when runner is "well-around". Always throw on a steal attempt of second with no runner on 3rd.

You may use Adams Tables or your own judgement if it differs greatly from my instructions.

Infield: Play deep for the first 7 innings. After 7, play close with 0 or 1 out, 1B open, IBB is not an option tied or trailing by 4 runs or fewer.

Defensively this team is very strong however there will likely be moves to make when we lead late in games. Catcher is the only real platoon position, Sucre (or Cruz if up) is our closer catcher so put him in for AJ when we lead in a save situation 9th or later. Ellsbury will be doing something similar for Revere and Holt belongs at 3B late in games too.

CATCHER: Butera/Wolters vs RHP and Stewart vs LHP. Wolters C6 -1 is not ideal so look to replace him for D in late innings. Stewart should be catching I a save situation 9th inning or later. He is the best defender on the team.

1B: Goldschmidt is a 1B5 and never leaves except for injury (backups are all 1B2's). He will start every road game.

2B: Johnson will start vs RHP and **Rojas** vs LHP. Rojas will be PH for if we trail and Johnson will leave for defense when we lead by 3 or less after we bat in the 7th. Rojas and Wong are the best defenders here and should come in late.

3B: Ramirez will be the everyday 3B, his 3B5 makes him our best defensive option at the position. He will start all road games and should never leave the game except due to injury. He is a SB threat but won't always run freely batting 3rd.

SS: Tulowitzki and **Rojas** will start all road games. While we are tied/leading they should finish most games. When we trail vs board opponents consider hitting with one for the other if the shifts make that a good option 7th inning or later leaving the PH in to finish the game at SS. If Tulo did not start, you may put him in for 9th inning D if we lead by just 1 run.

Outfield: I don't see many scenario's that will see **Gonzalez** departing and he will start all road games. **Markakis & Ellsbury** will play the other two spots with **Rickard** getting starts vs tough board LHP pitching. You can PH for Rickard/Ellsbury/Markakis late if it makes sense. After we bat 7th with lead of 1-3 runs Ellsbury to CF, Rickard out, Gonzalez to LF Markakis in RF.

Offensive Strategies:

Pinch Hitting:

There are few platoons this year meaning the bench players can actually be utilized in specialty roles. Butler is the best PH card off the bench, Marte the best power bat and Butera or K. Johnson can do both things very well. A few big shifts will require PH.

Boards- Shift issues require you consider PH's for **Pierzynski, Wolters, Markakis, Stewart, Rickard, Rojas** and **Ellsbury**. PH from the 7th inning on when we trail by 1-4 runs. Stewart should not face a RHP on boards unless we lead/tie and need his D.

Butler is your guy vs RHP, Marte and Johnson are up next then Ellsbury/Markakis. When you put a LHP in the game, Rickard and his +6 shift or Butler/Marte followed by Stewart and Rojas.

I do not want a PH for Gonzalez or Goldschmidt unless 9th inning, huge shift advantage tying/winning situation at the plate.

Computer- Since shifts are less of an issue, this is more about putting the best bat in a key PA late in a game. So, that will usually be **Butler, Marte, K. Johnson** and **Rickard** or **Butera** in a big spot 7th inning or later are the other options.

Pinch Running:

Please begin to consider using a pinch runner any time after the 6th inning when the game is +2/-2 and a lead foot reaches.

The two possible scenario's that would require a pinch runner are 1.) When a SBA attempt is critical to getting the tying run or winning run advanced OR 2.) When we need a baserunner strictly for speed at any point after the 6th inning for a key run.

Of the regulars, **Butler, Pierzynski** and **Stewart**. In a game winning/tying spot **Wolters** or **K. Johnson/Butera**.

Scenario 1, use **Ellsbury, Wong** or **Rickard**. These guys are SBA specialists and have speed to burn anyway.

Scenario 2, use **Ellsbury, Revere, Rojas, Rickard, Holt, Wong** and then look to **Garza** (11 speed), **Gallardo** (13 speed).

Sacrifice Bunts:

Boards- When the SB or H&R are in order, I prefer them to a straight sacrifice. But on those occasions when that is not the case, after the 6th inning with 0 out and runners on 1st or 1st & 2nd with the score +1/-1 please consider bunting when the batters is **Rojas** (especially vs RHP) or **Ellsbury**. **Stewart**, his hitting card is so bad that you should consider sac anytime he is up with runner on 1st or 1st & 2nd, with either 0 or 1 out. Treat him like a pitcher in that way even with his big shift.

Computer- I don't like the sacrifice bunt in the computer game unless all PH have been exhausted and there is a batter who cannot be hit for (like Rojas/Stewart/Wolters) tying/winning run on 2nd 0 out or 1st & 2nd 0 out in the same situation.

Baserunning:

Be more conservative moving from 2nd to 3rd particularly in the computer game (don't do this vs any OF arm of 34+). As for attempts to score, please send runner with 28+ chances and your best judgement otherwise on the board game. For computer players, use your best judgement but always send a runner who is "well around". Finally, do not try to stretch a 2B to a 3B!