2017 Munich Marauders Series Instructions
(1992, 2007 and 2016 TBL Champions)

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Munich will be using the Computer game for Windows (Broadcast Blast 5.75).
I also welcome the chance to play games online via Skype (home) or TBL Gamepage (road)
 whenever schedules permit!

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Munich cuts (pre-season): Frasor (unc)
Waivers – acquired Andrew Bailey, Zach Godley; waived Huston Street, Drew VerHagen (unc)
Mid-season Trades –

<u>General Introduction</u>:   Contending again! Not as menacing as 2016's roster, but still a nice blend of offense, pitching, and defense. There will be less in-game tinkering this year, but the defensive subs are still important. The bench is less useful, but still has some value, and *no usage issues should over-ride a potential game-winning move*. LOTS of innings in the bullpen, including two TBL-closer-grades, so mix and match to give Munich its best chances. But, above all, have fun!

Manager: Orel Hershiser; **Hitting Coach**: Edgar Martinez; **Pitching Coach**: Derek Lowe; **Bench Coach**: Ty Wigginton; **Base Coaches**: Otis Nixon, Lyle Overbay; **Bullpen Coach**: J. J. Putz; **Director of Player Development**: Ken Phelps.

2017 Munich Marauders Batters

TM	Name	Bats	GM	PA	SBA	Hitting	STL	SPD	BMod Comp.	BMod Board	7's	8's	10's	11's	24's	31's	C	1B	2B	3B	SS	OF	Arm
HOU	Altuve, Jose	R	161	717	44	12(1000[2])3+ H	D29	F17	SA-0	-3/-1	1	3	1	1	1	3			8		7		31
TOR	Bautista, Jose	R	116	517	5	8(156)6+	F20	13	PL-0	PL-5/ 0		3		4	1		2					2	33
PHI	Blanco, Andres	B	90	209	6	9(0000[6])2(1)+ H	B16	F15	SA-0	-5/ 0		3		3	2		4	7	3	8	1		33
DET	Cabrera, Miguel	R	158	679	0	11(1000[11])4+	N	S 3	SA-0	-2/-1	1	4		4	2		3		3				34
CWS	Eaton, Adam	L	157	706	21	10(000[8])3++	E29	F16	SA-1	-3/-1	1	3	1			2						3	32
TEX	Gomez, Carlos	R	118	453	26	8(166)3+	D30	F17	SA-0	-3/-1		2		1	3	1						3	37
LAD	Grandal, Yasmani	B	126	457	5	8(116)5	C11	S 6	SA-0	-1/-1		3		1	1		8	2					th-1,pb2,3
CHC	Heyward, Jason	L	142	592	17	8(000[5])3+	E28	F16	SA-1	-3/-1		3		1	2							3	33
SD	Jay, Jon	L	90	373	3	10(000)2(1) H	C31	F15	SA-0	+1/-2	2	3		1	2							2	31
MIL	Maldonado, Martin	R	76	253	2	7(16)4(1)	R26	S 5	SA-0	-1/-2		3		2	1		8						th+3,pb1
MIA	Prado, Martin	R	153	658	5	11(000[5])3 H	F20	9	SA-5	+14/-5	2	4		3	2				(6)	4			31
CHC	Rizzo, Anthony	L	155	676	9	10(1556)4(1)	E16	13	PR-4	PR-6/+1		4		1	2			5					32
LAA	Simmons, Andrelton	R	124	483	13	10(000[3])2 H	F35	14	SA-1	+2/-2	2	3		3	2						9		36
CHC	Zobrist, Ben	B	147	631	11	9(166)5	F24	F15	SA-0	0/-2		3	1	2	2				8		7	2	33

(((ALL batters are on the active roster EVERY month.)))

2017 Season Munich Marauders Pitchers

TM	Name	Th	GS	RIP	SPGrd	RPGrd	Ctl	HA	Fatg	WP	HB	BK	MF	A	M	J	J	A	S	O
CHC	Arrieta, Jake	R	31		16XG		-24	+25	26	3	0									
LAD	Avilan, Luis	L		19 2/3		17*XYH	+11	+62	5	3	0	+1	m		m		m		m
LAA	Bailey, Andrew	R		43 2/3		7*Y	-22	-16	6	3		+1	m	m	m	m	m	m	m
CHC	Cahill, Trevor	R	1	65 2/3		17*XW	-45	+15	17 / 7	3	0				m		m		m	
SEA	Caminero, Arquime	R		60 2/3		9*WG	-46	+16	7	2	0	+1							
TEX	Darvish, Yu	R	17		13XY		+12	+13	24	3	0			m		m	m		m
NYM	deGrom, Jake	R	24		11XZ		+23	+15	25	2	0	+1						m	
ARZ	Godley, Zack	R	8	26 2/3	1ZL	9*	+21	-22	32 / 8	3	0		m	m	m	m	m	m	m
ARZ	Greinke, Zack	R	26		7YZ		+24	-14	27	1	0	0	+2	m						
TOR	Liriano, Francisco	L	29		9XW		-46	-15	27/ 7	3	0					m			
SFG	Lopez, Javier	L		26 2/3		12*W	-62	+15	4	0	0		m		m		m	
CLE	Miller, Andrew	L		74 1/3		24*XYZ	+42	+13	6	1	0	+1							
BAL	O'Day, Darren	R		31		13*XYL	-16	-26	6	0	0	+1	m		m		m		m
CWS	*Petricka, Jake*	*R*		*unc*									m	m	m	m	m	m	m
CHC	Rondon, Hector	R		51		12*XYZL	+36	-23	6	3	0		m		m		m	
STL	*Rosenthal, Trevor [i*	*R*		*70 1/3*		5*XYWG	-62	+35	6	0	0	m	m	m	m	m	m	m
MIL	Thornburg, Tyler	R		67		22*XY	-23	+22	6	3	0	+1							
PIT	Vogelsong, Ryan	R	14		8W		-35	-11	24 / 9	3	0		m		m	m		m
KC	Volquez, Edinson	R	34		4		-22	+16	29	2			m		m		m	
STL	*Walden, Jordan*	*R*		*unc*								m	m	m	m	m	m	m
BOS	Ziegler, Brad	R		68		12*YH	+15	+54	6	1	0		m		m		m		m

Minors By Month – pitchers who are in the minors listed in rightmost seven columns in roster charts ("m").
Make sure to make changes from previous instructions, that are noted in red (if any)!

Munich Rotation 2017

Month	@	Team	Days					
April		HUD	A	rv	L	D	▨	
19		DET	dG	rv	A	▨		
		COL	L	D	rv	▨		
	@	KAN	A	L	D	dG	▨	
	@	CAY	rv	A	L	D	dG	▨
May		MLR	ev	A	G	dG	L	
21		BRO	ev	A	G	dG	▨	
	@	MID	ev	L	A	G		
	@	RYE	dG	ev	L	A	▨	
	@	GC	G	ev	dG	L		
June	@	DET	A	G	rv	D	▨	
19	@	COL	dG	A	rv			
	@	HUD	G	D	dG			
		STM	A	rv	G	D	dG	▨
		ZIO	rv	A	G	D		
July	@	WAR	L	ev	A	G	dG	
21	@	LV	L	ev	A	G	▨	
		IND	dG	ev	L	A		
		RIV	G	dG	ev	L		
		NBO	A	G	dG	ev	▨	
August	@	NW	L	A	G	ev		
20	@	MAR	dG	L	A	G	▨	
	@	MLR	ev	dG	L	A		
		BH	G	ev	dG	L		
		WHT	A	G	ev	dG	▨	

Month	@	Team	Days					
Sept.		HUD	▨	▨	rv	L	A	
20		DET	G	D	rv	L		
		COL	A	G	D	rv		
	@	STM	L	A	G	D	▨	
	@	ZIO	rv	L	A	G	D	
Oct.	@	KNX	ev	L	A	G		
22	@	NBO	dG	ev	L	A	G	
		KAN	dG	ev	L	A	G	
		HOB	dG	ev	L	A	▨	
		CAY	G	dG	ev	L		
Nov.		LV	▨	D	dG	rv	L	A
20		WAR	D	G	ev	L		
	@	DET	A	D	dG	▨		
	@	COL	L	G	D	rv		
	@	HUD	A	L	C	D	▨	

KEY

▨	*Day off*	
dG	deGrom, Jake	24
L	Liriano, Francisco	29
A	Arrieta, Jake	31
D	Darvish, Yu	17
ev	Volquez, Edinson	20
G	Greinke, Zack	26
rv	Vogelsong, Ryan	14
C	Cahill, Trevor	1
☐	(double header)	

PITCHING

Starters: Three pretty distinct tiers this year, each requiring its own approach. Handle them by these principles:

Tier 1 – Arrieta, Darvish (and Cahill, in his one November start). The aces, working 49 starts. Try to get the most out of them, although Darvish's fatigue rating may not allow him to go really deep.
- When Munich develops a comfortable lead, see if they can work 7 IP (or more). But if you rally, pull them.

Tier 2 – deGrom, Liriano. Decent starters, with 53 starts.
- Ideally they can work 6 IP (or more), but have a fairly quick hook if they get in trouble during a close game – in that case, pull them in the 6th or even the 5th.

Tier 3 – Vogelsong, Greinke, Volquez. Have to have them for 60 starts. Shaky options due to both their grades and a negative peripheral each. Still, they can eat some innings if the following guidelines are followed:
- Assess the situation after the first 3 innings. If Munich has a comfortable lead (3+), try to nurse them through 5. But if you come back to make it close, use the bullpen to preserve the lead; Caminero early, then the rest.
- If Munich trails by a bunch (down 3+), stretch them; Greinke and Volquez have large fatigue factors to facilitate this. (But, if Munich comes back to make it close, yank them and go for the win.)
- In between (+2 to -2), treat Caminero as their caddy – bring him in as soon as a man reaches base, 4th inning on. He'll try to keep the game close until the 6th, when the rest of the bullpen can take over.

The general rules that apply to all three tiers:
- I'd prefer to have any starter stay in a blowout until the pounding rule requires them to be removed, or the game gets within 4 runs.
- Starters should never work past a fatigue reduction except during a blowout, in which case see above.
- When in doubt – "the bullpen is (almost always) better!"

Relievers: Enough quality relief IP to use **whenever the game is in doubt**; supplemented by quite a lot of other

reasonable grades for middle/long/mop use. Optimize relief use based on lefty/righty matchups, the plus-5's (for grades under 20*), and the obvious control cases. Use as needed in close games – use one guy more than one IP if needed; and/or use several to squash a rally within an inning if needed.

Bullpen usage by role:

Closer– This year, I am going with a more traditional bullpen with a closer:
- **Miller** – Should get most saves. Enough IP to come in during the 8th and then close it out, when needed. *Occasionally, may enter earlier* to kill a rally when key LH batters are up.

Setup / Rally-killer – There is also a designated setup man and rally-killer *for protecting a Munich lead* in 7th/8th, as well as a 'backup setup' guy for earlier innings and/or less critical situations.
- **Thornburg** – Protects *close* Munich leads in 7th/8th. Can enter in 6th to kill a game-critical rally. May get a few saves, on days when Miller is needed to kill a rally.
- **Ziegler/Cahill** – Only one will be active each month. Use in 6th on when Munich has a lead of 1-4 runs. LOADS of IP between them, so either can be used for > 1 IP if needed.

Middle – "Middle" means 6th on *when Munich trails*. (If Munich is tied, the "middle" and "setup" groups merge, and can be used as indicated based on their strengths and the game situation.)
- **O'Day/Rondon** – One will be active each month. Use in 6th on when Munich trails. NOT a lot of IP between them, so TRY to hold them to 1 IP per game, but they may need to go beyond sometimes. If the score changes for the better, go to the Setup group, if for the worse, go to the Long/Mop group.

Situational Lefty – One "designated LHP" will be active each month.
- **Avilan/Lopez** - Use to nullify key LH batters, 6th on. Limited innings, so try to hold them to less than an IP per appearance.

Long/Mop –
- **Caminero** is the caddy for Tier 3 starters, and can otherwise work needed mop IP.
- **Rosenthal, Godley, Bailey** may also appear as a mop (and "caddy") late in the season.

Lineups and Usage

General – 1. Use these boxes for guidance regarding usage and substitution decisions.
2. **Make sure to implement the DEF (defensive sub) instructions; they are a key to optimizing Munich's results**!

R1		Board vs RHP (grades 1-7) and Computer (any grade RHP) Lineup, Usage, Bench Notes
1 **CF**	Eaton	plays entire game; shift to LF when DEF applies
2 **2B**	Altuve	plays entire game
3 **DH**	Cabrera	plays entire game (BUT, if it becomes a true blowout, replace with Jay)
4 **1B**	Rizzo	plays entire game (BUT, if it becomes a true blowout, replace with Blanco)
5 **LF**	Bautista	See DEF
6 **RF**	Zobrist	See DEF
7 **C**	Grandal	See DEF
8 **3B**	Prado	plays entire game
9 **SS**	Simmons	plays entire game unless PH for
	BENCH	Blanco, Gomez, Heyward, Jay, Maldonado
	PH/PR	Not much tinkering with this lineup. Jay or Heyward can PR for a non-fast runner who is the tying/lead run in the 8th or later. There MAY be occasion to PH for Simmons in an RBI situation late if Munich trails; use best batter, and Blanco can then play SS. (Note that there are several other options for SS, also - so if one of them makes more sense than Blanco based on game situation, do it!)
	DEF	When [1] MUN leads by 5+ any time after the top of the 5th; or [2] MUN leads by any amount after top of 8th - Maldonado to C, outfield becomes Eaton (LF) / Heyward (CF) / Gomez (RF).

R2	Board vs RHP (grades 8+) Lineup, Usage, Bench Notes	
1 CF	Eaton	plays entire game; shift to LF when DEF applies
2 2B	Altuve	plays entire game
3 DH	Cabrera	plays entire game (BUT, if it becomes a true blowout, replace with Heyward)
4 1B	Rizzo	plays entire game (BUT, if it becomes a true blowout, move Blanco to 1B, Prado to
5 LF	Bautista	See DEF
6 RF	Zobrist	See DEF
7 C	Grandal	See DEF
8 3B	Blanco	See DEF and PH instructions
9 SS	Simmons	plays entire game unless PH for
BENCH		Gomez, Heyward, Jay, Maldonado, Prado
PH/PR		Not much tinkering with this lineup. Jay or Heyward can PR for a non-fast runner who is the tying/lead run in the 8th or later. Prado should PH for Blanco against a LH pitcher; he then stays in at 3B. There MAY be occasion to PH for Simmons in an RBI situation late if Munich trails; use best batter, and Blanco can then play SS. (Note that there are several other options for SS, also - so if one of them makes more sense than Blanco based on game situation, do it!)
DEF		When [1] MUN leads by 5+ any time after the top of the 5th; or [2] MUN leads by any amount after top of 8th - Maldonado to C, Prado to 3B, outfield becomes Eaton (LF) / Heyward (CF) / Gomez (RF).

L	Board or Computer vs LHP (all grades) Lineup, Usage, Substitutions/Bench Notes	
1 2B	Altuve	plays entire game
2 3B	Prado	plays entire game
3 DH	Cabrera	plays entire game (BUT, if it becomes a true blowout, replace with Gomez)
4 1B	Rizzo	plays entire game (BUT, if it becomes a true blowout, replace with Blanco)
5 RF	Zobrist	See DEF
6 C	Grandal	See DEF
7 CF	Eaton	plays entire game; shift to LF when DEF applies
8 LF	Jay	See DEF
9 SS	Simmons	plays entire game unless PH for
BENCH		Bautista, Blanco, Gomez, Heyward, Maldonado
PH/PR		Not much tinkering with this lineup. Jay or Heyward can PR for a non-fast runner who is the tying/lead run in the 8th or later. There MAY be occasion to PH for Simmons in an RBI situation late if Munich trails; use best batter, and Blanco can then play SS. (Note that there are several other options for SS, also - so if one of them makes more sense than Blanco based on game situation, do it!)
DEF		When [1] MUN leads by 5+ any time after the top of the 5th; or [2] MUN leads by any amount after top of 8th - Maldonado to C, outfield becomes Eaton (LF) / Heyward (CF) / Gomez (RF).

Offensive Tactics (General Guidance):

Steal   (#1 tactical choice unless Altuve is at bat, when it's the hit and run):
 Several good runners, so don't be shy about stealing! Use the following table to determine who to steal second with and when to try it (Don't worry about trying to steal third or home.):

Runner	Steal when				Notes
	Inning	Score	Adj SSN	Outs	NOT with Rizzo, Bautista, Grandal at ba
Altuve	any	-3 / +3	27+	any	
Eaton, Gomez, Heyward	any	-2 / +2	27+	any	h&r instead with Altuve batting
Jay	any	tied	27+	1 or 2	h&r instead with Altuve batting
Simmons	7th on	-1 / +1	27+	1 or 2	h&r instead with Altuve batting
Maldonado	9th on	tied	27+	1 or 2	h&r instead with Altuve batting

Hit-and-Run (#1 tactical choice if Altuve is at bat; otherwise #2 tactical choice):
 [1] Altuve should hit and run whenever legal and the runner has an adjusted SSN of at least 22. With others batting, if not trying a stolen base, then [2] other batters with an "H" in the Hitting column of the roster should hit and run any time they are eligible, *unless* the pitcher's control is -24 or worse or the runner on first is an N. (NOTE – not everyone with two 31's has an "H"; this is intentional, please hit and run only with the "H" players.)

Bunt (#3 tactical option):
Basically, only in very late innings of a one-run or tie game, to [1] keep from having to remove Simmons from a close game, if he can bunt a runner over; or [2] to move a man to scoring position when NEITHER the current batter nor the on-deck man have much power (less than 4 power numbers and no first-column 1), AND the steal or hit-and-run are not indicated by the above instructions. Don't squeeze.

Runner Advancement:
Half the roster is "F" and only three are "S", so there should be less 'station-to-station' running this year.
- With the fast runners be responsibly aggressive, especially when heading home, and especially with two out. (The term is "aggressive", though, not "stupid" – I don't want even a fast runner to go home on 6 chances, or a slow/average runner to try going first to third on a single to left, for example….)
- With slow runners, be content to play station to station, unless the hit is so deep that the chance is 30+ and it makes sense in game terms.
- With average runners, use your judgment based on the game situation. But don't be overly aggressive and take the bat away from a big hitter (Rizzo, Miggy, Grandal, Bautista, Altuve).
- Have fast trailing runners try to advance if you throw for the leading runner; do not have slow trailing runners try to advance.
- Computer gamers: always send my runner home if he is "well around" third. Send a runner who is "well around" second on to third IF Munich LEADS or is TIED, with 0 or 1 out. Never send a runner who is "rounding" the base. Don't have anyone try for the triple when that choice is given.

Infield In; Outfield Throws; Hold Runners – Use your best baseball judgment and common sense.

Injury Subs:
C – Grandal; Maldonado (defense)
1B – Blanco, Bautista, Grandal; last resort is Cabrera (dissolving the DH)
2B – Altuve, Zobrist, Blanco; Prado has a legacy 2B rating
3B – Prado, Blanco; Altuve and Zobrist are 3B-3's from the extra infield rule; Cabrera as last resort (dissolve the DH)
SS – Blanco, Altuve, Zobrist
OF – whichever of the OF's is not starting; Heyward if game not close
DH – available bat except for players with limited PA or games; let pitcher hit in blowout

If you aren't sure about anything after reading through these instructions, shoot me a quick email or phone call, and I'll be happy to clarify.

And have fun – remember, "there's no crying in baseball"!
Paul M