2017 ELDERS OF ZION – Standard Instructions

Emergency Lineups (lineups to be typically supplied each month, especially for no-DH games)
Vs LHP – Guyer 9 Escobar DH Beltre 5 Tomas 3 Blackmon 8 Hundley 2 Gennett 4 Almonte 7 Seager 6
Vs RHP Gr. 1-6 – Escobar DH Blackmon 8 Seager 6 Beltre 5 Jaso 3 Gennett 4 Szczur 9 Tomas 7 Hundley 2
Vs RHP Gr 7 – Escobar DH Blackmon 8 Seager 6 Beltre 5 Jaso 3 Torreyes 4 Benintendi 7 Szczur 9 Hundley 2
Vs RHP Gr 8+ - Escobar DH Blackmon 8 Seager 6 Beltre 5 Jaso 3 Torreyes 4 Benintendi 7 Szczur 9 Perez 2

GENERAL GUIDELINES - OFFENSE/POSITION PLAYERS

There will be 5 Elders on the offensive bench May to September, and 6 in April and October, and the cast will change from month to month

- **1B JASO** and **TOMAS** split the time in a fairly pure platoon, though TOMAS will also play some OF against purer RH pitching. Both have more than enough games to sub in for the other to counter a pitching change as long as the game score is not completely out of hand.
- **2B** Not an absolute platoon as **TORREYES**, the better card, has only 75 games so can only start vs. some RHP, and **GENNETT** has suddenly become a versatile -1/-1 now that he's not hitting as well (oh, irony). **GENNETT** can, however, sub in for **TORREYES** to counter a lefty reliever. **RIVERA** will be up most months as a third 1B or 2B option, though his primary offensive function all year is to serve as a PH to counter **incoming** RH relievers (where he will get the use of his +7 shift, without risk of being turned around to his -12 side). If it makes sense from a double switch perspective, he can remain in the lineup at first or second after PHing, but should NEVER EVER face a LHP in a subsequent plate appearance.
- SS SEAGER all day every day on the road. Lefty starters send him to the bottom of the lineup, but not out of the game. **TORREYES** is the backup SS8 in the case of injury, but has almost the identical shift so there is no platoon situation for these two.
- **3B BELTRE** all day every day on the road. TORREYES, RIVERA, or ESCOBAR (blowing the DH) are the possible injury subs.
- **OF BLACKMON** will be in the lineup every day on the road, and will never leave the game for a sub. The other two spots will be shared between five players (**CHOO**, **GUYER**, **SZCZUR**, **ALMONTE**, and **BENINTENDI**), with even **HANIGER** maybe getting in games late in the year if we run short on usage. **GUYER** (+8 lefty) and **BENINTENDI** (+5 righty) have severe platoon shifts and should never bat against their weak sides if the game is not out of hand. For the same reason, they both are candidates to PH for their platoon opposite against a reliever entering the game. **SZCZUR** and **ALMONTE** are more shift neutral but somewhat game limited; so they will tend to stay in games they start, and only enter games they don't in truly game critical spots where no other good choice is available. **CHOO** is only on the roster half the year. Though his +7/-5 shift seems to be point to him serving only as a LH platoon option, he will start vs. some RH because of his walks, and can be used off the bench as a PH or PR.
- **DH** This spot will be in **ESCOBAR's** hands all year (as he will get his rest in non-DH games in division).
- C HUNDLEY starts vs LHP and some RHP when he's up, PEREZ vs the remaining RHP most of the season. However, when MAXWELL is up (June, September), he will start vs all RH and PEREZ vs LHP. PEREZ is also the defensive C, but can only serve in that capacity **once** per series to protect a late 1 or 2 run lead.

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

The starting staff is, in general, solidly mediocre. MATZ, BAUER, de la ROSA, BUNDY, and GRAY provide 103 starts of reasonable starts from Grades 9-11. Beyond them are 46 more starts from two other mid-grade starters with quite bad peripherals (NELSON and CLEMENS) who may require a somewhat quicker hook, and 13 starts of a Grade 4 (SANCHEZ) who will have a caddy (MARINEZ in April, SCHUGEL in July, and BUNDY as an 8* reliever in October) who can replace him at the first sign of trouble 4th inning on if the game is close. The bullpen has one God at the top (69 innings of JANSEN as a 24* with big peripherals), a strong 80 IP 8th inning man in BLANTON (17*), plus three more solid Grade 14-15 set-ups in WATSON, HERRERA, and LORENZEN (190 more IP, for a total of 339 IP. These innings are strong, and should be used aggressively in games that we are tied or leading from the 6th on. Beyond these, the options (SCHUGEL, MARINEZ, DELGADO, and BUNDY) are quire a bit more mortal, but provide another 215 innings or so. This means no starter needs to labor 7th on if we're ahead (or even in the 6th 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, leaving the end game to the mop-ups.

The four rules to follow absolutely are as follows: 1) no starter other than **SANCHEZ** leaves before the fifth, unless forced out by runs; 2) no starter pitches after being fatigued if the game is within 2 runs 6th on; 3) that any starter should be replaced 7th on if they put the tying/lead (T/L) run on base (6th on **NELSON/CLEMENS**, 4th on **SANCHEZ**); and 4) that the late inning relievers should be in to protect any 1-2 run lead in the 8th or 9th, and also come on in the 7th 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 four parts to the 2017 Zion bullpen:

- 1) Closer **JANSEN** (RH 24, +41/+34 peripherals) is almost as good as it gets (curse you Chris Britton) . . . He saves the 9^{th} , and can also get the last out or 2 in the 8^{th} if things start to blow up.
- 2) **BLANTON** will pitch the 8th if we're leading or tied, and can get the last out in the 7th if needed.
- 2) The set-up men. **HERRERA** is the 3rd quality arm, a RH 14 with strong pluses (+34/+26) and 72 IP of usage. He's the primary 7th inning guy when we lead and he's up. The next two (**WATSON**, this year's only LH at Grade 15), and **LORENZEN**, another 14* for 50 IP who's up only half the time so can pitch 1.1-1.2 IP per game when up, add 6th and 7th inning choices.
- 3) The middle/long men **SCHUGEL and MARINEZ** are only Grade 12* and 10* with good peripherals, so they can help for a couple of batters each 5th-7th, or late innings when down a couple of runs. The two 8*s (**DELGADO** and **BUNDY**) are more long men/mop-ups. These guys should get the bulk of the work late when we're trailing.

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 8th on with <2 out if runner on 3rd 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^{th} 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) As previously noted, **PEREZ** can sub defensively at C once per series to protect a 1-2 run lead in the 8th or 9th.
- 2) **JASO** can sub defensively at 1B for others if we lead late, and the 1B has had his last likely AB.
- 3) If **TOMAS** or **BENINTENDI** play the OF, replace them with a 2 from the bench (**GUYER** is probably the best choice) 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).

<u>WHO STEALS WHEN</u>: **BLACKMON** is the one guy with a large number of attempts (26), and basically has the green light to steal 2^{nd} 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, Gennett, Torreyes) 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, RIVERA, ESCOBAR, BELTRE, BLACKMON, ALMONTE and TORREYES should hit and run 1st or 1st and 3rd anytime the runner on 1st has an adjSSN of 20+. GENNETT, JASO, and HUNDLEY will also H&R with a man on 1st only, adjSSN of 24+. GUYER, SEAGER, and TOMAS have 2 31s but will not H&R this year.

SACRIFICE: Sacrifice tying/lead run on 2nd to 3rd with exactly 0 outs 8th 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 – please consult the general usage by position, however, as there are some exceptions..

PINCH HITTING – Traditionally, I PH a lot, especially to counter pitching changes, or to maximize our scoring chances in a rally situation. This year there will be a lot of opportunities to PH given our often sizable shifts..

WHO TO PH FOR: 1) BENINTENDI, JASO, TORREYES, TOMAS, MAXWELL, RIVERA vs. LH relievers (especially when they are first batter faced). 2) GUYER, TOMAS, sometimes CHOO or HUNDLEY vs. a RH 7th on PH vs LH – TOMAS, GUYER, CHOO

PH vs RH – **RIVERA**, **JASO**, **BENINTENDI** should all be able to come off the bench freely when you go to right-handers in the pen.

PINCH RUNNING – **ALMONTE** is the best base-stealer and base runner off the pine when up, with **GENNETT** and **GUYER** the backup choices.

RUNNER ADVANCEMENT: 1) **ALWAYS** go if chance is 28+. **NEVER** go if chance is less than 20, except home with T/L run 8th 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 3RD: 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 2017. This team can hit, 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.

ELDERS OF ZION - 2017 Emergency Instructions												IN	MIIN	IOR	S()	()	
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