# 2018 Munich Marauders Series Instructions (1992, 2007 and 2016 TBL Champions)

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!

\_\_\_\_\_\_

Munich cuts (pre-season): A.Blanco, (Bailey), (Caminero), (J.Lopez), Petricka, (Vogelsong), (S.Wright)

Waivers – acquired; waived

Mid-season Trades -

<u>General Introduction</u>: Taking a step back in 2018, but still a decent blend of offense, starting pitching, and defense. There are some useful parts on the bench, and except for Contreras and Robinson usage issues should not over-ride a potential game-winning move. LOTS of mop-level innings in the bullpen, but no TBL-closer-grades and limited good relief innings, so mix and match to give Munich its best chances in close games and use the mops in games that aren't close late. But, the supreme instruction is: 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.

2018 Munich Marauders						BMod	BM od								F	ELD	ING					- 1	n N	lino	rs?	,			
TM Name		: GM	PA	SBA	Hitting	STL	SPD	Comp.		7's	8's	10'ຮ	11's	24's	31's	С	1B				OF.	Arm	Α	<u>.</u>	J			s	0
HOU Altuve, Jose	R	153	658		12(1000[3])3+ H		F17		-1/-1		2		1	2	3		Ħ	8	[4]	T		31				Ť	T	Ť	
NYM Aoki, Nori	L	110	374	14	10(000)3+ H	E32	12	SA-4	-7/0		4		1	3	2			T	1	T	1	35	m	m	m	m	m	m	m
TOR Bautista, Jose	R	157	686	10	7(100)4+	F26	11	PL-0	-3/-1		2			1	1		2		3	T	2	33				П	ヿ	$\exists$	
DET Cabrera, Miguel	R	130	529	2	9(100)3 H	G14	S 3	SA-3	+9/-4	1	3			2	2		3					34				П	T	$\Box$	
CHC Contreras, Willson	R	117	428	10	10(1000)4	D22	8	SA-2	+2/-3		4			2	2	7	2		3		1 1	Th0,pb2				П	T	$\Box$	
WAS Eaton, Adam	L	unc-1																					m	m	m	m	m	m	m
TEX Gomez, Carlos	R	105	426	20	9(156)3(2)	D28	F15	SA-0	-9/+1		3		1	0	1						3	37				П	T	П	
CHC Heyward, Jason	L	126	480	9	9(000[8])3+ H	E20	F15	PR-2	-4/ 0	1	3			1	2						3	33				П	П	П	
CHC Jay, Jon	L	141	433	9	10(00[2])3(1) H	F29	F16	SA-0	0 /-2	2	3	1		3	2						2	31				П	П	П	
LAA Maldonado, Martin	R	138	471	3	8(100)1(1)+	D 9	S 6	SA-0	-1/-1		3			2	1	9	2				7	Th+3,pb2				П	П	П	
OAK Pinder, Chad [r]	R	87	308	4	9(1000[8])2(1)	F26	14	SA-1	0/-2		3			1	1			7	T	7	1	32							
MIA Prado, Martin	R	37	147	0	9(000[5])1	N	8	SA-1	+2/-2	1	3			2	1				4		7	31	m	m	m	m	m	m	m
CHC Rizzo, Anthony	L	157	691	16	9(1000)4(1)+	F28	9	PR-2	-4/ 0		3			2	2		5		3		1	32				П	$\Box$		
TEX Robinson, Drew [r]	L	48	121	3	8(155)4	B 9	13	SA-0	+2/-3		3			1	1			6	3	6	2	32				П	П	П	
CHC Schwarber, Kyle	L	129	486	3	7(1100)4+	G20	S 6	PR-3	-5/ 0		2			0	1	6	2				1 2	Th-4,pb	2			П	$\Box$		
LAA Simmons, Andrelton	R	158	647	28	10(000[9])3 H	E29	14	SA-0	-3/-1		4		1	2	2					9		36							
BOS Swihart, Blake		unc-1																					m	m	m	m	m	m	m
CHC Zobrist, Ben	В	128	496	5	8(000[10])4	F20	13	SA-0	-7/+1		3			3	1			8	[4]	7	2	33							
																					(red	l = chang	e fr	om	pre	NOU	IS)		

2018	Season Munich Ma	araı	uders	S Pitchers	<u>s</u>										<u> </u>	n N	/ling	ors?	<u>}</u>	
TM	Name	Th	GS	RIP	SPGrd	RPGrd	Ctl	HA	Fatg	WP	HB	BK	MF	Α	М	J	J	Α	S	0
CHC	Arrieta, Jake	R	30		12Y		+13	0	24	3		0								
KC	Cahill, Trevor	R	14	84	7XW		-46	-16	25 / 11	3		0								
LAD	Darvish, Yu	R	31		12X		+12	-11	25	3										
NYM	deGrom, Jake	R	31		12XYZ		+21	-12	27	3		0								
STL	Duke, Zach	L		unc-1										m	m	m	m	m	m	m
TOR	Estrada, Marco	R	33		8Y		-15	-13	27	1		0		m		m			m	
CIN	Garrett, Amir [r]	L	14	70 2/3	3WM		-46	-62	29	1		0	+2							
ARZ	Greinke, Zack	R	32		13XZ		+25	+11	25	3	0	0	+3							
LAA	Heaney, Andrew	L		unc-1										m	m	m	m	m	m	m
HOU	Liriano, Francisco	L	18	97	5YW		-46	+23	25	3										
KC	Maurer, Brandon [in	R		79 2/3		1*YZ	+21	+13	6	1		0		m	m	m	m	m	m	m
BAL	O'Day, Darren	R		60 1/3		16*XY	-23	0	6	0			+2							
CHC	Rondon, Hector	R		57 1/3		11*XYL	-12	-22	6	3		0								
BOS	Thornburg, Tyler	R		unc-1										m	m	m	m	m	m	m
ATL	Vizcaino, Arodys	R		57 1/3		16*XY	-13	+12	6	3		0								
MIA	Volquez, Edinson	R	17		12YW		-56	+31	24	3		0			m		m	m		m
MIA	Ziegler, Brad [innoc]	R		73 1/3		2*ZH	+32	+61	6	1		0		m	m	m	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 2018	Emergency
-------------	-----------

Municl	1 20	)18 Emerg	ency	1											2		
Munich	n Ro	tation 201	8														
			Days	S								Day	S				
April		COL	G	dG	D	Α			Sept.		COL			G	D	Α	
20	@	HUD	٧	G	dG				19	@	HUD	V	dG	G	D		
	@	DET	D	Α	V	G				@	DET	Α	V	dG			
	@	MLR	dG	D	Α	V				@	LV	G	D	Α	V		
		LV	G	dG	D	Α	V				STM	dG	G	D	Α	٧	
May		KAN	G	dG	D	Α	Е		Oct.		MLR	dG	Е	G	D	Α	
21	@	GC	G	dG	D	Α			22		IND		dG	Е	G	D	
	@	KNX	Е	G	dG	D				@	NW	Α	dG	Е	G		
	@	MAR	Α	Е	G	dG				@	KAN	D	Α	dG	Е		
		ZIO	D	Α	Е	G				@	ZIO	G	D	Α	dG	Е	
June		HUD	dG	D	Α	V			Nov.	@	CAY		V	G	dG	Е	D
19		DET	G	dG	D				20		WAR	V	G	Α	Е		
	@	COL	Α	V	G						HUD	dG	V	G			
	@	NBO	dG	D	Α	V	G				DET	D	Е	V	G		
		CAY	dG	D	Α	V				@	COL	dG	D	Α	V		
July	@	WAR	Е	G	dG	D	Α										
21	@	STM	Е	G	dG	D											
		WHT	Α	Е	G	dG			KEY								
		HOB	D	Α	Е	G					Day off						
		ВН	dG	D	Α	Е					Greinke, Za						
August		RIV	G	dG	D	Α				dG	deGrom, J	ake					
20		BRO	Е	G	dG	D				D	Darvish, Yu						
		NBO	Α	Е	G	dG				Α	Arrieta, Jak						
	@	RYE	D	Α	Е	G				٧	Volquez, E	dinso	n				
	@	MID	dG	D	Α	Е				Е	Estrada, M	arco					
											(double he	ader)	ader)				

## PITCHING

**Starters:** Nice concise and consistent set of starters. Handle them by these principles:

Greinke, deGrom, Arrieta, Darvish, Volquez. Core of the team, certainly of the pitching staff. Good grades, although with mediocre peripherals (or in the case of Volquez's control - "terrible"!). Try to get the most out of them.

- Want/need to get 6 IP minimum. When Munich develops a comfortable lead, see if they can work 7 IP (or more). But if you rally, pull them.
- To try to stretch them, they can keep working after one grade reduction, but come out on the second reduction.

**Estrada**. Grade 8 to work the last few required starts.

Ideally he can work 5 IP (or more), but have a fairly quick hook if he gets in trouble during a close game – in that case, pull in the 6<sup>th</sup> or even the 5<sup>th</sup>. Pull as soon as he's reduced for any reason.

The general rules that apply to all starters: Max of 11.2 IP for any starter.

**Relievers:** The most challenging part of this year's Marauders to manage! VERY little quality relief; supplemented by quite a lot of "lesser" IP for long/mop use. Obviously, the good innings need to be treated very carefully. Use as needed in close games – but, "close" has to be limited to one-run games from the 7<sup>th</sup> on. Before then, try to stretch the starters, as indicated above. And if the game is 2-run to 4-run (i.e. the usual definition of "close"), you'll have to gulp and try to piece together at least part of it with the lesser lights. I realize this may not always turn out well for Munich....

## Bullpen usage by role:

Closer – No true TBL-closer grade this year.

O Vizcaino – Should get most saves. Maximum 1 IP per outing. May need to use him earlier as a rallykiller, in which case, **O'Day** goes for the save.

Setup / Rally-killer – Only one guy really fits this role. And his peripherals will hurt sometimes.

O'Day – Protects close Munich leads (or ties) in 7<sup>th</sup>/8<sup>th</sup>. May get a few saves, on days when Vizcaino is needed to kill a rally. Maximum 1 IP per outing.

Middle - "Middle" means 7<sup>th</sup> on of a close game (as defined in the intro paragraph). If not close, go to Long/Mop.

Rondon – Heart attack waiting to happen thanks to peripherals, but he's "it". Maximum of 1 IP per

Situational Lefty – Really isn't one – Liriano and Garrett both throw from the left, but neither gets the +5 bonus on entry, so the platoon value is muted. Still, if you have a high-shift lefty or two coming up, these guys may be useful.

#### Long/Mop -

Cahill, Liriano, Garrett, Ziegler, Maurer – at least three active each month, they have gobs of innings and much of that will need to be used. Mix and match in situations where the real bullpen isn't allowed to come in.

## **Lineups and Usage**

**DEF** 

**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 1-6, OR Ctl +33 or better) and Computer (any grade or ctl) Lineup, Us

1	CF	Jay	often plays entire game; see DEF; also see PH
2	SS	Simmons	plays entire game
3	2B	Altuve	plays entire game; see DEF
4	1B	Rizzo	plays entire game
5	RF	Gomez	plays entire game
6	DH	Schwarber	usually plays entire game; but see PH/PR
7	3B	Bautista	See DEF
8	LF	Zobrist	See DEF
9	С	Maldonado	plays entire game unless PH/PR for

BENCH Cabrera, Contreras (DO NOT USE), Heyward, Pinder, Robinson (DO NOT USE) PH/PR If Munich trails but it's close, you can PH for Jay or Maldonado if it makes game sense; Cabrera or Pinder can be the pinch-hitters. Also, Schwarber and Cabrera straight platoon, so Miggy can PH for Schwarbs against an LH reliever late.

Heyward can PR for any slow runner who is tie/lead run late. DO NOT use Contreras or Robinson off the bench; dissolve the DH if needed when PH/PR for Maldonado is indicated (Schwarber moves to C).

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 - outfield becomes Jay (LF) / Heyward (CF) / Gomez (RF), Zobrist moves to 3B4.

	R2	Board vs RHP (	grades 7+ with Ctl +32 or worse) Lineup, Usage, Bench Notes
1	CF	Jay	often plays entire game; see DEF; also see PH
2	SS	Simmons	plays entire game
3	2B	Altuve	plays entire game; see DEF
4	1B	Rizzo	plays entire game
5	С	Contreras	See DEF; ALSO if it becomes a true blowout, replace with Maldonado
6	RF	Gomez	plays entire game
7	DH	Schwarber	usually plays entire game; but see PH/PR
8	3B	Bautista	See DEF
9	LF	Zobrist	See DEF

	BENCH	Cabrera, Heyward, Maldonado, Pinder, Robinson (DO NOT USE)
PH/PF	₹	If Munich trails but it's close, you can PH for Jay if it makes game sense;
		Cabrera or Pinder can be the pinch-hitters. Also, Schwarber and Cabrera straight
		platoon, so Miggy can PH for Schwarbs against an LH reliever late. Heyward can
		PR for any slow runner who is tie/lead run late. DO NOT use Robinson off the
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 Jay (LF) /
		Heyward (CE) / Gomez (RE). Zobrist moves to 3B4

	L	<b>Board or Comp</b>	outer vs LHP (all grades) Lineup, Usage, Substitutions/Bench Notes									
1	CF	Jay	often plays entire game; see DEF; also see PH									
2	2B	Altuve	plays entire game; see DEF									
3	1B	Rizzo	plays entire game									
4	С	Contreras	See DEF; ALSO if it becomes a true blowout, replace with Maldonado									
5	LF	Robinson	ee DEF									
6	RF	Pinder	See DEF									
7	DH	Cabrera	usually plays entire game; but see PH/PR									
8	3B	Bautista	See DEF									
9	SS	Simmons	plays entire game									
	PH/F	BENCH PR	Gomez, Heyward, Maldonado, Schwarber, Zobrist  If Munich trails but it's close, you can PH for Jay if it makes game sense; Gomez or Schwarber can be the pinch-hitters. Also, Schwarber and Cabrera straight platoon, so Schwarbs can PH for Miggy against an RH reliever late. Heyward or Gomez can PR for any slow runner who is tie/lead run late.  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 Jay or Robinson									
			(LF) / Heyward (CF) / Gomez (RF), Zobrist moves to 3B4.									

## **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 Gomez or Robinson at bat				
Altuve	any	-3 / +3	27+	any					
Gomez, Simmons	any	-2 / +2	27+	any	h&r instead w ith Altuve batting				
Aoki	7th on	-3 / +3	27+	any	h&r instead w ith Altuve batting				
Jay	7th on	-1 / +1	27+	1 or 2	h&r instead if batter has an "H" on roster g				
Rizzo, Bautista	7th on	-1 / +1	27+	1 or 2					

#### Hit-and-Run (#1 tactical choice if Altuve is at bat; otherwise look at Steal first):

[1] Altuve should hit and run whenever legal and the runner has an adjusted SSN of at least 22. With others batting, [2] look at the Steal grid to see if they try a stolen base, else [3] 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 move a man to scoring position when NEITHER the current batter nor the on-deck man have much power (less than 4 power numbers <u>and</u> no first-column 1), AND the steal or hit-and-run are not indicated by the above instructions. <u>Don't squeeze</u>.

#### **Runner Advancement:**

Thanks to the lack of bullpen we need to be more aggressive this year.

- With runners whose speed is 13 or more 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 whose speed is 12 or less, use your judgment based on the game situation. But don't be overly aggressive and take the bat away from a big hitter (anyone with first-column 1).
- Have fast trailing runners try to advance if you throw for the leading runner; do not have slow trailing

runners try to advance.

• <u>Computer gamers</u>: 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 – Schwarber (offense); Maldonado (defense)

1B – Schwarber, Bautista, Maldonado; last resort is Cabrera (dissolving the DH)

2B – Altuve, Zobrist, Pinder, Robinson (Robinson is last resort if he isn't already in the lineup)

3B – Prado (if active), Bautista, Zobrist, Robinson (Robinson is last resort if he isn't already in the lineup)

SS – Zobrist, Pinder, Robinson (Robinson is last resort if he isn't already in the lineup)

OF - whichever of the OF's is not starting; Heyward (or Aoki if active) 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

