

# blue hill MUDSLIDES

5/1/19

All home games will be played on the COMPUTER in 2019. Computer managers please send game sheets and please do not use micro manager. Roster moves TBA as I will be sending monthly instructions



## COMPLETE 2019 ROSTER

### Position Players:

NAME	TEAM	AGE	SA	SHIFT	SSN	SPD	SBA	ARM	GAMES/PA	PB	TH	#24'S	31'S	ACQUIRED
ALONSO, Yonder	CLV	31	PR4	-7/+1	N	5	0	30	145/574			1	1	12 DRAFT
ALTHERR, Aaron	PHI	28	SA2	+2/-3	24	15	5	33	105/285			5	1	19 TRADE
BONIFACIO, Jorge	KC	25	SA3	+6/-4	14	15	1	33	69/270			0	1	19 WAIVER
DEVERS, Rafael	BOS	22	PR3	-6/0	28	10	7	30	121/490			1	2	18 DRAFT
HARPER, Bryce	WAS	26	PR1	-2/-1	31	16	16	36	159/695			0	1	13 DRAFT
McNEIL, Jeff	NYM	27	SA2	-4/0	31	16	8	34	63/248			0	2	19 DRAFT
PALKA, Daniel	CWS	28	SA5	-9/+1	26	6	3	30	124/449			0	1	19 DRAFT
PEARCE, Steve	BOS	35	PL2	+2/-4	N	7	0	32	76/251			0	2	18 TRADE
PENCE, Hunter	SFG	35	SA0	-3/0	32	15	6	35	97/248			0	1	18 TRADE
PINA, Manuel	MIL	31	SA0	-6/0	31	6	2	32	98/337	1	+5	4	2	17 DRAFT
REED, A.J.	HOU	25			No Card									17 DRAFT
RODRIGUEZ, Sean	PIT	33	SA4	+8/-6	26	15	1	32	66/173			0	1	19 TRADE
SANCHEZ, Yolmer	CWS	26	SA0	-8/+1	27	15	20	32	155/662			0	2	15 DRAFT
STORY, Trevor	COL	25	SA2	+5/-4	31	15	33	34	157/656			1	1	17 DRAFT
SUZUKI, Kurt	ATL	34	SA1	+1/-2	N	6	0	32	105/388	1	-3	0	2	14 WAIVER
VOIT, Luke	NYN	27	SA2	+2/-3	N	6	0	30	47/161			1	2	18 DRAFT
YELICH, Christian	MIL	26	SA1	-2/-1	32	18	26	31	147/651			1	2	14 DRAFT

ACTIVE ROSTER

MINOR LEAGUES

### Pitchers:

NAME	TEAM	AGE	GRADE	BB	HR	ARM	FAT	STARTS/RIP	WP	BK	HB	MF	ACQUIRED
ADAM, Jason	KC	27	*7	-31	-51	R	7	0/32.3	3			2	19 TRADE
ANDERSON, Chase	MIL	31	12	-15	-33	R	22	30/0	1	0		+2	19 TRADE
ANDERSON, Justin	LAA	25	*13	-62	44	R	6	0/55.3	3			+1	19 TRADE
CHAPMAN, Aroldis	NYN	30	*24	-62	51	L	6	0/51.3	3	0		+0	18 TRADE
EFLIN, Zach	PHI	24	6	23	-11	R	25	24/0	2	0		+0	17 TRADE
FULMER, Carson	CWS	25	1	-62	-31	R	27/9	8/32.3	3			+0	19 DRAFT
GARCIA, Jaime	CC	32	6	-44	-13	L	25/6	14/20.3	3			+1	19 WAIVER
GEARRIN, Cory	SFG	32	*9	-11	12	R	6	0/57.3	3	0		+0	18 TRADE
JACKSON, Edwin	SD	35	14	0	22	R	22	17/92	3			+3	15 TRADE
JOHNSON, Pierce	SFG	27	*7	-43	12	R	7	0/43.7	2	0	0	+0	19 WAIVER
McCULLERS, Lance	HOU	25	13	-24	24	R	24/4	22/2.3	3			+1	16 DRAFT
MORGAN, Adam	PHI	28	*9	-16	16	L	5	0/49.3	3		0	+0	16 DRAFT
PARKER, Blake	LAA	33	*11	16	-23	R	6	0/66.3	3	0		+0	18 TRADE
RUSIN, Chris	COL	32	*3	-33	0	L	7	0/54.7	3			+1	16 DRAFT
SCHULTZ, Jaime	TB	27	*15	-62	-31	R	10 8	1/29.7	2	0		+2	19 DRAFT
SUTER, Brent	MIL	28	6	36	-26	L	24/16	18/6.7	1	0		+3	18 TRADE
URENA, Jose	MIA	27	9	23	12	R	31	31/0	1			+3	18 TRADE
WOOD, Alex	LAD	27	9	25	22	L	23/5	27/3.7	1			+0	14 DRAFT

**CUTS:** \*=Uncarded Darwin BARNEY\*, Matt BOWMAN\*, Odrisamer DESPAIGNE\*, Kendell GRAVEMAN\*, Phil HUGHES\*, Ian KROL\*, Juan GRATEROL\*, Chase HEADLEY\*, Jayson WERTH\*, Chase WHITLEY\*, Tony ZYCH\*

**Waiver Draft:** Acquired - Jaime GARCIA, Pierce JOHNSON, Jorge BONIFACIO Cut - Matt BELISLE, Deck McGUIRE, Luis VALBUENA

These instructions should be used as a guide only, please use your baseball judgment as the deciding factor in any moves unless explicitly outlined in monthly instructions.

### ANTICIPATED ROSTER MOVES

May:	Down: McCullers	Up: Suter
June:	Down: Eflin, Suter	Up: McCullers, Fulmer
July:	Down: McCullers, Fulmer	Up: Eflin, Suter
August:	Down: C. Anderson, Urena	Up: McCullers, Fulmer
September:	Down: Suter, Fulmer	Up: C. Anderson, Urena
October:	Down: McCullers, Wood	Up: Suter, Fulmer

Lineups: I intend to send out lineups each month. These are to be used only as an emergency.

EMERGENCY LINEUPS:	Board Game Lineups:			Computer Game Lineups:		
	vs. RHP #1	vs. LHP	vs LHP #2	vs RHP	vs LHP	
1. Harper RF	1. Harper RF	1. Harper RF	1. Harper RF	1. Harper RF	1. Harper RF	
2. McNeil 2B	2. Pearce 1B	2. Yelich CF	2. McNeil 2B	2. McNeil 2B	2. Sanchez 2B	
3. Yelich CF	3. Yelich CF	3. Voit 1B	3. Yelich CF	3. Yelich CF	3. Yelich CF	
4. Story SS	4. Story SS	4. Story SS	4. Story SS	4. Story SS	4. Story SS	
5. Palka LF	5. Suzuki C	5. Pearce DH	5. Palka LF	5. Palka LF	5. Suzuki C	
6. Pina C	6. Devers 3B	6. Suzuki C	6. Pina C	6. Pina C	6. Pearce DH	
7. Alonso 1B	7. Sanchez 2B	7. Devers 3B	7. Alonso 1B	7. Alonso 1B	7. Devers 3B	
8. Devers DH	8. Pence LF	8. Pence LF	8. Devers DH	8. Devers DH	8. Alonso 1B	
9. Sanchez 3B	9. Altherr DH	9. Sanchez 2B	9. Sanchez 3B	9. Sanchez 3B	9. Pence LF	

**Overview:** This years rotation is split between 110 strong starts of McCullers & Anderson. The remaining 52 starts will be more challenging and will be looking for the bullpen to help them. The bullpen has some quality at the back end and some middle pieces that should be able to help. Most days I hope the pitching will be good enough to give the offense a chance.

### **2019 BLUE HILL MUDSLIDES PITCHING ROTATION:**

**PITCHER KEY:** 1-Anderson (30), 2-Urena (31), 3-McCullers (22), 4-Wood (27), 5-Eflin (24), 6-Suter (18), 7-Garcia (10)

<b>APR</b> 1 - 4. at RIV 1,2,3,4 6 - 8. WHT 1,2,3 10-13. STM 4,1,2,3 14-17. MAR 5,4,1,2 19-23 at RYE 3,4,1,2,5	<b>MAY</b> 1 - 5. HOB 4,1,6,2,5 6 - 9. GC 4,1,6,2 11-14. at MLR 4,1,6,2 15-18 at CAY 5,4,1,6 20-23. at KAN 2,4,1,6	<b>JUN</b> 1 - 4. at WHT 3,2,4,1 6 - 8. at STM 3,2,4 9 - 11. RIV 1,7,3 12-16. MID 2,4,1,7,3 18-21. at BRO 2,4,1,3	<b>JUL</b> 1 - 5. at NW 5,2,4,1,6 6 - 9. at KNX 5,2,4,1 11-14. HUD 5,2,4,1 15-18. DET 6,5,2,4 19-22. ZIO 1,6,5,2
<b>AUG</b> 1 - 4. WAR 4,3,6,5 5 - 8. MUN 7,4,3,6 10-13. COL 5,4,3,6 14-17. at IND 7,5,4,3 18-21. at NBO 6,7,5,4	<b>SEP</b> 3 - 5. at RIV 2,4,5 6 - 9. WHT 3,1,2,4 10-12. STM 5,3,1 14-17. RYE 2,4,5,3 18-22. at GC 1,2,4,5,3	<b>OCT</b> 1 - 4*. at MAR 2,1,5,6,7 6 - 9 at HOB 2,1,5,6 10 -14. BRO 7,2,1,5,6 15-18. NW 7,2,1,5 20 -23. at LV 6,2,1,5	<b>NOV</b> 2 - 6. KNX 3,2,1,5,7 7 - 10. at MID 3,2,1,5 11-13. at WHT 4,3,2 15-18. at STM 1,6,3,2 19-22. RIV 7,1,6,3

### **2019 PITCHING STAFF:**

### **GENERAL INSTRUCTIONS**

#### **The Starters:**

- McCullers:** He should be given every chance to pitch deep into games despite his 24 fatigue. He has a Grade 13 so give him every chance to go deep. One reduction if trailing by 2 or more or lead of 3+ no baserunners.
- Removal:** 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 by 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.
- Anderson** I hope to get 6+ from him most days due to his Grade 12 but his fatigue (22) may require earlier removal. Remove if reduced for any reason at all, there are better arms in the bullpen after a reduction. Don't lose a lead 5th +.
- Removal:** I would like to get 6 from him most days. Remove if reduced for any reason at any point after 5 as there are better options in the pen.
- Urena** He is a decent Grade 9 with good peripherals and a high fatigue rating. Because of this I hope to get 6 innings out of him most starts.
- Removal:** I would like to get 6 from him most days. Remove if reduced for any reason at any point after 5 as there are better options in the pen.
- Wood:** Another decent Grade 9 with good peripherals, but unfortunately a low fatigue rating of 23. So I would like to get 6 innings out of him as well, but the fatigue might prevent that some starts.
- Removal:** No minimum so pitch until fatigued. Remove if reduced for any reason at any point after 5 as there are better options in the pen.
- Eflin/Suter:** Both guys are Grade 6 with similar peripherals and fatigue. These guys are trying to reach the 6th inning and then turn it over to the bullpen.
- Removal:** No minimum but if they make it into the 5th with a lead +3 or less and a baserunner gets into scoring position go to the pen. If reduced and score is +4 remove immediately. If knocked out early look to Gearrin or Morgan for shift advantage.
- Garcia:** 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 worry about burning BP in his starts as it is inevitable.
- Removal:** I am hoping for 4 IP and more when leading but if the game is getting away from us get the BP ready. I don't see the need for him 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 +any/-3.

#### **The Bullpen:**

- Overview:** Here are some simple ideas of how I would like to see the bullpen managed. Please do your best to follow the series limits listed in my monthly instructions.
- When we have a lead:** Unless Anderson or McCullers are pitching look to go to the pen as early as the 5th but for sure in the 8th unless lead is 4+. The middle guys will mix & match innings 5-7. Try to get the ball to Chapman to close it out.
- When we trail:** Before the 6th use Gearrin & Morgan. After the 6th if we trail by 5+ save the top arms and give Adam, McGuire and Rusin some work. If we trail by less than 5 use anybody but Adam, McGuire, Rusin or Belisle to keep us in it.
- When the game is tied:** Before the 6th use Morgan, Gearrin & Parker. Anderson, Schultz & Jackson are all available for multiple innings 7th+. I am ok with you stretching the limits & beyond in a tie game to go for a win. Please do your best to spread it around but winning the game is more important than worrying about burning somebody's innings. Chapman can pitch 9th+ in tie game.
- Chapman:** He will be the closer this year based on his Grade 24, due to his 51.3 RIPS he should be used no more than 1IP per appearance. His poor control is somewhat offset by his grade and strong HR rating.
- Jackson:** He has a starters Grade 14 but I am going to use him out of the pen as my setup man. (So no +5 when he comes in) He has 92 IPs so he can come in the game in the 7th if needed and he can go 2.2IP per appearance.
- Schultz:** When he is available he can also be used to setup either Jackson or Chapman. He is a Grade 15 but with his poor peripherals I would rather see him come into an inning clean with no base runners.
- Anderson:** A wild Grade 13 that I expect to be used in middle relief to keep a game close in the 6th and/or 7th. He can go as much as 2 IP per appearance.
- Parker:** He should see most of his action between innings 5-7 depending on the situation. He can go up to 2.2IP per appearance if his fatigue allows it.
- Gearrin/Morgan:** They are pretty much the same pitcher, both Grade 9 with similar peripherals. Gearrin is a righty, and Morgan is a lefty. So depending on the shifts mix & match them in around innings 4-6 but Morgan can also be used to get out a batter with a big lefty shift if it is a crucial AB.
- Adam/Johnson:** They will generally come into a game early to relieve a starter who is in a jam or fatigued. They can go 2.2 RIP

so use them as much as needed.

**Rusin:** He will generally come into a game early if a starter has been knocked out to absorb innings and save the better arms.  
**Fulmer** His only job is to soak up innings in a total blowout or to be the last guy out of the pen if we go late into extra innings. He is a starter by trade so no +5 when he comes, so he's always a Grade 1.

**Note:** Any starter pitching a shutout should be left in with a chance to advance his grade. There is plenty of bullpen so in doubt, go to the bullpen 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 the Mudslides. Never to load the bases though.

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

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

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

Monthly instructions will give you specific usage for each series. Please try to limit relievers to 2 2/3 innings per outing but in extra innings or long relief stints with lower grades, you may exceed that limit.

### **Offensive Guidelines:**

This year's lineup will strike out more than I'd like so the H&R will be pretty limited. There are a few guys that can straight steal though so I will look to use that more this year.

#### **Bench:**

**Altherr** - He will be available to pinch run or come in as a defensive replacement in the outfield.

**McNeil** - He should be used off the bench only as a last resort, he will start vs RHP.

**Palka** - I hope to use him only as a starter, but if there is a chance for him to win a game have him pinch hit.

**Pearce** - He will start against lefties, but when on the bench he can PH against LHP & play defense.

**Pence** - He will be available to pinch run with his 15 speed & 32 SSN. Also a defensive outfield replacement

**Rodriguez** - He will be an infield defensive replacement, he can play all infield positions as well as the outfield.

**Bonifacio** - He won't get any starts but can PH against LHP, pinch run with his 15 speed, and play OF if desperate.

**Voit** - He should be used off the bench only as a last resort, I want to use most of his AB's as a starter.

**Pina/Suzuki** - will share the catching duties and can sub for each other only when it is needed.

#### **Stealing:**

**Stealing 2nd:** **Story** or **Yelich** after 5th inning and could try to steal 3rd or home when it makes sense. **Harper** or **Sanchez** can try to steal 2nd in the 8th inning or later.

#### **Hit-and-Run:**

Taking the conditions into consideration, if the straight steal is not in order, H&R with the following:

**Baserunners:** Harper, McNeil, Sanchez, Story, Yelich

**Batters:** McNeil, Pearce, Pina, Sanchez, Suzuki

I prefer to steal but only with the basestealers listed above.

#### **Pinch-Hitting:**

The best batters will generally start the game but if playing the **Boards** shift issues may require you to consider pinch hitting for Alonso, Devers, Palka, Pina, Sanchez. (Don't hit for Story)

On the computer since shifts are less of an issue I would ask you to try and put the best hitter in a key situation late in the game.

#### **Pinch-Running:**

Please consider using a pinch runner any time after the 6th inning when the game is +2/-2 and slow runner gets on base. Please run:

1.) When a stolen base is critical to getting the tying run or winning run advanced. Potential runners would be:

Altherr or Pence

2.) When we need a baserunner with faster speed: Potential runners would be: Altherr, Bonifacio, Pence, Rodriguez

#### **Sacrifice Bunts:**

**Boards-** I prefer to steal or H&R first, but when that's not an option, after the 6th inning with 0 out and runners on 1st or 1st & 2nd with the score +1/-1 please consider bunting when the batter is McNeil, Sanchez

**Computer-** I prefer not to sacrifice bunt in the computer game unless all PH have been exhausted, if that is the case then tying/winning run on 2nd 0 out or 1st & 2nd 0 out in the same situation.

#### **Base running:**

Be more conservative moving from 2nd to 3rd particularly in the computer game (don't do this vs. any OF arm of 34+). On attempts to score, please send runner with 28+ chances and never with less than 18 chances on the board game. For the computer game do not try to stretch a double to a triple, and always send a runner who is "well around".

#### **Defensive Guidelines:**

**Outfield Throws:** **Boards-** Throw for lead runner with 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.

**CATCHER:** **Pina** will start vs RHP and **Suzuki** will start vs LHP. They can sub or even pinch hit for each other when it makes sense.

**1B:** **Alonso** will be the everyday starter for 145 games and **Voit** will probably start the balance.

**2B:** **McNeil** will start vs RHP when he is active, and **Sanchez** will play the rest. **Rodriguez** will get most starts vs LHP.

**3B:** I expect **Sanchez** to get most of his starts at thirdbase with his 3B-5. **Devers** will start the balance of the games but I plan for him to mostly DH

**SS:** **Story** will start 157 games and should never come out unless injured. **Rodriguez** or **Sanchez** can cover the rest.

**Outfield:** I don't see many scenario's that will see **Harper** (RF) or **Yelich** (CF) departing any game that they have started. **Palka** will be the starting LF against RHP, when a LHP starts the starts will be shared between **Pearce, Pence & Altherr** depending on the matchups. **Bonifacio** can play if desperate.