

Detroit Dragons 2019

Emergency Instructions v2

Inoc Batters(16)

xx	TM	B	Com	Shift	Steal	Speed	Arm	Games	PA	SBA	31's	Position
Descalso, Daniel	Arz	L	SA0	+2/-2	14	13	37	138	423	1	2	3B3 1B3 2B7 (SS6)
Dozier, Hunter	KC	R	SA0	-2/-1	16	10	30	102	388	5	1	1B3 3B3 OF1
Gallo, Joey	Tex	L	PR1	-2/-1	17	11	31	148	577	7	1	OF1 1B3
Gamel, Ben	Sea	L	SA2	-5/-1	27	16	29	101	293	10	2	CF2
Healy, Ryon	Sea	R	PL0	-3/+0	N	6	30	133	524	0	1	1B3 3B3
McCann, Brian	Hou	L	PR1	-3/-1	14	4	33	63	216	1	1	C7 (PB1 Th +0)
McKinney, Billy	Tor	L	SA5	-9/+1	26	11	29	38	132	1	2	1B2 OF1
Myers, Wil	SD	R	SA1	+0/-2	35	15	33	83	343	14	1	1B3 3B3 CF2
Reyes, Franmil	SD	R	SA4	+8/-6	N	6	30	87	285	0	2	OF1
Sanchez, Gary	NY	R	PL3	+6/-4	26	6	32	89	374	1	1	C6 (PB3 Th +2)
Schebler, Scott	Cin	L	PR0	-1/-1	26	14	31	107	430	6	2	CF2
Taylor, Michael	Was	R	PL0	-3/+0	31	16	34	134	385	30	1	CF3
Torres, Glybner	NY	R	PL1	+1/-2	29	11	33	123	484	8	2	2B7 SS6
Travis, Devin	Tor	R	SA2	+2/-3	24	13	31	103	378	5	2	2B7
Walker, Neil	NY	B	PB0	-10/+1	N	11	32	113	398	0	1	2B8 3B4 1B3 (SS7)

n/c Tapia, Raimel Col

CF = Centerfield eligible

Inoc Pitchers (19)

	ML	Thr	Grade	CTL	HA	Ftg	WP	HB	BK	MF	GS	Tot IP	Rel IP	Field
DeSclafani, Anthony	Cin	R	5 Y	+24	-35	26	3	-	0	+2	21	156.0	0.0	1
Kingham, Nick	Pit	R	5	+16	-42	25	3	-	-	+2	15	76.0	5.0	1
Minor, Mike	Tx	L	10	+24	-16	24	1	-	-	+0	28	160.0	0.0	1
XX Mitchell, Bryan	SD	R	3 R	-55	-16	27	1	-	0	+0	24	73.00	16.3	2
Roark, Tanner	Was	R	7	+22	-12	27	2	-	0	+2	30	181.3	0.0	2
Skaggs, Tyler	LAA	L	8 Y	+12	+16	23	1	-	0	+1	24	85.0	0.0	1
Zimmerman, Jordan	Det	R	6	+33	-32	24	1	-	0	+2	25	131.3	0.0	2
Biagini, Joe	Tor	R	1*	+13	-22	7*	3	-	0	+0	4	72.0	72.0	1
Erlin, Robbie	SD	L	16*	+46	+12	9*	1	-	0	+1	12	109.0	52.7	2
Greene, Shane	Det	R	5* Y	+21	-23	6*	3	-	0	+2	0	63.3	63.3	1
Hess, David	Bal	R	7	+11	-31	9*	2	-	-	+1	19	103.3	3.0	1
Lauer, Eric	SD	L	5	-15	-11	24	1	-	-	+0	23	112.0	0.0	1
Mayers, Mike	StL	R	4* Y	+22	-12	7*	3	-	0	+1	0	51.7	51.7	2
Pannone, Thomas	Tor	L	11*	-12	-15	7*	0	-	0	+0	6	43.0	7.3	1
Robles, Hansel	LAA	R	11* Y	-31	-15	7*	3	-	0	+0	0	56.0	56.0	2

n/c Lamet, Dinelson SD; Urias, Julio LAD; Altavilia, Dan Sea; Dull, Ryan Oak

Pre Season Cuts: Blanco, Gonzalez*, Miranda*, Moore*, Pennington*, Ramirez*, Sims*, C. Torres*, Wood*
* uncarded

Waiver Transactions: Claim M. Mayers Waive T. Nido

The Detroit Dragons will be playing home games on the Computer, version 5.75, this season.

2019 Pitching Rotation

M = Minor	LH 10	+24/-16	f24	28 starts	L = Mitchell	RH 3 R	-55/-16	f27	20 starts
Z = Zimmerman	RH 6	+33/-32	f24	25 starts	S = Skaggs	LH 8 Y	+12/+16	f23	24 starts
D = DeSclafani	RH 5 Y	+24/-35	f26	20 starts	K = Kingham	RH 5	+16/-42	f25	15 starts
R = Roark	RH 7	+22/-12	f27	30 starts					162 starts

April
 1-4 (5) @ MUN MDSZx
 6-8 (9) vs HUD MDSx
 10-12 (13) vs COL ZMRx
 14-17 (18) vs MLR DZSRx
 19-23 (24) @ KAN MZDRSx

August
 1-4 @ STM SDKL
 5-8 (9) @ HOB RSDKx
 10-13 @ RIV LRSD
 14-17 vs GC KLRS
 18-21 (22) vs KNX DKLRx

May
 1-5 @ IND ZMRLK
 6-9 (10) vs RYE ZMRLx
 11-14 vs MAR KZMR
 15-18 (19) vs MID LKZMx
 20-23 @ CAY RLZK

September
 (1-2) 3-5 @ MUN xxMSZ
 6-9 vs HUD RDMS
 10-13 vs COL ZRDM
 14-17 (18) vs KAN SZRDx
 19-23 @ LV MSZRD

June
 1-4 (5) @ HUD MDRSx
 6-8 @ COL ZMD
 9-11 vs MUN RSZ
 12-16 (17) vs ZIO MDRSZx
 18-21 @ WAR MDSZ

October
 1-4 vs IND MSZR
 5-9 vs CAY LKMSZ
 10-13 (14) vs NW RLMSx
 15-19 @ MLR ZRLKM
 20-23 @ ZIO SZLK

July
 1-5 vs NBO RMDKL
 6-9 (10) vs LV RMDKx
 11-14 @ WHT LRMD
 15-18 @ BH KLRM
 19-22 (23) @ BRO DKLRx

November
 (1) 2-6 vs WAR xMSZRL
 7-10 @ NBO MSZR
 11-13 (14) @ HUD LMSx
 15-18 @ COL ZRLM
 19-22 (23) vs MUN SZRLx

Pitching Strategies

Starters: As usual, never remove a starter pitching a shutout and never let a starter pitch more than 11.7 innings. Here are the general guidelines:

Roark, Skaggs and **Minor** pitch a minimum of 5 innings unless bombed out of the game earlier. Then when fatigued and the score is within 4 runs, go to the bullpen. If we're up or down by 5 runs or more, they can stay in until they fatigue a second time. Then go to the pen.

Zimmerman and **DeSclafani** pitch a minimum of 5 innings unless bombed out. Any time from the 6th inning on, remove when fatigued or if a runner gets on base in scoring position if score is within 4 runs.

Kingham and **Mitchell** fill out the bottom of the rotation. These guys pitch a minimum four innings unless bombed out. In the 5th inning or later, go to the pen immediately if they give up a base runner with the score within 4 runs or if the fatigue unless pitching a shutout.

Relievers: Refer to our relief QUICK REFERENCE GUIDE for usage but here's generally what you need to know:

Group 1: **Erlin** is the team closer, late inning man. He has 109.0 innings to stop hits, walks, and homers. He comes in with a 0 to 3 run lead in the 8th or 9th. Limit: 2.7 innings per game.

Group 2: With 99 innings between them, **Robles** and **Pannone** come in when it's tied or we have a lead in the 7th-9th or down by 1 or 2 in 7th-8th innings. Limit: 2.7 innings per game.

Group 3: The set-up crew of **Hess & Greene** have 166.7 innings to pitch close games from the 5th on. Limit: 2.7 innings for Greene, Hess unlimited.

Group 4: Relievers **Lauer & Mayers** pitch if we're behind or as a mop. Have 163 innings in the 3rd-8th innings. No limit on Lauer. 2.7 for Mayers.

Group 5: Relievers **Biagini** will also pitch if we're behind or as a mop. No limit on him.

Stretch: Have all pitchers pitch from the stretch with tying or winning run on 3b in 8th or 9th inning.

Defensive Strategies:

Defensive replacements: None.

Holding runners on 1st: Never hold if score is +4/-4. Otherwise, always hold with two out or with PL at bat. If less than two out and SA or PR at bat, hold if baserunner's SSN is greater than 18 and your runner has steal attempts remaining. Throw at all base stealing attempts.

Outfield Throws: Always throw for go-ahead run. Board Game -Throw for lead runner with less than 34/36 chances, otherwise throw to hold trailing runners. Computer game- always throw for slow lead runner, throw for average and fast lead runners unless "well around", otherwise throw to hold trailing runners.

Play infield in when a runner reaches 3b, less than 2 outs, in the 7th inning or later if the Dragons are behind by two or less, tied, or up one (+1 to -2).

Lineups : These are representative lineups. Monthly lineup changes will be provided by the 4th of the month

vs LHP (CPU)		vs LHP (Board)		vs RHP (CPU)		vs RHP (Board)	
Descalso	2B7	Descalso	3B3	Gamel	LF2	Gamel	LF2
Reyes	DH	Reyes	DH	Descalso	2B7	Descalso	2B7
Torres	SS6	Torres	SS6	Torres	SS6	Schebler	RF2
Schebler	RF2	Schebler	RF2	Schebler	RF2	McKinney	DH
Myers	LF2	Travis	2B7	Gallo	1B3	Gallo	1B3
Healy	1B3	Healy	1B3	Healy	DH	Dozier	3B3
Taylor	CF3	Myers	LF2	Dozier	3B3	Taylor	CF3
Dozier	3B3	Gallo	CF1	Taylor	CF3	Walker	SS7
Sanchez	C6	Sanchez	C6	McCann	C7	McCann	C7

Offensive Strategies (in order of preference)

Steal: Myers and Taylor steal second in the 8th and 9th inning with less than 2 outs if they represent the tying or lead run. However Taylor should steal second anytime he reaches 1b from the 6th inning on.

Hit and Run: H&R if +1/-3 run differential with 0 or 1 out, with Gamel, Myers or Taylor running with any eligible hitter with two 31's on his card. Do not hit and run if your pitcher's control is worse than -26 on the board game or has a W on the computer.

Sacrifice: Travis and Walker, any inning, no outs, runners on first, or first and second.

Runner Advancement: Board Game- Use Adams Tables. Computer Game- try for the extra base when "well around" or ball deep in the gap.

Pinch hitting: Not much pinch hitting this year. Usually only Walker or Healy could be available late in the game in a critical situation.

Pinch running: Walker or Zimmerman can pinch run for Healy, Sanchez or McCann in the 9th if they are the tying or winning run.

Depth Chart/Injury Substitution

C: McCann, Sanchez

1B: Healy, Gallo, Descalso, Myers, Walker, Dozier

2B: Descalso, Travis, Walker, Torres

SS: Torres, Walker, Descalso

3B: Healy, Descalso, Myers, Dozier, Walker

OF: Gamel, Taylor, Gallo, Myers, Schebler, Reyes, McKinney, Dozier

DH: Reyes, McKinney, Gallo, Healy

Minor League Assignments (subject to change via monthly instructions):

April: Tapia, Altavilla, Dull, Urias, Lamet, Kingham, Mitchell, McCann, Walker, McKinney

May: Tapia, Altavilla, Dull, Urias, Lamet, DeSclafani, Skaggs, Travis, Myers, Greene

June: Tapia, Altavilla, Dull, Urias, Lamet, Kingham, Mitchell, Travis, Gamel, Mayers

July: Tapia, Altavilla, Dull, Urias, Lamet, Zimmerman, Skaggs, Walker, McKinney, Greene

August: Tapia, Altavilla, Dull, Urias, Lamet, Zimmerman, Minor, Torres, Reyes, Mayers

Sept: Tapia, Altavilla, Dull, Urias, Lamet, Kingham, Mitchell, Walker, McKinney, Greene

October: Tapia, Altavilla, Dull, Urias, Lamet, DeSclafani, Biagini, Reyes, Walker, Mayers

Nov: Tapia, Altavilla, Dull, Urias, Lamet, DeSclafani, Kingham

Review STARTERS and RELIEVERS on the previous page. Use the QUICK REFERENCE GUIDE below to determine which RELIEVER GROUP to bring in and when. I will swap relievers on and off the active roster to make it work. If a mop is forced to leave the game, spread the work around; don't overuse any reliever. Remember that both Group 4 and Group 5 pitcher's can act as mops when needed.

QUICK REFERENCE GUIDE

SCORE / INNING	Down 5+	Down 4	Down 3	Down 2	Down 1	Tied	Up 1	Up 2	Up 3	Up 4	Up 5+
earlier	4 & 5	4 & 5	4 & 5	4 & 5	4 & 5	4 & 5	4 & 5	4 & 5	4 & 5	4 & 5	4 & 5
5th inning	4 & 5	4 & 5	3 & 4	3 & 4	3 & 4	3	3	3	3	4 & 5	4 & 5
6th inning	4 & 5	4 & 5	3 & 4	3	3	3	3	3	3	3	4 & 5
7th inning	4 & 5	4 & 5	3	3	2 & 3	2	2	2	2	3	3
8th inning	4 & 5	4 & 5	3	2 & 3	2 & 3	1 & 2	1 & 2	1 & 2	1 & 2	3	3
9th inning	—	—	—	—	—	1 & 2	1	1	1	2	3
extra innings	—	—	—	—	—	1,2,3	1	1	1 & 2	3	3

- Group 1: Erlin (16* LHP) — 109.0 innings available but only first 52.7 with +5 when entering the game.
- Group 2: Robles (11* RHP) & Pannone (11* LHP) — 99.0 innings available
- Group 3: Hess (7 RHP) & Greene (5* RHP) — 166.7 innings available
- Group 4: Lauer (5 LHP) & Mayers (4* RHP) — 163.7 innings available
- Group 5: Biagini (1* RHP) — 72.0 innings available

Conclusion:

Please use these instructions as a guide. If something isn't covered or doesn't make sense, do what is best for the Dragon's. Please provide score sheets and box scores from road games. Computer players please do not use any automatic managers. Thanks from the new Detroit Dragons.
Dave

