

## HUDSON GENERALS 2019

<u>PITCHER</u>	<u>AGE</u>	<u>Team</u>	<u>Th</u>	<u>GS</u>	<u>IP (R)</u>	<u>IP (T)</u>	<u>TBL Gr</u>	<u>Ctrl</u>	<u>HA</u>	<u>Ftg</u>	<u>MF</u>	<u>WP</u>	<u>Other</u>	<u>ACQUIRED</u>
Cody Allen	29	CLE	R	0	67.0	67.0	11*X	-36	-15	6	0	3	BK0	13 draft 3rd
Brad Brach	32	ATL	R	0	62.7	62.7	7*Y	-21	+34G	6	0	3		15 trade CAY
Xavier Cedeno	31	MIL	L	0	33.3	33.3	16*Y	-36W	+54H	5				19 draft 6th
Mike Clevinger	27	CLE	R	32	0.0	200.0	14Y	-12	+21	25	1	1	BK0	19 trade RIV
Sean Doolittle	31	WSH	L	0	45.0	45.0	25*KY	+44Z	+31G	6	1	2	BK0	18 trade CAY
Michael Feliz	25	PIT	R	0	74.0	47.7	4*Y	-35	+11	7	1	3		17 draft 3rd
Kevin Gausman	27	ATL	R	31	0.0	183.7	8	+22Z	-12	25	0	2	BK0	15 trade MUN
Mychal Givens	28	BAL	R	0	76.7	76.7	12*Y	-12	+44G	7	0	3	BK0	16 draft 3rd
Josh Hader	24	MIL	L	0	81.3	81.3	25*KXY	-25	-11	8	1	0		18 draft 1st
Rich Hill	38	LAD	L	24	1.0	132.7	12X	+15Z	-21L	23/7	1	1		17 draft 2nd
Brad Keller	22	KC	R	20	22.3	140.3	11	-13	+44G	25/6	1	3	BK0	19 draft 2nd
Pablo Lopez	22	MIA	R	10	58.7	58.7	8	+26Z	-14	26	0	3	BK0	19 draft 4th
Carlos Martinez	26	STL	R	18	18.3	118.7	13Y	-36W	+46H	27/7	0	3	BK0	15 trade MID
Freddy Peralta	22	MIL	R	14	4.7	78.3	15XY	-53W	+15	23/11	0	3		19 draft 1st
Antonio Senzatela	23	COL	R	13	17.3	87.3	6	+13	+14	26/10	0	1	BK0	18 draft 2nd
Matt Shoemaker	31	LAA	R	7	0.0	31.0	7Y	+11	+24G	21	0	3	BK0	16 trade KAN
Robert Stock	28	SD	R	0	39.7	39.7	12*Y	+13	+54H	7	3	3		19 draft 5th
Taijuan Walker	25	ARZ	R	0	0.0	0.0		uncarded						16 draft 1st
Trey Wingenter	24	SD	R	0	19.0	19.0	15*XY	-62W	-21L	6	0	3	BK0	19 draft 9th

  

<u>POS. PLAYERS</u>	<u>AGE</u>	<u>Team</u>	<u>B</u>	<u>G</u>	<u>PA</u>	<u>SBA</u>	<u>HC</u>	<u>SSN</u>	<u>Sp</u>	<u>Arm</u>	<u>24'S</u>	<u>Other</u>	<u>ACQUIRED</u>
Brian Anderson	25	MIA	R	156	670	6	-1/-1	SA0	A14	9	31	2	18 draft 5th
Johan Camargo	24	ATL	S	134	524	2	-1/-1	SA0	A20	11	33	2	18 draft bonus
Wellington Castillo	31	CWS	R	49	181	1	+1/-2	PL1	F26	5	32	4	Th 0 PB3 13 draft bonus
C.J. Cron	28	TB	R	140	560	3	+5/-4	SA2	A14	6	29	1	15 draft bonus
J.D. Davis	25	HOU	R	102	113	0	+4/-4	SA2	N 0	5	34	2	19 draft 8th
Austin Dean	24	MIA	R	34	122	1	-3/+1	PL0	A26	9	30	0	19 draft 7th
Lucas Duda	32	ATL	L	107	367	1	-13/+3	PR5	F26	5	33	0	11 draft 5th
Didi Gregorius	28	NYN	L	134	569	16	-4/ 0	PR2	B25	16	33	0	14 draft 1st
Grayson Greiner	25	DET	R	30	116	1	+8/-5	SA3	A14	5	33	0	Th-4 PB2 19 draft 7th
Randal Grichuk	26	TOR	R	124	462	5	0/-2	PL1	C24	15	31	0	15 draft bonus
Jed Lowrie	34	OAK	S	157	680	0	-5/ 0	PB0	N 0	11	33	0	SS7 09 draft 2nd
Andrew McCutchen	31	NYN	R	155	682	23	0/-2	PL1	A24	13	33	1	17 trade KNX
Max Muncy	27	LAD	L	137	481	3	-5/ 0	PR3	G33	8	31	0	19 draft 1st
A.J. Pollock	30	ARZ	R	113	460	15	-5/ 0	SA0	E33	16	33	0	13 draft 4th
Wilson Ramos	30	PHI	R	111	416	0	+1/-2	SA1	N 0	2	32	5	Th 0 PB2 12 trade RIC
Justin Turner	33	LAD	R	103	426	3	+5/-4	SA2	E26	12	30	1	17 trade KNX

Gray = minors

**Please send gamesheets or scripts**

Limits show usage to date

Hudson plays on computer/no micro mgrs

minors Apr  
May  
June  
July  
Aug  
Sept  
Oct  
Nov

T.Walker, J.D.Davis, Dean, M.Feliz, Shoemaker, F.Peralta, P.Lopez, C.Allen, Stock, Cedeno  
T.Walker, J.D.Davis, Dean, M.Feliz, Shoemaker, Wingenter, P.Lopez, Duda, Doolittle, C.Martinez  
T.Walker, J.D.Davis, Dean, M.Feliz, Shoemaker, Wingenter, P.Lopez, Duda, Stock, F.Peralta  
T.Walker, J.D.Davis, Dean, M.Feliz, Shoemaker, Wingenter, Greiner, Brach, C.Martinez, Cedeno  
T.Walker, J.D.Davis, Dean, M.Feliz, Shoemaker, Wingenter, Greiner, Doolittle, F.Peralta, Keller  
T.Walker, J.D.Davis, Dean, M.Feliz, Shoemaker, Wingenter, P.Lopez, Duda, Cedeno, Stock  
T.Walker, J.D.Davis, Dean, M.Feliz, Senzatela, Wingenter, P.Lopez, Duda, Cedeno, R.Hill  
T.Walker

**Comp vs RHP A**

McCutchen rf  
J.Turner 3b  
Muncy 1b  
Gregorius ss  
W.Ramos c  
Lowrie 2b  
Grichuk cf  
Cron dh  
Br.Anderson lf

**Comp RHP B**

McCutchen rf  
Lowrie 2b  
Muncy 1b  
Gregorius ss  
W.Ramos c  
Pollock cf  
Camargo 3b  
Grichuk lf  
Cron dh

**Comp vs LHP**

McCutchen rf  
J.Turner 3b  
Lowrie 2b  
Cron 1b  
Pollock cf  
Camargo ss  
Br.Anderson dh  
Grichuk lf  
W.Castillo c

**Board vs RHP**

McCutchen rf  
Lowrie 2b  
Muncy 1b  
Gregorius ss  
W.Ramos c  
Duda dh  
Pollock cf  
Camargo 3b  
Br.Anderson lf

**Board vs LHP**

McCutchen rf  
J.Turner 3b  
Muncy 1b  
Cron dh  
Grichuk cf  
Camargo ss  
Greiner c  
Br.Anderson lf  
Lowrie 2b

## SUBSTITUTIONS

### 1) POSITION SUMMARIES:

- C** W.RAMOS and W.CASTILLO continue to take turns being the #1. This year it's RAMOS' turn. CASTILLO can be used for defense. GREINER, when up, will start vs board lefties. All will need pinch runners late.
- 1B** MUNCY all the way. CRON when MUNCY sits.
- 2B** LOWRIE usually goes all the way. CAMARGO backs him up
- SS** GREGORIUS usually goes all the way vs righties. CAMARGO usually goes vs the lefties.
- 3B** J.TURNER all the way when he starts. CAMARGO gets the remainder
- OF** McCUTCHEN & POLLOCK will usually go all the way when starting  
GRICHUK & Br.ANDERSON complement each other. GRICHUK provides slugging. ANDERSON provides on-base.
- DH** Mostly CRON. DUDA, when up, plays vs board righties. GREGORIUS & ANDERSON will also show up here.

	<b>When to Remove</b>	<b>Bench Use</b>	<b>PA/G</b>
ANDERSON,B.	Remove for PH in Slugging situations after the 7th	PH in non-slugging situations. Use in blowouts	unlimited
CAMARGO	For defense late if playing 2B. Can be double switched out if Turner enters in another slot	PH if game is within 2	G
CASTILLO,W.	Remove for PH if game in doubt late. Remove for PR if lead or tie run after the 7th	Defense after starting Catcher's last AB if lead by 1 or 2. PH for Greiner vs RHP.	PA
CRON	Remove for PH late vs RHP in non-slugging situations Remove for PR if lead or tie run after 7th.	PH primarily vs LHP or for slugging. Game within 3	PA/G?
DUDA	Platoon DH on boards. Remove vs LHP if game is still in doubt.	PH vs board RHP. Use in blowouts at 1B (moving Muncy)	unlimited
GREGORIUS	Remove for PH late vs LHP in non-slugging situations	PH or PR if game is within 2	PA
GREINER	Remove for PH vs RHP if game in doubt. Remove for PR if lead or tie run after the 7th	PH for OBP vs board LHP. Use in blowouts	PA
GRICHUK	Remove for PH in On Base situations after the 7th	PH in Slugging situations after the 7th	G
LOWRIE	Remove for PH late vs board LHP	PH if game is within 2 Defense if we lead by 2 or less after 7th	PA
McCUTCHEN	Rarely. Can be removed for PH in RBI situation in 9th or later vs RHP	PH for OBP, Game within 2	G
MUNCY	Never	PH in <b>Game Winning</b> situations only	G
POLLOCK	Remove for PH late vs board LHP	PH or PR after 7th. Defense. Game with 2	PA
RAMOS,W.	Remove for PR if lead or tie run after the 7th. Remove for defense after last AB if leading by 1 or 2.	PH in <b>Game Winning</b> situations only	G
TURNER,J.	Blowouts only	PH in <b>Game Winning</b> situations only. Do NOT use as defensive replacement	G

## BASE RUNNING

### 3) STEALING - A player may steal any base when eligible by the Adams tables and **my** allowance letters on page one.

If you don't like that system you can use the guidelines below.

- a) Most steal attempts will come from thr H&R.
- b) POLLOCK can straight steal as the tie or lead run after the 5th.
- c) All others can steal when Adams allows, but check for H&R first.
- d) Add 2 to Adams tables with CRON, GRICHUK, McCUTCHEN & MUNCY at bat.
- e) Subtract 2 from the Adams table with 0 or 1 out and Br.ANDERSON & GREINER at bat.
- f) No one steals 3rd until the 7th, home until the 9th. No straight steals for non A's with a lead of 3 plus.

### 4) HIT & RUN

- a) Hit & run if Adams gives the greenlight but my steal restrictions say no. Also hit & run if runner cannot steal by the Adams tables but SSN is over 24. Do not H&R 1st & 3rd. (except B below)
- b) **W.RAMOS & W.CASTILLO should hit and run whenever legal.(0 or 1 out only)**
- c) Only H&R with GREGORIUS after the 6th with HA > +24 with 0 or 1 out.
- d) Only H&R with ANDERSON SSN > 24 (pre-penalty)
- e) Only H&R with TURNER at bat only if pitcher's control >21 or Z.
- f) Don't H&R with LOWRIE, POLLOCK, or McCUTCHEN.
- g) Don't H&R with a slow runner if 8's are good.

### 5) SACRIFICE

Only with 0 out / Squeeze only with 1 out

- a) Use the sac when a crippling negative shift needs to stay in the game for defense or it's too early to PH.
- b) GREGORIUS can squeeze in the lead run, 9th or later, runner on 3rd only.
- c) Never bunt with two strikes. Never pinch-hit to sacrifice.

## PITCHING

### 9) ROTATION C-Clevinger, G-Gausman, H-R.Hill, K-Keller, L-P.Lopez, M-C.Martinez, P-F.Peralta, AS-Senzatela, MS-Shoemaker

APR	1-4	@COL	M,H,G,C	MAY	1-5	@LV	K,G,C,H,AS	JUNE	1-4	DET	G,M,H,K	JULY	1-5	WAR	P,G,H,L,C
	6-8	@DET	M,H,G		6-9	MAR	K,G,C,H		6-8	MUN	C,G,M		6-9	IND	P,G,H,L
	10-12	@MUN	C,M,H		11-14	MID	K,P,G,C		9-11	COL	H,K,C		11-14	@BH	C,P,G,H
	14-17	KAN	G,C,M,H		15-18	RYE	H,K,P,G		12-16	@MLR	G,M,H,K,C		15-18	@BRO	L,C,P,G
	19-23	CAY	G,C,M,H,AS		20-23	@ZIO	C,H,K,P		18-21	@NBO	G,M,K,C		19-22	@WHT	H,L,C,K
AUG	1-4	@HOB	AS,L,G,C	SEPT	3-5	@COL	P,G,C	OCT	1-4	LV	M,P,G,C	NOV	2-6	@IND	K,C,MS,M,G
	5-8	@RIV	H,AS,L,G		6-9	@DET	H,K,P,G		5-9	ZIO	MS,M,P,G,C		7-10	@WAR	K,C,MS,M
	10-13	@STM	C,H,AS,L		10-13	@MUN	C,H,K,P		10-13	GC	MS,M,P,G		11-13	DET	G,K,L
	14-17	KNX	G,C,H,AS		14-17	MLR	G,C,H,K		15-19	@KAN	K,C,MS,M,G		15-18	MUN	C,M,G,K
	18-21	NW	L,G,C,H		19-23	NBO	P,G,C,H,K		20-23	@CAY	K,C,MS,M		19-22	COL	L,C,M,MS

### 10) REMOVE PITCHER

- a) **STARTERS** - CLEVINGER, C.MARTINEZ, F.PERALTA, KELLER, & HILL will generally try to get to their fatigue. P.LOPEZ, GAUSMAN, SHOEMAKER, & SENZATELA will have a shorter leash, but should try to get through at least 5. This is all superceded however by the HADER instructions below.
- b) **HADER & DOOLITTLE** - The key to this team may very well be the use of this rather unusual bullpen. HADER should be used like the Brewers use.....well.... Josh HADER. Anytime a game-threatening rally materializes in the 6th or later HADER should come on to put out the fire, then stay for another inning if the game's still tight. The first group of starters should get a little more rope than the second. DOOLITTLE is more the traditional closer. He's short on innings so don't use him for the 3-run save. *Both are available in tie games!*
- c) **The BRIDGE** - Three or four of the group of C.MARTINEZ, STOCK, GIVENS, KELLER, C.ALLEN & WINGENTER will be available to serve as the bridge from HADER to DOOLITTLE or from the starter to HADER or DOOLITTLE.
- d) **LEFTIES** - While HADER & DOOLITTLE are left-handed I don't want them used as Loogys. However when CEDENO is up he fulfills that role.
- e) **MIDDLE, EARLY & GARBAGE** - BRACH & SENZATELA, when not in the rotation, take out the trash.

*My pitching instructions are intended as guidelines not rules. Pitching changes are the most difficult part of playing the road team. I will accept your judgement.*

## DEFENSIVE OPTIONS

### 11) INTENTIONAL WALKS - If the Generals trail at anytime, by any amount, or the lead run is in scoring position after the 6th, and first base is open, intentionally walk the batter in the following circumstances:

- a) 1 out, men on - to set up the DP (on-deck hitter must be a DP threat) unless on-deck hitter is superior to batter.
- b) 2 out, men on - to get to an inferior hitter.

*Never load the bases unless the ensuing hitter/pitcher combo makes a walk unlikely.*

### 12) PITCH FROM STRETCH - If the runner on 3rd has an adjusted SSN of 12 or more with 2 out, game within 1 run.

### 13) HOLD RUNNER - When 1B(4 or 5) is playing first always hold. Otherwise:

- a) Hold all fast runners.
- b) Hold all medium runners unless I have a lead of 2 or more and there is a PR hitter.
- c) Hold slow runners only with a RH hitter or less than 2 out unless I lead by 2 or more
- d) Do not hold with 2 out and men on 1st and 3rd unless runner on 1st is the lead or tie run.

### 14) INFIELD IN

- a) Play "in" with a runner on 3rd only, 1 out, tied or behind, ANY INNING, unless its before the 6th with 1-3 hitters up.
- b) Play "in" with the lead run on 3rd only, with 0 or 1 out after the 7th.
- c) Play "in" with the lead run on 3rd after the 8th, 1st base occupied and 0 out.

### 15) OUTFIELD THROWS

- a) Throw for the lead runner anytime the trailing runner cannot advance or the lead chance is < 25.  
**Exception: The trailing runner is the tie run with a good chance to advance after the 7th.**
- b) Throw home to get the lead or tie run after the 6th if there is < 36 chances. If the trail runner is the WINNING run and the lead runner's chance is > 32, stop the trail runner.
- c) On the computer game, play your best guess using common baseball strategies.

### 16) RUNNER ADVANCEMENT - Use Adams Tables. If computer, see 16(c). Go for it if the text says "well around".

Only go for optional triples if all conditions are ideal; NOT behind by 2 or more AND plus speed/arm combo AND 1 out.

### 17) HOLD RUNNER ON THIRD - Hold all runners with 0 out and slow runners with 1 out.

### 18) INJURIES - Use logical replacement

Feel free to give me a call with any problems. Overall I will accept your good judgement. When I play my team at home I do not "count hits" etc. for my team and don't expect you to. But if you are into that aspect of the game feel free. GOOD LUCK!