

**2019 Munich Marauders Series Instructions**  
(1992, 2007 and 2016 TBL Champions)



**Munich will be using the Computer game for Windows (Broadcast Blast 5.75).**  
**Please do not use a micro-manager if you are using the computer game.**  
**Please do send a game sheet (boards) or script (computer) in addition to boxscore/stats. Thanks!**

Munich cuts (pre-season): (Aoki), Maurer, Prado, D.Robinson, Rhame, Volquez

**Waivers** – acquired; waived

Mid-season Trades –

**General Introduction:** There is potential – but whether there is serious contender potential is yet to be determined. Be creative to get the most out of this roster (although there are not a lot of bench moves to be made), using the instructions below as guidelines, not a strait-jacket! LOTS of good innings in the bullpen, but no TBL-closer-grades. 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 (as always): 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.










2019 Munich Marauders Batters										FIELDING																
TM	Name	Bats	GM	PA	SBA	Hitting	STL	SPD	BMod	BMod	Comp.	Board	7's	8's	10's	1's	2's	3's	1's	2's	3's	SS	OF	Arm		
HOU	Altuve, Jose	R	137	589	24	11(000[9])3+	E31	F15	SA-0	-4/0	2	3	1	2	3						8	[4]			31	
PHI	Bautista, Jose	R	122	399	8	7(100[2])6++	E23	9	PL-0	PL-2/-1										2	5	3		2	32	
DET	Cabrera, Miguel	R	38	157	0	10(066)5	N	S3	SA-0	-2/0	2	3					4	2		3					34	
CHC	Caratini, Victor [r]	B	76	200	0	9(00)2(1)	N	7	SA-0	-8/+1	1	4								7	2		3		-3 pb2	
CHC	Contreras, Willson	R	138	544	6	9(000[7])3(1)	G31	8	SA-2	+4/-3										7	2			1	-0 pb2	
WAS	Eaton, Adam	L	95	370	11	10(000[5])4(1)	F34	F15	SA-5	-12/+1															3	32
TB	Gomez, Carlos	R	118	408	17	7(000)2(2)	E31	F15	SA-0	-5/+1			2	1x9	1									3	37	
CIN	Herrera, Dilson	R		97	0	7(1000)3+	N	12	SA-1	+1/-2			2	1x9						2	7	3		1	30	
CHC	Heyward, Jason	L	127	488	3	10(000[6])3	G20	F15	PR-0	PR-1/-1		1	4											3	33	
ARZ	Jay, Jon	L	143	586	8	10(00[3])2(1)	F23	F15	SA-2	-4/0		2	4					1	2					3	31	
HOU	Maldonado, Martin	R	119	404	2	8(000[9])1(1)	F14	S6	SA-1	0/-2										9					+6 pb3	
TB	Meadows, Austin [r]	L	59	191	7	11(146)2+	E32	11	SA-0	+4/-4		1	4											2	32	
OAK	Pinder, Chad [r]	R	110	333	3	9(156)3++	C9	14	SA-2	+2/-4		1	3							2	7	3	6	2	32	
CHC	Rizzo, Anthony	L	153	665	11	10(156)3(1)	E24	9	PR-5	PR-9/+1		1	3	1						5					32	
CHC	Schwarber, Kyle	L	137	510	8	8(155)5	E23	S6	PR-4	PR-7/0			2	1										1	34	
LAA	Simmons, Andrelton	R	146	600	14	11(000[7])2+	F32	14	SA-0	-2/-1		2	3	1									10		36	
STL	Wisdom, Patrick [r]	R		58	4	9(115)4(1)+	D26	9	SA-0	-3/+1			2	1	1	1	1	2		2		3			31	
CHC	Zobrist, Ben	B	139	520	8	11(000[7])4	E17	9	SA-0	-2/-1		2	4							4	8	[4]		2	33	

*Caratini, Gomez, Herrera – in the minors until Nov. All other batters are active all season.*

2019 Season Munich Marauders Pitchers													In Minors?								
TM	Name	Th	GS	RIP	SPGrd	RPGrd	Ctl	HA	Fatg	WP	HB	BK	MF	A	M	J	J	A	S	O	
OAK	Cahill, Trevor	R	20		12YG		-21	+34	22 / 17	3		0	+1								m
SD	Castillo, Jose G. [r]	L		38 1/3		16*XYG	+13	+25		6	2	0									
CHC	Chavez, Jesse	R		95 1/3		13*YZ	+35	-13		8	1	0	+1								
CHC	Darvish, Yu	R	8		9XWL		-45	-22	26		3			m	m	m	m	m	m	m	m
NYM	deGrom, Jake	R	32		18KZG		+31	+43	26		1	0	+1								
SF	Dyson, Sam	R		70 1/3		13*ZG	+15	+31		6	2	0									
DET	Farmer, Buck	R	1	67		10*WG	-62	+32		6	2	0	+1	m							
STL	Gant, John [r]	R	19	16 2/3	13WG		-42	+31	22 / 12	3		0			m			m	m		
CIN	Garrett, Amir [r]	L		63		9*X	-12	-12		6	3	0	+1	m	m	m	m	m	m	m	m
ARZ	Greinke, Zack	R	33		11YZ		+33	-14	25		1	0	+3								
LAA	Heaney, Andrew	L	30		9YZ		+23	-13	26		3	0	+1	m							m
CHC	Hendricks, Kyle	R	33		10Z		+32	+12	25		0	0	+1								
BAL	O'Day, Darren	R		20		11*XYZ	+41	-14		6	0		+2		m	m	m	m	m	m	m
KC	Peralta, Wily	R		34 1/3		13*YW	-62	+15		6	3	0	+2	m							m
BOS	Thornburg, Tyler [inr]	R		62		4*M	-23	-41		6	3	0	+1	m	m	m	m	m	m	m	m
ATL	Vizcaino, Arodys	R		38 1/3		16*Y	-16	+14		6	3	0			m	m					m
ARZ	Ziegler, Brad	R		73 2/3		8*Z	+22	+13		6	1	0	+1	m	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 Rotation 2019										
Days					Days					
April	19	DET	dG	Gr	Ga	Hn				
		COL	C	dG	Gr					
		HUD	Ga	Hn	C					
		@ ZIO	dG	Gr	Ga	Hn				
May	21	@ LV	C	Gr	dG	Ga	Hn			
		CAY	Gr	dG	C	Hn	Ha			
		KAN	Gr	dG	C	Hn				
		@ STM	Ha	Gr	dG	C				
June	19	@ RIV	Hn	Ha	Gr	dG				
		@ HOB	C	Hn	Ha	Gr				
		@ COL	dG	Ga	Hn	Ha				
		@ HUD	Gr	dG	Ga					
July	21	@ DET	Hn	Ha	Gr					
		WAR	dG	Ga	Hn	Ha	Gr			
		IND	dG	Ga	Hn	Ha				
		@ MLR	C	dG	Gr	Hn	Ha			
August	20	GC	C	dG	Gr	Hn				
		NW	Ha	C	dG	Gr				
		KNX	Hn	Ha	C	dG				
		@ NBO	Gr	Hn	Ha	C				
Sept.	20	DET			Gr	dG	Ga			
		COL	Hn	C	Gr	dG				
		HUD	Ga	Hn	C	Gr				
		@ CAY	dG	Ga	Hn	C				
Oct.	22	@ KAN	Gr	dG	Ga	Hn	C			
		MLR	Gr	Ha	dG	Hn				
		NBO	Ga	Gr	Ha	dG	Hn			
		MAR	Ga	Gr	Ha	dG				
Nov.	20	@ IND	Hn	Ga	Gr	Ha	dG			
		@ WAR	Hn	Ga	Gr	Ha				
		ZIO		Hn	dG	Gr	D	Ha		
		LV	Hn	dG	Gr	Ga				
		@ COL	Ha	Hn	dG					
		@ HUD	Ga	Ha	Hn	dG				
		@ DET	Gr	Ga	Ha	Hn				

KEY	
	Day off
	Greinke, Zack
	deGrom, Jake
	Gant, John
	Cahill, Trevor
	Hendricks, Kyle
	Heaney, Andrew
	Darvish, Yu
	(double header)

**PITCHING**

**Starters:** Handle them by these principles:

- **deGrom** – Study in all respects. Goes as deep as possible, including one grade reduction if needed.
- **Gant, Cahill** – Good grades and stop HR’s. Not so good control and fatigue. Hence, will give way to the bullpen by middle innings unless they are pitching a shutout, in which case they stay until the shutout is gone.
- **Greinke, Hendricks, Heaney.** – Decent grades and control, neutral vs HR’s. Try to get 6 IP out of them, but not at the cost of endangering a lead. If they get beyond the 6<sup>th</sup>, it’s a quick hook at any sign of trouble (unless the game is a blowout, in which case, they can stay in a bit longer rather than waste bullpen – but even then, if it starts to get close, go to the relievers).

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

**Relievers:** Can you say “by committee”? Sure, I knew you could! There’s over 500 IP of grade 8\* and up – but no TBL closer grade. SO, you’ll have lots of occasions to use the +5, perhaps multiple times in an inning to stop a rally. I don’t give a hoot who gets saves, so mix and match as needed to keep your offense under control. There are 5 relievers with grades of 13\* or 16\* with mostly okay peripherals – four are active in any given month, so use them as the situation requires, mainly when the game is close or Munich leads. They combine for 276.2 IP, so you can lean on them a bit (especially **Chavez** and **Dyson**).

The only set roles are:

- **Situational Lefty** – **Jose Castillo.** With less than 40 IP, don’t ‘stretch’ him – use him in true LOOGY fashion, and bring in a righty once key LH bat(s) are neutralized. **Garrett** may see some time in this role, also.
- **Long/Mop/(and Middle when trailing)** –
  - **O’Day, Farmer (and after them Ziegler, Garrett, and if needed Thornburg will be called up)** – lots of IP so you can be generous in using them up to 2.2 IP/game if needed. I’ll handle any roster changes that their usage may require.

Usage note: **Vizcaino** and **Peralta** are essentially one reliever with 70+ IP, so you don’t need to treat them as ‘short usage’ guys. When they’re each active, they can be used just like the other 13\*/16\* guys.

## Lineups and Usage

- General** – 1. Use these boxes for guidance regarding usage and substitution decisions.  
 2. Definitely follow the DEF and BLOWOUT instructions, as I've worded them to account for most/all of the usage handling of certain guys who will be going by PA. If you ignore or over-ride these instructions, please leave a note on the scoresheet as to why you did it.

R vs RHP			
1	CF	Eaton	plays entire game (MAYBE PH for him vs LHP in LAST inning only)
2	2B	Altuve	plays entire game, unless it becomes a BLOWOUT
3	RF	Zobrist	See DEF, and BLOWOUT
4	1B	Rizzo	plays entire game, unless it becomes a BLOWOUT
5	DH	Schwarber	plays entire game
6	LF	Bautista	See DEF, and BLOWOUT
7	3B	Pinder	See DEF, and BLOWOUT
8	C	Contreras	See PH/PR, DEF, and BLOWOUT
9	SS	Simmons	See PH/PR
<b>BENCH</b>			Heyward, Jay, Maldonado, Wisdom (do NOT use Cabrera or Meadows)
<b>PH/PR</b>			<b>Wisdom</b> is the designated PH. Use him to hit <b>ONLY under these conditions</b> : PH for Simmons, Contreras from 7th on if Munich trails by 1 to 3 runs AND there is at least one runner on base; or for Eaton in the 9th on if Munich trails by 1 to 3 runs AND there is at least one runner on base.
<b>DEF</b>			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) / Eaton (CF) / Heyward (RF), Zobrist moves to 3B4, and Maldonado becomes the C.
<b>BLOWOUT</b>			If you lead by 5 or more <b>any time after the 5th</b> , make these moves: Maldonado replaces Contreras at C, Pinder moves to 1B (remove Rizzo), Zobrist moves to 2B (remove Altuve), Bautista moves to 3B, Jay to LF, Heyward to RF.
L Board or Computer vs LHP (all grades) Lineup, Usage, Substitutions/Bench Notes			
1	DH	Cabrera	plays entire game
2	2B	Altuve	plays entire game, unless it becomes a BLOWOUT
3	RF	Meadows	See DEF
4	1B	Rizzo	plays entire game
5	LF	Bautista	See DEF, and BLOWOUT
6	3B	Pinder	See DEF, and BLOWOUT
7	C	Contreras	See PH/PR, DEF, and BLOWOUT
8	CF	Heyward	See PH/PR, DEF
9	SS	Simmons	See PH/PR
<b>BENCH</b>			Jay, Maldonado, Wisdom; Zobrist (but try not to use Zo except as in BLOWOUT instruction) (do NOT use Schwarber or Eaton)
<b>PH/PR</b>			<b>Wisdom</b> is the designated PH. Use him to hit <b>ONLY under these conditions</b> : PH for Simmons, Heyward, Contreras from 7th on if Munich trails by 1 to 3 runs AND there is at least one runner on base.
<b>DEF</b>			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 Bautista (LF) / Jay (CF) / Heyward (RF).
<b>BLOWOUT</b>			If you lead by 5 or more <b>any time after the 5th</b> , make these moves: Maldonado replaces Contreras at C, Pinder moves to 1B (remove Rizzo), Zobrist replaces Altuve at 2B, Bautista moves to 3B, Jay to LF.

**Offensive Tactics (General Guidance):****Hit-and-Run (#1 tactical choice):**

[1] **Altuve** should hit and run whenever legal and the runner has an adjusted SSN of at least 22.

[2] **Heyward, Jay, Simmons, Zobrist** as batters should hit and run any time they are eligible and the runner on 1<sup>st</sup> has an adjusted SSN of at least 22, *unless* the pitcher's control is -24 or worse ("W" on the computer game). (NOTE – not everyone with two 31's is in this list; this is intentional, please hit and run only with the listed players.)

**Steal (#2 tactical choice):**

There are some good runners, but most of their steals will be used up by the hit and run. **Altuve** is the exception – he can straight steal second in the 7<sup>th</sup> or later with an adjusted SSN of 26+ when he is the **-1/tie/+1/+2 run when Rizzo or Schwarber are not the batter.** (Don't worry about trying to steal third or home.):

**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 and no first-column 1), AND the steal or hit-and-run are not indicated by the above instructions. **Don't squeeze.**

**Runner Advancement:**

The general guidelines are:

- 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.
- Computer gamers: 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. Otherwise, be aggressive with fast runners when the game is within 3 runs.

**Infield In; Outfield Throws; Hold Runners** – Use your best baseball judgment and common sense.

**Injury Subs:**

C – Contreras (offense); Maldonado (defense)

1B – practically everyone has a carded rating at 1B, so if Rizzo gets hurt, use the most logical option

2B – Altuve, Zobrist, Pinder (and notice that Bautista and Gomez have 2B-5 carded ratings, if this helps in a pinch)

3B – Bautista, Zobrist (as a 4), Caratini/Herrera if active

SS – Simmons, Pinder, (and note that Altuve and Zobrist can play SS under the TBL infield rules as SS-6)

OF – prefer Jay or Heyward; especially try not to waste a game for Meadows or Eaton as an injury sub

DH – available bat except for Eaton/Meadows/Wisdom/Schwarber/Cabrera; let pitcher hit in blowout

**(In making injury subs, remember there is a LOT of position flexibility. In order not to waste games for Eaton, Meadows, Schwarber, Cabrera or Wisdom as injury subs, please be creative in moving guys around to avoid that.)**

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

