

HUDSON GENERALS 2020

<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>
Kolby Allard	21	TEX	L	9	0.0	45.3	5	-16	+44H	25	0	1	BK0	20 draft 7th
Brad Brach	33	NYM	R	0	54.3	54.3	6*Y	-52W	+41H	6	1	3	BK0	15 trade CAY
Mike Clevinger	28	CLE	R	21	0.0	126.0	16XY	+13	+35G	24	1	0	BK0	19 trade RIV
Sean Doolittle	32	WSH	L	0	60.0	60.0	8*X	+32Z	-16L	6	0	0	BK0	18 trade CAY
Kevin Gausman	28	CIN	R	27	20.3	102.3	3Y	+21Z	+12	26/8	0	1	BK0	15 trade MUN
Mychal Givens	29	BAL	R	0	63.0	63.0	13*XY	-23	-24L	6	0	3	BK0	16 draft 3rd
Josh Hader	25	MIL	L	0	75.7	75.7	21*KXY	+22Z	-32L	7	1	0	BK0	18 draft 1st
Andrew Heaney	28	LAA	L	18	0.0	95.3	8X	+15	-23L	24	0	3	BK0	20 trade MUN
Raisel Iglesias	29	CIN	R	0	67.0	67.0	10*XY	+22Z	-21L	6	1	3	BK0	19 trade IND
Brad Keller	23	KC	R	28	0.0	165.3	11	-23	+34G	25	2	3		19 draft 2nd
Zack Littell	23	MIN	R	0	37.0	37.0	13*Y	+26Z	+23G	6	0	0	BK0 HBO	20 draft 5th
Pablo Lopez	23	MIA	R	21	0.0	111.3	6	+31Z	+13	26	2	3		19 draft 4th
Carlos Martinez	27	STL	R	0	48.3	48.3	13*X	-13	+52H	6	0	3	BK0	15 trade MID
Freddy Peralta	23	MIL	R	22	49.3	85.0	1/13*X	-23	-13	28/9	0	3	BK0	19 draft 1st
Jose Quintana	30	CHC	L	31	4.0	171.0	5	+23Z	+23G	25/22	1	3	BK0	20 trade STM
Bryan Shaw	31	COL	R	0	72.0	72.0	7*	-16	-13	6	0	1	BK0	19 waiver
Justus Sheffield	23	SEA	R	7	3.0	33.0	4Y	-34	+21	25/16	1	3	BK0	20 draft 3rd
Devin Smeltzer	23	MIN	L	6	18.3	49.0	10	+24Z	-12	21/17	1	1		20 draft 6th

<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>	
Hanser Alberto	26	BAL	R	139	550	8	+8/-8	SA4	E20	13	34	1	P 1*	20 draft 3rd
Austin Allen	25	SD	L	98	71	0	-8/+2	SA5	N 0	5	30	2	Th-4 PB3	20 draft 8th
Brian Anderson	26	MIA	R	126	520	6	-6/ 0	SA0	G32	11	31	2		18 draft 5th
Johan Camargo	25	ATL	S	98	248	1	0/-2	SA0	R26	11	33	1		18 draft bonus
Wellington Castillo	32	CWS	R	72	251	0	0/-2	PL1	N 0	5	32	3	Th-2 PB3	13 draft bonus
C.J. Cron	29	MIN	R	125	499	0	+9/-5	SA4	N 0	8	29	2		15 draft bonus
J.D. Davis	26	NYM	R	140	453	3	-1/-2	SA0	R33	5	34	2		19 draft 8th
Austin Dean	25	MIA	R	64	189	2	0/-2	PL1	B 9	7	30	2		19 draft 7th
Didi Gregorius	29	NYN	L	82	344	3	-2/-1	PR1	F26	16	33	0		14 draft 1st
Randal Grichuk	27	TOR	R	151	628	3	+1/-3	PL1	G26	15	31	3		15 draft bonus
Billy Hamilton	28	ATL	S	119	353	28	-2/-1	SA0	C30	20	34	0		20 trade STM
Andrew McCutchen	32	PHI	R	59	262	3	+1/-2	PL1	G26	13	33	0		17 trade KNX
Max Muncy	28	LAD	L	141	589	5	-2/-1	PR1	G31	8	31	0		19 draft 1st
A.J. Pollock	31	LAD	R	86	342	6	+3/-3	SA2	F32	16	33	1		13 draft 4th
Wilson Ramos	31	NYM	R	141	524	1	+7/-4	SA3	R26	2	32	2	Th-4 PB2	12 trade RIC
Bryan Reynolds	24	PIT	S	134	546	5	-8/+1	SA0	F24	13	30	1		20 draft 1st
Abraham Toro	22	HOU	S	0	89	2	-10/+7	SA0	D20	6	29	1		20 draft 6th

Gray = minors

Please send gamesheets or scripts

Limits show usage to date

Hudson plays on computer/no micro mgrs

minors Apr	Dean, A.Allen, Sheffield, Smeltzer, Brach, Littell, Givens, Heaney, Hamilton, Allard
May	Dean, A.Allen, Sheffield, Smeltzer, Brach, Littell, Givens, Heaney, Hamilton, B.Shaw
June	Dean, A.Allen, Sheffield, Allard, Smeltzer, C.Martinez, Toro, P.Lopez, R.Iglesias, McCutchen
July	Dean, A.Allen, Sheffield, Allard, F.Peralta, C.Martinez, Toro, Clevinger, B.Keller, B.Anderson
Aug	Dean, A.Allen, Sheffield, Allard, F.Peralta, C.Martinez, Toro, Clevinger, Smeltzer, McCutchen
Sept	Dean, A.Allen, Sheffield, Allard, F.Peralta, Heaney, Littell, Smeltzer, McCutchen, Givens
Oct	Dean, A.Allen, Brach, Doolittle, F.Peralta, Heaney, Littell, B.Shaw, P.Lopez, Hamilton

Use "A" when Hamilton is up, "B" when he's down

<u>Comp vs RHP A</u>	<u>Comp RHP B</u>	<u>Comp vs LHP</u>	<u>Board vs RHP A</u>	<u>Board vs RHP B</u>	<u>Board vs LHP</u>
B.Reynolds lf	B.Reynolds lf	B.Reynolds lf	B.Reynolds lf	B.Reynolds lf	McCutchen rf
Muncy 1b	Muncy 2b	Muncy 2b	Muncy 1b	Muncy 1b	Alberto 2b
J.D.Davis dh	J.D.Davis dh	J.D.Davis dh	J.D.Davis dh	J.D.Davis 3b	Cron 1b
Br.Anderson 3b	Br.Anderson rf	W.Ramos c	Br.Anderson 3b	Br.Anderson rf	J.D.Davis 3b
W.Ramos c	W.Ramos c	Pollock cf	W.Ramos c	Toro dh	W.Ramos dh
Grichuk rf	Grichuk cf	Alberto 3b	Gregorius ss	Gregorius ss	Pollock cf
Gregorius ss	Alberto 3b	Cron 1b	Grichuk rf	Grichuk cf	Grichuk lf
Alberto 2b	Cron 1b	Grichuk rf	Cron 1b	Cron 1b	Camargo ss
Hamilton cf	Camargo ss	Camargo ss	Hamilton cf	W.Castillo c	W.Castillo c

SUBSTITUTIONS

1) POSITION SUMMARIES:

- C** The Wilson and Wellington show is back for the 8th consecutive year. RAMOS starts and CASTILLO backs up.
When RAMOS is DH, the DH can be desolved for a PR if tie or lead run in last AB.
- SS** GREGORIUS usually goes all the way vs righties. CAMARGO takes the rest and will need a PH late.
- 1B** I'm lumping these together to highlight the positional flexibility of this team. CRON plays 1B, but will need a PH sometimes vs righties
- 2B** MUNCY will go back and forth between 2B and 1B and will go all the way when he starts. ALBERTO will go between 2B and 3B.
- 3B** ANDERSON primarily plays 3B but will also play OF, meaning almost anyone is available when choosing a PH. Plus CAMARGO plays everywhere
- OF** ANDERSON & ALBERTO are a platoon on the boards, pretty much full time on the computer.
- OF** McCUTCHEN & POLLOCK will go all the way when starting. HAMILTON provides speed & defense, but no bat.
- DH** J.D. DAVIS almost full time. RAMOS & TORO will get some time on the boards. TORO is strictly a platoon option. All will need a PR.

	When to Remove	Bench Use	PA/G
ALBERTO	For PH vs board RHP and slugging situations late vs Comp RHP	PH vs board LHP if game within reach	unlimited
ANDERSON, B.	Only for PH vs board lefties late	May PH late if game within 3	PA
CAMARGO	For a PH if game is within 3 after 7th, the 7th is it's a big spot. IN	PR if tie or lead run in last AB.	G
CASTILLO, W.	Remove for PH if game in doubt late. Remove for PR if lead or tie run after the 7th	Defense if Ramos has been removed	PA
CRON	for PH late vs RHP in non-slugging situations	PH primarily vs LHP or for slugging. Game within 2	G
DAVIS	for PR if tie or lead run late. Blowouts	PH in Game-Winning situations only	G
GREGORIUS	for PH late vs LHP in non-slugging situations and vs Computer RHP in on-base situations	PH vs RHP or PR if game is within 2	PA
GRICHUK	for PH in On Base situations after the 7th, except vs for board LHP	PH in Slugging situations after the 7th, game within 3	PA
HAMILTON	for PH late when behind or tied	The main PR and Defensive replacement, game within 3	unlimited
McCUTCHEN	Blowouts only	PH for OBP, Game within 3	PA
MUNCY	Never	PH in Game Winning situations only	G
POLLOCK	Never	PH or PR after 7th. Game with 2	G
REYNOLDS	Blowouts only	PH in Game Winning situations only	G
TORO	for PH vs LHP	PH vs board RHP game within 3	PA

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.

- b) HAMILTON is the only guy with a decent amount of attempts and should run whenever Adams gives OK.
- a) No other straight steals unless 8th or later and they represent the lead or tie run.
- c) Most steal attempts will come from thr H&R.
- 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 ALBERTO, HAMILTON & RAMOS 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) **ALBERTO & W.RAMOS should hit and run whenever legal.**
- c) Only H&R with ANDERSON, CAMARGO, CRON & REYNOLDS if SSN > 24 (pre-penalty)
- d) Only H&R with POLLOCK after the 6th with HA > +24 with 0 or 1 out.
- e) Don't H&R with HAMILTON, McCUTCHEN or TORO.
- f) 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) HAMILTON sacrifices with runners on 1st, 2nd, or 1st and 2nd when down 1, tied, or ahead by 3 or more.
- b) Use the sac when a crippling negative shift needs to stay in the game for defense or it's too early to PH.
- c) ALBERTO can squeeze in the lead run, 9th or later, runner on 3rd only.
- d) Never bunt with two strikes. Never pinch-hit to sacrifice.

PITCHING

9) ROTATION A-Allard, C-Clevinger, G-Gausman, H-Heaney, K-B.Keller, L-P.Lopez, Q-Quintana, S-Smeltzer, JS-Sheffield

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

10) REMOVE PITCHER

- STARTERS** - Never remove a starter pitching a shutout.
CLEVINGER will always go until fatigued. B.KELLER, SMELTZER & HEANEY will try to get through 6.
The rest of the crew will be fortunate to get through 5.
CLOSER - Generally, HADER will be the closer. He can come in to put out a fire in the 8th. However, on the boards, when C.MARTINEZ is up, I'd prefer him to pitch when tied or up by one, until a runner reaches second, due to their respective HA ratings. The closer is always available in tie games.
I'd prefer one of the setup men to open the 9th for the 3-run save.
- SETUP** - C.MARTINEZ, LITTELL & F.PERALTA will setup in the 7th & 8th.
- MIDDLE** - R.IGLESIAS & GIVENS handle the 6th & 7th, or even to put out a fire in the 5th.
- LEFTIES** - DOOLITTLE handles the lefties.
- MIDDLE, EARLY & GARBAGE** - B.SHAW & BRACH take out the trash, and can rescue GAUSMAN early

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:

- 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.
- 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:

- Hold all fast runners.
- Hold all medium runners unless I have a lead of 2 or more and there is a PR hitter.
- Hold slow runners only with a RH hitter or less than 2 out unless I lead by 2 or more
- 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

- 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.
- Play "in" with the *lead* run on 3rd only, with 0 or 1 out after the 7th.
- Play "in" with the lead run on 3rd after the 8th, 1st base occupied and 0 out.

15) OUTFIELD THROWS

- 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.
- 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.
- 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!