Maracaibo Rumrunners Baseball Club, Inc. LARRY HISLE, General Manager GEORGE BRETT, Field Manager<br>DAVE SMITH, Pitching Coach MARIANO RIVERA, Bullpen Coach<br>ROD CAREW, Batting Coach<br>TIM RAINES, Run Manufacturing Coach

## 2020 Standard Instructions

We play the APBA Master Game at home.

## Rumrunners 2020 Roster



## Lineups

Lineups will be provided on a per-series basis, but these are default ones if needed.

| LHP (comp) | RHP (comp) | LHP (board) | RHP (board) |
| :--- | :--- | :--- | :--- |
| Cain, rf | Cain, rf | Cain, rf | Marte, lf |
| Marte, lf | Marte, lf | Desmond, cf | Desmond, cf |
| Da. Santana, 1b | Da. Santana, 3b | Da. Santana, 1b | Da. Santana, 3b |
| Jimenez, dh | Jimenez, dh | Jimenez, dh | Jimenez, dh |
| Wieters, c | Moreland, 1b | Hechavarria, 2b | Moreland, 1b |
| Franco, 3b | Wieters, c | Marte, lf | Wieters, c |
| Desmond, cf | Desmond, cf | Franco, 3b | Cain, rf |
| Hechavarria, 2b | Rengifo, 2b | Trevino, c | Rengifo, 2b |
| O. Arcia, ss | O. Arcia, ss | O. Arcia, ss | O. Arcia, ss |

## Roles

C: Matt WIETERS, Isiah KINER-FALEFA and Jose TREVINO will share catching duties. Generally the starter will have to stay in there for the entire game.

Infield: Mitch MORELAND will play 1B, Luis RENGIFO will play 2B, Orlando ARCIA will play SS, and Maikel FRANCO will play 3B. Danny SANTANA, Dylan MOORE and Adeiny HECHAVARRIA will sub in some games at each position. Again, there will be very little flexibility; at present only MOORE will have many extra games.

Outfield: Lorenzo CAIN, Starling MARTE and Ian DESMOND will be the regulars. At the start of the season, Gerardo PARRA will be the spare outfielder.

DH: Eloy JIMENEZ will be in this spot three-quarters of the time, with SANTANA covering the rest.

## Defensive Management

Substitutes. Few substitutions will be available. Dylan MOORE will have the most games to spare. Danny SANTANA, if not starting, can pinch-hit once per series in a game-critical situation.
Throws. Throw for the best chance, except always throw for the game winner; otherwise, don't bother with 34+ chances (or "well around" in the computer game), cut off instead. Use your best judgement on multiple advances. In the computer game, throw when baseball sense suggests, and when in doubt go with the recommended strategy unless it's the game winner.

Infield/Stretch/IW. IF always deep before the 7th inning; always deep with 2 outs. 7 th or later, with tying or winning run on 3 rd, 0 or 1 out, play in unless first and third and your instructions call for hit and run - then play deep for the DP. The only exception, of course, is if the game winner is on third. Wind up 0 or 1 out; with 2 outs, if the runner on 3 rd has SSN $12+$ and the game is within 3 , stretch; otherwise wind up. I intentionally walk rarely, and only with the game winner already on base to set up the DP; use your judgement.

## Offensive Management

Hit and Run. whenever available with any hitter, when steal of second has at least 22+ SSN. Remember that TBL's -3 penalty on H\&R is not present on the computer. Do not hit and run with runners on first and third with HECHAVARRIA or MARTE. H\&R in preference to straight steal.

Steal. Steal with MARTE, CAIN or SANTNA 2/series; anyone else 1/series if steal attempts are available. Steal 2nd with an SSN of $26+$; steal 3rd with an SSN of $24+$; steal home with an SSN of $15+$. Series instructions may expand these limits as the season progresses.
Bunt. with FRANCO, ARCIA or RENGIFO 2 nd to 3rd base, tying ( 0 out) or winning ( 0 or 1 out) run, 8 th or later. NEVER EVER EVER SQUEEZE. JUST SAY NO. I will occasionally bunt $1_{\text {st }}$ to 2 nd against a very high grade pitcher, tying or winning run, 0 out only.
Pinch Hit or Pinch Run extremely sparingly as noted above. MOORE is the only always-available substitute, and he's not terribly useful.
Baserunning. Go with 28+ chances; hold with 22-. Otherwise, use Adams Tables. Always go if "well around" in the computer game; otherwise, do what you'd do.

## Pitching

| Starter | Condition For Removal |
| :--- | :--- |
| Alcantara, Hamels, | Fatigue reduction. |
| Marquez | Rumrunners $-2 /+2,6^{\text {th }}$ inning or later, baserunner in scoring position |
| Arrieta, Beede, Cease | Fatigue reduction. <br> Rumrunners $-3 /+3,55^{\text {th }}$ inning or later, baserunner in scoring position |
| Strahm | Rumrunners +3 or more, $5^{\text {th }}$ inning or later <br> Otherwise, pitch until pounded out |

Don't remove if pitching a shutout. Don't let any starter pitch more than 11.2 innings.

| Reliever | Condition For Removal |
| :--- | :--- |
| Kela | He is the designated closer. 1 inning only, ever. |
| Holland, D. Castillo | Designated setup. Maximum 2 innings. |
| Everyone else | 2.2 innings, or if fatigued, or whenever necessary. Note that Beeks has <br> many innings and may be the most often used long reliever. |

Try to avoid having any reliever pitch more than 2.2 innings.
Use the reliever chart below; choose the reliever depending on the situation (lefty, righty, homerun prevention, control). Do not use KELA, CASTILLO or HOLLAND except in assigned roles; otherwise any reliever can be brought into the game at any time. Note that STRAHM is available as a reliever only when not in the rotation.

|  |  | Score |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | -4 < | -3 | -2 | -1 | 0 | +1 | +2 | +3> |
|  | $5^{\text {th_ }}$ | C | C | C | B | B | B | B | C |
|  | $6^{\text {th }}$ | C | C | B | B | A | A | B | C |
|  | $7^{\text {th }}$ | C | C | B | B | A | A | A | B |
|  | $8^{\text {th }}$ | C | B | A | A | A | A | A | B |
|  | $9^{\text {th }}+$ | C | B | A | A | A | * | * | B |

A: Castillo, Holland, Suero, Kelly, Melancon, Strahm, Holmes
B: Suero, Melancon, Kelly, Beeks, Brewer, Strahm, Brigham, Holmes
C: Beeks, Brigham, Holmes, Brewer, Kelly, Suero, Strahm, Melancon
*: Kela

## Final Comments

Computer managers: please don't use a micromanager, and game scripts are not necessary when you send results.

As always, instructions are only guidelines for managing the team. I haven't protested a game in over thirty years, and have been pleased for a very long time with the skill and fairness of managers in TBL both new and old. When pinch-hitting or going to the bullpen, don't bother making a move you can immediately and massively counter; use your own judgment. I trust that I will receive as fair treatment on the road as opponents do at home. Do the best you can, and I'll be more than satisfied. Have a great year.


