

blue hill MUDSLIDES

5/1/21

All home games will be played on the COMPUTER in 2021. Computer managers please send game sheets and please do not use micro manager. Roster moves TBA as I will be sending monthly instructions



COMPLETE 2021 ROSTER

Position Players:

NAME	TEAM	AGE	SA	SHIFT	SSN	SPD	SBA	ARM	GAMES/PA	PB	TH	#24'S	31'S	ACQUIRED
ARAUZ, Jonathan	BOS	22	SA	0/-2	N	15	0	31	68/221			0	1	21 DRAFT
CASTRO, Harold	DET	27	SA0	-1/-1	N	15	0	32	61/159			1	2	20 DRAFT
DEVERS, Rafael	BOS	24	PR5	-9/+3	N	10	0	30	154/685			3	2	18 DRAFT
DICKERSON, Alex	SFG	30	SA4	-8/-1	N	6	0	30	140/475			2	2	20 DRAFT
FORD, Mike	NYN	29	SA5	-9/+1	N	6	0	30	78/243			5	1	20 DRAFT
FRAZIER, Todd	NYM	35	PL3	+7/-6	20	8	6	33	122/483			0	1	21 TRADE
HARPER, Bryce	PHI	28	PR0	+1/-2	31	16	29	36	157/711			1	1	13 DRAFT
McNEIL, Jeff	NYM	29	SA4	-6/+1	9	14	6	29	140/589			0	2	19 DRAFT
NOLA, Austin	SD	31	SA0	-12/+4	N	7	0	32	130/514	2	+1	1	2	20 DRAFT
ODOM, Joseph	SEA	28	SA0	-4/+2	N	6	0	31	49/123	3	-4	1	1	21 WAIVER
PETERSON, Jace	MIL	30	SA0	-1/-1	26	15	3	34	70/171			0	1	21 DRAFT
PINA, Manuel	MIL	33	SA0	-4/+3	N	6	0	32	41/126	0	+6	0	1	17 DRAFT
SANCHEZ, Yolmer	CWS (XC)	28	SA0	-1/-1	N	15	0	32	30/58			3	2	15 DRAFT
STORY, Trevor	COL	27	SA3	+6/-4	32	16	50	34	159/712			1	1	17 DRAFT
SUZUKI, Kurt	WAS	36	SA2	+4/-4	26	6	3	32	89/371	1	-3	2	2	14 WAIVER
VOIT, Luke	NYN	29	SA0	-5/0	N	6	0	30	151/677			1	1	18 DRAFT
YELICH, Christian	MIL	28	SA0	+11/-6	26	18	17	31	157/691			1	1	14 DRAFT

Pitchers:

NAME	TEAM	AGE	GRADE	BB	HR	ARM	FAT	STARTS/RIP	WP	BK	HB	MF	ACQUIRED
ANDERSON, Chase	MIL	34	1	24	-61	R	24/14	19/20.33	2	0		+0	19 TRADE
BASS, Anthony	SEA	33	*15	21	33	R	6	0/70.67	0	0	0	+3	20 DRAFT
BRACH, Brad	NYM	35	*9	-62	0	R	6	0/34.67	3	0		+1	21 DRAFT
CHAPMAN, Aroldis	NYN	33	*11	0	-22	L	5	0/33.67	0			+0	18 TRADE
EFLIN, Zach	PHI	27	8	25	12	R	24/11	27/7.67	1	0		+2	17 TRADE
GONZALEZ, Marco	SEA	28	12	52	16	L	25	30/0	0	0		+0	20 TRADE
KIM, Kwang-Hyun	STL	32	19	23	34	L	21/7	20/3	2	0	0	+1	21 DRAFT
LOPEZ, Jorge	BLT	27	1	24	-15	R	28/13	16/27.0	3	0		+1	21 WAIVER
LYLES, Jordan	MIL	30	1	11	-23	R	30/23	24/39.33	3			+1	20 DRAFT
MAYERS, Mike	LAA	29	*20	16	41	R	6	0/82.67	0	0		+2	21 DRAFT
McCULLERS, Lance	HOU	27	12	0	31	R	21	30/0	0	0		+1	16 DRAFT
MORGAN, Adam	PHI	30	*5	-23	-32	L	5	0/38	0	0	0	+1	16 DRAFT
PARKER, Blake	PHI	35	*16	-24	15	R	6/7	3/40.67	0	0	0	+2	18 TRADE
RAMIREZ, Yohan	SEA	25	*20	-62	13	R	8	0/58	3	0		+0	21 DRAFT
STEPHENSON, Robert	CIN	28	*1	22	-62	R	6	0/28.67	0	0		+3	20 DRAFT
TATE, Dillon	BLT	27	*16	14	42	R	7	0/46.67	3			+1	21 DRAFT
TAYLOR, Blake	HOU	25	*20	-51	26	L	6	0/57	3			+0	21 DRAFT
TOMLIN, Joshua	ATL	36	6	43	-12	R	20/8	14/50.67	2	0		+0	20 DRAFT
TURNBULL, Spencer	DET	28	12	-36	53	R	22	31/0	0	0		+0	20 DRAFT
URENA, Jose	MIA	29	8	-45	-13	R	24	14/0	3	0		+0	18 TRADE
WILSON, Justin	NYM	34	*10	-13	46	L	6	0/55.3	3	0		+0	20 TRADE

CUTS: * =Uncarded Matt ALBERS*, Yonder ALONSO*, Justin ANDERSON*, Aaron BROOKS*, Hunter PENCE, Sean RODRIGUEZ, Corey GEARRIN

WAIVER: Added Jorge Lopez, Joseph Odom; Cut Luis A. Garcia, John Schreiber

These instructions should be used as a guide only, please use your baseball judgment as the deciding factor in any moves unless explicitly outlined in monthly instructions.

ANTICIPATED ROSTER MOVES

May: Down: Kim, Tomlin	Up: Turnbull, Urena
June: Down: Urena, Tomlin	Up: Kim, Morgan
July: Down: Gonzales, Taylor	Up: Tomlin, Urena
August: Down: Kim, McCullers	Up: Gonzales, Ramirez
Septem: Down: Eflin, Urena	Up: Kim, Taylor
Octobe: Down: Kim, Tomlin	Up: Eflin, Urena

Lineups: I intend to send out lineups each month. These are to be used only as an emergency.

Board Game Lineups:

EMERGENCY LINEUPS:	vs. RHP Gr 13 >	vs. RHP Gr 12 <	vs LHP
1. Harper RF	1. Harper RF	1. Harper RF	1. Yelich CF
2. Castro LF	2. McNeil 2B	2. Harper RF	2. Harper RF
3. Dickerson DH	3. Dickerson LF	3. Story SS	3. Dickerson DH
4. Nola C	4. Nola C	4. Voit 1B	4. Voit 1B
5. Voit 1B	5. Voit 1B	5. Castro LF	5. Nola C
6. Story SS	6. Devers 3B	6. Suzuki C	6. Story SS
7. Devers 3B	7. Story SS	7. McNeil 2B	7. Devers 3B
8. McNeil 2B	8. Yelich CF	8. Frazier 3B	8. Castro LF
9. Yelich CF	9. Peterson DH	9. Peterson DH	9. Yelich CF

Computer Game Lineups:

vs RHP	vs LHP
1. Harper RF	1. Harper RF
2. McNeil 2B	2. McNeil 2B
3. Dickerson DH	3. Story SS
4. Voit 1B	4. Voit 1B
5. Nola C	5. Nola C
6. Story SS	6. Suzuki DH
7. Devers 3B	7. Yelich CF
8. Castro LF	8. Devers 3B
9. Yelich CF	9. Peterson LF

Overview: This years rotation has 111 strong starts of Grade 12 or better, followed by 41 Grade 8 starts, then 10 of Grade 6. This is probably the best bullpen Blue Hill has had with 3 Grade 20's to finish out games and some solid relievers to pitch the middle innings. In total there are over 500 RIPs giving the ability to lean on the bullpen when needed.

2021 BLUE HILL MUDSLIDES PITCHING ROTATION:

PITCHER KEY: 1-Turnbull (31), 2-McCullers (30), 3-Gonzales (30), 4-Eflin (27), 5-Kim (20), 6-Urena (14), 7-Tomlin (10)

APR 1 - 4. WHT 5,3,2,4	MAY 1 - 5. BRO 2,1,3,4,6	JUN 1 - 4. at RIV 5,4,2,1	JUL 1 - 5. at GC 5,6,1,4,2
6 - 8. RIV 5,3,2	6 - 9. MAR 2,1,3,4	6 - 8. at STM 3,4,2	6 - 9. at IND 5,6,1,4
10-13. STM 4,5,3,2	11-14. at COL 2,1,3,4	9 - 11. at WHT 1,5,3	11-14. LV 2,5,1,4
14-17. at HOB 7,4,5,3	15-18. at MUN 6,2,1,3	12-16. MID 4,2,1,5,3	15-18. ZIO 6,2,5,1
19-23. at RYE 2,4,5,3,7	20-23. at KNX 4,2,1,3	18-21. NW 2,1,4,3	19-22. NBO 4,6,2,7
AUG 1 - 4. WAR 1,3,4,6	SEP 3 - 5. WHT 3,2,1	OCT 1 - 4. MLR 4,2,1,6	NOV 2 - 6. HOB 5,3,4,1,2
5 - 8. CAY 7,1,3,4	6 - 9. RIV 7,5,3,2	6 - 9. GC 3,2,1,4	7 - 10. RYE 5,3,4,1
10-13. at MID 6,1,3,4	10-12. STM 1,7,5	10 -14. at NW 6,3,2,1,4	11-13. at RIV 2,5,3
14-17. at RCK 7,6,1,3	14-17. at BRO 3,2,1,7	15-18. at KAN 6,3,2,1	15-18. at STM 1,2,5,3
18-21. at HUD 4,7,6,1	18-22. at MAR 5,3,2,1,7	19 -23. KNX 4,6,3,2,1	19-22. at WHT 4,1,2,5

2021 PITCHING STAFF:

GENERAL INSTRUCTIONS

The Starters:

Turnbull: A Grade 12 I hope to get 6 from him but his fatigue (22) may require earlier removal. Remove if reduced for any reason at all, there are better options in the pen after a reduction. Don't lose a lead 5th plus.

Removal: I would like to get 6 from him most days. Remove if reduced for any reason at any point after 5 as there are better options in the bullpen.

McCullers: While the Grade 12 and the peripherals 0/31 are solid, the fatigue is short (21). He will try to reach the 6th inning but the fact is he won't get much more than 2 turns through the lineup most starts. He should leave when fatigued.

Removal: No real minimum IP but I do hope to get 5+ most days. If reduced innings 1-5 and we trail by less than 5, remove for better options. If reduced for any reason after 5, remove immediately score +4/-4.

Gonzales: I hope to get 6+ from him, a Grade 12 with solid peripherals he should be around most days until is fatigue (25) is reached. Plain & simple, remove if reduced for any reason at all. There will be plenty of BP so don't lose a lead 5th+

Removal: I would like to get 6 IP but will settle for 5. Remove if reduced for any reason at any point after 5 with a lead of less than 5 as there are better options in the pen.

Eflin: A Grade 8 with good peripherals but low fatigue. He will try to reach the 6th inning with a lead and then have him turn it over to the bullpen.

Removal: No real minimum IP but I do hope to get 5+ most days. If reduced innings 1-5 and we trail by less than 5, remove for better options. If reduced for any reason after 5, remove immediately score +4/-4.

Kim: He is the best pitcher on the staff, he should get every chance to pitch deep into games if his fatigue allows. A Grade 19 with solid peripherals should allow him to get through 5+ most days but turn it over to the bullpen if needed.

Removal: He will generally pitch until fatigued but relieve him late if you are mounting a rally that threatens the win. If either team leads by 5 or more he can go until a second fatigue.

Urena: A Grade 8 with poor peripherals, I hope to get 4-5 IP which will happen some days but the bullpen should take over as early as needed. Don't let him lose a lead after 4.

Removal: I would like to get at least 4 IP from him and more when leading but always remove when fatigue or after the 4th if the lead is in any doubt at all.

Tomlin: A Grade 6 who I truly hope to get 3-4 IP from but his low grade and fatigue (20) might prevent that so I will probably assign him a "caddy" to relieve him early on unless he is pitching a shutout.

Removal: He will have a "caddy" so look for a reason to get him out and the "caddy" in who will be an upgrade over him.

The Bullpen:

Overview: Here are some simple ideas of how I would like to see the bullpen managed. Please do your best to follow the series limits listed in my monthly instructions.

When we have a lead: Look to go to the pen as early as the 5th but for sure by the 8th unless we lead 4+. The middle guys will mix & match inning 5-7. The setup guy will normally be Taylor who'll try to get the ball to Mayers to close it out.

When we trail: Before the 6th use Chapman/Wilson & Brach. After the 6th if we trail by 5+ save the top arms and give Morgan or lower grades some work. If we trail by less than 5 use anybody but Morgan and the lower grades to keep us in it.

When the game is tied: Use relievers based on recommendations below. I am ok with you stretching the limits & beyond in a tie game to go for a win. Please do your best to spread it around but winning the game is more important than worrying about burning somebodies innings. Mayers can pitch 9th+ in tie game.

Relievers for 8th inning +

Mayers: Mayers has the best overall grade/peripheral combo so he is usually the closer. He can come into the game in 8th to stop a rally if needed because he has 82.67 RIP. Taylor or Ramirez can close if he is used or blows a save.

Taylor/Ramirez: They are going to share the role of setup man and should be mixed & match based on batters shifts. They are both Grade 20's with bad control. Taylor is a lefty & Ramirez is a righty and they should be pitching in the 8th inning of any save situation to get the ball to Mayers.

Relievers for innings 5-7

Tate: A Grade 16 with good peripherals make him the true 6/7th inning setup guy so in a save situation use him in that role when you can. He can pitch in the late innings when we are tied or down 1 to keep us in the game. Limit to 2 IP/per

Bass: His good peripherals and Grade 15 makes him the perfect guy to be used in middle relief to keep a game close in innings 5 - 7. 70 RIPs means he can go up to 2.2 IP per outing and can pitch in a tie game.

Parker: He should see most of his action between innings 5-6 depending on the situation. He can go up to 2.2 IP per appearance if his fatigue allows it.

Relievers for innings 1-4

Chapman/Wilson: Only 1 will usually be active. They will be available to come into a game if BH starter gets knocked out early. If that doesn't happen because they are LHP use them in a crucial situation to get out 1 or 2 batters with bad lefty shifts.

- Brach:** He will generally come into a game early if a starter has been knocked out to absorb innings and save the better arms. He will probably be my choice for "caddy" when I use one. He should not be pitching in a tight game after the 5th.
- Tomlin:** When not starting he will be available in the bullpen for early relief if needed. He will only come in if a starter has been knocked out early. He has 8 fatigue so he can go 2.2 IP if needed.
- Morgan:** Not sure how much he'll be used but probably will be a "caddy" to a starter, provide mop up work, or face single lefty batter. Never use after the 5th in a close game.

Any other pitcher on the roster not identified in this section will most likely be inactive all season

Note: Any starter pitching a shutout should be left in with a chance to advance his grade. There is plenty of bullpen so in doubt, go to the bullpen and don't let a game get out of hand, particularly after the 5th inning.

Pitching Strategy:

Intentional Walks: At any point in the game vs a stud with 2 out and 1st base open with a better match up waiting on deck in a spot you are not going to PH for with a poor matchup for the Mudslides. Never to load the bases though.

Pitch from Stretch: *Computer Game* - Always with a SB threat on 3B and less than 2 outs after the 7th inning.

Boards - Only in the 9th or extra innings with tying or winning run on 3rd, 2 out with adjusted SSN of 15 or better.

Hold Runner: *Computer Game* - Always with +/-5 score with adjusted SSN of 20+ any time during game. Hold any runner with 7+ speed. **Boards** - Hold SB threat with adjusted SSN of 23+ any time when game is +/- 3 runs.

Monthly instructions will give you specific usage for each series. Please try to limit relievers to 2 2/3 innings per outing but in extra innings or long relief stints with lower grades, you may exceed that limit.

Offensive Guidelines:

This years lineup should be pretty simple to manage as there are not a lot of base stealers but there is some power. So I'll let them swing the bats and wait for the results. I have a few guys with big shifts so there should be some opportunities to pinch hit.

Bench:

Arauz- He will be an infield defensive replacement and pinch runner.

Frazier - he will used as a defensive replacement at thirdbase, and will start against some LH starters. He can also be used to pinch hit against a LHP.

Peterson- He will be available most games to pinch hit. Because of his 8 14's I like to see him face a pitcher who doesn't have good control. He can also be used as a pinch runner.

Pina- he will be available on the bench to catch if needed. Against teams with a lot of base stealers he'll come in over Suzuki.

Sanchez- He will usually be the first option to pinch hit due to his .476 OBP and -1/-1 shifts, especially leading off an inning.

But there could be times when a better option to drive in a run is to use a hitter that has a + shift that gives him more hits, so please be aware of that. He can also play in the infield when needed.

Suzuki- he will be available to pinch hit against LHP and to come in and catch

Castro- When not starting he should only be used as a PH in a game tying/winning situation

Devers/Dickerson/Nola - these players usually start but can be used freely off the bench if they do not start

OFFENSIVE STRATEGY

HIT & RUN:

- 1.) Castro & Suzuki with runner on 1st ONLY who has an adjusted SSN of 20 or more & is NOT slow
- 2.) Devers with Story on 1st and less than 2 outs
- 3.) Do not use with runners on 1st & 3rd

STEAL:

- 1.) Story can steal 2nd anytime, 3rd after the fourth or later when eligible by Adams Tables.
- 2.) Harper can steal 2nd after the second, 3rd after the fourth or later when eligible by Adams Tables.
- 2.) Yelich can steal 2nd base from 5th inning on if score BH +1 to -1 when eligible by Adams Tables

SACRIFICE:

- 1.) After the 6th inning with 0 outs and runners on 1st or 1st & 2nd with the score +1/-1 bunt when the batter is Arauz. Do NOT bunt with 2 strikes on batter

PINCH HITTING:

On the boards PH for Devers, McNeil, Nola or Pina vs LH REL and BH behind 7th or later if there is a batter on the bench who has more chances of getting a hit. Sanchez, Suzuki & Frazier will be your choices here.

PH for Frazier, Suzuki & Yelich vs RH REL and BH tied or behind 7th or later. Sanchez should be your first choice and then Devers if he is on the bench.

PINCH RUNNING:

Please consider using a pinch runner any time after the 6th inning when the game is +2/-2 and slow runner gets on base. Please run:

- 1.) When a stolen base is critical to getting the tying run or winning run advanced. Potential runners would be: Yelich if available
- 2.) When we need a runner with faster speed. In order runners would be: Arauz, Peterson, Castro, Sanchez

RUNNER ADVANCEMENT:

- 1.) Always go if chance is 28+ for home and 32+ for 3B. Otherwise, use Adams Tables.

SEND RUNNER ON 3RD:

- 1.) If your infield is IN, HOLD runner unless combined fielding rating of your 2B & SS is < 15.

DEFENSIVE STRATEGY

HOLD/DON'T HOLD RUNNER:

- 1.) Hold all faster runners
- 2.) Hold all medium & slow runners unless I have a lead of 2 or more & PR hitter up
- 3.) Don't hold with 2 out & men on 1st & 3rd unless runner on 1st is the tying/lead run or a steal threat

INFIELD IN:

Play deep for the first 7 innings. The infield is not that strong this year so only play close game winning/tying run with no outs. With 1 out consider IBB to a quality hitter so we can play for the DP unless it is the winning run. In that case play close.

OUTFIELD THROWS:

Boards - Throw for lead runner with advance number of 34 or less unless winning run 9th+ (then throw regardless). Otherwise throw behind lead. **Computer game** - Always throw for lead runner who is slow, non-slow runners do not throw for lead when runner is "well-around". Always throw on a steal attempt of second with no runner on 3rd.

CATCHER: **Nola** will get the majority of starts at catcher this year. The balance of the starts will be split between **Suzuki & Pina**.

1B: **Voit** will get 151 starts at firstbase with **Peterson** most likely starting the balance.

2B: **McNeil** gets 140 games here, the balance will be **Arauz & Castro**

3B: **Devers** will start 154 games but may be replaced for defense in some situations. **Frazier** was acquired to spell Devers defensively and start against some LHP.

SS: **Story** will start 159 games and should never come out unless injured. **Arauz** or **Castro** will start the rest.

Outfield: The everyday outfield will be **Dickerson** (LF), **Yelich** (CF), **Harper** (RF), with **Castro** getting some starts as well