

## HUDSON GENERALS 2021

<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	22	TEX	L	29	11.3	94.3	3Y	-54W	+23	24/7	2	2	BK0	20 draft 7th
Mike Clevinger	29	SD	R	22	0.0	114.3	14Y	+11	-12	20	3	3	BK0 HB0	19 trade RIV
Sean Doolittle	33	WSH	L	0	61.0	61.0	2*	+26Z	-62M	5	0	0	BK0 HB0	18 trade CAY
Kevin Gausman	29	SF	R	27	14.0	167.0	12X	+24Z	+12	22/13	0	3	HB0	15 trade MUN
Mychal Givens	30	COL	R	0	62.0	62.0	15*Y	-26	-34L	6	0	3	BK0	16 draft 3rd
Victor Gonzalez	24	LAD	L	3	52.0	54.7	20*Y	+52Z	+62H	4/7	0	3	BK0	21 draft 2nd
Josh Hader	26	MIL	L	0	53.0	53.0	19*XY	-52W	-13	6	1	3	BK0	18 draft 1st
Hunter Harvey	25	BAL	R	0	24.3	24.3	8*	+32Z	-34L	6	1	3	BK0	21 draft 9th
Andrew Heaney	29	LAA	L	32	0.0	183.7	8Y	+24Z	+12	24	0	2	BK0	20 trade MUN
Raisel Iglesias	30	CIN	R	0	66.0	66.0	15*X	+36Z	+46G	6	0	0		19 trade IND
Jeremy Jeffress	32	CHC	R	0	65.0	65.0	23*	-46	+46G	7	1	0	BK0	20 waiver
Brad Keller	24	KC	R	24	0.0	153.0	16	+14	+52G	24	2	1	BK0	19 draft 2nd
Pablo Lopez	24	MIA	R	30	0.0	164.7	11Y	+21Z	+41G	22	0	0	BK0	19 draft 4th
Carlos Martinez	28	STL	R	25	0.0	61.3	1	+14	-42L	28	0	0	BK0 HB0	15 trade MID
Enoli Paredes	24	HOU	R	0	57.0	57.0	13*Y	-44	+46G	6	2	0	BK0	21 draft 4th
Freddy Peralta	24	MIL	R	3	73.7	82.0	13*XY	-15	+41G	15/10	0	3		19 draft 1st
Jose Quintana xc	31	CHC	L	3	22.3	28.0	7Y	+16Z	+25	13/9	1	3	BK0 HB0	20 trade STM
Andre Scrubb	25	HOU	R	0	65.3	65.3	20*Y	-62W	+52G	7	1	3	BK0 HB0	21 draft 5th
Justus Sheffield	24	SEA	R	27	0.0	155.0	10	+11	+53G	23	1	1	BK0	20 draft 3rd

<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	27	BAL	R	146	645	8	+10/-4	SA3	D33	13	34	3	20 draft 3rd	
Brian Anderson	27	MIA	R	159	658	0	-1/-1	SA0	N 0	11	31	0	OF1	18 draft 5th
Johan Camargo	26	ATL	S	95	351	0	-2/-1	SA0	N 0	11	33	0	SS7 OF1	18 draft bonus
C.J. Cron	30	DET	R	36	153	0	-6/+3	SA0	N 0	6	29	4		15 draft bonus
Jake Cronenworth	26	SD	L	146	534	11	-13/+4	SA5	E29	15	30	1		21 draft 1st
J.D. Davis	27	NYM	R	151	646	0	0/-2	SA1	N 0	5	34	3		19 draft 8th
Phillip Evans	27	PIT	R	30	127	3	+4/-4	SA2	A14	11	33	1		21 draft 7th
Didi Gregorius	30	PHI	L	<i>unlimited</i>		15	-9/+2	PR5	B24	16	33	1		14 draft 1st
Randal Grichuk	28	TOR	R	149	637	6	+6/-4	PL3	A20	15	31	1		15 draft bonus
Luis Guillorme	25	NYM	L	78	192	6	-9/+2	SA5	F31	14	32	3	P	20 waiver
Jonah Heim	25	OAK	S	35	115	0	0/-3	SA0	N 0	5	31	1	Th+2 PB0	21 draft 8th
Andrew McCutchen	33	PHI	R	154	702	12	+8/-5	PL3	E34	10	32	1		17 trade KNX
Max Muncy	29	LAD	L	157	666	3	+3/-3	PR0	F26	9	31	0		19 draft 1st
Sean Murphy	25	OAK	R	116	393	0	-4/ 0	SA0	N 0	5	35	4	Th+2 PB2	21 draft 1st
A.J. Pollock	32	LAD	R	149	564	11	+11/-6	SA3	A20	16	33	2		13 draft 4th
Wilson Ramos	32	NYM	R	122	437	0	+3/-3	SA2	N 0	2	32	2	Th-3 PB2	12 trade RIC
Bryan Reynolds	25	PIT	S	149	587	6	0/-2	SA0	A20	13	34	0		20 draft 1st
Darin Ruf	33	SF	R	108	280	3	-2/-1	PL0	F26	6	32	0		21 draft 3rd
Abraham Toro	23	HOU	S	89	268	6	-1/-2	SA0	A20	6	29	0		20 draft 6th

Gray = minors

**Please send gamesheets or scripts**

Limits show usage to date

**Hudson will play on boards for '21**

minors Apr	Allard, Camargo, Doolittle, Heim, C.Martinez, Quintana, Toro, H.Harvey, Givens, Cron, P.Lopez, Hader
May	Allard, Camargo, Doolittle, Heim, C.Martinez, Quintana, Toro, H.Harvey, Reynolds, Cron, V.Gonzalez, Clevinger
June	Allard, Camargo, Doolittle, Heim, C.Martinez, Quintana, Toro, H.Harvey, Reynolds, Cron, Givens, Hader
July	Allard, Camargo, Doolittle, Heim, C.Martinez, Quintana, Toro, H.Harvey, Reynolds, Guillorme, Jeffress, Clevinger
Aug	Allard, Camargo, Doolittle, Heim, C.Martinez, Quintana, Toro, H.Harvey, Reynolds, Guillorme, V.Gonzalez, B.Keller
Sept	Allard, Camargo, Doolittle, Heim, C.Martinez, Quintana, Toro, H.Harvey, Reynolds, Cron, R.Iglesias, Sheffield
Oct	Allard, Camargo, Doolittle, Heim, C.Martinez, Quintana, Toro, Givens, Reynolds, Cron, Scrubb, B.Keller

### Board vs RHP

Guillorme dh  
Cronenworth 2b  
Ruf 1b  
Gregorius ss  
S.Murphy c  
Br.Anderson 3b  
Pollock cf  
J.D.Davis lf  
Grichuk rf

### Board vs LHP

McCutchen dh  
Alberto 2b  
Pollock cf  
Grichuk rf  
J.D.Davis lf  
Br.Anderson 3b  
Muncy 1b  
W.Ramos c  
Gregorius ss

### Comp vs RHP

J.D.Davis rf  
Cronenworth 2b  
Pollock cf  
Gregorius ss  
Br.Anderson 3b  
Grichuk lf  
Muncy 1b  
McCutchen dh  
W.Ramos c

### Comp vs LHP

J.D.Davis rf  
Br.Anderson 3b  
Pollock cf  
Grichuk lf  
McCutchen dh  
Muncy 1b  
Cronenworth 2b  
Gregorius ss  
W.Ramos c

## SUBSTITUTIONS

### 1) POSITION SUMMARIES:

- C** MURPHY goes all the way, unless a PR is needed. RAMOS starts against lefties, will need a PR, but usually finishes. MURPHY may sub in game-winning situation.
- 1B** Mostly RUF. Goes all the way except for PR. MUNCY starts vs board lefties
- 2B** CRONENWORTH & ALBERTO platoon. CRONENWORTH will sometimes hang in there vs Computer lefties
- SS** GREGORIUS will start every game. May require a pinch-hitter late vs lefties
- 3B** ANDERSON all the way when starting.
- CF** POLLOCK all the way when he starts.
- OF** DAVIS & GRICHUK hold down the corners with a little RUF. EVANS will start a few vs board lefties but is primarily a PH toy
- DH** GUILLORME & McCUTCHEN platoon on boards. MUNCY & McCUTCHEN platoon on Computer

	<b>When to Remove</b>	<b>Bench Use</b>	<b>PA/G</b>
ALBERTO	for a PH vs RHP in 7th or later, earlier if it's a scoring opportunity	PH vs board LHP, 7th or later, earlier if it's a scoring opportunity; blowouts	unlimited
ANDERSON,B.	Never	May PH late if game within 2	PA
CRON	For PR if lead or tie run, last AB. For PH, lead run in scoring pos 9th or later; vs board lefty late in non-slg	May PH late if game within 2	PA
CRONENWORTH	for a PH vs LHP in 7th or later, earlier if it's a scoring opportunity	PH vs board RHP, 6th or later	unlimited
DAVIS	for PH late in slugging situations, behind or tied	PH in on-base situations	unlimited
EVANS	Blowouts only	PH - game with 3	PA
GREGORIUS	for PH last AB vs LHP, behind 2 or less or tied	NA	unlimited
GRICHUK	for PH in On Base situations vs RHP last AB, behind by 2 or less	PH in Slugging situations after the 7th, game within 2	PA
GUILLORME	for PH late in slugging situations vs LHP, behind	PH vs RHP late; game within 2	G
McCUTCHEN	for PH vs RHP late behind by 3 or less or tied	PH vs LHP; blowouts	unlimited
MUNCY	For PH vs RHP in RBI situations	PH vs board LHP, some RHP in on-base situations; blowouts	unlimited
MURPHY	Only for PR if lead or tie run, last AB	PH in <b>Game Winning</b> situations only; defense to protect a 1-run lead only	for G
POLLOCK	for PH in On Base situations vs RHP 9th or later	PH in <b>Game Winning</b> situations only	G
RAMOS	for PH in last AB, game within 3; except vs board lefties; for PR; for defense with 1 -run lead	PH vs board lefties in RBI situations; blowouts	unlimited
RUF	Only for PR if lead or tie run, last AB	PH in <b>Game Winning</b> situations only	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) No straight steals unless it's after 6th and game is within 1.
- b) Most steal attempts will come from thr H&R.
- c) Use Adams tables. If adjusted SSN < 28, H&R takes precedent.
- d) Add 2 to Adams tables with DAVIS, MURPHY & POLLOCK at bat. Don't ever run with CRON or MUNCY at bat.
- e) Subtract 2 from the Adams table with 0 or 1 out and ALBERTO, CRONENWORTH, EVANS & GUILLORME at bat.
- f) No one steals 3rd until the 8th, home until the 9th. No straight steals for non A's if margin > 2.

### 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 should hit and run whenever legal. SSN be damned.**
- c) Only H&R with CRONENWORTH, DAVIS, EVANS, GUILLORME & McCUTCHEN if SSN > 24 (pre-penalty)
- d) Only H&R with McCUTCHEN & RAMOS with 0 or 1 out.
- e) Only H&R with DAVIS & EVANS vs Z pitchers.
- f) Don't H&R with ANDERSON, GRICHUK, POLLOCK & RUF.
- 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) ALBERTO 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-Heaney, K-B.Keller, L-P.Lopez, P- F.Peralta, S-Sheffield

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

### 10) REMOVE PITCHER

- a) **STARTERS** - Never remove a starter pitching a shutout.  
This is generally a 5 or 6 inning starting staff. The good news is, there's plenty of quality backup.  
Unless it's a blowout all should be removed when fatigued. Look to help HEANEY out in the middle innings
- b) **CLOSERS** - Don't be shy. Every month will have at least three closer grades available from the group of V.GONZALEZ, JEFFRESS, SCRUBB & HADER. All can close! If you have to define someone as the primary guy, it's V.GONZALEZ. This group should be pitching when the game is on the line, 7th on, and can even enter to stop a game threatening rally in the 6th.
- c) **SETUP & MIDDLE** - R.IGLESIAS, F.PERALTA and E.PAREDES are the next tier. Use to bridge from the starters to the closing grades.
- d) **LEFTIES** - There isn't really Loogy type on the team. I suppose HADER can be used in that role if necessary
- e) **BULK, EARLY & GARBAGE** - mostly GIVENS. GAUSMAN & HEANEY, when not in the rotation and a little H.HARVEY

*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!