

## ELDERS OF ZION - Standard Instructions

(Do not use computer managers for the Elders. Please send gamesheets for all road games.)
Lineups for May road games (June on monthly lineups will be sent)
Vs LHP (no DH) - Taveras 7 Farmer 6 Candelario 3 Blackmon 8 Sierra 9 Nottingham DH Hiura 4 Holt 5 Perez 2 Vs RHP (DH) - Choo DH Seager 6 Blackmon 8 D'Arnaud 2 Candelario 5 Nunez 3 Hiura 4 Sierra 9 Holt 7

GENERAL GUIDELINES - OFFENSE/POSITION PLAYERS
There will be 5 or 6 Elders on the offensive bench April to October, though the OF cast will change month to month. Here's how the guys will be used when they are around.

1B - NUNEZ vs RHP or CANDELARIO vs LHP and whoever starts stays in for the game.
2B - HIURA starts and finishes.
SS - SEAGER and ADRIANZA platoon for the SS starts to start the year. SEAGER can sub in freely if RH relievers enter the game, and can come out vs a LH reliever if FARMER or ADRIANZA are available off the bench.

3B - Typically CANDELARIO vs RHP, HOLT when up may start some games vs LHP..
OF - BLACKMON plays every day. Everybody else is mix and match. TAVERAS and SIERRA can also see late game action as PR and will likely stay in the game in the OF afterwards.

DH - CHOO DHs vs RHP. The sherriff of NOTTINGHAM DHs vs LHP. CHOO can be used once per series off the bench as a PH or PR

C - D'ARNAUD starts vs RHP, PEREZ vs LHP. PEREZ can enter late as a defensive sub. To start the year don't use D'ARNAUD in games he doesn't start. I believe that will change after a month or two, but need to see how his early plate appearances add up.

GENERAL GUIDELINES - PITCHING STAFF (Part A - The Starters)
The starting staff is very, very middling. BUNDY and CASTILLO anchor the rotation with 62 starts of a 13 and 12, and will likely try to pitch into the $6^{\text {th }}$ (and even the $7^{\text {th }}$ til fatigued). Most of the other starts fall to two 8 s and a 7 , but there are a dozen Jon Gray starts at the end. Lorenzen will be Gray's caddy and can come in from the $3^{\text {rd }}$ inning on in that role.

The four rules to follow absolutely for the starters are as follows: 1) no starter other than GRAY leaves before the fifth, unless forced out by runs; 2) no starter pitches after being fatigued if the game is within 2 runs $6^{\text {th }}$ on; 3) that any starter should be replaced $7^{\text {th }}$ on if they put the tying/lead (T/L) run on base ( $6^{\text {th }}$ on ); and 4) that the late inning relievers should be in to protect any 1-2 run lead in the $8^{\text {th }}$ or $9^{\text {th }}$, and also come on in the 7 th to stop a jam if the score is $0 /+3$, and a change will steal more hits than the P that is in. Everything else is under your discretion, within the reliever guidelines discussed below.

## GENERAL GUIDELINES - PITCHING STAFF (PART B - The Relievers)

There are three parts to the 2017 Zion bullpen - although the most important single role will be touch and go sometimes.

1) Closer - CABRERA (a wild LH 22* for 68 IP. peripherals) is the closer all year and will come in first to try to save games in the $9^{\text {th }}$ or late 8 th. However, if his lack of control threatens to cost us a game, one of the Grade 14 to 16 setups below may have to try baling hime out.
Choose the most logical tool remaining for the job, and be aware that if Tool 1 gets into trouble, it may require a third $P$ to improve our chances of getting out of the 9th.
2) The set-up men. There are four setup men (Watson L16, and Cisneros, AJ Cole, and Weems all R14s). Other than WEEMS, their peripherals are pretty good.
3) The middle men - JANSEN (R13), FLORO (R11) and LORENZEN (R10)

There are over 500 innings of these guys, so use them hard when a game looks to be winnable.

## DEFENSIVE STRATEGY OPTIONS

INTENTIONAL WALK - Rarely, if ever.
HOLD RUNNERS - Always vs. PL batter; otherwise, only hold runners with adjSSN of 23+.
INFIELD IN/DEEP - Play IN $8^{\text {th }}$ on with $<2$ out if runner on $3^{\text {rd }}$ is T/L run; otherwise, play DEEP.
OUTFIELD THROWS - 1) ALWAYS throw if runner chance is $<33$. 2) ALWAYS throw for lead runner, unless he is not $T / L$ run, and trail runner chance is $7+$ lower. Computer managers, play as you would your team, but never let the potential winning run cross the plate uncontested $7^{\text {th }}$ on.
DEF. REPLACEMENTS - Defense is not job 1, or 2, or 3 with this year's Elders, but during most of this year there should be two possible defensive moves:

1) PEREZ can sub defensively at $C$ as needed.
2) SIERRA can sub defensively in the OF after he pinch runs.

STEALS: In order to steal, I like to have an adjSSN (after all P and C adjustments) of 27+; however, if the SB is critical enough to the outcome of the game, I'll take a shot at 25 or 26 (especially if the batter can't H\&R).
WHO STEALS WHEN: TAVERAS and CHOO are the two guys with a large number of attempts, and basically have the green light to steal $2^{\text {nd }}$ any time 5 th inning on score is $+2 /-1$ (limit -1 x per series on a straight steal). Everybody else will mostly be stealing on busted hit and runs..
HIT \& RUN: I'm a huge believer in the H\&R. However as the team continues to transition, this year though a lot of guys have 231 s , not a lot of guys can steal, and not everyone with 231 s is a great H\&R candidate. Use your judgment.

SACRIFICE: Sacrifice tying/lead run on $2^{\text {nd }}$ to $3^{\text {rd }}$ with exactly 0 outs $8^{\text {th }}$ or later. (Exceptions: Never bunt with a serious power hitter unless all of his non-power hits are stolen)
NEVER, EVER SQUEEZE!!! (Just say NOOOO!)
OFFENSIVE SUBSTITUTIONS Most players not starting can usually come in whenever they may be helpful please consult the general usage by position, however, as there are some exceptions..
PINCH HITTING - Traditionally, I PH a lot, especially to counter pitching changes, or to maximize our scoring chances in a rally situation. To start the year, however, only PH in a true game winning or tying situation $8^{\text {th }}$ or later.

PINCH RUNNING - TAVERAS, SIERRA, MERCADO are possible options, depending on who is up.
RUNNER ADVANCEMENT: 1) ALWAYS go if chance is 28+. NEVER go if chance is less than 20, except home with $\mathrm{T} / \mathrm{L}$ run $8^{\text {th }}$ on and 2 out ( $15+$ ). 3) Otherwise, use Adams tables to determine go/no go. When playing computer game, be aggressive with the fastest runners, and conservative with the lead-foots). Otherwise, I'll rely on your knowledge of hit descriptions to try and match up with these general parameters, as your knowledge would greatly exceed my own on this topic.

SEND RUNNER ON $\mathbf{3}^{\text {RD }}$ - Always if 20 or better with 2 out.

