

HUDSON GENERALS 2022

<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	23	TEX	L	14	71.7	111.7	5/4*	+25Z	-35L	26/12	2	2	BK0	20 draft 7th
Mike Clevinger	30	SD	R		uncarded									19 trade RIV
Jake Cousins	26	MIL	R	0	30.0	30.0	21*K	-62W	+23	6	0	3	BK0	22 draft 5th
Sean Doolittle	34	SEA	L	0	39.3	39.3	7*Y	-15	+11	6	1	3	BK0	18 trade CAY
Chris Flexen	26	SEA	R	26	0.0	152.7	8	+26Z	+22	24	0	1	BK0	22 draft 1st
Kevin Gausman	30	SF	R	28	0.0	163.7	14X	+23Z	+21	23	0	3	BK0	15 trade MUN
Mychal Givens	31	CIN	R	0	41.0	41.0	13*Y	-34	-11	6	1	3		16 draft 3rd
Victor Gonzalez	25	LAD	L	1	24.3	25.0	11*	-36W	+32G	4/6	1	2	BK0	21 draft 2nd
Josh Hader	27	MIL	L	0	54.7	54.7	30*KXY	-33	+43G	6	0	3		18 draft 1st
Andrew Heaney	30	NYY	L	23	1.0	121.0	5X	+14	-33L	27/9	0	2	BK0	20 trade MUN
Raisel Iglesias	31	LAA	R	0	59.7	59.7	15*K	+35Z	-16	6	0	2		19 trade IND
Brad Keller	25	KC	R	31	0.0	128.7	3	-31	+14	27	1	3	BK0	19 draft 2nd
Pablo Lopez	25	MIA	R	16	0.0	77.0	12X	+24Z	+16	21	1	2	BK0	19 draft 4th
Freddy Peralta	25	MIL	R	24	0.0	123.0	19XY	-21	+23	21/13	1	2	BK0	19 draft 1st
Jose Quintana	32	SF	L	23	28.0	63.0	1/9*X	-43W	-16L	25/8	0	3		20 trade STM
Nick Sandlin	24	CLE	R	0	27.0	27.0	18*K	-51W	+43G	6	1	2	BK0	22 draft 4th
Andrew Wantz	25	LAA	R	0	27.3	27.3	9*XY	-11	-21	8	1	3	BK0	22 draft 7th
Tyler Wells	26	BAL	R	0	57.0	57.0	13*X	+31Z	-16	7	0	1		22 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	28	KC	R	91	228	4	+2/-5	SA3	F29	13	34	0	P	20 draft 3rd
Brian Anderson	28	MIA	R	48	214	5	-16/+3	SA0	F35	11	31	0	2B(5)	18 draft 5th
C.J. Cron	31	COL	R	124	466	0	+2/-2	SA1	N 0	6	29	1		15 draft bonus
Jake Cronenworth	27	SD	L	132	560	5	-2/-1	PR1	C23	15	30	0	P	21 draft 1st
J.D. Davis	28	NYM	R	63	174	1	-6/+1	SA0	R26	5	34	1		19 draft 8th
Freddy Galvis	31	PHI	S	84	316	1	+1/-2	SA0	R26	9	34	0		22 trade HOB
Didi Gregorius	31	PHI	L	103	408	3	-7/ 0	PR3	A33	15	33	1		14 draft 1st
Randal Grichuk	29	TOR	R	135	520	3	0/-2	PL1	A 7	15	31	3		15 draft bonus
Luis Guillorme	26	NYM	L	69	156	2	-6/ 0	SA3	A 9	14	32	0	P	20 waiver
Jonah Heim	26	TEX	S	72	247	4	+5/-4	PB0	D29	5	31	2	Th 0 PB1	21 draft 8th
Andrew McCutchen	34	PHI	R	129	531	6	+8/-6	PL3	G33	9	32	1		17 trade KNX
Brad Miller	31	PHI	L	140	377	3	+2/-13	PR5	F33	9	34	1		22 waiver
Max Muncy	30	LAD	L	129	532	3	+1/-2	PR0	F26	9	31	0		19 draft 1st
Sean Murphy	26	OAK	R	106	406	0	-5/+1	SA0	N 0	5	35	0	Th 0 PB1	21 draft 1st
A.J. Pollock	33	LAD	R	97	355	9	-3/-1	PL0	F34	16	33	0		13 draft 4th
Bryan Reynolds	26	PIT	S	139	555	7	0/-2	SA0	E28	15	34	0		20 draft 1st
Darin Ruf	34	SF	R	100	232	1	+3/-4	PL2	R31	6	32	2		21 draft 3rd
Abraham Toro	24	SEA	S	95	375	9	-2/-1	SA0	A26	7	29	0		20 draft 6th

Gray = minors

Please send gamesheets or scripts

Limits show usage to date

Hudson will play on boards for '22

minors Apr

Clevinger, Gregorius, B.Keller, Quintana, Wantz, Cousins, Toro, Wells, CMartinez, Guillorme

May

Clevinger, Gregorius, Grichuk, Quintana, Wantz, Cousins, Toro, V.Gonzalez, F.Peralta, Br.Anderson

June

Clevinger, Gregorius, Grichuk, Quintana, Wantz, Cousins, Wells, J.D.Davis, Heaney, Guillorme

July

Clevinger, Gregorius, Grichuk, Quintana, Givens, Sandlin, Toro, J.D.Davis, V.Gonzalez, P.Lopez

Aug

Clevinger, Gregorius, Grichuk, Quintana, Givens, Sandlin, Toro, V.Gonzalez, P.Lopez, Br.Anderson

Sept

Clevinger, Gregorius, Grichuk, Doolittle, Wantz, Cousins, Toro, Wells, B.Keller, Guillorme

Oct

Clevinger, Gregorius, Grichuk, Doolittle, Wantz, Sandlin, J.D.Davis, V.Gonzalez, P.Lopez, Guillorme

Nov

Clevinger

vs Board RHP A

vs Board RHP B

vs Board LHP

vs Computer RHP

vs Computer LHP

Reynolds cf

Reynolds cf

Ruf rf

Reynolds cf

Reynolds cf

Pollock rf

Pollock rf

McCutchen lf

Pollock lf

Pollock lf

Cron dh

Cron dh

Cron dh

Cron dh

Cron dh

Muncy 1b

Muncy 1b

Muncy 1b

Muncy 1b

Muncy 1b

J.D.Davis 3b

B.Miller lf

Reynolds cf

Ruf rf

McCutchen rf

Ruf lf

Br.Anderson 3b

Cronenworth 2b

Cronenworth 2b

Cronenworth 2b

Cronenworth 2b

Cronenworth 2b

Alberto 3b

S.Murphy c

Toro 3b

S.Murphy c

Guillorme ss

Heim c

Toro 3b

Alberto ss

Galvis ss

S.Murphy c

Galvis ss

Alberto ss

S.Murphy c

SUBSTITUTIONS

1) POSITION SUMMARIES:

- C** MURPHY is the main guy. He may need to be hit or run for late. HEIM starts against most board lefties, offers power and little else. MURPHY may sub defensively in close games.
- 1B** MUNCY goes all the way. CRON gets the remaining starts
- 2B** CRONENWORTH goes all the way. ALBERTO gets the remainder
- SS / 3B** This is a smorgasborg. ALBERTO starts at SS on the computer. Two of the following players will be in the minors. The rest will mix and match. ALBERTO, ANDERSON, DAVIS, B.MILLER & TORO all take their turn at 3B. GALVIS is the primary SS and ALBERTO & GUILLORME backfill.
- OF** REYNOLDS and POLLOCK go all the way when they start. RUF will need a runner late. McCUTCHEN & B.MILLER are platoon players and should rarely bat vs same side pitchers. ~~and should rarely bat vs same side pitchers. GRICHUK will start some games and will be used frequently as a defensive sub or PR for the OF 1s~~
- DH** CRON all the way except for pinch runner late. DAVIS gets the rest.

	When to Remove	Bench Use	PA/G
ALBERTO	for a PH vs RHP or compler LHP in 7th or later, unless the lead or tie run is in scoring on Computer.	PH vs board LHP, 7th or later, sub for defense for 3B3 or SS7 if Galvis is unavailable	unlimited
ANDERSON,B.	For PH vs board Lefties	May PH late if game within 2	PA
CRON	For PR if lead or tie run, last AB.	PH in Game Winning situations only	G
CRONENWORTH	in blowouts only	May PH late if game within 3	PA
DAVIS	For PH vs board Lefties unless it's on on-base situation. For defense. PR lead or tie run last AB	PH in game winning situations only	G
GALVIS	for PH when behind in the 9th, except vs board LHP	For defense after the 7th, leading by 2 or less	G
MILLER,B.	For PH vs LHP after 5th	PH vs RHP, unless there's a threat of a move to a lefty	unlimited
GUILLORME	For PH in slugging situations, vs LHP unless on-base situation. For defense at SS (can move to 3B)	PH in on-base situations, game within 2	G
HEIM	For PH, last AB, game within one	blowouts	unlimited
McCUTCHEN	for PH vs RHP after 5th behind by 3 or less or tied, for defense after 7th	PH vs LHP; blowouts	unlimited
MUNCY	blowouts	PH - game within 2	PA
MURPHY	For PH vs LHP, or RHP when runner in scoring position, after 7th; for PR if tie or lead run after 7th	for defense, leading by 2 or less after 7th	PA
POLLOCK	blowouts	PH in Game Winning situations only	G
REYNOLDS	blowouts	PH in Game Winning situations only	G
RUF	For PR if lead or tie run, last AB; for defense after last AB, lead of 3 or less	PH in Game Winning situations only	G
TORO	For PH after 6th, behind or tied	defense for 3B3; blowouts	unlimited

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 the H&R.
- c) Use Adams tables. If adjusted SSN < 28, H&R takes precedent.
- d) Add 2 to Adams tables with McCUTCHEN, MILLER, MURPHY & CRON at bat. Don't ever run with MUNCY at bat.
- e) Subtract 2 from the Adams table with 0 or 1 out and ALBERTO & 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.
- c) All others; only H&R if SSN > 24 (pre-penalty)
- d) Only H&R with GALVIS, GRICHUK & RUF with 0 or 1 out. POLLOCK with 0 out only
- e) Only H&R with DAVIS, GUILLORME & REYNOLDS vs Z pitchers.
- f) Never H&R with McCUTCHEN.
- 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

A-Allard, F-Flexen, G-Gausman, H-Heaney, K-B.Keller, L-P.Lopez, P- F.Peralta

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

10) REMOVE PITCHER

- a) **STARTERS** - Never remove a starter pitching a shutout.
Starters will usually go until fatigued. F.PERALTA, and occasionally GAUSMAN can go to second reduction.
Look to help the three stooges (KELLER, ALLARD, and HEANEY) as early as the 5th if there's a game threatening rally
- b) **CLOSER** - Duh! HADER is the closer. He pitches the 9th or later with a lead of 2 or tied.
Let someone else attempt the 3-run, bases empty save.
- c) **SETUP** - R.IGLESIAS is the main guy in the 7th or 8th. Either COUSINS or SANDLIN will always be up.
They are there to put out game-threatening fires anywhere from the 6th on.
- d) **MIDDLE** - The next tier is occupied by WELLS, V.GONZALEZ, GIVENS and WANTZ.
- d) **LEFTIES** - V.GONZALEZ can also be used as a loogy late.
DOOLITTLE or QUINTANA can be used in that role in the middle innings or to rescue the 3 stooges early.
- e) **BULK & GARBAGE** - ALLARD or KELLER. Whichever is not in the rotation. Then DOOLITTLE/QUINTANA.

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!