


Munich Rotation 2022					Munich Rotation 2022													
Days					Days													
April	@	COL	Hn	Wb	Ho	Gr				Sept.	@	COL			dG	Hn	Wb	
	20	@	HUD	Gi	Hn	Wb					19	@	HUD	Ho	Gi	dG	Hn	
		@	RCK	Ho	Gr	Gi	Hn					@	RCK	Wb	Ho	Gi		
			NBO	Wb	Ho	Gr	Gi						WAR	dG	Hn	Wb	Ho	
			MLR	Hn	Wb	Ho	Gr	Gi					IND	Gi	dG	Hn	Wb	Ho
May	@	ZIO	Hn	Wb	Ho	Gi	Wv			Oct.		NW	Go	Hn	Wb	Gi		
	21	@	RYE	Hn	Wb	Ho	Gi				22	ZIO		dG	Go	Hn	Wb	
			MAR	Wv	Hn	Wb	Ho					@	NBO	Gi	dG	Go	Hn	Wb
			MID	Gi	Wv	Hn	Wb					@	GC	Gi	dG	Go	Hn	
			KNX	Ho	Gi	Wv	Hn						KAN	Wb	Gi	dG	Go	Hn
June			HUD	Wb	Ho	Gi	Gr			Nov.	@	CAY		Wv	dG	Go	Hn	Wb
	19		RCK	Hn	Wb	Ho					20	@	LV	Wv	dG	Go	Hn	
			COL	Gi	Gr	Hn							HUD	Ho	Wv	dG		
		@	WAR	Wb	Ho	Gi	Gr	Hn					RCK	Go	Wb	Hn	Wv	
		@	IND	Ho	Wb	Gi	Gr						COL	Gi	Ho	Go	Gr	
July			LV	Wv	Hn	Ho	Gi	Gr										
	21		CAY	Wv	Hn	Ho	Gi											
		@	STM	Gr	Wv	Hn	Ho											
		@	WHT	Gi	Gr	Wv	Hn											
		@	KAN	Ho	Gi	Gr	Wv											
August			BRO	Hn	dG	Wb	Ho											
	20		HOB	Go	Hn	dG	Wb											
		@	MLR	Ho	Go	Hn	dG											
		@	RIV	Wb	Ho	Go	Hn											
		@	BH	dG	Wb	Ho	Go											

KEY	
	Day off
dG	deGrom, Jake 15
Gi	Gilbert, Logan 24
Gr	Gray, Josiah 13
Hn	Hendricks, Kyle 32
Wb	Webb, Logan 26
Wv	Weaver, Luke 13
Ho	Howard, Spencer 26
Go	Gonzalez, Chi-Chi 13
Xx (italics, red border = double header)	
	162

Pitching

Starters: Handle them by these principles:

- **deGrom** – Grade 29 with yummy peripherals – but only 15 starts. They’re slotted for the second half, in case there is a trade to be made. But, needless to say, “if he’sa startin’, he’sa stayin’” (as long as legal)..
- **Webb, Gilbert, Weaver** – Reasonable ‘next best’ group (despite Weaver’s HA), should generally try to get as much as possible from them. But when they are reduced, you need to relieve them.
- **Others** – (**Gray** fits here because of his peripherals). Pretty much human torches. Get as much from them as you can, then if Munich is still in it, go to the ‘pen. If they get blown out, leave them until the pounding rule applies.

The general rules that apply to all starters: Max of 11.2 IP for any starter. Do not relieve if they are pitching a shutout.

Relievers: Use the opportunities for +5’s and platoon advantages as best you can, and spread the innings around. (BTW, there are plenty of IP – just not GOOD ones.) There are no fixed roles, but a bit of general guidance:

Peacock, Weathers – split grades but being used entirely in relief. After their relief IP are used up (25 IP for Weathers, 52.1 IP for Peacock), the rest of their innings are at their (lesser) starting grade.

Mears – *ride him hard in April, as he may get waived at the end of the month.*

Crochet, plus Weathers’ IP as 15* - use in mid/late innings when Munich has a lead, as needed to suppress rallies.

Underwood is as close to a 'setup' reliever as there is, and may even get a few saves.

The rest are mix'n'match blobs of Firestarter; just try to use them as makes most sense for the game situation. (Note that Farmer is an XC, and I'll declare him 'usable' although he may not see the active roster.....)

Lineups and Usage

General – 1. Use these boxes for guidance regarding usage and substitution decisions. (Apply to boards or BBW.)

2. Lineups are given for May. After that, I'll issue an update for June on.

vs RHP		
1	RF	Rojas See "Pinch-hitting"
2	1B	Rizzo Plays entire game
3	DH	Schwarber See "Pinch-hitting"
4	2B	Altuve Plays entire game
5	LF	Nootbaar Plays entire game
6	CF	Meadows See "Pinch-hitting"
7	C	Contreras Plays entire game
8	SS	Simmons See "Pinch-hitting"
9	3B	Kim See "Pinch-hitting"
Bench Cabrera, Caratini, Pinder, Thomas (DO NOT USE Hoerner)		
Defense Unlike most Munich teams, there really aren't any defensive subs this year.		
Pinch-hitting The three platoon positions (CF, RF, DH) should pinch-hit to counter a relief pitcher from their 'bad side' IF the game is within two runs. Also can PH for Simmons or Kim in 9th or later of a one-run game, SO LONG AS Hoerner doesn't have to be used as a result!		

vs LHP		
1	RF	Thomas See "Pinch-hitting"
2	C	Contreras Plays entire game
3	2B	Altuve Plays entire game
4	1B	Rizzo Plays entire game
5	LF	Nootbaar Plays entire game
6	CF	Pinder See "Pinch-hitting"
7	DH	Cabrera See "Pinch-hitting"
8	SS	Simmons See "Pinch-hitting"
9	3B	Kim See "Pinch-hitting"
Bench Caratini, Meadows, Rojas, Schwarber (DO NOT USE Hoerner)		
Defense Unlike most Munich teams, there really aren't any defensive subs this year.		
Pinch-hitting The three platoon positions (CF, RF, DH) should pinch-hit to counter a relief pitcher from their 'bad side' IF the game is within two runs. Also can PH for Simmons or Kim in 9th or later of a one-run game, SO LONG AS Hoerner doesn't have to be used as a result!		

Offensive Tactics (General Guidance):

Hit-and-Run (#1 tactical choice):

Batters with two 31's should look to hit and run: if the game is within two runs and the runner on 1st (only) has an adjusted SSN of 25+, then hit and run. Exceptions Don't hit and run with men on 1st and 3rd.

Steal (#2 tactical choice):

There are some good runners, but not a whole lot of attempts. **Anyone** can straight steal second in the 8th or later with an *adjusted* SSN of 26+ when he is the **-1/tie/+1/+2 run.** (**Don't worry about trying to steal third or home.**)

Exception: Do NOT steal with **Schwarber** at bat.

Bunt (#3 tactical option):

Basically, only in very late innings of a one-run or tie game, to move a man to scoring position when NEITHER the current batter nor the on-deck man have much power (basically, less than 4 power numbers with no first-column 1), AND the steal or hit-and-run are not indicated by the above instructions. **Don't squeeze.**

Runner Advancement:

The general guidelines are:

- With runners whose speed is 13 or more be **responsibly aggressive**, especially when heading home, and especially with two out. (The term is “aggressive”, though, not “stupid” – I don't want even a fast runner to go home on 6 chances, or a slow/average runner to try going first to third on a single to left, for example....)
- **With slow runners, be content to play station to station**, unless the hit is so deep that the chance is 30+ and it makes sense in game terms.
- With average runners whose speed is 12 or less, use your judgment based on the game situation. **But this year, thanks to the general lack of good hitting cards, tend to be aggressive with average runners, especially if they are heading home.**
- Have *fast* trailing runners try to advance if you throw for the leading runner; do not have slow or average trailing runners try to advance.
- Computer gamers: always send my runner home if he is "well around" third. Send a runner who is "well around" second on to third IF Munich LEADS or is TIED, with 0 or 1 out. Never send a runner who is “rounding” the base. Don't have anyone try for the triple when that choice is given. Otherwise, be aggressive with fast runners when the game is within 3 runs.

Infield In; Outfield Throws; Hold Runners – Use your best baseball judgment and common sense.

Injury Subs: (DO NOT use Hoerner unless no other option remains)

C – Caratini

Infield/Outfield – so many options.... Basically aim for best defensive choice if Munich leads (consult the Fielding grid in the Batters section of the roster on page one), else best offensive choice.

DH – available bat; let pitcher hit in blowout

(In making injury subs, remember there is a LOT of position flexibility, so the best option may be someone at a different position, with that position's current occupant moving into the injury vacancy – sort of a double-switch.)

If you aren't sure about anything after reading through these instructions, shoot me a quick email (montaguep494@gmail.com) or phone call, and I'll be happy to clarify.

And have fun (oh, you WILL have fun against this year's Marauders....) – and remember, “there's no crying in baseball”!

Paul M

