

# blue hill MUDSLIDES

4/1/23

All home games will be played on the COMPUTER in 2023. Computer managers please send game sheets and please do not use micro manager. Roster moves TBA as I will be sending monthly instructions



## COMPLETE 2023 ROSTER

### Position Players:

NAME	TEAM	AGE	SA	SHIFT	SSN	SPD	SBA	ARM	GAMES/PA	J	PB	TH	#24'S	31'S	ACQUIRED
DAVIS, Jonathan	MIL	30	SA2	+5/-4	34	15	8	30	37/91	4			0	1	23 DRAFT
DEVERS, Rafael	BOS	26	PR5	-8/+1	29	10	4	30	141/614	1			1	2	18 DRAFT
HARPER, Bryce	PHI	30	PR3	-5/+1	28	16	15	23	99/426	3			2	1	13 DRAFT
HERNANDEZ, Yadiel	WAS	35	PR3	-5/0	26	10	3	30	94/327	3			2	2	22 DRAFT
KWAN, Steven	CLE	25	SA5	-8/+1	31	11	24	29	147/638	1			1	2	23 DRAFT
LeMAHIEU, D.J.	NYN	34	SA1	+1/-2	23	9	7	32	125/541	2			1	3	23 TRADE
McNEIL, Jeff	NYM	31	SA3	-5/0	34	15	4	29	148/589	1			0	2	19 DRAFT
NOLA, Austin	SD	33	SA2	+2/-3	26	7	3	32	110/397	3	1	-4	0	2	20 DRAFT
ROMINE, Austin	CIN	34	SA0	-7/+2	N	6	0	33	51/129	4	1	-4	0	1	23 DRAFT
SHEETS, Gavin	CWS	27	PR5	-10/0	N	6	0	30	124/410	2			1	2	22 DRAFT
STORY, Trevor	COL	30	SA2	+3/-3	35	16	13	34	94/396	3			1	1	17 DRAFT
SUZUKI, Kurt	LAA	39	SA0	-3/0	N	6	0	32	51/159	4	1	-4	1	1	14 WAIVER
TURNER, Justin	LAD	37	SA0	-4/0	33	10	3	30	128/532	2			2	2	23 TRADE
VELAZQUEZ, Andrew	LAA	28	SA0	0/-2	35	16	18	32	125/349	2			0	1	23 DRAFT
VOIT, Luke	WAS	32	SA0	-6/+1	20	6	2	30	135/568	2			0	1	18 DRAFT
YELICH, Christian	MIL	31	SA2	-4/0	33	18	22	31	154/671	1			1	1	14 DRAFT

ACTIVE ROSTER

MINOR LEAGUES

### Pitchers:

NAME	TEAM	AGE	FIELD	GRADE	BB	HR	ARM	FAT	STARTS/RIP	J	WP	BK	HB	MF	K	ACQUIRED
BAUTISTA, Alexander	BLT	27	2	*20	-15	11	R	6	0/66	1	2	0		0	K	23 DRAFT
BERRIOS, Jose	TOR	29	2	2	23	-22	R	27	32/0.0	2	1	0		2		22 TRADE
BRIESKE, Beau	DET	24	1	9	12	-24	R	24	15/0.0	4	2			1		23 DRAFT
GONZALES, Marco	SEA	30	2	6	22	-22	L	26	32/0.0	2	1	0		+0		20 TRADE
GOTT, Trevor	MIL	30	2	*11	21	-26	R	6	0/45.7	3	0	0		+0	Y	23 DRAFT
KAPRIELIAN, James	OAK	29	2	9	-33	11	R	24	26/0.0	3	1	0		+1		22 DRAFT
KREHBIEL, Joey	BLT	29	1	*9	14	-21	R	6	0/57.7	2	1	0		+2		23 TRADE
KREMER, Dean	BLT	27	2	9	16	23	R	23/26	21/5.3	4	3	0		+1		22 DRAFT
LOPEZ, Jorge	MIN	29	2	*15	-16	41	R	6	0/71	1	3			+0	X	21 WAIVER
MAHLE, Tyler	MIN	27	1	9	-14	-13	R	24	23/0.0	3	2			+1	X	22 TRADE
McCULLERS, Lance	HOU	29	2	16	-44	24	R	24	8/0.0	4	1	0	0	+2	X	16 DRAFT
NERIS, Hector	HOU	33	1	*11	21	44	R	6	0/65.3	0	3			+0	XY	22 TRADE
RAMIREZ, Yohan	PIT	27	1	*9	-45	16	R	8	0/37.3	4	3	0		+0		21 DRAFT
SOTO, Gregory	DET	27	1	*13	-56	52	L	6	0/60.3	1	3	0		+0	Y	22 TRADE
STEPHENSON, Robert	PIT	30	1	*2	26	-24	R	6	0/58	2	3	0		+1	Y	20 DRAFT
TATE, Dillon	BLT	29	1	*13	32	24	R	6	0/73.7	1	3	0		+0	Y	21 DRAFT
URENA, Jose	COL	31	2	4	-31	14	R	27/11	17/7.7	4	1	0		+0		18 TRADE
VEST, Will	DET	27	2	*8	-11	22	R	7/7	2/61.3	2	3	0		+3	Y	23 DRAFT
VOTH, Austin	BAL	30	2	11/*1	14	-12	R	19/7	17/25.3	2	3	0		+1	Y	22 WAIVER
WILSON, Bryse	PIT	25	2	1	22	-23	R	25/21	20/22.3	3	1	0		+1		22 DRAFT

### CUTS:

Bobby BRADLEY, Daz CAMERON, Alex DICKERSON, Kelvin GUTIEREZ, Eli WHITE, Kwang-Hyun KIM, Mike MAYERS, Blake TAYLOR

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: McCullers, Voth	Up: Kaprielian, Urena
June:	Down: Mahle, Neris	Up: Gott, Voth
July:	Down: Gott, Kremer, Voth	Up: Brieske, Mahle, Neris
August:	Down: Brieske, Kaprielian, Urena	Up: Berrios, Kremer, Voth
September:	Down: Berrios, Kremer, Voth	Up: Brieske, Kaprielian, Urena
October:	Down: Neris	Up: Krehbiel

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

### Board Game Lineups:

### Computer Game Lineups:

EMERGENCY LINEUPS:	vs. RHP Gr 10 >	vs. RHP Gr 9 <	vs. LHP Gr 10 >	vs. LHP Gr 9 <	vs RHP	vs LHP
	1. Kwan CF	1. Kwan CF	1. Davis CF	1. Kwan CF	1. Kwan CF	1. Davis CF
	2. McNeil 2B	2. LeMahieu 1B	2. LeMahieu 1B	2. LeMahieu 1B	2. LeMahieu 1B	2. LeMahieu 1B
	3. Devers 3B	3. Devers 3B	3. Turner 3B	3. Devers 3B	3. Devers 3B	3. Devers 3B
	4. Harper LF	4. Harper LF	4. Story 2B	4. Story 2B	4. Turner DH	4. Harper DH
	5. Turner DH	5. McNeil 2B	5. Harper DH	5. Hernandez DH	5. McNeil 2B	5. McNeil LF
	6. Voit 1B	6. Story SS	6. McNeil LF	6. McNeil LF	6. Sheets LF	6. Story 2B
	7. Yelich RF	7. Turner DH	7. Nola C	7. Nola C	7. Yelich RF	7. Yelich RF
	8. Suzuki C	8. Yelich RF	8. Yelich RF	8. Yelich RF	8. Nola C	8. Suzuki C
	9. Velazquez SS	9. Nola C	9. Velazquez SS	9. Velazquez SS	9. Velazquez SS	9. Velazquez SS

**Overview:** This years rotation has 104 starts of Grade 9 or better, so the bullpen is going to be leaned on more in 2023 to keep us in games. In total there are over 500 RIPs giving the ability to use the bullpen as often as required.

**2023 BLUE HILL MUDSLIDES PITCHING ROTATION:**

**PITCHER KEY:** 1-Gonzales (32), 2-Kaprelian (26), 3-Mahle (23), 4-Kremer (21), 5-Voth (17), 6-Brieske (15), 7-Urena (15), 8-McCullers (8), 9-Berrios (3), 10-Vest (2)

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

**2023 PITCHING STAFF:**

**GENERAL INSTRUCTIONS**

**The Starters:**

- Gonzales:** A Grade 6 with good control and 26 fatigue. He will try to reach the 6th inning and then turn if over to the bullpen.
- Removal:** No minimum but if he makes it into the 6th with a lead +3 or less and a baserunner gets into scoring position go to the bullpen. If reduced and score is +4 remove immediately.
- Kaprelian:** A Grade 9 who's a little wild and has 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.
- Mahle:** A Grade 9 similar to Kaprelian but not quite as wild, he will also 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.
- Kremer:** A decent Grade 9 with good peripherals, but unfortunately a low fatigue rating of 23. So I would like to get 6 innings out of him, but the fatigue might prevent that some starts.
- Removal:** No minimum so pitch until fatigued. Remove if reduced for any reason at any point after 5 as there are better options in the pen.
- Voth:** I hope to get 6+ from him, a Grade 11 with decent peripherals he should be around most days until his 19 fatigue is reached. Remove if reduced for any reason at all and try not to let him lose a lead after 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 runs.
- Brieske:** A Grade 9 with decent peripherals, he will try to reach the 6th inning with a lead and once fatigued 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.
- Urena:** A Grade 4 that I hope to get 3 IP but the bullpen should take over as early as needed if the game is within +any/-3 runs 3rd inning or later. I will be assigning a "valet" to his starts that I will name in the monthly instructions.
- Removal:** I am hoping for 3 IP and more when leading but don't let the game get away from us. I don't ever see the need for him to pitch beyond the 5th unless pitching a shutout. Have a quick hook with baserunners after 3 +any/-3.
- McCullers:** He has the best grade on the staff so he should get every chance to pitch deep into games. His Grade 16 should get him through 5+ fairly easily most days, the only problem could be his control and he does have a shorter fatigue.
- Removal:** He can pitch through 1 reduction if it is still early in the game. Once we hit the 6th or it is +2/-2 and reduced, remove him for better bullpen options.
- Berrios** A Grade 2 that I hope to get 3 IP but the bullpen should take over as early as needed if the game is within +any/-3 runs 3rd inning or later. I will be assigning a "valet" to his starts that I will name in the monthly instructions.
- Removal:** I am hoping for 3 IP and more when leading but don't let the game get away from us. I don't ever see the need for him to pitch beyond the 5th unless pitching a shutout. Have a quick hook with baserunners after 3 +any/-3.
- Vest:** A Grade 8 "opener" with only a 7 fatigue. I have no expectations except pitch him until he reaches his fatigue and then turn the game over to the bullpen.
- Removal:** I don't expect him to pitch very deep into the game but leave him in until he is fatigued. If somehow ht makes it into the 5th with a lead remove after the first baserunner unless pitching a shutout.

**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 Lopez who'll try to get the ball to Bautista to close it out.
- When we trail:** Before the 6th use Krehbiel, Ramirez & Vest. After the 6th if we trail by 5+ save the top arms and give Stephenson or lower grades some work. If we trail by less than 5 use anybody but Stephenson 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. Bautista can pitch 9th+ in tie game.
- Relievers for 8th inning +**
- Bautista:** A Grade \*20 he will be the closer this year and should only pitch in save situations. He can come into the game in the 8th if he is needed to stop a rally.
- Lopez:** His Grade 17 and strong HRA peripheral makes him the best choice to be the setup man. He should see most of his work in the 7th & 8th innings trying to get the ball to Bautista.

### Relievers for innings 5-7

- Tate:** His solid peripherals and Grade 13 makes him the perfect guy to be used in middle relief to keep a game close in the 6th and/or 7th. He has plenty of RIPs so he can go up to 2.2 IP per appearance if appropriate.
- Soto:** He is the only lefty in the bullpen so I would like to see him come into a crucial situation in a game to get out a couple big hitters with poor lefty shifts.
- Neris:** He should see most of his action between innings 5-7 depending on the situation. He can go up to 2.2 IP per appearance if his fatigue allows it.
- Gott:** Similar to Neris he should be used mostly between innings 5-7 as well but not as often due to less RIPs
- Relievers for innings 1-4**
- Krehbiel:** He is a Grade 9 who will be used mostly in early relief to try and keep games close. He will see most of his work around innings 4-6.
- Ramirez:** Another Grade 9 but a little wild he should be used mostly around innings 4-6. He has a fatigue of 8 so he may pitch up to 2.2 RIPs
- Vest:** He is a Grade 8 who will be used mostly in relief when the starter has left early. He has a 7 fatigue and plenty of RIPs so use him as often as needed.
- Stephenson:** He will generally come into a game early if a starter has been knocked out to absorb innings and save the better arms.
- Berrios:** He will generally come into a game early if a starter has been knocked out to absorb innings and save the better arms.
- Wilson:** He will generally come into a game early if a starter has been knocked out to absorb innings and save the better arms.

**Note:** Any starter pitching a shutout should be left in with a chance to advance his grade.

### 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 team will look to hit and run and steal more than in past seasons. So please try and follow the offensive strategies as outlined below.

#### **Bench:**

**Davis** - He can be used as a pinch hitter versus LHP, a pinch runner & a defensive replacement in the OF.

**Hernandez** - He can be used as a pinch hitter versus RHP and as a pinch runner to replace a slow runner.

**Sheets** - He can be used as a pinch hitter versus RHP. He is also available to play OF or 1B.

**Voit** - He can be used as a pinch hitter versus RHP. He is also available to play first base.

**Romine** - He can come in to catch if the starter has left the game.

**Story** - when not starting only use him in a game tying/winning situation.

**Suzuki** - He comes off the bench as little as possible.

#### **OFFENSIVE STRATEGY**

#### **Hit-and-Run Attempts:**

There are 5 guys who run pretty well so we want them on the move when possible.

**COMPUTER:** Always with eligible runner on 1st any outs adjusted SSN 27+ with Kwan, LeMahieu and McNeil batting. 5th inning or later add Hernandez, Nola, Turner & Sheets but with SSN 28+ with 2 outs only. Never hit and run with runners on 1st & 3rd.

**Baserunners:** *Any inning:* Kwan, Velazquez, Yelich *7th or later:* Harper, Story *9th or later:* McNeil, Turner

**BOARDS:** Runner on 1st 0 or 1 out batter is Kwan, LeMahieu or McNeil SSN 29+ any inning with eligible baserunner. 1st & 3rd any outs LeMahieu batting SSN 29+ with any eligible baserunner.

**Baserunners:** *Any inning:* Kwan, Velazquez, Yelich *7th or later:* Harper, Story *9th or later:* McNeil, Turner, Hernandez, LeMahieu, Nola

#### **Stolen Base Attempts:**

Normally attempt to steal with adjusted SSN 29+ but for the tying/winning run from the 7th inning on drop that to adjusted SSN 27+. Please attempt steals based on these guidelines:

**Kwan/Yelich:** They have the green light anytime there is a runner on first only and H&R not an option.

**Harper/Story/Velazquez:** After the 7th they can steal runner on first only and H&R not an option. Please limit them to 1 SBA per series.

**Davis/Devers/Hernandez/LeMahieu/McNeil/Turner:** They can only steal 9th inning+ runner on first only and H&R not an option. They are very limited so never more than 1 SBA per series.

#### **Sacrifice Bunts:**

**Boards-** I prefer to steal or H&R first, but when that's not an option, after the 6th inning with 0 out and runners on 1st or 1st & 2nd with the score +1/-1 please consider bunting when the batter is Davis, Kwa, Nola, Romine, Yelich

**Computer-** I prefer not to sacrifice bunt in the computer game unless all PH have been exhausted, if that is the case then tying/winning run on 2nd 0 out or 1st & 2nd 0 out in the same situation.

#### **Pinch-Hitting:**

On the boards PH for Hernandez, Kwan, Romine, Sheets, Suzuki, Voit or Yelich vs LH REL and BH tied or behind 7th or later if there is a batter on the bench who has more chances of getting a hit. Davi

your choices here. PH for Davis or Nola vs RH REL and BH tied or behind 7th or later. Sheets, will be your choices here. On the computer since shifts are less of an issue I would ask you to 1 best hitter in a key situation late in the game.

### **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: Davis, Story or Velazquez
- 2.) When we need a baserunner with faster speed: Potential runners would be: Davis, Story, Velazquez, Hernandez or Turner

### **Base running:**

Be more conservative moving from 2nd to 3rd particularly in the computer game (don't do this vs. any OF arm of 34+). On attempts to score, please send runner with 28+ chances and never with less than 18 chances on the board game. For the computer game do not try to stretch a double to a triple, and always send a runner who is "well around".

### **Defensive Guidelines:**

**Outfield Throws:** **Boards-** Throw for lead runner with advance # of 35 or less unless winning run 9th + (then throw regardless). Otherwise throw behind lead. **Computer Game-** Always throw for lead runner who is "S", non-S runners do not throw for lead when runner is "well-around." Always throw on a steal attempt of second with no runner on 3rd.

You may use Adams Tables or your own judgement if it differs greatly from my instructions.

**Infield:** Play deep for the first 7 innings. After 7, play close with 0 or 1 out, 1B open, IBB is not an option tied or trailing by 4 runs or fewer.

**CATCHER:** **Nola** and **Suzuki** will share the catching duties this year with Nola getting most of the starts.

**1B:** **LeMahieu** will get most of the starts here, and **Voit** will start some games vs RHP

**2B:** **McNeil** will start most of the games here. The balance will be filled by **LeMahieu** and **Story**.

**3B:** **Devers** will start 141 games and should never come out. **Turner** will start the others.

**SS:** **Velazques** will start 125 games here and **Story** will start the balance.

**Outfi** **CF:** **Kwan** is the primary CF and **Davis** will play there also. **Yelich** could move over there too sometimes.

**LF:** **Harper** will likely play in left most days, he will require a defensive replacement late in a close game. When **McNeil** plays outfield he will usually be in left.

**RF:** **Yelich** is the primary RF, **Hernandez** will most likely start the balance.