

## HUDSON GENERALS 2023

<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>F</u>	<u>J</u>	<u>Other</u>	<u>ACQUIRED</u>
Bryan Abreu	25	HOU	R	0	50.0	50.0	17*K	-35	+52H	7	0	3	2	2	BK0	23 draft 2nd
Bryan Baker	27	BAL	R	1	56.7	56.7	11*X	-15	+45G	8/6	0	2	2	1	BK0	23 draft 5th
Mike Clevinger	31	SD	R	21	2.0	114.3	9	+13	-24L	23/12	0	2	1	3	BK0	19 trade RIV
Jake Cousins xc	27	MIL	R	0	0.0	0.0	13*K	-52W	+32G	7	0	3	2	4	BK0	22 draft 5th
Chris Flexen	27	SEA	R	21	14.0	128.7	9	-12	0	24/8	0	3	2	3	BK0	22 draft 1st
Kevin Gausman	31	TOR	R	27	0.0	150.0	7XY	+36Z	+24G	23	0	1	1	3		15 trade MUN
Mychal Givens	32	NYM	R	1	60.3	61.3	11*X	-12	-12	4/6	2	2	1	2	BK0	16 draft 3rd
Josh Hader	28	SD	L	0	50.0	50.0	8*KY	-25	-16L	6	0	3	1	2	BK0	18 draft 1st
Andrew Heaney	31	LAD	L	10	5.3	50.7	13K	+22Z	-32L	20/19	2	0	1	4	BK0	20 trade MUN
Raisel Iglesias	32	ATL	R	0	62.0	62.0	15*XY	+26Z	+24G	6	0	3	2	1	BK0	19 trade IND
Brad Keller	26	KC	R	22	8.0	130.3	4	-22	+11	28/9	0	3	2	3	BK0	19 draft 2nd
Dylan Lee	27	ATL	L	0	42.7	42.7	15*XY	+34Z	+15	6	0	0	2	3	BK0 HB0	23 draft 3rd
Pablo Lopez	26	MIA	R	27	0.0	144.0	10Y	+14	0	23	0	2	2	2	BK0	19 draft 4th
Freddy Peralta	26	MIL	R	13	1.7	55.0	14X	-14	+26G	18/11	1	1	2	4	BK0	19 draft 1st
Nick Sandlin	25	CLE	R	0	38.3	38.3	19*Y	-52W	+44G	6	0	2	1	3	BK0	22 draft 4th
Blake Taylor	26	HOU	L	0	16.0	16.0	10*	-62W	+41G	6	0	3	1	4	BK0	23 waiver
Andrew Wantz	26	LAA	R	1	49.3	50.3	15*XY	-33	-23L	4/7	2	3	2	3		22 draft 7th
Tyler Wells	27	BAL	R	23	0	103.7		9 +16	-21	20	2	0	2	3	BK0	22 draft 3rd
Josh Winckowski	24	BOS	R	25	3	70.3	1	-12	-12	27/17	0	0	2	4	BK0	23 draft 8th

<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</u>	<u>Other</u>	<u>ACQUIRED</u>
Brian Anderson	29	MIA	R	88	358	1	+2/-2	SA1	G26	11	31	1	18 draft 5th
C.J. Cron	32	COL	R	133	559	0	-6/+1	PL0	N 0	6	29	2	15 draft bonus
Jake Cronenworth	28	SD	L	140	605	2	-3/-1	PR1	G33	15	30	0	21 draft 1st
J.D. Davis	29	SF	R	101	311	2	-1/-2	SA0	A20	5	34	3	19 draft 8th
Tyler Freeman	23	CLE	R	---	85	1	+1/-2	SA1	A26	12	30	1	23 draft 8th
Riley Greene	21	DET	L	83	377	5	+2/-3	SA0	A 9	13	30	2	23 draft 1st
Randal Grichuk	30	COL	R	130	510	3	+8/-6	PL4	G34	15	31	1	15 draft bonus
Luis Guillorme	27	NYM	L	95	318	1	-6/+1	SA4	E26	14	32	5	20 waiver
Jonah Heim	27	TEX	S	116	413	1	+4/-4	PB0	G31	5	31	1	Th-2 PB1 21 draft 8th
Ha-Seong Kim	26	SD	L	131	504	14	+3/-3	PL2	F33	16	32	0	23 trade MUN
Tucupita Marcano	22	PIT	L	106	177	3	+1/-2	SA0	A26	15	31	0	23 draft 6th
Andrew McCutchen	35	MIL	R	123	549	14	0/-2	PL1	A23	9	32	1	17 trade KNX
Max Muncy	31	LAD	L	120	497	1	-3/-1	PR1	G31	9	31	0	19 draft 1st
Sean Murphy	27	OAK	R	132	545	1	+3/-3	SA2	F26	5	35	1	Th-1 PB1 21 draft 1st
A.J. Pollock	34	CWS	R	119	458	4	+8/-4	PL3	F29	16	33	2	13 draft 4th
Bryan Reynolds	27	PIT	S	128	544	9	-2/-1	SA0	C27	15	34	1	20 draft 1st
Josh Smith	24	TEX	L	118	253	7	-8/ 0	SA4	A23	11	30	0	23 waiver

Gray = minors

**Please send gamesheets or scripts**

Limits show usage to date

**Hudson will play on boards for '23**

minors Apr  
May  
June  
July  
Aug  
Sept  
Oct  
Nov

Henry, Marcano, Winckowski, Clevinger, Givens, Wantz, Hader, R.Iglesias, Wells, Vespi  
Cousins, Marcano, Winckowski, J.Smith, T.Freeman, Heaney, B.Keller, Wantz, Lee, F.Peralta  
Cousins, Marcano, Winckowski, J.Smith, T.Freeman, Heaney, B.Keller, B.Taylor, B.Abreu, Clevinger  
Cousins, Marcano, Winckowski, J.Smith, T.Freeman, Heaney, F.Peralta, B.Taylor, Sandlin, Hader  
Cousins, Marcano, Winckowski, J.Smith, T.Freeman, Heaney, F.Peralta, B.Taylor, B.Keller, Lee  
Cousins, Marcano, Winckowski, J.Smith, T.Freeman, Flexen, Wells, Givens, B.Taylor, B.Keller  
Cousins, Marcano, Winckowski, J.Smith, T.Freeman, F.Peralta, Sandlin, Baker, B.Taylor, B.Keller  
Cousins

**vs Board RHP**

Cronenworth 2b  
Reynolds rf  
Cron 1b  
Muncy 3b  
J.D.Davis dh  
S.Murphy c  
Kim ss  
McCutchen/R.Greene lf  
Pollock cf

**vs Board LHP**

Kim ss  
Pollock cf  
Grichuk lf  
S.Murphy c  
Reynolds rf  
Heim dh  
Cronenworth 2b  
Cron/Muncy 1b  
Br.Anderson 3b

**vs Computer RHP**

Cronenworth 2b  
Reynolds rf  
Cron 1b  
Muncy 3b  
J.D.Davis dh  
Heim c  
Kim ss  
R.Greene cf  
McCutchen lf

**vs Computer LHP**

Kim ss  
Reynolds rf  
Cron 1b  
S.Murphy c  
J.D.Davis dh  
Cronenworth 2b  
Muncy 3b  
Grichuk lf  
Pollock cf

**SUBSTITUTIONS**

**1) POSITION SUMMARIES:**

- C** MURPHY goes all the way, except for a pinch-runner late. HEIM is the back up, but will DH vs board lefties. It's OK to dissolve the DH if you need to run for Murphy when Heim is DH.
- 1B** CRON usually goes all the way except for pinch-runner late. CRON & MUNCY share the position vs board lefties and may need a PH
- 2B** Mostly CRONENWORTH. GUILLORME will get some starts vs board RHP. Both may need a PH late vs board LHP
- SS** KIM goes all the way when starting. Cronenworth moves over for the remainder
- 3B** A loose MUNCY / ANDERSON platoon on the boards. MUNCY needs a PH when lead run is in scoring position late
- OF** REYNOLDS goes the whole way. GRICHUK & POLLOCK are lefty killers. R.GREENE, McCUTCHEN, & POLLOCK share two spots against rightys  
POLLOCK is also a defensive sub.
- DH** DAVIS / HEIM platoon on boards. DAVIS on the computer. Both will need a pinch-runner late

	<b>When to Remove</b>	<b>Bench Use</b>	<b>PA/G</b>
ANDERSON,B.	For PH vs board RHP	PH vs board LHP late. Blowouts	unlimited
CRON	For PR if lead or tie run, last AB. PH in non-slugging situations vs board LHP	PH Game within 3	G
CRONENWORTH	For PH, last AB, vs board LHP	PH late if game within 3	PA
DAVIS J.D.	for PR late, tie or lead run	PH in game winning situations only	G
FREEMAN, T.	for PH in slugging situations	occasional PH in on-base situations and for average. Use in blowouts	unlimited
GREENE,R.	for a PH in slugging situations	PH in non-slugging situations, Defensive sub for OF1 within 2	PA
GRICHUK	For PH vs RHP	PH vs LHP, unless there's a threat of a move to a righty, defense for OF1, pinch-runner	unlimited
GUILLORME	For PH vs LHP, slugging situations vs RHP	PH vs RHP in non-slugging situations, pinch-runner	unlimited
HEIM	For PH vs RHP, last AB, game within two. For pinch-runner	PH vs board LHP late. Blowouts	unlimited
KIM	blowouts	PH Game Winning situations only. defense after the 7th, leading by 1	For G
McCUTCHEN	for PH vs board LHP in on-base situations only, defense after 7th	for PH for weaker hitter, blowouts	unlimited
MUNCY	For PH vs board lefty OR lead run is in scoring position late	when PH vs RHP in on-base situations, game within 3	PA
MURPHY	For PR in last AB, blowouts	PH game within 2	PA
POLLOCK	For PH vs board RHP	PH vs board LHP, defense after 7th	unlimited
REYNOLDS	blowouts	PH in Game Winning 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 the H&R.
- c) Use Adams tables. If adjusted SSN < 28, H&R takes precedent.
- d) Add 2 to Adams tables with REYNOLDS & HEIM at bat. Don't ever run with MUNCY at bat.
- e) Subtract 2 from the Adams table with 0 or 1 out and GREENE & 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) GULLORME, MURPHY, CRONENWORTH; only H&R if SSN > 23 (pre-penalty); DAVIS & GREENE 26
- c) MURPHY & DAVIS only H&R with with 0 or 1 out.
- d) Only H&R with DAVIS & CRONENWORTH vs Z pitchers.
- e) Don't H&R with McCUTCHEN, REYNOLDS& ANDERSON.
- f) 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) GUILLORME 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            B-Baker, C-Clevinger, F-Flexen, G-Gausman, H-Heaney, L-P.Lopez, P- F.Peralta, W-Wells

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

### 10) REMOVE PITCHER

- a) **STARTERS** - Never remove a starter pitching a shutout.  
There's a lot of low fatigues, stretching the middle relief Starters will almost always go until fatigued.  
F.PERALTA and HEANEY can stay in for one reduction if the game isn't close.
- b) **CLOSER** - SANDLIN is wild closer when he is up. He pitches the 9th or later with a lead of 2 or tied and can try for a 4-out save if the lead run gets into scoring position in the 8th.  
When SANDLIN is not up, any from the setup crew below can close
- c) **SETUP** - There will always be at least two of B.ABREU, R.IGLESIAS and LEE available. LEE is a lefty, but not just a loogy.  
They should be on the mound when the game is on the line 7th on.
- d) **MIDDLE** - The next tier acts as a bridge from the low fatigue starters to the late innings. They'll be busy.  
There will be at least two available from the group of BAKER, WANTZ, GIVENS and the occasional starter.
- e) **LEFTIES** - HADER & B.TAYLOR are loogies early. LEE late, but not just a loogy
- e) **BULK & GARBAGE** - B.KELLER & HADER will soak up innings in lost causes (in either direction). The middle crew spread it around.

*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!