# 2023 WHITMAN RIVER RATS EMERGENCY INSTRUCTIONS

I will be playing the computer game for 2023, roster moves TBA as I will be sending monthly instructions.

## **COMPLETE ROSTER**

#### 2019 World Series Champions

Position Play	ers:						Comput			send game sheets	and do r	ot use	auto man	ager			
NAME	TEAM	AGE		JCOMP	SHIFT	SSN	SPD	SBA	ARM	GAMES/PA	PB	TH	#24's	31's	Defense	<b>HOW AQUIRED</b>	
R. ADAMS	WSH	26	R/4	SA0	-8/+4	14	6	1	31	48/155	1	-4	0	1	C7/1B2	22 5TH RD PICK	
T. ANDERSON	CWS	29	R/3	SA4	+10/-4	35	18	13	33	79/351			3	2	SS8	TRADE 18 RIV	
A. AQUINO	CIN	29	R/3	PL0	-5/+1	16	14	5	39	80/276			0	1	OF3	20 1ST RD PICK	
A. CALL	WSH	28	R/4	SA0	-7/+3	20	11	6	29	47/131			0	2	OF2	23 7TH RD PICK	
H. CASTRO	DET	29	L/2	SA0	+2/-2	14	15	1	32	120/443			0	2	OF2/2B7/1B3/3B3/SS7	TRADE 23 RIV	
A. GARCIA	MIA	31	R/3	SA0	-1/-1	34	11	4	36	98/380			3	2	OF2	TRADE 20 WAR	
P. GOLDSCHMIDT	STL	35	R/1	SA5	+14/-5	35	11	7	31	151/651			0	2	1B5	12 1ST RD PICK	
MJ. MELENDEZ	KC	24	L/2	PR0	+5/-3	16	6	5	30	129/534	2	+1	0	2	C7/OF1	23 1ST RD PICK	
Y. MOLINA	STL	40	R/3	SA1	+2/-2	31	4	2	35	80/270	1	+3	3	2	C9/1B2	TRADE 19 NW	
R. MOUNTCASTLE	BAL	26	R/1	SA0	-3/-1	31	11	5	30	145/609			1	2	1B4	21 1ST RD PICK	
Γ. NAQUIN	NYM	32	L/3	SA5	-10/+1	26	16	6	36	105/334			0	2	OF2	TRADE 21 WAR	
J. RAMIREZ	CLEV	30	B/0	PB0	-8/+1	29	17	27	32	157/685			0	2	3B5	15 2ND RD PICK	
M. ROJAS	MIA	34	R/2	SA0	-3/0	29	8	12	33	140/507			1	2	SS9/1B3	16 4TH RD PICK	
A. VERDUGO	BOS	26	L/1	SA1	-3/-1	11	15	4	35	152/644			1	2	OF3	TRADE 23 NW	
J. WINKER	SEA	29	L/2	PR0	+2/-3	N	8	0	30	136/547			0	2	OF1	TRADE 22 IND	
K. WONG	MIL	32	L/2	SA5	-16/+2	29	18	23	33	134/497			0	2	2B8/SS7	14 2ND RD PICK	
Pitchers:	ACTIVE ROS		MINOR LEAGUES				XC-Active										
	TE 4.44			000/1	00405			4 514		OT4 DT0/DID	14/15	DI.			Fig. Lifter or		
NAME L. CESSA	TEAM	<b>AGE</b> 31	MS N	<b>SPD/J</b> 7/2	GRADE 8/7*	-13	HR -25	ARM R	<b>FAT</b> 20/6	STARTS/RIP 10/37*	<u>WP</u>	<b>BK</b> 0	НВ	<b>MF</b> 0	Fielding 2	HOW AQUIRED	
L. CESSA J. DIEKMAN	CIN CWS	36	XYW	6/0	8*	-13 -62	-25 -14	L	6	58*	3	0		0	2	TRADE 21 KNX 14 4TH RD PICK	
K. GRAVEMAN	CWS	32	Y	7/1	9*	-14	32	R	6	65*	3	0		0	2		
K. GRAVEMAN L. HENDRIKS	CWS	34	KZ	7/1	9 14*	21	-11	R	6	58*	3	0		0	1	21 8TH RD PICK TRADE 22 HOB	
J. HERGET	LAA	29	YZ	7/2	15*	33	35	R	10/7	1/66*	0	0		0	2	23 3RD RD PICK	
C. HEUER	CHC	26	12	No Card		33	33	R	10/7	No Card	U	U		U	2	23 SRD RD PICE	
G. JAX		28	XZ	5/1	12*	23	15	R	6	72*	2	0		0	1	21 2ND RD PICK 22 6TH RD PICK	
P. JOHNSON -XC	MIN SD	32	ΚW	6/4	7*	-56	34	R	6	14*	3	0	0	0	2	TRADE 22 IND	
C. KERSHAW	LAD	35	XZ	11/4	15	33	25	L	22	22	0	U	U	+1	1	09 1ST RD PICK	
J. LUCCHESI	NYM	29	^_	No Card		33	25	Ĺ	22	No Card	U			Τ1	· ·	19 1ST RD PICK	
L. LYNN	CWS	35	XZ	4/4	7	41	-21	R	25	21	2	0		+3	2	TRADE 19 RIV	
		28	X	7/4	18*	-13	26	R	7	39*	0	0		+1	2		
S. MARTINEZ	HOU	31	XY	6/2	8*	-13 -16	-31	R	7	63*	3	0		+1	1	23 5TH RD PICK	
E. PAGAN	MIN TB	27	YZ	6/3	12	-16 26	22	R	, 21	28	3	0		+1	2	18 3RD RD PICK	
D. RASMUSSEN		30	XY	6/3 7/3	13	∠6 -24	24		22	28 24		0			2	21 9TH RD PICK	
B. SNELL	SD	31	X	7/3 7/2	13 11*	-24 -13	13	L L	6	<b>24</b> 45*	3 3	U		0	2	17 1ST RD PICK	
M. STRAHM	BOS			6/3	20*				6					-	1	23 7TH RD PICK	
R. SUAREZ	SD	32 27	XYW	6/3 9/3	20° <b>9</b>	-42 25	24 -25	R R	25/12	48* <b>28</b> /2*	3 2	0		+2 0	2 2	23 2ND RD PICK	
J. URQUIDY	HOU	21	Z	9/3	9	25	-25	ĸ	25/12	28/2"	2	U	•	U	2	TRADE 21 WAR	

# 2023 TEAM STATEMENT:

J. WEEMS

A. WAINWRIGHT

41

Χ

5/2

6/3

STL

WSH

A 108 win season ended in a trip to the LCS where ultimately we fell short of our goal of a 2nd championship. This season will likely be a tight battle to return and anything short of a trip to the playoffs would be a dissapointment. Our division and conference are full of some quality opponents so it will take careful management and a bit of good fortune to come out on top. As usual the rotation is solid and the bullpen is deep with a total of 590 innings. Like most teams in 2023 the offense is greatly diminished from the last few years but we seem to have enough to score our share of runs. Speed and defense continue to be the calling cards of this roster so this year will see us play more small-ball than we have in the past. It will be an interesting year.

R R

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32

40\*

2

TRADE 21 IND

23 9TH RD PICK

Players cut for the 2023 season are as follows: J. Castro, Clippard (U), Steckenrider, Owings, Schrock, D Hernandez and Gallagher.

8 7\*

16

16

Mangement wishes the best to these players and hopes that we will not need to draft any of them next year. Good luck and have a great season.

25 -25

#### **Whitman River Rats Pitching Instructions**

Overview: Kershaw is the ace of this staff for 22 starts of grade 15 and will be followed by 52 exceptional starts of grade 13 &12 and then 88 solid starts by grades 9, 8 & 7 round things out. As usual this is a solid group and a team strength, as is the norm now fatigues are in the low 20's. The bullpen has been re-tooled again, we have a quality closer and setup crew and loads of middle and early innings to support the starters. In total we have 326 high quality IP of grade 11+ and 590 total useful relief innings grade 7 or better so it will be an active aggressive approach.

#### **WHITMAN RIVER RATS PITCHING ROTATION:**

#### **PITCHER IDENTIFICATION KEY:**

1-Lynn, 2-Snell, 3-Wainwright, 4- Urquidy, 5-Kershaw 6-Rasmussen, 7-Cessa, Herget-8.

	APRIL			MAY			JUNE			JULY	
VS STM	1 thru 4	5,2,6,3	VS KNX	1 thru 5	3,6,4,1,5	VS BH	1 thru 4	5,2,3,6	@ GC	1 thru 5	1,3,4,6,5
@ BH	6 thru 8	5,2,6	@ LV	6 thru 9	3,6,4,1	<b>VS RIV</b>	6 thru 8	5,4,3	@ HOB	6 thru 9	1,3,4,6
@ RIV	10 thru 13	3,5,2,6	@ RCK	11 thru 14	3,6,4,5	@ STM	9 thru 11	2,6,5	VS ZIO	11 thru 14	1,5,7,4
@ BRO	14 thru 17	7,3,5,2	@ IND	15 thru 18	1,3,6,4	@ NW	12 thru 16	4,3,2,6,5	VS COL	15 thru 18	6,1,5,8
VS MID	19 thru 23	6,3,5,2,7	VS RYE	20 thru 23	1,3,6,4	VS MAR	18 thru 21	3,4,6,5	VS NBO	19 thru 22	4,6,7,5
	<u>AUGUST</u>			SEPTEMBE	<u>R</u>		OCTOBER		NOVEMBER		
VS WAR	1 thru 4	1,3,4,6	VS STM	3 thru 5	2,5,6	VS BRO	1 thru 4*	1,6,3,4,2	@ MAR	2 thru 6	2,1,4,3,5
VS MUN	5 thru 8	2,1,3,4	@ BH	6 thru 9	3,4,2,5	VS CAY	6 thru 9	1,6,3,4	VS GC	7 thru 10	2,1,4,3
VS NW	10 thru 13	2,1,3,4	@ RIV	10 thru 12	6,3,4	@ MLR	10 thru 13	2,1,6,3	VS BH	11 thru 13	7,2,1
@ KAN	14 thru 17	6,2,1,3	@ MID	14 thru 17	5,2,3,4	@ KNX	15 thru 18	4,1,6,3	<b>VS RIV</b>	15 thru 18	4,3,2,7
@ HUD	18 thru 21	4,6,2,1	VS HOB	18 thru 22	6,5,2,3,4	@ RYE	19 thru 23	2,4,1,6,3	@ STM	19 thru 22	5,4,3,2
	Sta	rting Pitch	ners								

Kershaw the best starter on the staff this year, he should get every chance to pitch deep into games. His pice grade and solid periphera ratings should allow Ace(s) him to get through 5+ fairly easily most days but he does have a shorter 22 fatigue rating so consider lifting him after 5+ following any reduction for better options late. Removal If Kershaw is reduced for any reason innings 5-6 consider removing him and if we lead by 5+ he can pitch through 1 reduction. Once we hit the 6th or score is +2/-2 when reduced, remove him for better bullpen options. He can pitch out of trouble early but let the pen take it if he fatigues or is in any trouble after 5.

Tier II Snell/Rasmussen I hope to get 6+ from them, solid grade 13 &12 with solid peripherals they should be around most days likely Rasmussen more than Snell. When either guy is fatigued (22/21) their day is done. Plain and simple, remove if reduced for any reason at all. There will be plenty of BP so don't let them lose a lead 5th+. Removal I would like to get 6 IP but will settle for less. Remove if reduced for any reason at any point after 5th with a lead of less than 4 as there are better options in the pen.

Tier III Urquidy/Wainwright These guys are looking like they can go deeper into games as grade 9 & 8 with nice control. Ultimately they are trying to reach the 6th inning and I believe they will do that often. The bullpen is deep and has many grades better than these but the combo of grade and control should mean its likely they get 5-6 most days Removal No real minimum IP but I do hope to get 5/6+ most days. If reduced for any reason, remove immediately for better options.

Tier IV Lynn We hope to get 5 IP which will happen some days but the bullpen should take over as early as needed. His fatigue is 25 but his grade 7 means he will not go more than 5 often.

Removal I would like at least 4 IP from him and more when leading but always remove when fatugued or after 4th the lead is in any doubt at all due better bullpen options

Tier V Cessa In his single road start he wil have a short outing and one or two valet's standing by to finish the start. The rest of his decent 7 starts will be pitched at home. His poor peripherals make it unlikely he will get more than 3 innings completed but we can hope

Removal He will have a Caddy assigned for the game he starts on the road. After 3 IP remove him or if we trail by 3+ at any time. 5 IP is his max regardless of the score.

#### Relif pitchers

Overview- This season we will usually carry 7 bullpen arms all year and the approach will be relatively simple. A closer (Martinez), three setup arms (Suarez/Herget/Strahm), three middle guys (Diekman/Hendriks/Jax) and one innings eater long man (Cessa/Pagan/Weems).

Below are 2 scenario's and a general idea of how to best deploy the bullpen arms we have available in any given month after the starter departs.

When Whitman leads or tied. When our starter goes 5-7 IP and is then fatigued and the game is tied or we lead when he departs we would want our middle guys (Hendriks/Jax/Diekman) to pitch the 6th, setup (Herget/Suarez/Strahm) in the 7th & 8th and the closer (Martinez) in the 9th. Early Bullpen Starts: When the starter is fatigued 5th or earlier and we trail by 5+ leave him in and then use the early guy (Graveman/Cessa/Pagan/Weems) until pounded out. When we trail by less than 5 remove the starter and begin with the long guy followed by the middle guys trying to keep it close.

This is a deepish bullpen with some versatility in 590 IP and it will get lots of usage. There are some decisions to make but here are the roles:

He will always be a 1 inning save situation only closer as his 39 innings should allow him to handle the duty most of the time. He only enters the game Martinez in the 9th or later with a lead of 1-3 runs to protect and if he blows the save he should be removed immediately. Suarez can close if Martinez is not available for any reason

Suarez/Heraet This pair will be the RHP side of the setup crew this year, 114 combined IP can be used in the 7th and 8th innings along with Strahm to get to the

closer. Herget can go up to 1.2IP per outing and is better to start an inning with his great peripherals while Suarez goes 1IP max per outing and can close if needed.

**Strahm** Strahm is the LHP part of the setup trio. His role is to find a spot sometime in the 6th - 8th to relieve one of the RHP in a spot where there is a big negative lefty shift on a batter you likely won't PH for. He will face 1 or 2 batters and is a true lefty specialist. He only has 45IP so his max is 1.0IP per outing and hand it to the other RHP. This pair bring 130 IP and will be handling the middle innings in close games from the 5th into the 7th. Both have good control, Jax has more IP and can go Hendriks/Jax

up to 2IP per outing. Hendriks has the better grade and will max out at 1.2IP per outing, mix and match them to keep it close and hopefully to get to the setup crew and closer He brings 65 IP for innings 3-6 where he will work. The main job will be to enter the game as early as needed to pitch a starter out of trouble while we are Graveman

still in the game. He has a useful +32 HR rating and can go multiple innings and is the bridge to the middle guys. He should be limited to 2.1IP max per outing. He is the 2nd lefty and should be used in one of three ways. First he will be a single batter matchup lefty, that is his best use. Second, he will serve as Diekman

the mop up guy in a blowout when Pagan and Cessa are not available. Finally, he will follow a starter (likely Lynn) who is a RHP and has failed to get us out of the 5th. No usage limits. Weems/Pagan/Cessa This trio contributes 140 bulk IP that will be used for mop up duty, possibly for valet service or to cover a starter who has been knocked out in the early innings of a game. They can be used freely with no innings limits. If any are active and in the game, they pitch as much as possible to save innings for the rest of the bullpen.

Items Of Note- Any starter pitching a shut out should be left in with a chance to advance his grade. There is plenty of bullpen so if in doubt, go to the pen and don't let a game get out of hand particularly after the 5th inning.

# 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 me. Never to load the bases though.

Pitch from Stretch: Computer Game-Always with a SB threat on 3B and less than 2 out after the 7th inning.

Boards-Only in the 9th or Xtra innings with tying or winning run on 3rd, 2 out with adjusted SSN of 15 or better. Vs Midwest, always with runner on 3rd.

Hold Runner: Computer Game- Always with +/-5 score with adjusted SSN of 20+ any time during game. Hold any runner with 7+ speed.

Board Game- Hold SB threat with adjusted SSN of 23+ any time when game is +/- 3 runs.

# Offensive Guidelines:

Lineups: I normally send lineups monthly, use these lineups if you don't hear from me by the 4th.

Board Game Lineups:										Computer Game Lineups:								
VS	VS RHP Grade 12< VS			RHP Gr 13>		VS LHP Grade 11>			VS LHP Grade 10<			VS LHP				VS RHP		
1	Wong	2B	1	Wong	2B	1	Anderson	SS	1	Anderson	SS	1	Anderson	SS	1	Wong	2B	
2	Verdugo	RF	2	Call	LF	2	Castro	CF	2	Castro	LF	2	Castro	CF	2	Verdugo	RF	
3	Ramierz	3B	3	Verdugo	RF	3	Goldschmidt	1B	3	Goldschmidt	1B	3	Goldschmidt	1B	3	Ramirez	3B	
4	Mountcastle	DH	4	Ramirez	3B	4	Ramirez	3B	4	Ramirez	3B	4	Ramirez	3B	4	Goldschmidt	1B	
5	Goldschmidt	1B	5	Goldschmidt	1B	5	Verdugo	RF	5	Verdugo	RF	5	Verdugo	RF	5	Mountcastle	DH	
6	Castro	LF	6	Mountcastle	DH	6	Mountcastle	DH	6	Mountcastle	DH	6	Mountcastle	DH	6	Call	LF	
7	Naquin	CF	7	Naquin	CF	7	Melendez	С	7	Melendez	С	7	Melendez	С	7	Naquin	CF	
8	Melendez	С	8	Melendez/Adams	С	8	Wong	2B	8	Rojas	2B	8	Rojas	2B	8	Melendez	С	
9	Rojas	SS	9	Rojas	SS	9	Winker	LF	9	Winker	LF	9	Winker	LF	9	Rojas	SS	

**State of the team:** The 2023 Rats offense like most teams this year lacks consistent power and depth but there are some very good hitting cards. There are 3 11 hit cards and 1 with 12, as usual there is speed and 100+ quality SBA with some cards that will excell at the H&R. We will employ the sacrifice more often and will really lean on the two big cards in the lineup. We have platoons at CF, LF, SS and 2B but otherwise everday players on the road everywhere else. The bench is useful but less impactful in 23. **Usage:** Most of the time our everyday guys will be playing on the road so there should be very little need to worry about usage. There are multiple PR/D options and SBA threats and some useful PH options so look for monthly instructions there please.

## Bench Usage: Below is a breif description of best uses for the bench regulars with limits if any exist.

Anderson- He will be available off the bench as a PH/PR and replacement at SS when Rojas is hit for. He is the clear option to pinch hit vs LHP. When facing a RHP on the computer he is just as effective, vs board RHP only bring him in when the effective grade of the pitcher is less than 18 after accounting for the shift. He is a prime PR and can steal a base late in games tying/winning run.

Call- He will start vs board RHP some but will otherwise be on the bench and serves as the best PH vs RHP. He can PR when better options are used up and he can play LF when a starter has been hit for to finish a game and we need him for that duty.

Molina- He will be available as a defensive replacement at all times and is the "closer catcher". Bring him in to finish the game behind the plate with his C9 and TH+3 arm after we bat in the 7th with any lead.

**Aquino-** His defense is his biggest asset, OF 3 with a 39 arm he should come in after we bat in the 7th with any lead for the weakest OF (Winker or Call likely). He can PR (speed is 14) and if we are desperate for a HR he can PH vs RHP. He is CF eligible. **Winker-** His best bench role is to PH when we need a baserunner particulary vs LHP but even vs RHP when his 5 14's are better than what the batter provides. In a pinch he can play in LF due to injury or lots of other moves.

Rojas- He will be available to finish games at SS (rating is SS9), look to insert him after we bat in the 7th with any lead when Anderson is not one of the 3 batters due up in the 8th (if that is the case wait until the 8th). He could PH vs RHP but not likely.

Castro- He is available to PH in a game tying/winning situation only and is the next best option after Anderson or Call. He can also PR but again only in a game winning/tying situation. Likely he would be used to hit for Call or Naquin and play OF after that.

Adams/Garcia- Neither guy will be active much but Adams can PH in an emergency and Garcia can PR and steal late.

## Hit-And-Run Attempts:

Putting batters into three categories and defining what circumstances call for them to H&R to simplify things and make it easier.

Must: Tim Anderson, his 3 24's, excellent H&R card and lack of power make him a must H&R any time any eligible baserunner.

Might: Castro & Verdugo any time we trail with eligible baserunner. Rojas same but only with 2 out, Rojas runners 1st or 1st & 3rd.

Mmm not likely: Ramierz has a great H&R card so only after the 7th when we lead eligible runner. Naquin & Mountcastle only when we trail 7th or later and they are facing effectively grade 18 or better and eligible baserunner. No H&R for the rest.

Baserunners: Any Inning: Ramirez, Wong, Anderson. 7th or later: Goldschmidt, Rojas or Garcia. 9th later: Mountcastle, Naquin. With all baserunners please limit them to no more than 1 stolen base attempt per game.

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

There are 3 groups of base stealers that will have the green light as indicated. Board gamers should think steal first in a 1 run game. I like to steal with 29+ SSN but for the tying/winning run from 7th inning on I would drop that down to 27+.

Group 1: Anderson/Wong/Ramirez. They have the green light with runner on 1st only H&R not an option and it is not Ramirez or Goldschmidt at the plate. From the 7th on be more aggressive and steal 2nd if tying/winning run anyone at bat no H&R. Group 2: Garcia/Goldschmidt/Rojas. After the 7th inning these guys now have the green light under the same conditions listed above. No more than 1 SBA per series for these guys please.

Group 3: Naquin/ Molina/Mountcastle. These guys are 9th inning+ under the above conditions. They are very limited so no more than 1 SBA per series please.

# **Defensive Guidelines:**

Outfield Throws: Boards- Throw for lead runner w/ 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. I don't like playing close but game winning/tying run I will with 0 outs. With 1 out consider IBB to a quality hitter so we can play for the DP uness it is the winning run then just play close.

Defensively this team is very strong however there will likely be moves to make when we lead late in games. D replacements are fairly obvious Wong/Rojas/Molina/Aquino when not starting on the road for most of those guys.

**DH**: **Mountcastle** gets most of the work, he never leaves the game except for injury or if pressed into duty at 1B in an emergency. **Winker** and **Anderson** play the rest at DH. Winker may need a PH late in games vs RHP.

CATCHER: Melendez will start vs all LHP and most games vs RHP. Adams will see some action and will face RHP when he is up.

If we are tied/trail 7th or later Adams should be PH for. Molina will get few starts and is the finisher w/ his C9 TH+3 after we bat in the 7th any lead.

1B: Goldschmidt is a 1B5 and never leaves except for injury when Mountcastle (1B4) would play there. He will start every road game.

2B: Wong will start vs RHP and he should finish games he starts and should only be used off the bench for 9th inning defense.

Rojas will start some vs LHP, he can be PH for 8th or later tied or -3 with Wong taking over. Castro is a 2B7 and is the emergency guy.

**3B**: Ramirez will be the everyday 3B and never comes out. Rojas is the backup as a 3B4 in case of injury. Ramirez has 27 very good SBA for use and can straight steal in a tight game. He has 2 31's but will only situationally H&R.

**SS**: **Anderson** will start all games vs LHP while **Rojas** will be the option vs RHP. **Anderson** is the key bat vs LHP off the bench this year and his big +10 shift vs LHP will come in handy. Rojas can be used freely off the bench for D, PR or as a PH with no limitations. Obvisously when we lead late in games his SS9's needs to be in the game for defense to close out the game. Wong & Castro are the emergency SS7's.

CF: Castro is the primary CF vs LHP and Naquin vs RHP. Call, Aquino and Winker are all CF eligible in an emergency but Aquino is likely the only one of that group we want there at any point. Aquino is a 9th inning defensive replacement in OF when we have any lead.
LF: Castro or Call are in left most days vs RHP and Winker vs LHP, he will require a defensive replacement and perhaps a PH at times.
RF: Verdugo will be in RF every day on the road and given his OF 3, 35 arm and his neutral batting shift he finishes every game.
To finish games the best OF alignment is Verdugo in RF, Aquino in CF and Naquin or Castro in LF.

#### Offensive Strategies:

#### **Pinch Hitting**

Tim Anderson is always available to PH when not starting, ideally vs LHP on boards or either LHP or RHP on computer. He is the best option when we need a baserunner. Call is the choice vs RHP but only 9th or later, tying/winning run on base. Winker has 5 14's so vs LHP he is a decent option for on base. Any of the platoons can hit for the other half and come in the game to replace them (SS/2B/OF).

Boards- Shifts are more relevant, Anderson, Wong, Naquin and Call can all be PH for due to shift. Add Melendez to the list 9th or later trailing vs RHP with positive control. Vs LHP Anderson is the choice followed by Castro, Rojas and then Winker. VS RHP Call is the best option but only use him 9th or later tying winning run on base. Wong, Naquin and then Rojas are the other options.

Computer- Shifts are less relevant but Wong and Naquin should be hit for vs LHP. On the computer I don't see hitting for Anderson, Melendez or Call. Anderson is the top PH option followed by Wong vs RHP, Castro, Rojas or Winker (if we need a walk).

#### Pinch Running:

Please begin to consider using a pinch runner any time after the 6th innning when the game is tied/-2 and a lead foot reaches. The two possible scenario's that would require a pinch runner are 1.) When a SBA attempt is critical to getting the tying run or winning run advanced OR 2.) When we need a baserunner strictly for speed at any point after the 6th inning for a key run. Of the regulars, *Catcher, Winker* and *Rojas* game win/tying spot should be run for.

Scenario 1, use *Wong, Garica, Naquin* or *Rojas*. These guys are SBA specialists and Wong has speed to burn anyway. Scenario 2, use *Aquino, Castro or Naquin* and then look to *Kershaw* (11 speed) or Urquidy too (9).

#### Sacrifice Bunts

<u>Boards</u>- When the SB or H&R are in order, I prefer them to a straight sacrifice. But on those occassions when that is not the case, after the 6th inning with 0 out and runners on 1st or 1st & 2nd with the score +1/-1 please consider bunting when the batters is *Rojas, Castro, Molina, Anderson* or *Adams*.

<u>Computer</u>- I don't like the sacrifice bunt in the computer game unless *Rojas* is at bat in the 9th+tying or winning run on 2nd and there are 0 out or 1st & 2nd with 0 out in the same situation.

#### Baserunning:

Be more conservative moving from 2nd to 3rd particularly in the computer game (don't do this vs any OF arm of 34+). As for attempts to score, please send runner with 28+ chances and your best judgement otherwise on the board game. For computer players, use your best judgement but always send a runner who is "well around". Finally, do not try to stretch a 2B to a 3B!