

2023

ELDERS OF ZION – Standard Instructions

(Do not use computer managers for the Elders. Please send gamesheets for all road games.)

Lineups for April road games (May on monthly lineups will be sent)

Vs LHP – Eaton 7 Rodgers 4 Seager 6 D’Arnaud 2 Blackmon DH Taveras 8 Farmer 5 Mancini 3 Hays 9

Vs RHP (Gr 1-7) – Benintendi 9 Rodgers 4 Seager 6 Kirk 2 Blackmon DH Mancini 3 Taveras 8 Farmer 5 Hays 7

Vs RHP (Gr 8-10, 13-14) – Benintendi 9 Hiura 3 Seager 6 Kirk 2 Henderson 5 Taveras 8 D’Arnaud DH Hays 7
Massey 4

Vs RHP (Gr 11-12, 15+) – Same as previous lineup but Blackmon DH’s and bats 7th

GENERAL GUIDELINES – OFFENSE/POSITION PLAYERS

There will be 5 Elders on the offensive bench April to October, with a bunch of infielders and 3 outfielders rotating through the roster from month to month. Here’s how they.

1B – MANCINI vs LHP and lesser RH, platooning with **HIURA** and **RIVAS**. Both of the latter guys are PH candidates vs RH (since Mancini himself is an R-0, PH for another position, and also may have a role as a PR for a slow runner on.

2B – RODGERS vs LHP, lesser RH, and some better RHP. Massey and Leblanc are around to offer alternatives vs better RH for about half the season.

SS – SEAGER plays all the way on the road all year. I’ll give him his handful of bench games here at home..

3B – FARMER vs LHP, lesser RH, and some better RHP. Gunnar will be up for a couple of months to play vs better RH, and LeBlanc may play a few games here too. Even Jeimer C. will have to fill in (badly) in the RH platoon spot for a couple of months.

OF – HAYS plays every day. **BENINTENDI** plays everyday in RF vs. RHP. **TAVERAS** will play most every day in CF in the months he’s up. **EATON** and **HANIGER** will fill in for BENNY and TAVERAS when unavailable. **EATON** and **TAVERAS** are the team’s principal PR options as well.

DH – BLACKMON DHs most days, though I suspect his sorry glove will be on the field occasionally as the year wears on. In addition, we’ve got a combined 246 games between the two Cs, and as they have the best batting cards on the team, they will see some DH action on their days off.

C – Back down to two C, whose shifts platoon pretty well. As noted already, they’ll play some DH, and be available for PH duties as well.

GENERAL GUIDELINES – PITCHING STAFF (Part A – The Starters)

The starting staff has moved to the upper middle of the TBL road. **CASTILLO** and **LUZARDO** give us 43 starts of Grades 13-14. We'd like to get them into the 6th inning every time out, and occasionally into the 7th if they're cruising. Another 32 games will be in the hands of staff workhorse **Mike Mikolas**, Gr 11 with a +32 control and 25 fatigue, who should also try to get 6 per outing. Then there are two other 11s (42 more starts) in the hands of **JON GRAY** and **MIKE LORENZEN**, but their peripherals and fatigue will give them shorter hooks. Indeed, since most of the 5th starter job belongs to good Gr 7 Alex **COBB**, he may outlast the lesser 11's some games. All three are candidates for removal anytime after 5. Finally, the bottom 17 starts belong to wild 8 **GORE** and one month of Grade 4 **BUNDY**; both of these guys should take one for the team if we're down early, but can be replaced as early as the 4th if they're in a jam and we're ahead or tied.

The four rules to follow absolutely for the starters are as follows: 1) no starter (except **BUNDY/GORE**) leaves before the fifth, unless forced out by runs; 2) no starter pitches after being fatigued if the game is within 2 runs 6th on; 3) that any starter should be replaced 7th on if they put the tying/lead (T/L) run on base (6th on); and 4) that the late inning relievers should be in to protect any 1-2 run lead in the 8th or 9th , and also come on in the 7th to stop a jam if the score is 0/+3, and a change will steal more hits than the P that is in. Everything else is under your discretion, within the reliever guidelines discussed below.

GENERAL GUIDELINES – PITCHING STAFF (PART B – The Relievers)

There are three parts to the 2017 Zion bullpen – although the most important single role will be touch and go sometimes.

1) Closer – **SEWALD** (a RH 21* for 64 IP, with good control but bad HRs) is the closer all year and will come in to save games in the 9th or late 8th. He does not stay in a tie game after 1.1 IP. **CISNEROS** (24* -62/+62) only has 25 innings so he will only be up in a couple of months. I'd like to use him to try to stop an early rally where one man is on in the 7th or 8th. He should never start the next inning and should be pulled if he loads the bases.

2) The set-up men. There are three setup men (**SCHREIBER** R16, **JANSEN** R14, and **EFFROSS** R13s) with 186 innings who are all up almost every month. They should be pitching the 7th and 8th when we are leading or tied, and occasionally seeking to stop a key rally in the 6th. Choose the most logical tool remaining for the job, and be aware that if Tool 1 gets into trouble, it may require a second P to get out of the inning.

3) There are four middle men with 200 IP – two LH (Gr 11 **BANUELOS** and Gr 9 **CABRERA**) and two RH (wild Gr 12 **BELLATTI** and better than he appears +/+ Gr 9 Luis A **GARCIA**). Most months three of the four will be up. Again, pick the P who best fits your upcoming next 2-3 batters (just please do me the kindness of not bringing a lefty in to face an obvious platoon guy you'd immediately PH for as his first batter – I wouldn't do that to your team, assume I wouldn't do it for mine if we were in the same room rolling dice).

There are just over 475 innings of these guys, so use them hard when a game looks to be winnable, and stick with starters as long as possible in games where we're far ahead or behind.

DEFENSIVE STRATEGY OPTIONS

INTENTIONAL WALK – Rarely, if ever.

HOLD RUNNERS – Always vs. PL batter; otherwise, only hold runners with adjSSN of 23+.

INFIELD IN/DEEP – Play IN 8th on with <2 out if runner on 3rd is T/L run; otherwise, play DEEP.

OUTFIELD THROWS – 1) ALWAYS throw if runner chance is < 33. 2) ALWAYS throw for lead runner, unless he is not T/L run, and trail runner chance is 7+ lower. Computer managers, play as you would your team, but never let the potential winning run cross the plate uncontested 7th on.

DEF. REPLACEMENTS – Defense is not job 1, or 2, or 3 with this year's Elders, but during most of this year there should be a limited number of possible defensive moves:

- 1) **RODGERS** can sub defensively at 2B as needed.
- 2) **HANIGER** can replace a non-3 OF if he is not starting.
- 3) If active **CANDELARIO** can sub defensively at 3B if we're leading 8th on and he's not scheduled to bat in the 9th.

OFFENSIVE STRATEGY OPTIONS (Order of Preference – SB, H&R, sacrifice)

STEALS: In order to steal, I like to have an adjSSN (after all P and C adjustments) of 27+; however, if the SB is critical enough to the outcome of the game, I'll take a shot at 25 or 26 (especially if the batter can't H&R).

WHO STEALS WHEN: Only **TAVERAS**, **BENINTENDI**, and **EATON** have more than 10 SB attempts and an actual chance to succeed (yes, I'm looking at you, BADDOO), and basically have the green light to steal 2nd any time 5th inning on score is +2/-1 (However, limit – 1x per series on a straight steal). The other steal attempts are sprinkled modestly among a few other position players. Those steal attempts will mostly be consumed on hit and run plays.

HIT & RUN: I'm a huge believer in the H&R – and most of the team has 2 31s. However, as half of this ballclub appears to be comprised with N runners with a base speed of 9. Hit and run with the three base stealers listed above, **BLACKMON**, or **LEBLANC** on 1st if the batter has 2 31s and the P has +21 or better control. Exception -- If the batter is **RODGERS**, **FARMER**, or **D'ARNAUD** H&R with a man on 1st if he has steal attempts left. Otherwise it's stationary object time on the base paths in 2022.

SACRIFICE: Sacrifice tying/lead run on 2nd to 3rd with exactly 0 outs 8th or later. (Exceptions: Never bunt with a serious power hitter unless all of his non-power hits are stolen)

NEVER, EVER SQUEEZE!!! (Just say NOOOO!)

OFFENSIVE SUBSTITUTIONS Most players not starting can usually come in whenever they may be helpful – please consult the general usage by position, however, as there are some exceptions. For month 1, do not use Henderson or Benintendi off the bench if not starting.

PINCH HITTING – You can PH for the platoon positions (1B, 2B, 3B, Eaton/Benintendi combo when both are up) to counter an opposite side pitcher. That's about the limit.

PINCH RUNNING – **TAVERAS** and **EATON** are the possible options for a key run. **HIURA** and **RIVAS** can PR for a slow runner to set up a H&R possibility.

RUNNER ADVANCEMENT: 1) **ALWAYS** go if chance is 28+. **NEVER** go if chance is less than 20, except home with T/L run 8th on and 2 out (15+). 3) Otherwise, use Adams tables to determine go/no go. When playing computer game, be aggressive with the fastest runners, and conservative with the 9 speed or less crew). Otherwise, I'll rely on your knowledge of hit descriptions to try and match up with these general parameters, as your knowledge would greatly exceed my own on this topic.

SEND RUNNER ON 3RD – Always if 20 or better with 2 out.

We're better than we've been for the last couple years, and if we weren't in the middle of a knife fight in a closet, we might even be contenders. As the circumstances stand I'd like to think we can be within hailing distance of .500 at year end.

