

blue hill MUDSLIDES

4/1/24

All home games will be played on the COMPUTER in 2024. Computer managers please send game sheets and please do not use micro manager. Roster moves TBA as I will be sending monthly instructions



COMPLETE 2024 ROSTER

Position Players:

NAME	TEAM	AGE	SA	SHIFT	SSN	SPD	SBA	ARM	GAMES/PA	J	PB	TH	#24'S	31'S	ACQUIRED
BRENNAN, Will	CLE	26	SA4	-8/0	28	17	18	30	138/455	2			0	2	24 DRAFT
DAVIS, Jonathan	MIA	31	SA3	+8/-5	14	15	3	30	34/104	4			0	1	23 DRAFT
DEVERS, Rafael	BOS	27	PR2	-3/0	32	10	6	30	153/656	1			1	2	18 DRAFT
DIAZ, Yainer	HOU	26	SA0	-10/+2	N	6	0	32	104/377	3	0	+4	3	2	24 DRAFT
FRELICK, Sal	MIL	24	SA4	-8/0	35	17	7	31	57/223	4			0	2	24 DRAFT
GARCIA, Maikel	KC	24	SA2	+3/-3	30	17	30	32	123/515	2			1	2	24 DRAFT
HARPER, Bryce	PHI	31	PR1	-3/-1	30	16	14	27	126/546	2			1	1	13 DRAFT
KWAN, Steven	CLE	26	SA2	-3/0	34	11	24	29	158/718	0			1	2	23 DRAFT
MARTE, Noeivi	CIN	22	SA0	-3/+1	29	14	8	30	35/123	4			0	2	24 DRAFT
SCHNEIDER, Davis	TOR	25	SA4	+9/-8	26	11	1	30	35/141	4			0	2	24 DRAFT
SHEETS, Gavin	CWS	28	PR5	-14/0	26	6	1	30	118/344	2			1	2	22 DRAFT
SHORT, Zack	DET	28	SA1	+1/-3	35	13	5	32	110/253	3			0	1	24 DRAFT
STORY, Trevor	BOS	31	SA1	+2/-2	30	16	13	34	43/168	4			0	1	17 DRAFT
WISDOM, Patrick	CHC	32	PL0	-2/0	26	9	6	31	97/302	3			0	1	23 TRADE
WONG, Connor	BOS	27	SA0	-8/+1	31	12	10	32	126/403	2	2	+1	0	2	23 WAIVER
YELICH, Christian	MIL	32	SA5	-10/+2	35	18	31	31	144/632	1			2	2	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
BERRIOS, Jose	TOR	30	2	11	23	0	R	24	32/0.0	2	1			0	Y	22 TRADE
BRIESKE, Beau (XC)	DET	25	1	*9	12	16	R	9/8	1/33.0	4	0	0	0	0		23 DRAFT
ELDER, Bryce	ATL	24	2	11	-12	21	R	24	31/0.0	3	3			0		24 DRAFT
FULMER, Michael	CHC	31	2	*11	-44	13	R	10/6	1/55.0	2	3	0		2	X	23 TRADE
GONZALES, Marco	SEA	31	2	4	0	24	L	25	10/0.0	4	0	0	0	+1		20 TRADE
GOTT, Trevor	NYM	31	1	*6	23	41	R	6	0/58.0	1	0	0		+0	Y	23 DRAFT
KAPRIELIAN, James	OAK	30	2	3	-34	0	R	30/8	11/2.7	4	3	0		+0		22 DRAFT
KREMER, Dean	BAL	28	2	9	14	-14	R	23	32/0.0	2	2	0		+1	Y	22 DRAFT
LOPEZ, Jorge	BAL	30	1	*2	15	-25	R	6	0/59.0	2	3	0		+0		21 WAIVER
MAHLE, Tyler (XC)	MIN	28	1	13	33	-32	R	20	5/0.0	4	0	0	0	+0	X	22 TRADE
McCULLERS, Lance	HOU	30			Uncarded		R									16 DRAFT
McGOUGH, Scott	ARZ	33	1	*10	-21	-26	R	11/7	1/68.0	1	3	0		+1	XY	24 DRAFT
NERIS, Hector	HOU	34	2	*24	-41	21	R	6	0/68.3	0	3	0		+0	X	22 TRADE
RAMIREZ, Yohan	CHW	28	2	*8	-15	35	R	8	0/38	4	3	0		+0		21 DRAFT
SHUSTER, Jared	ATL	25	2	6	-41	12	L	25	11/0.0	4	3	0		+0		24 DRAFT
SOTO, Gregory	PHL	28	1	*11	-13	23	L	6	0/60.3	1	3	0		+0	X	22 TRADE
TATE, Dillon	BAL	30			Uncarded		R									21 DRAFT
URENA, Jose	CHW	32	1	3	-34	-52	R	26	10/0.0	4	3	0		+1		18 TRADE
WEAVER, Luke	NYN	30	2	1	15	-34	R	27	25/9.7	3	2	0		+1		24 DRAFT
WILSON, Bryse	MIL	26	2	*15	16	14	R	8	0/76.7	2	3	0		+0		22 DRAFT

CUTS:

Yadiel HERNANDEZ, Joey KREHBIEL, Austin NOLA, Yohan EAMIREZ, Kurt SUZUKI, Andrew VELAZQUEZ, Luke VOIT, Austin VOTH

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:	Gott, McGough	Up:	Brieske, Shuster
June:	Down:	Shuster	Up:	Urena
July:	Down:	Urena	Up:	Kaprielian
August:	Down:	Kaprielian	Up:	Gonzales
September:	Down:	Kremer	Up:	Shuster
October:	Down:	Berrios, Weaver	Up:	Kremer, Mahle

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

Board Game Lineups:

EMERGENCY LINEUPS:	vs. RHP Gr 9 less	vs. RHP Gr 10 plus	vs. LHP Gr 9
	1. Garcia SS	1. Kwan CF	1. Garcia 2B
	2. Kwan CF	2. Brennan LF	2. Kwan CF
	3. Yelich RF	3. Yelich RF	3. Yelich RF
	4. Devers 3B	4. Devers 3B	4. Devers 3B
	5. Harper 1B	5. Harper 1B	5. Harper 1B
	6. Diaz C	6. Diaz C	6. Wong C
	7. Brennan LF	7. Wisdom 2B	7. Wisdom DH
	8. Sheets DH	8. Sheets DH	8. Story SS
	9. Short 2B	9. Marte SS	9. Short LF

Computer Game Lineups:

vs. RHP	vs. LHP Gr 9
1. Garcia SS	1. Garcia 2B
2. Kwan CF	2. Kwan CF
3. Yelich RF	3. Yelich RF
4. Devers 3B	4. Devers 3B
5. Harper 1B	5. Harper 1B
6. Diaz C	6. Wong C
7. Brennan LF	7. Wisdom DH
8. Sheets DH	8. Story SS
9. Short 2B	9. Short LF

Overview: This years rotation is weak and 57 games will be started by Grade "D" pitchers, so the bullpen will see a lot of action in 2024! In total there are over 500 RIPs giving the ability to use the bullpen as much as needed.

2024 BLUE HILL MUDSLIDES PITCHING ROTATION:

PITCHER KEY: 1-Berrios (31), 2-Kremer (31), 3-Elder (31), 4-Weaver (25), 5-Kaprielian (10), 6-Shuster (11), 7-Gonzales (10), 8-Mahle (5), 9-Urena (5), 10-McGough(1), 11-Fullmer(1), 12-Brieske(1)															
APR	1 - 4.	STM	1,2,3,4	MAY	1 - 5.	HOB	3,4,1,2,6	JUN	1 - 4.	at RIV	2,3,9,1	JUL	1 - 5.	at GC	5,4,1,2,3
	6 - 8.	RIV	1,2,3		7 - 10.	RYE	4,1,2,3		6 - 8.	at WHT	2,3,4		6 - 9.	VEG	5,4,1,2
	10-12.	WHT	4,1,2		11-14.	ZIO	6,4,1,2		9 - 11.	at STM	1,9,2		11-14.	MLR	3,4,1,2
	14-17.	at MID	3,4,1,2		16-19	at NBO	3,4,1,2		12-16.	KNX	3,4,1,9,2		15-18.	RCK	5,3,4,1
	19-23	at NW	3,4,1,2,10		20-22*	at COL	6,11,4,12		18-21.	MAR	4,1,3,2		19-22.	at BRO	2,5,3,4
AUG	1 - 4.	at HUD	1,2,3,4	SEP	3 - 5.	STM	3,1,4	OCT	1 - 4.	GC	2,3,8,6	NOV	2 - 6.	MID	1,2,3,7,9
	5 - 8.	at CAY	7,1,2,3		6 - 9.	RIV	6,7,3,1		5 - 9	BRO	5,2,3,8,6		7 - 10.	NW	1,2,5,7
	10-13.	at WAR	4,1,2,3		10-13.	WHT	4,6,7,3		10 -13.	IND	5,2,3,8		11-13.	at RIV	3,1,2
	14-17.	KAN	7,4,1,2		14-17.	at HOB	1,4,6,7		15-19.	at MAR	6,2,3,8,5		15-18.	at WHT	5,3,1,2
	18-21.	MUN	3,7,4,1		19-23.	at RYE	1,3,4,6,7		20 -23.	at KNX	6,2,3,8		19-22.	at STM	7,5,9,1

2024 PITCHING STAFF:

GENERAL INSTRUCTIONS

The Starters:

- Berrios:** I hope to get 6+ from him, a solid Grade 11 with good control he should be around most days until his 24 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.
- 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 as well, but the fatigue might prevent that some starts.
- 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.
- Elder:** I hope to get 6+ from him, another Grade 11 with negative control but he should be around most days until his 24 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.
- Weaver:** Only a Grade 1 but unfortunately I need him to make 25 starts this year. He needs to go 3 innings, but I doubt I will want him to pitch more than 5. I will be assigning a "valet" to all his starts that I will name in the monthly instructions.
- Removal:** After 3 innings keep a close eye on him. Be ready to take him out if there is a chance he will blow a lead or there's a chance the game will get out of hand.
- Kaprielian:** A Grade 3 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 5th inning or later. Don't worry about burning bullpen in his starts as most guys in the bullpen are better.
- 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.
- Shuster:** A Grade 6 with poor control and 25 fatigue. He will try to reach the 6th inning and then turn it 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.
- Gonzales:** 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.
- 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.
- Urena:** A Grade 3 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.
- McGough:** A Grade 10 "opener" for 1 game this year. 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 he 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.

Innings 1-4: Use whoever is active among **Brieske, Gott, Ramirez, Urena & Lopez**. Try & spread the usage around with most of them going 2/3 to 1 2/3 RIPs, and getting the +5 upgrade. The earlier they have to come in the longer they should stay in.

Innings 5-7: If the score is +5 or better, or -4 or worse, treat like innings 1-4. If the score is in the range +4/-3 the pitchers to use here are **Soto, Fullmer & McGough**. **Soto** is the only lefty so try to use him against a negative lefty shift.

Innings 8-9+: In the 9th or extra innings if BH is up +1 to +3 bring in **Neris** to close. If he fails he can finish the inning but then comes out. **Wilson** will set up Neris and should be used when Neris is unavailable.

Relievers for 8th inning +

Neris: A Grade *24 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.

Wilson: His Grade 15 with good peripherals 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 Neris.

Relievers for innings 5-7

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.

Fulmer: He should see most of his action between innings 5-7 depending on the situation. He is a little wild so that could get him in trouble, but try to pitch him until fatigued.

McGough: He should see most of his action between innings 5-7 depending on the situation. He has bad peripherals that could be a problem some days, but he has lots of RIPs and a 7 fatigue so try and get 2.2 IP per appearance if possible.

Relievers for innings 1-4

Brieske: 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 4-5.

Ramirez: A Grade 8 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 RPs

Gott: He will generally come into a game early if a starter has been knocked out to absorb innings and save the better arms. He should not be pitching in a tight game after the 5th.

Urena: He will generally come into a game early if a starter has been knocked out to absorb innings and save the better arms.

Lopez: He will generally come into a game early if a starter has been knocked out to absorb innings and save the better arms. He will probably be my choice for "caddy" when I use one. He should not be pitching in a tight game after the 5th.

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.

Diaz/Wong- they will share the catching duties so whoever doesn't start will be available if needed

Frelick -he will serve as a PH vs RHP, and a great option to PR and steal a base if we need it. He can also be a defensive replacement in the outfield.

Garcia - he will be available off the bench as a PH/PR and an infield replacement if someone has been pinch hit for.

Wisdom -his best bench role is to PH when we need a power option at the plate.

*Anyone else on the bench should only be used only in an emergency due to limited playing time.

OFFENSIVE STRATEGY

Hit-and-Run Attempts:

There are several 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 Brennan, Diaz, and Kwan batting. 5th inning or later add Devers & Sheets but with SSN 28+ with 2 outs only. Never hit and run with runners on 1st & 3rd.

Baserunners: *Any inning:* Garcia, Kwan, Yelich *7th or later:* Brennan, Harper, Story *9th or later:* Davis, Devers, Frelick, Marte, Short, Wisdom.

BOARDS: Runner on 1st 0 or 1 out batter is Brennan, Devers, Diaz or Kwan SSN 29+ any inning with eligible baserunner.

Baserunners: *Any inning:* Garcia, Kwan, Yelich *7th or later:* Brennan, Harper, Story *9th or later:* Davis, Devers, Frelick, Marte, Short, Wisdom.

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:

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

Brennan/Harper/Story: After the 7th they can steal runner on first only and H&R not an option. Please limit them to 2 SBA per series.

Davis/Devers/Frelick/Marte/Short/Wisdom/Wong: 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 Brennan, Garcia, Kwan, Marte, Schneider, Short, Story.

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 Brennan, Diaz, Frelick, Sheets, Wong 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. Davis, Garcia & your choices here. PH for Davis or Schneider vs RH REL and BH tied or behind 7th or later.

Wong will be your choices here. On the computer since shifts are less of an issue I would as put the 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: Brennan, Frelick, Garcia, Marte, Story or Wong.

2.) When we need a baserunner with faster speed: Potential runners would be: Brennan, Davis, Frelick, Garcia, or Story.

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: **Diaz** and **Wong** will share the catching duties this year with Diaz getting most of the starts.

1B: **Harper** will get most of the starts here, and **Wisdom** will start the balance.

2B: **Garcia** will start most of the games here. The balance will be filled by **Schneider** and **Wisdom**.

3B: **Devers** will start 153 games and should never come out. **Wisdom** will start the other 9.

SS: It will be a shortstop by committee this year with **Short, Story & Marte** splitting the games.

OF: **CF:** **Kwan** is the primary CF and will make all of the starts here.

LF: **Brennan** will likely play in left most days, with **Sheets** playing the rest.

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