

HUDSON GENERALS 2024

<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	26	HOU	R	0	72.0	72.0	23*K	-34	+26G	6	1	1	2	0	BK0	23 draft 2nd
Bryan Baker	28	BAL	R	0	45.0	45.0	15*X	-45W	+26G	6	3	3	2	3	BK0	23 draft 5th
Tom Cosgrove	27	SD	L	0	51.3	51.3	22*Y	-13	+41G	6	1	1	1	2	BK0	24 draft 3rd
Jose Ferrer	23	WSH	L	0	67.0	34.0	5*	+12	+14	6	0	0	1	3	BK0	24 draft 8th
Kevin Gausman	32	TOR	R	31	0.0	185.0	12XY	+15	+22	25	0	1	2	3		15 trade MUN
Josh Hader	29	SD	L	0	56.3	56.3	26*KY	-51W	+43H	6	1	3	2	2	BK0	18 draft 1st
Andrew Heaney	32	TEX	L	28	10.7	147.3	9Y	-21	-13	22/11	0	1	1	3	BK0	20 trade MUN
Raisel Iglesias	33	ATL	R	0	55.7	55.7	12*XY	+26Z	+12	6	0	0	2	2	BK0 HB0	19 trade IND
Dylan Lee xc	28	ATL	L	1	21.0	23.7	8*	+12	-16	10/6	0	0	2	3	BK0 HB0	23 draft 3rd
Pablo Lopez	27	MIN	R	32	0.0	194.0	11XY	+25Z	+12	25	1	3	2	2	BK0	19 draft 4th
Reese Olson	23	DET	R	18	12.0	103.7	12Y	+12	-11	21	1	3	2	4		24 draft 2nd
Freddy Peralta	27	MIL	R	30	0.0	165.7	13XY	+12	-15	23	0	3	2	3		19 draft 1st
Nick Sandlin	26	CLE	R	0	60.0	60.0	17X	-22	-33L	6	0	0	2	2	BK0	22 draft 4th
Josh Sborz	29	TEX	R	0	52.3	52.3	8*XY	+12	-14	7	0	3	2	3	BK0	24 draft 7th
Jose Soriano	24	LAA	R	0	42.0	42.0	14*XY	-42W	+25G	7	2	3	1	4	BK0	24 draft 4th
Andrew Wantz	27	LAA	R	3	33.3	39.3	14*	-13	+22	8/8	0	0	1	3		22 draft 7th
Tyler Wells	28	BAL	R	20	10.0	118.7	15Y	+15	-35L	22/8	0	2	1	3		22 draft 3rd
Josh Winckowski	25	BOS	R	1	83.3	84.3	10*Y	+12	+22	4/8	1	2	2	2	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>
Lawrence Butler	22	OAK	L	42	129	0	-7/ 0	SA4	N 0	12	30	4	24 draft 7th
Jose Caballero	26	SEA	R	104	280	29	+3/-5	SA2	D34	17	31	0	24 draft 5th
Triston Casas	23	BOS	L	132	502	0	-3/-1	PR1	N 0	6	30	0	24 draft 1st
C.J. Cron	33	LAA	R	71	278	0	+1/-2	PL1	N 0	6	29	5	15 draft bonus
Jake Cronenworth	29	SD	L	127	522	7	-3/ 0	PR2	F33	15	30	0	21 draft 1st
J.D. Davis	30	SF	R	144	546	1	-2/-1	SA0	G26	5	34	2	19 draft 8th
Tyler Freeman	24	CLE	R	64	168	5	-3/ 0	SA0	C35	12	30	1	23 draft 8th
Riley Greene	22	DET	L	99	416	7	-5/ 0	SA3	F35	15	30	1	23 draft 1st
Randal Grichuk	31	LAA	R	118	471	4	+8/-5	PL3	A20	15	31	1	15 draft bonus
Jonah Heim	28	TEX	S	131	501	2	+5/-3	PB0	G31	5	31	1	Th+4 PB2 21 draft 8th
Ha-Seong Kim	27	SD	L	152	626	47	+5/-4	PL2	C31	16	32	1	23 trade MUN
Tucupita Marcano	23	PIT	L	119	220	7	-9/+1	SA5	A28	15	31	0	23 draft 6th
Andrew McCutchen	26	PIT	R	112	473	14	0/-2	PL1	E30	9	32	1	17 trade KNX
Max Muncy	32	LAD	L	135	579	3	-11/+3	PR5	A14	8	31	0	19 draft 1st
Sean Murphy	28	ATL	R	108	438	0	+1/-2	SA1	N 0	5	35	4	Th-1 PB1 21 draft 1st
Brandon Nimmo	30	NYM	L	152	682	6	-5/ 0	PR3	A20	16	30	0	24 trade RIV
Bryan Reynolds	28	PIT	S	145	640	13	-3/ 0	SA0	E35	15	34	1	20 draft 1st
Miguel Vargas	23	LAD	R	121	304	5	0/-2	SA1	A24	7	29	0	3B3 24 draft 6th

Gray = minors/*italics* = *innoc*

Please send gamesheets or scripts

Limits show usage to date

Hudson will play on boards for '24

minors Apr
May
June
July
Aug
Sept
Oct
Nov

Butler, Ferrer, T.Freeman, M.Vargas, Marcano, Sborz, D.Lee, R.Iglesuas, Wantz, Olson
Butler, Ferrer, T.Freeman, M.Vargas, Marcano, B.Abreu, D.Lee, Soriano, B.Baker, Sandlin
Butler, Ferrer, T.Freeman, M.Vargas, Marcano, Sborz, D.Lee, Soriano, Wantz, Olson
Butler, Ferrer, T.Freeman, M.Vargas, Marcano, Sborz, Heaney, Soriano, B.Baker, Cosgrove
Butler, Ferrer, T.Freeman, M.Vargas, Cron, Sborz, Gausman, Sandlin, B.Baker, Hader
Butler, Ferrer, T.Freeman, M.Vargas, Marcano, Sborz, D.Lee, Wantz, Soriano, Olson
Butler, Ferrer, T.Freeman, M.Vargas, Marcano, Sborz, D.Lee, Wantz, R.Iglesias, Wells

	vs Board RHP A	vs Board RHP B	vs Board LHP	vs Computer RHP	vs Computer LHP
	McCutchen dh	Nimmo cf	Kim 2b	McCutchen dh	Kim 2b
	Nimmo cf	R.Greene lf	Grichuk lf	Nimmo cf	McCutchen dh
	Muncy 3b	Casas 1b	Heim c	Casas 1b	Casas 1b
alternate A & B	Casas 1b	Muncy 3b	S.Murphy dh	Muncy 3b	Reynolds rf
	R.Greene lf	S.Murphy c	McCutchen cf	Reynolds rf	Nimmo cf
	Reynolds rf	Reynolds rf	Nimmo cf	Kim 2b	Grichuk lf
	Kim ss	Kim ss	Cron 1b	Heim c	Muncy 3b
	Cronenworth 2b	J.D.Davis dh	J.D.Davis 3b	Grichuk lf	Heim c
	Heim c	Cronenworth 2b	Caballero ss	Caballero ss	Caballero ss

SUBSTITUTIONS

1) POSITION SUMMARIES:

- C** HEIM & S.MURPHY usually go all the way, except for a pinch-runner late. MURPHY is the back up, but will DH vs board lefties. It's OK to dissolve the DH if you need to run for HEIM when MURPHY is DH. HEIM may need a PH lasr AB vs board righties.
- 1B** CASAS usually goes all the way. CRON & CASAS share the position vs board lefties. CRON may need a PH Both can be removed for a PR or defense late
- 2B/SS** CRONENWORTH platoons at 2B with CABALLERO at SS. KIM usually goes the whole way. MARCANO will have some Apriltime at SS.
- 3B** A loose MUNCY / J.D.DAVIS platoon on the boards. MUNCY may occasionally still be the best option vs LHP despite the -11. Optimal late inning infield defense is MUNCY 3B, CABALLERO SS, KIM 2B, CRONENWORTH 1B.
- OF** NIMMO & REYNOLDS usually go all the way, though there are some selective situations vs board lefties where a PH might make sense. R.GREENE & GRICHUK, lefty killer are a loose platoon. McCUTCHEN will sometimes find himself wandering around out there.
- DH** Mostly McCUTCHEN & S.MURPHY and a little J.D.DAVIS. All may need a runner late.

	When to Remove	Bench Use	PA/G
CABALLERO	For PH vs board RP and PH in rbi & slg situations	primary PR & defensive sub. PH vs board LHP late in on-base situations	G
CASAS	For PR if lead or tie run, last AB. blowouts For defense after last AB	PH Game winning situations only	G
CRON	For PH vs RHP unless rbi stuation	PH late in slg/rbi situations, non-DP situation, blowouts	unlimited
CRONENWORTH	for PH behind or tied, not obp situation vs RHP	defensive replacement ar 1B, PH for obp vs RHP, blowouts.	unlimited
DAVIS,J.D.	for PR and defense. for PH in slugging situations vs board LHP last ab	PH vs LHP. Use in blowouts	unlimited
GREENE,R.	for a PH vs board LHP, unless runner in scoring position	PH in non-slugging situations, Defensive sub for OF1 Game 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
HEIM	For PR. For PH vs board RHP 9th inning, behind or tied	PH vs LHP, game within 2	unlimited
KIM	For PH vs board RHP, tie or winning run on base, last AB	PH, PR, defensive replacement game within 2	PA
MARCANO	For PH. Behind or tied, game within 3	PR, defensive replacement, blowouts	unlimited
McCUTCHEN	for PH slg situation in last AB, for defense after 7th	PH for weaker hitter, game within 3	PA
MUNCY	For PH vs board lefty unless slg situation OR when lead run is in scoring position late	PH vs RHP, defense at 3B	unlimited
MURPHY	For PR in last AB, blowouts	PH game within 2, not a DP situation	G
NIMMO	never	PH, defense after 7th, game within 3	PA
REYNOLDS	For PH for obp vs board lefties last AB	PH in Game Winning situations only	PA

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) Use Adams tables. If adjusted SSN < 28, H&R takes precedent.
- b) CABALLERO & KIM straight steal with Adams approval anytime game is within 3 after the 3rd.
- c) CRONENWORTH, R.GREENE & REYNOLDS straight steal only if game within one, 7th or later.
- d) Add 2 to Adams tables with CASAS, NIMMO & McCUTCHEN at bat. Don't ever run with MUNCY at bat.
- e) Subtract 2 from the Adams table with 0 or 1 out and CRON, R.GREENE & KIM at bat.
- f) No one steals 3rd until the 8th, home until the 9th. No straight steals for non A's if margin > 3.

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) DAVIS, GREENE & NIMMO; only H&R if SSN > 23 (pre-penalty)
- c) DAVIS only H&R with with 0 or 1 out.
- d) Only H&R with KIM & NIMMO vs Z pitchers.
- e) Don't H&R with CRONENWORTH or McCUTCHEN.
- 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) CABALLERO & MARCANO can sacrifice the lead or tie run to 2nd or 3rd with 0 out, 6th or later
- c) MARCANO can squeeze the lead run in the 9th, runner on 3rd only.
- d) Never bunt with two strikes. Never pinch-hit to sacrifice.

PITCHING

6) ROTATION

G-Gausman, H-Heaney, L-P. Lopez, O-Olson, P- F. Peralta, AW-Wantz, W-Wells

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

7) REMOVE PITCHER

- a) **STARTERS** - Never remove a starter pitching a shutout.
Try to get 6 out the starters, 5 from HEANEY. Most games starters will go until fatigued.
But if there is a game-threatening rally in the 5th inning on, Squash it. I have over 600 relief innings.
- b) **CLOSER & LATE** - HADER is back. He pitches the 9th or later with a lead of 2 or tied. But COSGROVE & B.ABREU can also close.
Someone from this trio should be on the mound anytime the game is on the line, 7th or later.
- c) **SETUP & MIDDLE** - Every month will have three of the group of R.IGLESIAS, WANTZ, BAKER, SORIANO & SANDLIN.
They have decent grades but poor peripherals, making the ridiculous +5 important.
- 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** - COSGROVE can come in as early as the 6th to face some lefties in a game threatening situation.
LEE will be up a couple months as mid-game loogy
- e) **EARLY & BULK** - WINCKOWSKI's 80+ innings, and occasionally SBORZ or D.LEE will soak up innings in lost causes (in either direction).
Then the middle crew will 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

8) 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.*

9) PITCH FROM STRETCH - If the runner on 3rd has an adjusted SSN of 12 or more with 2 out, game within 1 run.

10) 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.

11) 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.

12) 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.

13) 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.

14) HOLD RUNNER ON THIRD - Hold all runners with 0 out and slow runners with 1 out.

15) 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!