

2024 Munich Marauders Emergency Instructions
(1992, 2007 and 2016 TBL Champions)



Munich will be using the Computer game for Windows (Broadcast Blast 5.75).

Please do NOT use a micro-manager if you are using the computer game.

Please DO send a game sheet (boards) or script (computer) in addition to boxscore/stats. Thanks!

Munich cuts (pre-season): Miguel Cabrera, Chad Pinder, Austin Meadows[xc], Matt Festa[xc], Brandon Hughes[xc], Glenn Otto[xc], Rowan Wick[unc], Michael Rucker, Duane Underwood[xc]

Waivers –

Mid-season Trades –

General Intro: The offense has a lot of power and a LOT of speed. The pitching is still a work in progress, but where there were 1's and 3's and 4*s, there are now 8's and 11's and 15*s, with no innocuous usage on the mound. The lineup is deeper, so there will be many fewer cases where usage prevents a logical move. Not quite a serious contender – but hopefully this is the final year where that will be true for a while....

Manager: Orel Hershiser; **Hitting Coach:** Edgar Martinez; **Pitching Coach:** Derek Lowe; **Bench Coach:** Ty Wigginton; **Base Coaches:** Otis Nixon, Lyle Overbay; **Bullpen Coach:** J. J. Putz; **Director of Player Development:** Ken Phelps; **Roving Pitching Instructor –** Brad Ziegler; **Director of Morale –** Ben Zobrist.

2024 Munich Marauders Batters																	FIELDING							In Minors?								
TM	Bats	GM	PA	SBA	Hitting	STL	SPD	Comp.	BMod	BMod	7's	8's	10's	11's	24's	31's	C	1B	2B	3B	SS	OF	Arm	Jrat	A	M	J	J	A	S	O	
MIL	Caratini, Victor	B	62	226	3	9(10)3+	F20	7	PB-0	-5/0	2	3			3	1	8	2					th-4,pb	3								
ARZ	Carroll, Corbin	L	155	646	65	10(1000[4])3(1)	C35	F19	SA-4	-7/+1	2	1	1		2								3	30								
PIT	Davis, Henry [r]	R	62	255	9	8(160)3++	B16	S6	SA-0	-1/-1							6					1	th-4,pi	3								
CHC	Hoerner, Nico	R	150	688	55	10(06[16])2(1)	D33	F15	SA-1	0/-2	1	3		2	1	2			9		8			33	1							
TEX	Huff, Sam [r][xc]	R		45	0	9(156)2	N	S5	SA-2			3					6	2					th-4,pb	4	m	m	m	m	m	m	m	
MIN	Julien, Edouard [r]	L	109	408	4	9(156)5	R33	F15	SA-5	-18/+1		3	1		2	2			2	6				30	3							
DET	Meadows, Parker [r]	L	37	145	10	9(000)4++	D34	F15	PR-0	PR-1/3	2	1	1		2							2	30	4	m	m	m	m	m	m	m	
CLE	Naylor, Bo [r]	L	67	230	6	8(1000)5	F35	S6	SA-5	-8/+1	2						7						th-2,pb	3								
STL	Nootbaar, Lars	L	117	503	14	9(100[0])5	F35	F16	SA-5	-8/+1	3	1		1	2							2	31	2								
ATL	Riley, Austin	R	159	715	5	10(1000[10])3+	R29	10	PL-1	PL+2/-2	1	3			2	2		2		5				32	0							
ARZ	Rivera, Emmanuel	R	86	283	2	9(000[6])3	R26	7	SA-1	+1/-2	1	3			3	2		3	4				30	3	m	m	m	m	m	m	m	
NYY	Rizzo, Anthony	L	99	421	4	9(16)3(1)	B7	8	PR-0	PR+6/-3	1	4			1	1		5					32	3								
SEA	Rojas, Josh	L	105	348	14	9(000[5])3	E35	13	SA-2	-4/-1		3		1	2				8	3		1	31	3								
CHC	Suzuki, Seiya	R	138	583	15	10(1000[2])4	D19	11	SA-1	0/-2	4											2	32	2								
WAS	Thomas, Lane	R	156	682	28	10(1000[5])2(1)	E31	F15	SA-3	+7/-5	3		1		2							3	33	1								
DET	Torkelson, Spencer	R	159	684	4	8(1000[7])4+	R33	S6	SA-1	+1/-2	2				1	1		3					30	0								
NYM	Vientos, Mark [r]	R	65	233	2	8(100)2+	R26	7	SA-0	-3/0	3				1	1		2	3				32	3	m	m	m	m	m	m	m	
STL	Winn, Masyn [r]	R	37	127	3	5(5)3	E26	F18	SA-0	-1/-1	2										9		36	4								
KC	Witt Jr, Bobby	R	158	694	71	10(1000[6])2	B30	F18	SA-1	+1/-2	2	1	1		2							8	32	0								
WAS	Young, Jacob [r]	R	33	121	15	9(000)3+	C35	F15	SA-0	-1/-1	2		2	1	2							2	30	4	m	m	m	m	m	m	m	

(red = change from previous)

No TBL-defined innocuous batters this year. Huff is an XC batter. Crochet is an XC pitcher.

***** Changes to active/minors: (none in emergencies)..**

2024 Season Munich Marauders Pitchers																	In Minors?																
TM	Name	Th	GS	RIP	SPGrd	RPGrd	Ctl	HA	SFatg	RFatg	WP	HB	BK	MF	Def	Jrat	A	M	J	J	A	S	O										
OAK	Brown, Hunter [r]	R	29		7X		0	-16	25	8	2	0	+1	1	3																		
SEA	Campbell, Isaiah [r]	R		28 2/3		15*YG	-25	+35		6	3			1	4																		
CWS	Crochet, Garrett [xc]	L		12 2/3		10*WG	-62	+36		7	3	0		1	4		m	m	m	m	m	m	m										
SEA	Gilbert, Logan	R	32		11YZ		+34	-15	24		2	0		2	2																		
WAS	Gray Josiah	R	30		11YW		-41	+0	23		3	0		1	3																		
CHC	Hendricks, Kyle	R	24	137	8ZG		+34	+25	24	8	0	0		1	3		m																
KC	Hernandez, Carlos	R	4	63	8*X		-25	-11	10	6	3			1	0																		
TB	Littell, Zack [r]	R	14	90	7Z		+45	-12	21	8	3	0		2	4		m																
CIN	Lodolo, Nick [innoc]	L	20		1XYZM		+31	-45	29		3	0	+2	1	4		m	m	m	m	m	m	m										
HOU	Maton, Phil	R		66	15*YG		-11	+25		6	1	0		2	1																		
MIA	Nardi, Andrew [r]	L		57 1/3	15*XY		+11	+12		6	0	0		2	1																		
MIA	Perez, Eury [r]	R	19		14XY		0	-21	20		3			2	4		m																
TB	Poche, Colin	L		60 2/3	18*YG		-21	+36		6	3	0		1	1		m	m	m	m	m	?	?										
LAD	Urias, Julio	L	21		8YZL		+33	-32	25		1		+1	2	4		m																
SF	Webb, Logan	R	33		10YZZG		+42	+23	26		1	0		2	2																		
CIN	Young, Alex	L		53 2/3	10*YL		-11	-22		6	0	0		1	1																		

Lodolo is innocuous per TBL rules; but should never be used. Still, his listed usage includes the bonus, "in case".

Hendricks and Littell will be used only in relief; total IP are listed, see Pitching instructions for more detail.










***** Changes to active/minors: (none in emergencies)..**

Minors By Month – players who are in the minors listed in rightmost seven columns in roster charts ("m").

Make sure to make changes from previous instructions, that are noted in red (if any)!

Pitching

Munich Rotation 2024					Munich Rotation 2024															
Days					Days															
April		RCK	Wb	Gi	Gr	Br				Sept.		RCK			Wb	Gi	Pe			
	20	@ HUD	JU	Wb	Gi						19	@ HUD	Gr	Br	Wb	Gi				
		@ COL	Gr	Br	JU	Wb						@ COL	Pe	Gr	Br					
		@ MLR	Gi	Gr	Br	JU						@ LVG	Wb	Gi	Pe	Gr				
		IND	Wb	Gi	Gr	Br	JU					MLR	Br	Wb	Gi	Pe	Gr			
May		LVG	Wb	Gi	Gr	Pe	Br			Oct.		BRO	Br	JU	Wb	Gi				
	21	NBO	Wb	Gi	Gr	Pe					22	ZIO		Gr	Br	JU	Wb			
		@ WHT	Br	Wb	Gi	Gr						@ WAR	Gi	Gr	Br	JU	Wb			
		@ STM	Pe	Wb	Br	Gi						@ KNX	Gi	Gr	Br	JU				
		@ KAN	Gr	Pe	Wb	ZL						KAN	Wb	Gi	Gr	Br	JU			
June		HUD	Gi	Gr	Pe	Wb				Nov.		@ NBO		Wb	Gr	Br	JU	Gi		
	19	COL	Gi	JU	Pe						20	CAY	Pe	Wb	Br	JU				
		@ RCK	Wb	Gr	Gi							HUD	Gi	Pe	Wb					
		@ CAY	JU	Pe	Wb	Gr	Gi					COL	Br	JU	Pe	Gi				
		WAR	Pe	Wb	Gr	JU						@ RCK	Wb	Br	JU	Gr				
July		@ ZIO	Gi	Pe	Wb	Gr	Br													
	21	@ MID	Gi	Pe	Wb	Gr														
		HOB	Br	Gi	Pe	Wb														
		RYE	Gr	Br	Gi	Pe														
		GC	Wb	Gr	Br	Gi														
August		MAR	JU	Wb	Gr	Br														
	20	NW	Gi	JU	Wb	Gr														
		@ IND	Br	Gi	JU	Wb														
		@ RIV	Gr	Br	Gi	JU														
		@ BH	Wb	Gr	Br	Gi														

KEY	
	Day off
	Webb, Logan
	Gilbert, Logan
	Perez, Eury
	Gray, Josiah
	Urias, Julio
	Brown, Hunter
	Littell, Zack
	(itali <i>dbl</i> cs, <i>hdr</i>)

Starters: Basically two trios: [1] Webb, Gilbert, and rookie ace Perez are good and should be leaned on until reduced or fatigued; [2] Gray, Urias, and rookie learner Brown all have notable warts, and require care in handling. Use these principles:

- **Webb, Gilbert, Perez** – Get as much as possible out of them, but pull when reduced or fatigued. (Note Perez’s fatigue is only 20; if he has to come out before the 5th, think **Hendricks/Littell** as the caddy).
- **Others** – **Gray** is a wild 11, **Urias** is a homer-prone 8 with good control, **Brown** is a 7 with near-neutral peripherals. Relieve them when reduced for any reason, or before reduction if a game situation makes a reliever the sensible choice **after the 4th**. If it’s not close after the 4th, let them get pounded.

The general rules: [1] Max of 11.2 IP for any starter. [2] Do not relieve if they are pitching a shutout.

Relievers: Use the opportunities for +5’s and platoon advantages as best you can. But that won’t apply to Hendricks or Littell, who are starters absorbing innings in relief to save the true relievers for key situations.

That said, a bit of general guidance on roles:

- **Maton** – (66 IP) Closer, a 15* who stops homers pretty well. Use in the 9th on if Munich leads by 1-3 runs; or he can enter in the 8th to stifle a rally and then finish the save. Pull him if he gives up the lead.
- **Nardi (L), Campbell (R)** – (86 IP) Setup crew, work 6th to 8th innings, mostly when Munich has lead.
- **Young(L), Hernandez (R)** – (116.2 IP) Mid/late use when Munich trails. Young is a lefty, but that isn’t his main role, i.e. don’t hold him back just for that purpose. Add **Crochet** here in November.
- **Hendricks, Littell** – (227 IP combined) Starters but working bulk innings as caddies for the second group of starters, or long relief, without the +5. The initial plan is to alternate months so they won’t

both be active. Regardless: *Find places to use them*, preferably in low-leverage situations; but **there aren't enough IP of the previously-listed relievers to avoid these two in any series**. Use them up to 2.2 IP per appearance, as indicated by the tactical situation (and their fatigue).

Poche – the Lurker. His role is to stay healthy until August, coughHintcough. Stay tuned....

Lineups and Usage, including Pinch-Hit, Pinch-Run, and Defensive Subs

- General** – 1. Use these boxes for guidance regarding usage and substitution decisions.
- 2. In general, batters are going by PA this season, so almost everyone can be used off the bench. The exception is Edouard **Julien** – he is going by games and *should never be used off the bench*.
- 3. In general, you may PH and PR where you see it will give Munich an advantage, **even if not called for in the lineup boxes**. I.e. no need to avoid a good substitution just because I didn't foresee it, and no need to take usage into account when doing so (except regarding Julien).

vs LHP		
1	2B	Hoerner PH for late if game is close and Nootbaar improves chances
2	1B	Rizzo plays entire game
3	3B	Riley plays entire game
4	RF	Thomas plays entire game
5	DH	Torkelson Nootbaar can PH late, when <i>on-base</i> is needed in close game
6	LF	Suzuki plays entire game
7	SS	Witt Winn for defense when MUN leads after Witt's last logical PA
8	CF	Carroll plays entire game
9	C	Davis PH for late if game is close and Nootbaar or Naylor improves chances
Bench		Caratini, Naylor, Nootbaar, Rojas, Winn. (Do NOT use Julien off the bench)
PH / PR / Def sub		PH as indicated in lineup chart; do not PH if you can immediately neutralize Nootbaar/Naylor with a LH reliever. PR - Winn can PR for any slow/average runner who is tying/lead runner in 9th or later. DEF - Winn for SS defense as indicated; combine with PR if logical.
Injury subs		Caratini at C. Winn at SS. Rojas at other INF (may need to move someone; remember Riley and Caratini qualify at 1B if needed). Nootbaar at OF.
vs RHP - alternate Suzuki and Nootbaar vs your RH starters; same with catchers		
1	CF	Carroll plays entire game
2	LF	Suzuki/Nootbaar whichever starts generally plays entire game
3	3B	Riley plays entire game
4	DH	Julien Can PH for him vs a LH reliever late in a close game
5	1B	Torkelson Rizzo for defense when MUN leads late; may PH with Nootbaar to improve on-base
6	SS	Witt Winn for defense when MUN leads after Witt's last logical PA
7	RF	Thomas plays entire game
8	2B	Hoerner PH for late if game is close and Nootbaar or Rizzo improves chances
9	C	Naylor/Caratini can PR for either, or PH for Caratini, late in a close game
Bench		Caratini/Naylor, Davis, Nootbaar/Suzuki, Rizzo, Rojas, Winn.
PH / PR / Def sub		PH as indicated in lineup chart; do not PH if you can immediately neutralize Nootbaar with a LH reliever. Rizzo is another option, as is Suzuki when not starting. PR - Winn can PR for any slow/average runner who is tying/lead runner in 9th or later. DEF - Winn for SS defense as indicated; combine with PR if logical. Rizzo at 1B.
Injury subs		Davis at C. Winn at SS. Rizzo at 1B. Rojas at other INF (may need to move someone; remember TBL's Infield Defense rules). Nootbaar/Suzuki at OF.

Offensive Tactics (General Guidance):

This is now officially a running team, with a total of 329 steal attempts (over 2 per game), mostly with very good chances – ELEVEN batters have SSN's of at least 30, plus one with 29 and three with 26.

Hit-and-Run (#1 tactical choice first 5 innings; #2 choice thereafter):

Batters with two 31's should look to hit and run often: **Innings 1-5**, if the game is within two runs and the runner on 1st (only) has an adjusted SSN of 26+, then hit and run. **Innings 6** on, check the stolen base instructions first, and if not stealing, then apply the same conditions as early innings. The only eligible batters who should NOT h&r are **Julien and Nootbaar**.

Exceptions: Don't hit and run with men on 1st and 3rd.

Steal (#2 tactical choice first 5 innings; #1 choice thereafter):

[1] First 5 innings, check hit and run first. If H&R not called for, steal second with an adjusted SSN of 29+ and any of Carroll, Hoerner, Thomas, or Witt on first if game is close.

[2] **6th or later**, anyone can straight steal second with an *adjusted* SSN of 26+ if he is the **-1/tie/+1/+2 run**.

Exception to both [1] and [2] - Do NOT steal with **Julien** at bat.

(**Don't worry about trying to steal third or home.**)

If steal is in order per above, it's okay to PR to steal, in late innings.

Bunt (#3 tactical option): As in Gilbert and Sullivan, "hardly eveeeeer!"

Basically, only in very late innings of a one-run or tie game, to move a man to scoring position with **Winn** at bat and 0 or 1 out; nobody else should try to bunt on the road. **Don't squeeze.**

Runner Advancement: The general guidelines are:

- With runners whose speed is 13 or more be **responsibly aggressive**, especially when **heading home**, and especially with **two out**. (The term is "aggressive", though, not "stupid" – I don't want even a fast runner to go home on 6 chances, or a slow/average runner to try going first to third on a single to left, for example....)
- With average runners whose speed is 12 to 7, use judgment based on game situation.
- **With slow runners, be content to play station to station**, unless the hit is so deep that the chance is 30+ and it makes sense in game terms.
- Have *fast* trailing runners try to advance if you throw for the leading runner; do not have slow or average trailing runners try to advance.
- **Computer gamers:** always send my runner home if he is "well around" third. Send a runner who is "well around" second on to third IF Munich LEADS or is TIED, with 0 or 1 out. Never send a runner who is "rounding" the base. Otherwise, be aggressive with fast runners when the game is within 3 runs.
 - **Have Carroll, Winn and Witt try for the triple when that choice is given.**

Infield In; Outfield Throws; Hold Runners – Use best baseball judgment and common sense.

Injury Subs: See the lineup charts for the injury sub guidance.

If you aren't sure about anything after reading through these instructions, shoot me a quick email (montaguep494@gmail.com) or phone call (607-761-6596), and I'll be happy to clarify.



And have fun – and remember, "there's no crying in baseball"!

Paul M