## 2024 WHITMAN RIVER RATS EMERGENCY INSTRUCTIONS

I will be playing the computer game for 2024 , roster moves TBA as I will be sending monthly instructions.

## COMPLETE ROSTER 2019 World Series Champions



Waiver Wire-Addition Trade Deadline-

## 2024 TEAM STATEMENT:

Since winning it all in 2019 the River Rats have had had 4 straight playoff seasons and $3100+$ wins but nothing to show for it all. The window on this team is closing fast but we will compete for a playoff spot again this year thanks mostly to our pitching staff. The Whitman rotation is going to be fun to roll out and shold have some dominant moments. The bullpen is solid and above average, the defense is very good but the lineup is not what it used to be. This team will score more than it will yeild but there will be days where we have to manufacture enough runs to win. We will bunt more, hit-and-run, steal bases and use our speed to advance while we hope that the rotation can carry us. If we reach the playoffs we will likely go all out to make the most of the opportuinty and look to pick up the pieces in 2025.
Players cut for the 2023 season are as follows: Pollock (XC), Naquin (XC), Molina (NC), Hendriks (XC), Herget, Wong and Call.
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.

## Whitman River Rats Pitching Instructions

Overview: Snell is the ace of this staff for 32 starts of grade 20 followed by 48 exceptional starts of grade $16 \& 14$ and then 45 solid starts by grades 12 \&10 while Lynn and Urquidy 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 2 man closer and an impressive setup crew plus middle and early innings to support the starters. In total we have 319 high quality IP of grade $14+$ and 510 total useful relief innings grade 10 or better making this a versatile group.

## WHITMAN RIVER RATS PITCHING ROTATION:

## PITCHER IDENTIFICATION KEY:

| APRIL |  |  | MAY |  |  | JUNE |  |  | JULY |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| @ RIV | 1 thru 4 | 1,5,4,2 | @NW | 1 thru 5 | 8,3,2,4,1 | VS STM | 1 thru 4 | 9,2,1,3 | VS KNX | 1 thru 5 | 8,4,1,3,2 |
| @ STM | 6 thru 8 | 1,5,4 | VS IND | 7 thru 10 | 8,3,4,1 | VS BH | 6 thru 8 | 6,2,1 | VS MAR | 6 thru 9 | 8,4,1,3 |
| @ BH | 10 thru 12 | 2,1,5 | VS MUN | 11 thru 14 | 2,8,3,4 | VS RIV | 9 thru 11 | 3,10,9 | @ CAY | 11 thru 14 | 8,2,1,3 |
| VS RYE | 14 thru 17 | 4,2,1,5 | VS KAN | 16 thru 19 | 1,8,3,4 | @ GC | 12 thru 16 | 2,1,3,6,9 | @ HUD | 15 thru 18 | 4,8,2,1 |
| VS HOB | 19 thru 23 | 4,2,1,5,6 | @ MID | 20 thru 22 | 2,1,8,6 | @BRO | 18 thru 21 | 2,1,3,9 | @ WAR | 19 thru 22 | 3,4,8,2 |
|  | AUGUST |  | SEPTEMBER |  |  | OCTOBER |  |  | NOVEMBER |  |  |
| @ COL | 1 thru 4 | 3,1,8,7 | @ RIV | 3 thru 5 | 2,5,8 | VS NW | 1 thru 4 | 7,8,2,1 | @ MAR | 2 thru 6 | 9,3,1,2,8 |
| @ NBO | 5 thru 8 | 9,3,1,8 | @ STM | 6 thru 9 | 1,4,2,5 | VS MID | 5 thru 9 | 3,7,8,2,1 | @ KNX | 7 thru 10 | 9,3,1,6 |
| @ ZIO | 10 thru 13 | 7,3,1,8 | @ BH | 10 thru 13 | 8,1,4,2 | VS VEG | 10 thru 13 | 3,7,8,2 | VS STM | 11 thru 13 | 8,9,3 |
| VS RCK | 14 thru 17 | 6,7,3,1 | VS GC | 14 thru 17 | 5,8,1,4 | @ RYE | 15 thru 19 | 3,7,1,8,2 | VS BH | 15 thru 18 | 6,8,9,3 |
| VS MLR | 18 thru 21 <br> START | $\begin{aligned} & 8,6,7,3 \\ & \text { ING PII } \end{aligned}$ | VS BRO CHERS | 19 thru 23 | 2,8,6,1,4 | @ HOB | 20 thru 23 | 3,7,1,8 | VS RIV | 19 thru 22 | 1,6,8,9 |

Ace(s) Snell the best starter on the staff this year, he should get every chance to pitch deep into games. His grade 20 should allow him to pitch deep when he is really rolling but expecting him to get through $5+$ fairly easily most days. He has a decent 23 fatigue rating so consider letting him pitch out of jams while a 20 but if reduced he should go. Removal If Snell is reduced for any reason from the 6 th on consider removing him but if we lead by $5+$ he can pitch through 1 reduction. Once we hit the 7 th or score is +3 or less 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 Kershaw/Williams I hope to get $6+$ from them, stellar grades 16 \& 14 with solid peripherals they should be around that long most days. Let them roll as long as they are not downgraded. With any reduction there are better options in the bullpen so remove immediately. In a 1 run game 7 th on consider batting shifts unless pitching a shutout. Removal I would like to get 6 IP but will settle for less. Remove if reduced for any reason at any point after 5 th with a lead of less than 4 as there are better options in the pen.
Tier III Rasmussen/Lucchesi These guys are looking like they can go deeper into games as grade 14 \& 12 with nice peripherals. Rasmussen is a beast and should be very tough. Both guys are trying to go $6+$ and will do that often. The bullpen has some better grades but the combo of grade/periphs 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 unless we lead $5+$.
Tier IV Lorenzen We hope to get 5 IP which should happen most days due to the 25 fatigue and solid grade 10 and positive peripherals but the bullpen should take over if he is fatigued or as early as the 5 th inning if he is in a jam and the score is $+3 /-3$. He should always go a minimum of 3IP which should be every time out. Removal I would like at least 4 IP from him and more when leading but always remove when fatugued or after 5 th if the lead is in any doubt at all due better bullpen options. Tier V strahm We will spot his starts in months he is relieving. A quality starter except for his fatigue of 14 so he likely goes until fatigued and then a valet will take over. Removal I would like at least 3 IP from him but always remove when fatugued. After 5 consider shifts if the lead is in any doubt at all due better bullpen options.
Tier VI Urquidy/Lynn They will likely have a short outing and one or two valet's standing by to finish the start. This pair should try to go 3IP but they leave if we trail at any point by 3 runs for much better bullpen options. If things go poorly and we trail at any point by 5 and they are still in there, staple them to the mound and let them get wrecked. Removal They will have a Caddy assigned for all road starts. After 3 IP remove them or if we trail by $3+$ at any time. 5 IP is the 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 (Suarez/Jimenez), three setup arms (Pagan/Diekman/Graveman), two middle guys (Strahm/Lovelady/Jax) and one innings eater long man (Johnson/Martinez).
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 (Strahm/Jax/Lovelady) to pitch the 6th, setup (Pagan/Diekman/Graveman) in the 7 th \& 8th and the closer (Suarez/Jimenez) in the 9th. Early Bullpen Starts: When the starter is fatigued 5 th or earlier and we trail by $5+$ leave him in and then use the early guy (Johnson/Martinez) 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 deeper bullpen with some versatility in $\mathbf{5 1 0} \mathrm{IP}$ and it will get lots of usage. There are some decisions to make but here are the roles:
Jimenez/Suarez Only 1 will be available each month so he will be a 1 inning max closer. Jiminez is wild with the better grade and Suarez has better peripherals but is only a grade 17. Together they provide a total of $\mathbf{5 1}$ closer IP which will be plenty. Remove if they blow a save and only use in a save situation 9th or extra innings. Pagan His role will be to pitch the 7 th or 8 th inning in a save situation for a maximum of 1.2 IP per outing. He likely pitches when we lead by between $1-3$ runs late in games so make sure he is available for that role. He can get 5 outs if needed, his excellent grade and peripherals make his 70IP indespensible as the setup man.
Diekman/Graveman This pair of wild grade 16's provide a total of $\mathbf{1 2 3}$ IP for use in the 6th or 7 th when we lead or are tied. One from each side so they can be mixed and matched as needed. Limit each guy to 1.1IP per outing max as they get us to Pagan and then to the closer. Diekman has the +44 HR rating when we need to stop a solo shot. Lovelady/Strahm This pair bring 77 IP of lefty relief at any point during the middle innings in close games from the 5 th into the 7 th. Likely only one will be active each month, they can go up to 1.11P per outing and are the first LHP to be deployed so it is best that they be matched up vs batters with either a negative or neutral ( +1 or 0 ) lefty shift if possible. Jax He is our best RHP option before the setup guys so he likely comes in during the 5 th- 6 th score $-3 /+5$. He brings 66 excellent innings and can go up to 1.2 IP per outing. He is the bridge to our setup crew or to the long guy depending on how the game goes following his entry. His nice perpherals should allow him to perform well most days. Johnson His mediocre 63 IP are going to be used as a valet for Lynn/Urquidy or to soak up innings if a starter has been pounded out earlier than expected.
He should only pitch in games where we trail, if we are tied or ahead please choose an available arm from above this line but if he is in, no limits. He can go as long as is legal.
Martinez This 43 bulk IP 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. He will only
see duty if Johnson is used up so he can be used freely with no innings limits and 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 when tied or $-1 /+3$ 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.


State of the team: The 2024 Rats offense has some pop as there are a good amount of batters with power but the overall profile is lacking in OBP and hit numbers so offense may come in fits and starts. As usual there is speed and 100+ quality SBA with some $H \& R$ capability. We have 3 platoon situations at $2 B / C / D H$ and we have some larger shifts than are ideal so the bench will be needed at some point every day. Hicks, Mountcastle, Valdez \& Calhoun will play bench roles. Catchers are PA limited so will play lots of games. 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. Look to save PA for Fermin \& Adams if we are way ahead/behind. Fermin/Melendez hit for Adams vs RHP on the boards.

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

Hicks-He will be available off the bench as a PH/PR and OF replacement. He is the clear option to pinch hit vs LHP vs boards or either on the computer as he is a switch hitter. He is the PR when and SBA is needed late in games trailing/tied.
Adams/Fermin- Are both PA limited so they can be primary PH with 1 PA and then back to the bench. Adams has a great card and is the late option vs any LHP. Either can catch if the other was removed for PR, don't worry about games used.
Stallings- 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 despite his TH-3 arm after we bat in the 8th when we lead by 2 runs or more.
Mountcastle-He will DH vs LHP but will be on the bench often on the road, his +10 shift vs LHP makes him the 2 nd best PH vs LHP after Adams. I prefer he not face a RHP vs boards if tied/trailing. He is a 1 B 5 so could play D if Goldy is injured.
Vargas- His best bench role is to PR when we need speed (15), he could PH vs LHP but we have much better options so only as a last option for shift vs boards. He can play just about anywhere to save PA for others in a blowout or if injury happens. Castro- He is always available for late innings defense (2B8) and that is his primary role, probably after we bat in the 7 th with any lead. He can PR (SP 15) and if we are low on options vs RHP he can PH but not the primary guy for that.
Calhoun \& Valdez- These guys are available to PH in a game tying/winning situation vs RHP only, Valdez is the better of the two. Both are going to be PA limited so usage is no problem as neither will be playing much in the field or run very fast.
Melendez- His only real value off the bench is to play $C$ when the game is out of hand to save PA for others or PH vs RHP in a pinch.

## 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 \& Vargas, with their 324 's they are a must any time any eligible baserunner.
Most of the time: Rojas \& Verdugo both have excellent H\&R cards so any time any eligible baserunner 24+ adjusted SSN.
Might: Fermin any time we trail with eligible baserunner. Valdez same but only with 2 out, Valdez yes with runners 1 st or 1st \& 3rd. Ramirez is a might on the boards and is a most of the time on the computer. Vs Boards only with 2 out facing a LHP runner on 1 st. Mmm not likely: Rosario, Mountcastle, Goldschmidt \& Castro have 231 's but not great H\&R cards so let's just say no to these guys. Baserunners: Any Inning: Ramirez, Goldschmidt, Anderson. 7th or later: Valdez, Rojas or Hicks. 9th later: Verdugo, Mountcastle. 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 7 th inning on I would drop that down to $27+$.
Group 1: Anderson \& 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 7 th on be more aggressive and steal $2 n d$ if tying/winning run anyone at bat no $H \& R$. Group 2: Hicks/Valdez/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: Verdugo/ Castro/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 Castro/Rojas/Stallings/Hicks when not starting on the road for most of those guys.

DH: Mountcastle gets most of the work, he has a poor -7 board shift vs RHP so he may need a PH late vs boards when he starts. Calhoun plays some vs RHP and the remaining few games will be a mix at DH. Calhoun will need a PH late in games vs LHP.
CATCHER: Adams will start vs all LHP and likely departs for a PH/PR or D at some point. Fermin \& Melendez will start vs RHP as only 1 will be active. Adams and Melendez can be PH for but not Fermin. Stallings will be the defensive specialist (C9) despite his TH-3 so put him in if we lead after we bat in the 8th. Fermin can take that role if Stallings is not active due to his $\mathrm{TH}+2$. PA limited this year.
1B: Goldschmidt is a 1B5 and never leaves except for injury when Mountcastle (1B5) would play there. He will start every road game.
2B: Castro or Valdez will start vs RHP, Vargas starts vs most LHP. All 3 have batting shift issues so PH for any when the time comes if the game is tied or we trail. Castro is the defensive replacement so if we lead after we bat in the 7 th put him in there.

3B: Ramirez will be the everyday 3B and never comes out. Rojas or Vargas are the backups as a 3B4 in case of injury. Ramirez has 34 very good SBA for use and can straight steal in a tight game. He has 231 's but will only situationally H\&R.
$\boldsymbol{S S}$ : Rojas will start all games for most of the way while Anderson will replace him for a month or 2 . Neither have good offensive cards but between them they have 26 good SBA to use and Anderson is still very fast. PH for them if we trail 8th/9th and Valdez or Vargas finish.
CF: Verdugo is the primary CF and should not be removed for any reason. If not starting he should not be used off the bench.
RF: Renfroe will be in RF every day on the road and given his OF 3,36 arm and his neutral batting shift he likely finishes every game.
LF: Rosario is in left most days, he is the weakest bat in the OF so look to PH vs LHP with Hicks 7 th + tied/trailing.
Hicks will be starting all games vs LHP for one of these three as each need about 20 games off for the season. He is always available. To finish games the best OF alignment is Verdugo in CF, Renfroe in RF and Rosario in LF. Hicks fills in for any who are not available.

## Offensive Strategies:

## Pinch Hitting:

Aaron Hicks 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. Mountcastle is a great option vs LHP and vs RHP Calhoun \& Vargas game tying/winning situation. Adams and Fermin are both available to pinch hit as both are PA limited so \# of games played is not important.
Boards- Shifts are more relevant, Adams, Vargas, Castro, Rojas, Anderson and Mountcastle can all be PH for due to shift. Add Verdugo to the list 9th or later trailing vs LHP on the boards. Vs LHP Hicks, Adams or Mountcastle. VS RHP Valdez is the best option but only use him with tying/winning run on base late in games. Calhoun, Fermin and then Castro are the other options.
Computer- Shifts are less relevant but Adams and Mountcastle should be hit for vs RHP. On the computer I don't see hitting for Hicks or Fermin. Hicks is the top PH option for on base followed by Valdez, Fermin or Calhoun vs RHP.

## 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, Calhoun and Rojas game win/tying spot should be run for.
Scenario 1, use Hicks, Valdez, or Mountcastle. These guys are SBA specialists and have speed to burn anyway.
Scenario 2, use Vargas, Castro, Hicks or Rosario and then look to Lorenzen (15), Kershaw (11 speed) or Urquidy too (9).

## Sacrifice Bunts:

Boards- 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 6 th inning with 0 out and runners on 1 st or 1 st \& 2 nd with the score $+1 /-1$ please consider bunting when the batters is Rojas, Castro, Melendez, Anderson or Vargas.
Computer-I don't like the sacrifice bunt in the computer game unless Rojas or Vargas is at bat in the 9th +
tying or winning run on 2 nd and there are 0 out or 1 st $\& 2$ nd 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 2 B to a 3B!

