

blue hill MUDSLIDES

5/1/18

All home games will be played on the COMPUTER in 2018. Computer managers please send game sheets and please do not use micro manager. Roster moves TBA as I will be sending monthly instructions



COMPLETE 2018 ROSTER

Position Players:

NAME	TEAM	AGE	SA	SHIFT	SSN	SPD	SBA	ARM	GAMES/PA	PB	TH	#24'S	31'S	ACQUIRED
ALONSO, Yonder	OAK	30	PR5	-12/+1	31	5	2	30	142/451			1	2	12 DRAFT
BARNEY, Darwin	TOR	31	SA1	0/-2	30	13	9	34	129/336			3	2	17 DRAFT
BONIFACIO, Jorge	KC	24	SA0	-3/0	20	15	2	33	113/384			1	1	18 DRAFT
DEVERS, Rafael	BOS	21	PR0	+12/-5	29	10	4	30	58/240			1	2	18 DRAFT
FRAZIER, Clint	NYN	23	SA1	+1/-2	26	15	1	33	39/134			0	1	18 DRAFT
GRATEROL, Juan	LAA	28	SA0	-3/+2	N	6	0	32	48/87	0	+2	5	1	18 DRAFT
HARPER, Bryce	WAS	25	PR5	-9/+2	26	18	6	36	111/420			2	2	13 DRAFT
HEADLEY, Chase	NYN	34	PB0	-4/0	31	10	11	31	147/512			1	2	09 DRAFT
PINA, Manuel	MIL	30	SA0	-3/-1	31	7	2	32	107/330	1	+3	1	2	17 DRAFT
REED, A.J.	HOU	24			No Card									17 DRAFT
SANCHEZ, Yolmer	CWS	25	SA0	-4/0	19	15	17	32	141/484			1	2	15 DRAFT
STORY, Trevor	COL	24	SA4	+11/-6	30	15	9	34	145/503			1	1	17 DRAFT
SUZUKI, Kurt	ATL	33	SA4	+11/-5	N	6	0	32	81/276	3	-1	0	2	14 WAIVER
VALBUENA, Luis	LAA	32	PR5	-11/0	9	6	2	32	117/401			0	1	18 DRAFT
VOIT, Luke	STL	26	SA1	+1/-2	N	6	0	30	62/124			3	1	18 DRAFT
WERTH, Jayson	WAS	38	SA2	+4/-3	23	15	7	35	70/252			0	1	15 TRADE
YELICH, Christian	MIA	25	SA3	-6/0	34	17	18	31	156/602			1	2	14 DRAFT

ACTIVE ROSTER

MINOR LEAGUES

Pitchers:

NAME	TEAM	AGE	GRADE	BB	HR	ARM	FAT	STARTS/RIP	WP	BK	HB	MF	ACQUIRED
BELISLE, Matt	WAS	37	*12	16	15	R	6	0/60.33	2			+0	11 DRAFT
BOWMAN, Matt	STL	27	*10	21	36	R	5	0/58.67	1	0		+1	17 DRAFT
CHAPMAN, Aroldis	NYN	29	*15	-14	43	L	6	0/50.33	3	0		+0	18 TRADE
DESPAIGNE, Odrisamer	MIA	31	9	-16	45	R	24/8	8/14.0	1	0		+0	18 DRAFT
EFLIN, Zach	PHI	23	1	35	-42	R	31	11/0.0	2	0		+2	17 TRADE
GRAVEMAN, Kendall	OAK	27	7	14	21	R	24	19/0.0	3	0		+0	16 DRAFT
JACKSON, Edwin	SD	34	5	11	-43	R	27/12	13/5.0	3	0	0	+0	15 TRADE
McCULLERS, Lance	HOU	24	9	12	42	R	24	22/0.0	3			+1	16 DRAFT
MORGAN, Adam	PHI	27	*10	15	-23	L	8	0/54.67	1	0	0	+0	16 DRAFT
PERDOMO, Luis	SD	25	6	-14	23	R	26	29/0	3			+1	17 DRAFT
PEREZ, Oliver	WAS	36	*8	15	14	L	5	0/33	2			+0	15 TRADE
RUSIN, Chris	COL	31	*13	31	16	L	8	0/85	3	0		+3	16 DRAFT
SALAS, Fernando	LAA	32	*4	22	16	R	6	0/58.67	3	0	0	+1	18 WAIVER
SANTIAGO, Hector	MIN	30	7	-31	-25	L	26/8	14/1.0	0			+0	18 TRADE
URENA, Jose	MIA	26	12	-11	-13	R	24/13	28/15.3	2			+0	18 TRADE
WHITLEY, Chase	TB	28	*11	23	36	R	8	0/57.3	3	0		+0	18 DRAFT
WOOD, Alex	LAD	26	14	31	22	L	24/12	25/5.33	1	0		+2	14 DRAFT
ZYCH, Tony	SEA	27	*17	-35	46	R	6	0/40.67	2			+0	18 DRAFT

CUTS: *=Uncarded Christian ADAMES*, John AXFORD*, Brad BOXBERGER*, Wei-Yin CHEN*, Josh COLLMENTER*, Jarred COSART*, Coco CRISP*, Seth MANESS*, Tyler MOORE

WAIVER DRAFT: Added Fernando SALAS and Cut Cody REED

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: Eflin, McCullers	Up: Graveman, Jackson
June:	Down: Graveman, Jackson	Up: Despaigne, McCullers
July:	Down: Despaigne, McCullers	Up: Graveman, Santiago
August:	Down: Wood	Up: McCullers
September:	Down: Graveman, Perdomo, Santiago	Up: Despaigne, Jackson, Wood
October:	Down: Despaigne, Urena, Wood	Up: Graveman, Perdomo, Santiago

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

Board Game Lineups:

Computer Game Lineups:

EMERGENCY LINEUPS:	vs RHP #1	vs RHP #2	vs LHP	vs RHP	vs LHP
1. Yelich CF	1. Yelich CF	1. Yelich CF	1. Headley 3B	1. Headley 3B	
2. Headley 3B	2. Headley 3B	2. Headley 3B	2. Sanchez 2B	2. Sanchez 2B	
3. Pina C	3. Pina DH	3. Devers DH	3. Yelich CF	3. Yelich CF	
4. Harper RF	4. Harper RF	4. Suzuki C	4. Harper RF	4. Suzuki C	
5. Alonso 1B	5. Suzuki C	5. Story SS	5. Alonso 1B	5. Devers DH	
6. Story SS	6. Alonso 1B	6. Werth RF	6. Story SS	6. Story SS	
7. Bonifacio LF	7. Story SS	7. Bonifacio LF	7. Pina C	7. Bonifacio LF	
8. Valbuena DH	8. Bonifacio LF	8. Alonso 1B	8. Bonifacio LF	8. Alonso 1B	
9. Sanchez 2B	9. Sanchez 2B	9. Barney 2B	9. Valbuena DH	9. Werth RF	

Overview: This years rotation is split between 83 strong starts headlined by Wood & Urena. The remaining 79 starts are made by mostly average pitchers that will be looking for the bullpen to help them. The bullpen has some quality at the back end and some middle pieces that should be able to help. Most days I hope the pitching will be good enough to allow the offense a chance to win.

2018 BLUE HILL MUDSLIDES PITCHING ROTATION:

PITCHER KEY: 1-Wood (25), 2-Urena (28), 3-McCullers (22), 4-Despaigne (8), 5-Graveman (19), 6-Santiago (14), 7-Perdomo (29), 8-Jackson (13), 9-Eflin (4)

APR 1 - 4. RIV 1,2,3,7	MAY 1 - 5. at MID 5,7,1,2,8	JUN 1 - 4. WHT 1,2,3,7	JUL 1 - 5. NW 1,2,5,7,6
6 - 8. at WHT 1,2,3	6 - 9. at RYE 5,7,1,2	6 - 8. IND 1,2,3	6 - 9. BRO 1,2,5,7
10-12. at IND 7,1,2	11-14. NBO 5,7,1,8	9 - 11. at RIV 7,4,1	11-14. at HUD 1,2,5,7
14-17. at MAR 3,7,1,2	15-18 MLR 2,5,7,1	12-16. at HOB 2,3,7,4,1	15-18. at ZIO 6,1,2,5
19-23 GC 3,7,1,2,9	20-23. LV 2,5,7,8	18-21. KNX 2,3,7,4	19-22. at MUN 7,6,1,2
AUG 1 - 4. at WAR 7,3,5,2	SEP 3 - 5. RIV 2,1,3	OCT 1 - 4. at NW 5,6,7,3	NOV 2 - 6. at BRO 8,9,6,7,5
5 - 8. at DET 6,7,3,5	6 - 9. at WHT 4,8,2,1	6 - 9 at COL 5,6,7,3	7 - 10. HOB 8,9,6,7
10-13. MID 2,7,3,5	10-13. at IND 3,4,8,2	10 - 14. at KNX 8,5,6,7,3	11-13. WHT 1,2,3
14-17. CAY 6,2,7,3	14-17. at GC 1,3,4,8	15-19. MAR 8,5,6,7,3	15-18. IND 6,1,4,8
18-21. KAN 5,6,2,7	19-23. RYE 2,1,3,4,8	20 - 23. STM 8,5,6,7	19-22. at RIV 3,9,1,2

2018 PITCHING STAFF:

GENERAL INSTRUCTIONS

The Starters:

Wood: He should be given every chance to pitch deep into games despite his 24 fatigue. He has good peripherals in addition to his Grade 14 so give him every chance to go deep. One reduction if trailing by 2 or more or lead of 3+ no baserunners.

Removal: Remove if he is reduced for runs 5th inning on. If the score is +1/0, remove him if fatigued for any reason 6th or later. If we trail by 2+ or lead by 3+ runs before the 8th, let him pitch through one reduction and remove him after the next baserunner. In the 8th or 9th go to the pen if reduced.

Urena: I hope to get 6+ from him most days due to his Grade 12 but his fatigue (24) may require earlier removal. Remove if reduced for any reason at all, there are better arms in the pen after a reduction. Don't lose a lead 5th +.

Removal: I would like to get 6 from him most days. Remove if reduced for any reason at any point after 5 as there are better options in the pen.

McCullers/Despaigne: Both are decent Grade 9's with strong HR ratings but low fatigues. They will try to reach the 6th inning with a lead and then they can turn it over to the bullpen.

Removal: No real minimum IP but I do hope to get 5+ most days. If reduced innings 1-5 and we trail by less than 5, remove for better options. If reduced for any reason after 5, remove immediately score +4/-4. Consider replacing them with Bowman or Morgan if knocked out early for the shift advantage.

Graveman/Santiago: Both guys are Grade 7 but Santiago is has poor peripherals (-31/-25). These guys are trying to reach the 6th inning with a lead and turn it over to the bullpen. Santiago's poor peripherals and Gravemans fatigue (24) could make it likely that they will depart sooner some days.

Removal: No minimum but if they make into the 5th with a lead +3 or less and a baserunner gets into scoring position go to the pen. If reduced and score is +4/4 remove immediately. If knocked out early look for Bowman or Morgan for shift advantage.

Perdomo/Jackson: I truly hope to get 4-5 IP which will happen some days but the fact is, 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 BP in these starts as it is inevitable and nearly every guy in the pen is better.

Removal: I am hoping for 4 IP and more when leading but if the game is getting away from us get the BP ready. I don't see the need for them to pitch beyond the 6th unless pitching a shutout or we are trailing by more than 5 runs. Have a quick hook with baserunners after 4 +any/-3.

Eflin: A Grade 1 who will be asked to start 4 games. 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 these starts as every guy in the pen is 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.

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.

When we have a lead: Unless Wood is pitching look to go to the pen as early as the 5th but for sure in the 8th unless lead is 4+. The middle guys will mix & match innings 5-7. Try to get the ball to Zych to close it out.

When we trail: Before the 6th use Whitley, Bowman and Morgan. After the 6th if we trail by 5+ save the top arms and give Perez some work. If we trail by less than 5 use anybody but Perez to keep us in it.

When the game is tied: Before the 6th use Morgan, Bowman, Whitley & Belisle. Belisle, Rusin and Chapman are all available for multiple innings 7th+. I am ok with you stretching the limits & beyond in a tie game to go for a win. Please due your best to spread it around but winning the game is more important than worrying about burning somebody's innings. Zych can pitch 9th+ in tie game.

Zych: He will be the closer this year based on his Grade 17, due to his 40IP he should be used no more than 1IP per appearance. His poor control is somewhat offset by his grade and his strong HR rating. But late in game if bases are loaded someone with better control may make sense.

Chapman: His Grade 15 and solid peripherals make him the best choice to set up Zych most days. Because he is a lefty if he is up against big shifts please look to someone else for those batters.

Rusin: His good peripherals and Grade 13 plus 85IP make him the perfect guy to be used in middle relief to keep a game close in the 6th and/or 7th. With his 8 fatigue he can go up to 2.2IP per appearance.

Belisle: He should be used similar to Rusin when it makes more sense to have a RHP in the game. He should see most of his action between innings 5-7 depending on the situation. Limit him to 2IP per outing & keep him away from late inning work.

Whitley: He should be used the same way as Belisle innings 4-6. A lower grade but better peripherals he can go as much as 2 IP per appearance but try to limit him to shorter outings in a close game.

Bowman: The righty Grade 10 is a better version of Morgan and will be used in early relief to absorb innings to save the better

arms for when their situations come up.

Morgan: The LHP Grade 10 version of Bowman although his peripherals aren't as good. Generally only 1 of them will be up on a monthly basis.

Perez: He will generally come into a game early to relieve a starter who is in a jam or fatigued. He can go 2.2 RIP so use him as much as needed.

Salas: He is likely to see limited action this year but when active his role would be long relief mop up duty. Burn his RIPs in a blowout if he is on the active roster.

Note: Any starter pitching a shutout should be left in with a chance to advance his grade. There is plenty of bullpen so in doubt, go to the bullpen 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 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 lineup should be pretty simple to manage as there are not a lot of basestealers but there are some guys who like to walk & slug. So I'll let them take there AB's and look for the 3-run homer! I have a few guys with big shifts so there should be some opportunities to pinch hit.

Bench:

Barney - He will be available most days to pinch hit or pinch run. He is also the defensive infield replacement.

Devers - He should be used off the bench only as a last resort, he will start vs LHP

Frazier - He won't see much action but when he is up he can PH against LHP & RHP

Graterol - He will be the defensive replacement at catcher. **Pina & Suzuki** will share the catching duties but I do not want Suzuki coming off the bench unless a last resort. So Graterol is his defensive replacement.

Sanchez - On days he doesn't start he will be available to pinch hit or pinch run. He is also the defensive replacement in the infield and can also play outfield if needed.

Voit - He won't see much action but when he is up he can PH against LHP & RHP

Werth - He will start against lefties, but when on the bench he can PH against LHP, pinch run & play defense.

Stealing:

Sanchez & Yelich will be the only ones who can straight steal, anyone else will only steal on H&R attempts.

After the 5th inning: Attempt steal of second when the adjusted SSN is 28 or greater, otherwise look to H&R or just hit away. Attempt steal of 3B tying/winning run SSN 24+. Please limit to 2 SBA per series.

Hit-and-Run:

Taking the conditions into consideration, if the straight steal is not in order, H&R with the following:

Baserunners: Barney, Headley, Sanchez, Story, Werth, Yelich

Batters: Barney, Pina, Sanchez, Yelich

Boards: I prefer to steal but only with the SSN's listed. **Computers:** the H&R is the preferred option

Pinch-Hitting:

The best batters will generally start the game but if playing the **Boards** shift issues may require you to consider pinch hitting for Alonso, Devers, Story, Suzuki, Valbuena & Werth. (Don't hit for Harper or Yelich) On the computer since shifts are less of an issue I would ask you to try and 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: Alonso, Barney, Devers, Werth, Yelich

2.) When we need a baserunner with faster speed: Potential runners would be: Bonifacio, Frazier, Sanchez, Werth

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 Barney, Headley, Sanchez, Werth. **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.

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: **Pina** will start vs RHP and **Suzuki** will start vs LHP. I don't want Suzuki to play in a game he didn't start unless there is no choice. Pina can be used if needed but I would prefer to use **Graterol** off the bench for defense (but not as a pinch hitter) if the starter has been replaced.

1B: **Alonso** will be the everyday starter for 142 games and rookie **Luke Voit** will probably start the balance.

2B: **Sanchez** will start vs RHP and **Barney** vs LHP. Either one can be PH for if we trail and the other can come in for defense. **Valbuena** can play 2B in a pinch.

3B: **Headley** will be the everyday starter for 147 games. Rookie **Rafael Devers** may get some starts there but he will mostly DH this year. Barney & Sanchez are both better defensive options at the "hot corner."

SS: **Story** will start all road games. While we are leading he should finish most games. When we trail vs. board opponents consider pinch hitting for him shift advantage 7th inning or later. Barney & Sanchez again are both options to spot start here.

Outfield: I don't see many scenario's that will see **Harper** or **Yelich** departing any game that they have started. Harper will only start vs RHP & **Werth** will start vs LHP but both will be available in games they don't start. **Bonifacio** will be the everyday leftfielder for 113 games & **Frazier** will get most of the other starts.

Barney or **Sanchez** will need to get some spot starts during the season.