

## HUDSON GENERALS 2017

<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>Other</u>	<u>ACQUIRED</u>
Al Alburquerque	31	CWS	R	0	18.0	18.0	18*Y	-43W	+62H	5	0	0	BK0 HB0	18 draft 6th
Cody Allen	28	CLE	R	0	67.3	67.3	14*XY	+12	+12	6	0	3	BK0 HB0	13 draft 3rd
Brad Brach	31	BAL	R	0	68.0	68.0	15*X	-21	+23	6	3	3	HB0	15 trade CAY
Sean Doolittle	30	WSH	L	0	51.3	51.3	17*XY	+34Z	+22	6	0	3	BK0 HB0	18 trade CAY
Michael Feliz	24	HOU	R	0	48.0	48.0	5*K	-25	-12	7	0	3	BK0 HB0	17 draft 3rd
Kevin Gausman	26	BAL	R	34	0.0	186.7	6X	-15	-11	26	0	3		15 trade MUN
Mychal Givens	27	BAL	R	0	78.7	78.7	16*K	+11	+12	7	0	2	BK0	16 draft 3rd
Luke Gregerson	33	HOU	R	0	61.0	61.0	8*XY	+22Z	-33L	6	0	3	HB0	10 draft 2nd
Josh Hader	23	MIL	L	0	47.7	47.7	25*K	-42W	+26G	7	1	0	BK0	18 draft 1st
Rich Hill	37	LAD	L	25	0.0	135.7	15XY	-14	0	22	2	1		17 draft 2nd
Carlos Martinez	25	STL	R	32	0.0	205.0	12Y	+11	+11	27	2	3	BK0	15 trade MID
Joe Ross	24	WSH	R	13	0.0	73.7	4Y	+25Z	-32L	27	1	2	BK0	16 draft 2nd
Marc Rzepczynski	31	SEA	L	0	31.3	31.3	11*Y	-44W	+42G	4	0	3	BK0	16 waiver
Antonio Senzatela	22	COL	R	20	23.7	134.7	9	0	0	25/8	0	1		18 draft 2nd
Matt Shoemaker	30	LAA	R	14	0.0	77.7	10Y	-14	-23	25	1	2		16 trade KAN
Kevin Siegrist	27	PHI	L	0	39.3	39.3	9*XY	-45W	+13	6	2	3	BK0	14 draft bonus
Marcus Stroman	26	TOR	R	33	0.0	201.0	11Y	+13	+23	25	1	1		15 draft 1st
Taijuan Walker	24	SEA	R	28	0.0	157.3	11Y	+11	+22	24	0	3		16 draft 1st

<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'S</u>	<u>Other</u>	<u>ACQUIRED</u>	
Brian Anderson	24	MIA	R	25	95	0	-5/+3	SA0	N 0	9	31	0	18 draft 5th	
Johan Camargo	23	ATL	S	82	256	0	+14/-8	SA0	N 0	13	33	1	18 draft bonus	
Ezequiel Carrera	30	TOR	L	131	325	11	-15/+1	SA5	E35	16	30	0	16 trade MID	
Wellington Castillo	30	BAL	R	96	365	0	+5/-3	PL2	N 0	5	32	2	Th+6 PB2	13 draft bonus
C.J. Cron	27	LAA	R	100	373	5	0/-2	SA1	A24	6	29	0		15 draft bonus
Lucas Duda	31	TB	L	127	491	0	-8/+1	PR5	N 0	5	33	1		11 draft 5th
Greg Garcia	27	STL	L	133	290	3	-15/+2	SA5	E26	15	32	1		17 draft 4th
Didi Gregorius	27	NYN	L	136	570	4	-7/+1	PR4	F29	16	33	0		14 draft 1st
Randal Grichuk	25	STL	R	122	442	7	-6/ 0	PL0	F33	15	31	1		15 draft bonus
D.J. LeMahieu	28	COL	R	155	682	11	+7/-4	SA3	A22	8	32	3		12 draft 7th
Jed Lowrie	33	OAK	S	153	645	1	-3/-1	PB0	A14	11	33	0	SS7	09 draft 2nd
Andrew McCutchen	30	PIT	R	156	650	16	+10/-5	PL4	C27	15	33	0		17 trade KNX
Tyler Naquin	26	CLE	L											17 draft 1st
Kevin Plawecki	26	NYM	R	37	118	1	-1/-1	SA0	G26	6	31	1	Th-1 PB2	18 draft 4th
A.J. Pollock	29	ARZ	R	112	466	26	0/-2	SA1	D30	16	33	1		13 draft 4th
Wilson Ramos	29	TB	R	64	224	0	+4/-3	SA2	N 0	2	32	5	Th-3 PB2	12 trade RIC
Justin Turner	32	LAD	R	130	543	8	+9/-6	SA4	F34	10	30	1		17 trade KNX

Gray = minors

**Please send gamesheets or scripts**

All limits show usage to date

*Hudson plays on computer*

minors Apr  
May  
June  
July  
Aug  
Sept  
Oct  
Nov

Naquin, J.Ross, M.Feliz, Alburquerque, Shoemaker, Camargo, Gausman, Rzepczynski, C.Allen, W.Ramos  
Naquin, J.Ross, M.Feliz, Alburquerque, Shoemaker, Br.Anderson, Senzatela, Doolittle, Siegrist, Pawlecki  
Naquin, J.Ross, M.Feliz, Gausman, G.Garcia, Siegrist, Gregerson, C.Allen, W.Ramos  
Naquin, J.Ross, M.Feliz, Gausman, Hader, Pawlecki, G.Garcia, R.Hill, Rzepczynski, Brach  
Naquin, J.Ross, M.Feliz, Gausman, Hader, Pawlecki, T.Walker, Camargo, Doolittle, Gregerson  
Naquin, J.Ross, M.Feliz, Alburquerque, Shoemaker, Br.Anderson, W.Ramos, Gausman, Givens, Siegrist  
Naquin, J.Ross, M.Feliz, Alburquerque, Shoemaker, Br.Anderson, W.Ramos, Rzepczynski, Gregerson, Brach  
Naquin

**Comp vs RHP**

Lowrie dh  
Carrera lf  
J.Turner 3b  
Gregorius ss  
McCutchen rf  
Duda 1b  
Pollock cf  
LeMahieu 2b  
Plawecki/W.Ramos c

**Comp vs LHP**

McCutchen rf  
LeMahieu 2b  
J.Turner 3b  
Lowrie dh  
W.Castillo c  
Pollock cf  
Camargo ss  
Grichuk lf  
Cron 1b

**Board vs RHP**

G.Garcia 3b  
Carrera lf  
Lowrie dh  
Gregorius ss  
McCutchen rf  
Duda 1b  
W.Castillo c  
Grichuk cf  
LeMahieu 2b

**Board vs LHP**

McCutchen lf  
LeMahieu 2b  
J.Turner 3b  
W.Castillo c  
Camargo rf  
Pollock cf  
Lowrie dh  
Cron 1b  
Gregorius ss

## SUBSTITUTIONS

**1) I play every game with 25 players.** There is no such thing as someone who can't be used off the bench if the right situation arises.

- a) Ju.TURNER, McCUTCHEN & LOWRIE should be used off the bench in game-winning situations only.
- b) CAMARGO, W.CASTILLO, GREGORIUS, LeMAHIEU, PLawecki & POLLOCK should only be used if game within 3.
- c) All others may be used freely off the bench.
- d) Remove Ju.TURNER & POLLOCK from blowouts. Use G.GARCIA & GRICHUK.

### **2) PINCH-HITTING:**

- a) Never hit for Ju.TURNER, LOWRIE, PLawecki, & POLLOCK. Add CAMARGO & McCUTCHEN to this list on computer.
- b) This team has a lot of platoon types but should have enough bench resources to deal with it. Be careful about emptying the bench too early, leaving the lineup vulnerable to same side pitchers the last time through the lineup.
- c) GREGORIUS, DUDA, CARRERA & G.GARCIA all have significant lefty deficits. But stick with DUDA and GREGORIUS in slugging situations.
- d) The one righty deficit that must be dealt with is CAMARGO on the boards. The other righty deficits are more situational. Hit for LeMAHIEU the last time through the lineup in a slugging situation and sometimes McCUTCHEN for average on the boards. Even CASTILLO may need some help for on-base situations the last time through.
- e) GRICHUK can be hit for late unless it's a slugging situation.

### **3) POSITION SUMMARIES:**

**C** CASTILLO will usually go the distance when starting. PLawecki or W.RAMOS will take turns backing up.

All will need pinch runners late and RAMOS will frequently need a PH late.

**1B** DUDA & CRON platoon. But stick with DUDA in slugging situations and CRON. PLawecki has the only other 1B rating.

**2B** LeMAHIEU usually goes all the way. He may need a PH late if a slugging situation. LOWRIE starts a handful of games.

**SS** GREGORIUS & CAMARGO platoon. CAMARGO should never face a board righty unless it's a blowout.

GREGORIUS will need a hitter against lefties late.

**3B** TURNER all the way except when starting. G.GARCIA gets the remaining starts vs. board righties.

**OF** POLLOCK goes all the way when starting.

McCUTCHEN will usually go all the way when starting, but may need a PH late against a board righty

CARRERA is strictly a platoon player. CAMARGO will play some OF vs board lefties.

GRICHUK offers slugging and little else.

**DH** LOWRIE goes all the way. G.GARCIA & Br.ANDERSON catch the remainder.

### **4) PINCH-RUNNING:**

- a) Run for any slow runner (and there's plenty of them) if they are the lead or tie run after the 7th.
- b) Pinch-run to enter defensive subs where appropriate.
- c) Use CARRERA or POLLOCK when a steal is needed. G.GARCIA, GREGORIUS, GRICHUK & STROMAN are also candidates.

### **5) DEFENSIVE SUBS:**

- a) LeMAHIEU should be in when we lead by 2 or less after the 7th. He can play 2B for a 2B7; or 3B(5) for G.GARCIA if LOWRIE is at 2B. Do NOT have him sub for TURNER or LOWRIE.
- b) CARRERA or GRICHUK (but NOT POLLOCK) for an OF1 when we lead after the 7th.
- c) CASTILLO for RAMOS with a 1-run lead only after the 7th if a base stealer gets on.
- d) If the player to be subbed for is due up the next inning, substitute after that AB.

## BASE RUNNING

**6) 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) Most steal attempts will come from thr H&R. I do have some low-attempt, high percentage guys though.
- b) CARRERA, GREGORIUS, GRICHUK & TURNER can all straight steal if they are the lead or tie run after the 7th.
- c) POLLOCK can straight steal after the 4th. All others can steal when Adams allows, but check for H&R first.
- d) Add 2 to Adams tables with DUDA & GRICHUK at bat.
- e) Subtract 2 from the Adams table with 0 or 1 out and CARRERA at bat.
- f) No one steals 3rd until the 7th, home until the 8th. No straight steals for non A's with a lead of 3 plus.

### **7) 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) **LeMAHIEU & W.RAMOS hit and run whenever legal. (RAMOS 0 or 1 out only)**
- c) Only H&R with CAMARGO, LOWRIE, PLawecki & POLLOCK at bat if SSN > 24 (pre-penalty)
- d) Only H&R with LOWRIE, PLawecki & TURNER at bat only if pitcher's control >21 or Z.
- e) Don't H&R with Br.ANDERSON, CARRERA, W.CASTILLO, GARCIA or McCUTCHEN.
- f) Don't H&R with a slow runner if 8's are good.

**8) 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) LeMAHIEU can squeeze in the lead run, 9th or later, runner on 3rd only.
- c) Never bunt with two strikes. Never pinch-hit to sacrifice.

## PITCHING

### 9) ROTATION

G-Gausman, H-R.Hill, M-C.Martinez, R-J.Ross, Se-Senzatela Sh-Shoemaker, St-Stroman, W-T.Walker

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

### 10) REMOVE PITCHER

- STARTERS** - R.HILL always goes until fatigued, unless it's time for the closer. Otherwise it's pretty much a 6-inning starting staff. Look to rescue the starters anytime the game is in doubt after the 6th or to stop a rally in the 6th. Move it up an inning when GAUSMAN, SENZATELA or SHOEMAKER start. Don't remove a starter pitching a shutout or go past 11.2 innings.
- CLOSER** - HADER & ALBURQUERQUE will share closing duties. The closer should be pitching in the 9th when we're tied to +2. He should also be employed to stop rallies in the 8th. Unless a rally starts, let the setup crew handle the 3-run save. As always with the Generals, using the closer in a tie game is highly encouraged! Cardboard pitchers don't have agents.
- SETUP** - There will always be three of the following group available: GIVENS, BRACH, C.ALLEN & DOOLITTLE. DOOLITTLE should be relegated to going through the lefty portion of the lineup. Be aggressive with this group from the 6th on.
- LEFTIES** - There will be two lefties up most months, not including HADER. DOOLITTLE is part of the setup crew, RZEPZYNSKI and SIEGRIST are more for middle and early innings. Use them against lefties to bridge between the righty setup guys.
- MIDDLE, EARLY & BULK** - GREGERSON & SENZATELA, when not in the rotation. SIEGRIST can be used here also.

*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

**11) 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:

- 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.
  - 2 out, men on - to get to an inferior hitter.
- Never load the bases unless the ensuing hitter/pitcher combo makes a walk unlikely.*

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

**13) HOLD RUNNER** - When 1B(4 or 5) is playing first always hold. Otherwise:

- Hold all fast runners.
- Hold all medium runners unless I have a lead of 2 or more and there is a PR hitter.
- Hold slow runners only with a RH hitter or less than 2 out unless I lead by 2 or more
- Do not hold with 2 out and men on 1st and 3rd unless runner on 1st is the lead or tie run.

**14) INFIELD IN**

- 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.
- Play "in" with the lead run on 3rd only, with 0 or 1 out after the 7th.
- Play "in" with the lead run on 3rd after the 8th, 1st base occupied and 0 out.

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

**16) OUTFIELD THROWS**

- 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.**
- 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.
- On the computer game, play your best guess using common baseball strategies.

**17) 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.

**18) 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!