



# Strong City Statesmen 2018 Standard Instructions



**(Revised post waiver wire 27 April 2018)**

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1<sup>st</sup> Base: Christian 'CJ' Sheffler

3<sup>rd</sup> Base: Noah 'Wave 'em In' Burnison

Strong City is once again playing with cards and dice this season. I will send out specific instructions for each road series. Contact me if you do not receive anything by the 4<sup>th</sup>. Please do not use a computer manager for me. Please send BOTH teams' stats for ALL away series.

#	PLAYER	MLB AGE TEAM	B	CG SHIFT	MG SHIFT	SPD	ARM	FIELDING (PB/TH)	H&R	LEFT		LEFT:			ACQUIRED
										SSN	SBA	G	PA	J	
5	Amarista, Alexi	29 COL	L	SA-0	-1 / -1	F 15	31	2B8, CF2, 3B3, SS6	Yes	26	1	61	155	3	18 trade IND
28	Arenado, Nolan	27 COL	R	SA-5	+14 / -6	13	33	3B6	—	24	5	139	572	0	17 trade RIV
2	Cozart, Zack	32 CIN	R	SA-2	+4 / -3	10	33	SS8	—	33	3	102	426	2	17 trade IND
23	Cruz, Nelson	38 SEA	R	SA-0	-4 / 0	S 6	31	OF1	—	20	2	137	562	1	18 trade IND
4	Davis, Khris	29 OAK	R	PL-0	-3 / -1	8	31	OF2	—	34	4	137	559	1	14 draft (1st)
1	Grandal, Yasmani	29 LAD	B	SA-0	-4 / 0	S 6	30	C8 (3/+1)	—	14	1	113	434	2	18 trade MUN
11	Hamilton, Billy	27 CIN	B	SA-0	-7 / +1	F 20	34	CF3	—	32	68	124	576	2	15 draft (1st)
3	Hechavarria, A.	28 TBR	R	SA-1	+1 / -2	13	34	SS9	Yes	31	5	80	306	3	13 draft (2nd)
42	Lind, Adam	34 WSH	L	PR-4	-7 / 0	7	29	1B3, OF1	Yes	26	1	105	250	2	17 trade KNX
68	Marte, Jefry	27 LAA	R	SA-2	+2 / -5	14	30	1B2, 3B3, OF1	—	26	1	45	145	4	18 Waivers
10	Mathis, Jeff	34 ARZ	R	SA-2	+3 / -3	S 6	32	C8 (2/+1)	—	26	1	47	176	4	18 trade KNX
7	Mauer, Joe	34 MIN	L	PR-2	-4 / -1	7	35	1B4	Yes	26	3	125	509	1	17 trade BRO
20	Murphy, Daniel	32 WSH	L	PR-3	-6 / 0	8	29	2B7, (1B2 - Legacy)	—	31	2	124	528	1	18 trade IND
6	Peralta, David	30 ARZ	L	PR-3	-6 / 0	F 15	32	CF2	Yes	26	12	125	503	2	15 draft (2nd)
58	Pujols, Albert	38 LAA	R	PL-0	-3 / -1	S 3	29	1B2	Yes	33	3	Unl	Unl	1	18 trade WAR
60	Sandoval, Pablo	31 SFG	B	SA-0	-12 / +2	S 4	32	3B3, 1B2, 2B5	—	14	1	79	279	3	18 trade WAR
8	Upton, Justin <sup>c</sup>	30 LAA	R	SA-3	+9 / -4	F 16	35	CF3	—	29	18	133	531	1	08 draft (1st)

<sup>c</sup> = Team Captains

CF = CF eligible

**ALL LIMITS UPDATED THROUGH APRIL'S GAMES**

#	PITCHER	MLB AGE TEAM	TH	START GRADE	RELIEF GRADE	CTL		FATIGUE		D	WP	HB	BK	MF	LEFT:			ACQUIRED
						HRA	ST	REL	ST						RIP	I/Q		
57	Anderson, Chase	30 MIL	R	15 Y		+15	+22	23		2	0	0	0	21		3/4	18 trade DET	
61	Bibens-Dirkx, A.	33 TEX	R	9	5* (INN)	+16	-24	25	11	2	3	0	0	6	68.0	4/4	18 Waivers	
59	Carrasco, C. <sup>c</sup>	31 CLE	R	12 XY		+25	+22	25		2	3	0	+3	28		2/2	14 draft (6th)	
54	Cashner, A.	32 TEX	R	12 R		-21	+32	25		2	3		+1	24		3/3	18 trade MLR	
33	Cishek, Steve	32 TBR	R		22* X	+12	+36		6	1	3		+1		33.0	3/3	17 trade DET	
9	Edwards, Carl	27 CHC	R		25* K	-62	+24		6	2	3	0	0		60.0	0/3	17 draft (2nd)	
63	Feldman, Scott	35 CIN	R	7		+15	-24	24		2	2	0	0	13		4/4	18 trade IND	
25	Godley, Zack	27 ARZ	R	14 X		0	+23	25	7	1	3	0	+3	21	1.7	3/3	18 trade MUN	
43	Jennings, Dan	31 TBR	L		13* Y	-22	+14		5	2	3	0	0		55.0	0/3	18 trade CAY	
44	Madson, Ryan	38 WSH	R		20* XY	+44	+52		6	1	0	0	0		51.0	2/3	18 trade IND	
62	Marinez, Jhan	29 TEX	R		9*	-15	+24		8	2	3	0	+1		58.3	3/3	18 Waivers	
24	Miller, Andrew	33 CLE	L		27* KY	-14	+45		6	2	1	0	+1		55.7	2/3	18 trade MUN	
64	Rosenthal, T.	27 STL	R		14* KY	-25	+41		6	1	3	0	+1		47.7	2/3	18 trade MUN	
34	Swarzak, A.R.	33 MIL	R		16* XY	+23	+32		6	2	2	0	0		64.3	0/3	17 Waivers	
35	Verlander, J.	35 HOU	R	13 X		0	+12	26		2	2	0	0	29		2/2	18 trade CAY	
67	Wisler, Matt	25 ATL	R		1* (INN)	-12	0	34	9	2	0	0	0		62.0	4/4	18 Waivers	
65	Yacabonis, J.	26 BAL	R		11*	-62	+26		6	2	3	0	0		20.7	4/3	18 trade WAR	
66	Bassitt, Chris	29			UNCARD												18 trade HUD	

**Waivers:** **Added:** J. Marte, A. Bibens-Dirkx, J. Marinez, M. Wisler **Cut:** B. Boyer, M. Dermody, T. Layne, Z. Putnam

### Minors by month (subject to change):

**May:** Bibens-Dirkx, Cishek, Godley, Marinez, Marte, Pujols, Sandoval, Wisler, Yacabonis, *Bassitt (un-carded)*.

**June & September:** Bibens-Dirkx, Feldman, Marinez, Marte, Pujols, Rosenthal, Sandoval, Wisler, Yacabonis, *Bassitt (un-carded)*.

**July & August:** Anderson, Bibens-Dirkx, Cishek, Marinez, Marte, Pujols, Rosenthal, Sandoval, Wisler, *Bassitt (un-carded)*.

**Oct:** Cashner, Cishek, Feldman, Marte, Pujols, Rosenthal, Sandoval, Wisler, Yacabonis, *Bassitt (un-carded)*.

### GENERAL PHILOSOPHY:

*The Statesmen are 'In It to Win It' this year. Ownership considers every game to be winnable and has asked team management and players to approach the season with that mind set. The offense will score their fair share of runs & the pitching is solid & deep.*

## **SPECIAL GUIDANCE**

- 1) The 2018 Statesmen are an Earl Weaver rather than Tony LaRussa type club. Power will rule the year.
- 2) *GRANDAL gets no more than 3 Plate Appearances (PA's) per game.*
- 3) *COZART and MURPHY get no more than 3 PA's if winning, 4 if tied or losing.*
- 4) All players are available off the bench but please use the better 'cards' in key situations only.

### **Line-Ups:**

	Vs. RHP All			Vs. LHP Boards 1-3			Vs. LHP Boards 4+			Vs. LHP Computer			N/A	
1	Mauer	1B	1	Cozart	SS	1	Cozart	SS	1	Cozart	SS	1		
2	Cruz	DH	2	Cruz	DH	2	Cruz	DH	2	Cruz	DH	2		
3	Davis	LF	3	Davis	LF	3	Davis	LF	3	Davis	LF	3		
4	Murphy	2B	4	Arenado	3B	4	Arenado	3B	4	Arenado	3B	4		
5	Cozart	SS	5	Upton	RF	5	Upton	RF	5	Upton	RF	5		
6	Upton	RF	6	Mauer	1B	6	Mauer	1B	6	Mauer	1B	6		
7	Arenado	3B	7	Murphy	2B	7	Murphy	2B	7	Murphy	2B	7		
8	Grandal	C	8	Grandal	C	8	Grandal	C	8	Grandal	C	8		
9	Peralta	CF	9	Peralta	CF	9	Peralta	CF	9	Peralta	CF	9		

### **STRATEGY BY POSITION AND DEFENSIVE REPLACEMENTS**

**CATCHER:** *Grandal starts and gets no more than 3 PA's per game so pinch hit for him at his 4<sup>th</sup> PA. He may only get 2 PA if a double switch is employed prior to his 3<sup>rd</sup> PA.* Mathis then enters the game defensively. Try to not use Grandal off the bench if at all possible.

**FIRST BASE:** Mauer most every day with Lind filling in. Mauer in defensively in the 7<sup>th</sup> or later if STM ahead by 2 or less.

**SECOND BASE:** *Murphy starts and gets no more than 3 PA's if winning, 4 if tied or losing.* Amarista comes in defensively when Murphy hits his PA limit, OR, from 7<sup>th</sup> inning on with STM ahead by any number of runs.

**THIRD BASE:** Arenado every day.

**SHORTSTOP:** *Cozart starts and gets no more than 3 PA's if winning, 4 if tied or losing.* Hechavarria comes in defensively when Cozart hits his PA limit, OR, from 7<sup>th</sup> inning on, with STM ahead by any number of runs.

**OUTFIELD:** Upton, Peralta, Davis are primary with Lind and Hamilton starting games here and there throughout the season. Hamilton comes in defensively for Davis or Lind, 7<sup>th</sup> inning on, with STM ahead. Look to use Hamilton in double switch if he runs for the catcher or Lind earlier in game. ***DO NOT use Upton as a defensive replacement.***

**DESIGNATED HITTER:** Cruz every day.

**DOUBLE SWITCHES:** Please keep an eye on this. In the home 7<sup>th</sup>, make the following defensive changes if STM ahead: Hamilton in OF, Amarista at 2B, Hechavarria at SS, and Mathis for Grandal. Mauer in to 1B if STM ahead by 2 or less.

### **OFFENSIVE STRATEGY**

#### **HIT & RUN: Strategy #1**

- 1) Amarista, Hechavarria, Lind, Mauer, and Peralta can H & R:
  - a. with a runner on 1<sup>st</sup> who has an adjusted SSN of 20 or more AND is NOT slow, OR
  - b. with 2 outs. (Computer players see 3) below)
- 2) Mauer is the only batter to H & R with runners on 1<sup>st</sup> & 3<sup>rd</sup>.
- 3) ***Computer game - Only H & R with 2 outs if Hamilton, Peralta, or Upton are on 1<sup>st</sup>.***

#### **STEAL: Strategy #2**

- 1) Hamilton steal attempts become the #1 strategy over the Hit & Run if he is the tying or lead run.
- 2) Hamilton steals second after the 2<sup>nd</sup>, third after the 5<sup>th</sup>, and home in 9<sup>th</sup> or later when eligible by Adams Tables.
- 3) Peralta and Upton have green light to steal 2<sup>nd</sup> (if no H & R to be executed) or 3<sup>rd</sup>, 7<sup>th</sup> inning or later, if they are the tying or lead run and eligible by Adams Tables.

#### **SACRIFICE: Strategy #3**

- 1) Amarista, Hamilton, and Mathis will sacrifice with the tying or lead run on 2<sup>nd</sup>, OR 1<sup>st</sup> and 2<sup>nd</sup>, with 0 out from the 6<sup>th</sup> inning on.
- 2) NEVER squeeze.

#### **PINCH HITTING:**

- 1) Hit for Grandal at his 4<sup>th</sup> PA with Lind or best situational card on bench. Mathis then in to catcher.

### PINCH RUNNING:

- 1) Pinch-run for Cozart, Cruz, Davis, Grandal, Lind, or Murphy, 7<sup>th</sup> inning or later, STM tied to -2. Use Hamilton (if stealing is best), Amarista, or Hechavarria. Consider the possibility of double switches that keep Amarista at 2B, Hamilton in the OF, or Hechavarria at SS depending on who pinch runs and score of the game.

### RUNNER ADVANCEMENT:

- 1) Always go if chance is 28+ for home and 32+ for 3B. Otherwise, use Adams Tables.
- 2) **Computer game - use the standards for advancement that you use for your team.**

SEND RUNNER ON 3RD: If your infield is in, HOLD runner unless combined fielding rating of your 2B & SS is < 15.

### **DEFENSIVE STRATEGY**

HOLD RUNNER: When 1B4 is playing first always hold. Otherwise:

- 1) Hold all fast runners.
- 2) Hold all medium runners unless I have a lead of 2 or more and there is a PR hitter.
- 3) Hold slow runners only with a RH hitter or less than 2 out unless I lead by 2 or more.
- 4) Don't hold with 2 out & men on 1<sup>st</sup> & 3<sup>rd</sup> unless runner on 1<sup>st</sup> is the tying/lead run or a steal threat.

INFIELD IN: Three instances:

- 1) Runner on 3rd only: 0 or 1 out, 6<sup>th</sup> inning or later, STM +1 to -2.
- 2) Runners on 1st and 3rd: 8<sup>th</sup> inning or later, 0 out, STM +1 to -2.
- 3) 2nd & 3rd OR Bases Full: only if winning run on 3rd, 9<sup>th</sup> inning or later, 0 or 1 out.  
**EXCEPTION** - with 1 out, Bases Full, play deep if batter has 3 or more 24s.

### OUTFIELD THROWS:

- 1) Throw for lead runner if < 33 chances otherwise hold trailing runners.
- 2) In 6<sup>th</sup> inning or later, hold trailing runner if they are tying run UNLESS lead runner has <16 chances.
- 3) **Computer game - use standards for throws that you use for your team, BUT, don't try for lead runner if:**
  - a. runner is "well around" & not slow OR
  - b. trailing runner is tying run from the 7<sup>th</sup> inning on.

INTENTIONAL WALKS: If lead run is in scoring position after 4<sup>th</sup> inning & 1B open, issue free pass with:

- 1) 1 out - to set up the double play unless on-deck hitter is superior to player to be walked.
- 2) 2 out - to get to a much more inferior hitter.
- 3) NEVER walk the bases full unless the ensuing hitter/pitcher match-up is favorable and makes a walk highly unlikely.

PITCH FROM THE STRETCH: Runner on 3<sup>rd</sup>, 8<sup>th</sup> inning or later, 2 outs, STM +1 to tied, and adjusted SSN > 10.

### **MANAGING THE PITCHING STAFF**

OVERALL: Anytime the starters can give the club 6+ innings is a bonus but don't leave a starter in just to get to 6 innings. Do not let Feldman get buried. Have a quicker hook for him since he will have a caddy to spell him early.

### STARTERS:

- 1) should not pitch over 11.7 innings per start unless they have an extra day of rest in the schedule & are currently at grade 20.
- 2) should be removed in any inning when reduced in grade due to earned runs or fatigue unless STM +5 or more; if they are reduced in grade a second time remove them immediately no matter the inning, situation, or score.
- 3) less than grade 20 should be removed if STM lead by less than 4 runs at the start of any inning from the 8<sup>th</sup> on.
- 4) Beyond the guidance above, other starting pitcher removal strategies, by inning, are:

<u>INNING:</u>	<u>SITUATION FOR REMOVAL OF STARTER:</u>
<u>1<sup>st</sup> - 5<sup>th</sup>:</u>	Surrendered 5 earned runs (with a grade reduction) or 6 total runs, score STM +4 to -4
<u>6<sup>th</sup> &amp; 7<sup>th</sup>:</u>	Surrendered a run OR a runner gets into scoring position and score STM +3 to -3
<u>8<sup>th</sup>:</u>	Surrendered a run OR a runner gets on and score STM +3 to -3
<u>9<sup>th</sup> +:</u>	Surrendered a run OR a runner gets on and score STM +3 to -2

**BULLPEN:** We will have 6 relievers up each month. Below is how I see them being used **BUT** you are always right to do what your baseball instincts tell you to do in any given situation to help the STM win. It is well within my philosophy to utilize multiple relievers in each game in order to maximize opportunities for a win. In a blowout for either team, share the load between the entire bullpen if needed. No one should ever, unless an extra inning game occurs, pitch over 2.7 IP per game.

**MILLER (62.7 RIP):** Closer. Can come in for the final out in the 8<sup>th</sup> if best for the team. If you tie the game, remove him at the end of the inning. Can be fatigued once and still pitch if needed.

**CISHEK (44.7 RIP), EDWARDS (66.3 RIP), and MADSON (59.0 RIP):** 6<sup>th</sup> through 8<sup>th</sup> inning set-up men that link to Miller. They are basically interchangeable but each have strengths/weaknesses. Cishek has decent peripherals and grade. Edwards has the better grade but is best served to start an inning or come in with bases empty due to his -62 CTL. Madson has less grade than the others but great peripherals who should probably face the meat of your order to try and stop those pesky game changing BB's and HR's. **Cishek is only up for 4 months of the season so use him a little bit more than the other two when he is available.**

**COMPUTER PLAYERS** – Edwards, if available, should always be the link to Miller. Cishek and Madson should pitch prior to Edwards and Miller.

**SWARZAK (77.3 RIP) and ROSENTHAL (47.7 RIP):** One or both are up every month with Swarzak up primarily against division foes. They can pitch anytime from the 4<sup>th</sup> inning on to put down rallies before you get too much momentum or hold our lead. **If both of them are up in the same month then Rosenthal is also serving as Feldman or Bibens-Dirkx caddy.**

**JENNINGS (62.7 RIP):** Pitches in the mid to late game primarily against, but not limited to, your bad lefty shifts. He has a decent amount of innings so he is more than a LOOGY. Can pitch early if needed.

**MARINEZ (58.3 RIP) and YACABONIS (20.7):** Feldman or Bibens-Dirkx caddies (along with Rosenthal a few times during season).

STATESMEN 2018 ROTATION (Revised after Waiver Wire)																													
01-APR 1-4	vs LV	JV	CC	AC	CAN	OFF									21-AUG 1-4	vs KNX	CC	SF	AC	ZG									
02-APR 6-8	vs KAN	ZG	JV	CC	OFF										22-AUG 5-8	vs MAR	JV	CC	SF	AC	OFF								
03-APR 10-13	vs MLR	AC	CAN	ZG	JV										23-AUG 10-13	vs GC	ZG	JV	CC	SF									
04-APR 14-17	@ CAY	CC	AC	CAN	ZG	OFF									24-AUG 14-17	@ WHT	AC	ZG	JV	CC									
05-APR 19-23	@ COL	JV	CC	AC	CAN	ZG	OFF								25-AUG 18-21	@ HOB	SF	AC	ZG	JV	OFF								
06-MAY 1-5	@ HUD	JV	CC	AC	CAN	SF									26-SEP 3-5	vs LV	ASG	OFF	CAN	CC	JV								
07-MAY 6-9	@ ZIO	JV	CC	AC	CAN	OFF									27-SEP 6-9	vs KAN	AC	ZG	CAN	CC									
08-MAY 11-14	vs NW	SF	JV	CC	AC										28-SEP 10-12	vs MLR	JV	AC	ZG	OFF									
09-MAY 15-18	vs RYE	CAN	SF	JV	CC	OFF									29-SEP 14-17	@ WAR	CAN	CC	JV	AC									
10-MAY 20-23	vs MID	AC	CAN	SF	JV										30-SEP 19-23	@ MUN	ZG	CAN	CC	JV	AC	OFF							
11-JUN 1-4	@ KAN	CC	AC	CAN	ZG	OFF									31-OCT 1-4*	@ DET	CAN	BD	CC	JV	ZG								
12-JUN 6-8	@ MLR	JV	CC	AC											32-OCT 6-9	@ NBO	OFF	CAN	BD	CC	JV								
13-JUN 9-11	@ LV	CAN	ZG	JV											33-OCT 10-14	vs CAY	ZG	CAN	BD	CC	JV								
14-JUN 12-16	vs WAR	CC	AC	CAN	ZG	JV	OFF								34-OCT 15-18	vs HUD	ZG	CAN	BD	CC									
15-JUN 18-21	vs DET	CC	AC	CAN	ZG										35-OCT 20-23	@ BH	OFF	JV	CAN	BD	CC								
16-JUL 1-5	vs NBO	JV	CC	AC	SF	ZG									36-NOV 2-6	vs ZIO	OFF	JV	AC	CAN	BD	CC							
17-JUL 6-9	vs MUN	JV	CC	AC	SF	OFF									37-NOV 7-10	vs COL	JV	AC	CAN	SF									
18-JUL 11-14	@ BRO	ZG	JV	CC	AC										38-NOV 11-13	@ KAN	ZG	CC	JV	OFF									
19-JUL 15-18	@ IND	SF	ZG	JV	CC										39-NOV 15-18	@ MLR	AC	CAN	ZG	JV									
20-JUL 19-22	@ RIV	AC	SF	ZG	JV	OFF									40-NOV 19-22	@ LV	CC	AC	CAN	ZG	OFF								
JV = Verlander    CC = Carrasco    AC = Cashner    CAN = Anderson    ZG = Godley    SF = Feldman    BD = Bibens - Dirkx														Double Header															

***Have fun playing our games!***