

Munich Rotation 2018		Days					Days							
April	COL	G	dG	D	A		Sept.	COL			G	D	A	
20	@ HUD	V	G	dG			19	@ HUD	V	dG	G	D		
	@ DET	D	A	V	G			@ DET	A	V	dG			
	@ MLR	dG	D	A	V			@ LV	G	D	A	V		
	LV	G	dG	D	A	V		STM	dG	G	D	A	V	
May	KAN	G	dG	D	A	E	Oct.	MLR	dG	E	G	D	A	
21	@ GC	G	dG	D	A		22	IND		dG	E	G	D	
	@ KNX	E	G	dG	D			@ NW	A	dG	E	G		
	@ MAR	A	E	G	dG			@ KAN	D	A	dG	E		
	ZIO	D	A	E	G			@ ZIO	G	D	A	dG	E	
June	HUD	dG	D	A	V		Nov.	@ CAY		V	G	dG	E	D
19	DET	G	dG	D			20	WAR	V	G	A	E		
	@ COL	A	V	G				HUD	dG	V	G			
	@ NBO	dG	D	A	V	G		DET	D	E	V	G		
	CAY	dG	D	A	V			@ COL	dG	D	A	V		
July	@ WAR	E	G	dG	D	A								
21	@ STM	E	G	dG	D									
	WHT	A	E	G	dG									
	HOB	D	A	E	G									
	BH	dG	D	A	E									
August	RIV	G	dG	D	A									
20	BRO	E	G	dG	D									
	NBO	A	E	G	dG									
	@ RYE	D	A	E	G									
	@ MID	dG	D	A	E									

KEY

-  Day off
-  Greinke, Zack
-  deGrom, Jake
-  Darvish, Yu
-  Arrieta, Jake
-  Volquez, Edinson
-  Estrada, Marco
-  (double header)

PITCHING

Starters: Nice concise and consistent set of starters. Handle them by these principles:

Greinke, deGrom, Arrieta, Darvish, Volquez. Core of the team, certainly of the pitching staff. Good grades, although with mediocre peripherals (or in the case of Volquez’s control – “terrible”!). Try to get the most out of them.

- Want/need to get 6 IP minimum. When Munich develops a comfortable lead, see if they can work 7 IP (or more). But if you rally, pull them.
- To try to stretch them, they can keep working after one grade reduction, but come out on the second reduction.

Estrada. Grade 8 to work the last few required starts.

- Ideally he can work 5 IP (or more), but have a fairly quick hook if he gets in trouble during a close game – in that case, pull in the 6th or even the 5th. Pull as soon as he’s reduced for any reason.

The general rules that apply to all starters: Max of 11.2 IP for any starter.

Relievers: The most challenging part of this year’s Marauders to manage! VERY little quality relief; supplemented by quite a lot of “lesser” IP for long/mop use. Obviously, the good innings need to be treated very carefully. Use as needed in close games – but, “close” has to be limited to one-run games from the 7th on. Before then, try to stretch the starters, as indicated above. And if the game is 2-run to 4-run (i.e. the usual definition of “close”), you’ll have to gulp and try to piece together at least part of it with the lesser lights. I realize this may not always turn out well for Munich....

Bullpen usage by role:

Closer– No true TBL-closer grade this year.

- o **Vizcaino** – Should get most saves. Maximum 1 IP per outing. May need to use him earlier as a rally-killer, in which case, **O’Day** goes for the save.

Setup / Rally-killer – Only one guy really fits this role. And his peripherals will hurt sometimes.

- o **O’Day** – Protects close Munich leads (or ties) in 7th/8th. May get a few saves, on days when **Vizcaino** is needed to kill a rally. Maximum 1 IP per outing.

Middle – “Middle” means 7th on *of a close game* (as defined in the intro paragraph). If not close, go to Long/Mop.

- o **Rondon** – Heart attack waiting to happen thanks to peripherals, but he’s “it”. Maximum of 1 IP per outing.

Situational Lefty – Really isn’t one – Liriano and Garrett both throw from the left, but neither gets the +5 bonus on entry, so the platoon value is muted. Still, if you have a high-shift lefty or two coming up, these guys may be useful.

Long/Mop –

- o **Cahill, Liriano, Garrett, Ziegler, Maurer** – at least three active each month, they have gobs of innings and much of that will need to be used. Mix and match in situations where the real bullpen isn’t allowed to come in.

Lineups and Usage

General – 1. Use these boxes for guidance regarding usage and substitution decisions.

2. **Make sure to implement the DEF (defensive sub) instructions; they are a key to optimizing Munich’s results!**

R1 Board vs RHP (grades 1-6, OR Ctl +33 or better) and Computer (any grade or ctl) Lineup, Us		
1	CF	Jay often plays entire game; see DEF; also see PH
2	SS	Simmons plays entire game
3	2B	Altuve plays entire game; see DEF
4	1B	Rizzo plays entire game
5	RF	Gomez plays entire game
6	DH	Schwarber usually plays entire game; but see PH/PR
7	3B	Bautista See DEF
8	LF	Zobrist See DEF
9	C	Maldonado plays entire game unless PH/PR for
BENCH Cabrera, Contreras (DO NOT USE), Heyward, Pinder, Robinson (DO NOT USE)		
PH/PR If Munich trails but it’s close, you can PH for Jay or Maldonado if it makes game sense; Cabrera or Pinder can be the pinch-hitters. Also, Schwarber and Cabrera straight platoon, so Miggy can PH for Schwarbs against an LH reliever late. Heyward can PR for any slow runner who is tie/lead run late. DO NOT use Contreras or Robinson off the bench; dissolve the DH if needed when PH/PR for Maldonado is indicated (Schwarber moves to C).		
DEF When [1] MUN leads by 5+ any time after the top of the 5th; or [2] MUN leads by any amount after top of 8th - outfield becomes Jay (LF) / Heyward (CF) / Gomez (RF), Zobrist moves to 3B4.		
R2 Board vs RHP (grades 7+ with Ctl +32 or worse) Lineup, Usage, Bench Notes		
1	CF	Jay often plays entire game; see DEF; also see PH
2	SS	Simmons plays entire game
3	2B	Altuve plays entire game; see DEF
4	1B	Rizzo plays entire game
5	C	Contreras See DEF; ALSO if it becomes a true blowout, replace with Maldonado
6	RF	Gomez plays entire game
7	DH	Schwarber usually plays entire game; but see PH/PR
8	3B	Bautista See DEF
9	LF	Zobrist See DEF
BENCH Cabrera, Heyward, Maldonado, Pinder, Robinson (DO NOT USE)		
PH/PR If Munich trails but it’s close, you can PH for Jay if it makes game sense; Cabrera or Pinder can be the pinch-hitters. Also, Schwarber and Cabrera straight platoon, so Miggy can PH for Schwarbs against an LH reliever late. Heyward can PR for any slow runner who is tie/lead run late. DO NOT use Robinson off the		
DEF When [1] MUN leads by 5+ any time after the top of the 5th; or [2] MUN leads by any amount after top of 8th - Maldonado to C, outfield becomes Jay (LF) / Heyward (CF) / Gomez (RF), Zobrist moves to 3B4.		

L Board or Computer vs LHP (all grades) Lineup, Usage, Substitutions/Bench Notes		
1	CF	Jay often plays entire game; see DEF; also see PH
2	2B	Altuve plays entire game; see DEF
3	1B	Rizzo plays entire game
4	C	Contreras See DEF; ALSO if it becomes a true blowout, replace with Maldonado
5	LF	Robinson See DEF
6	RF	Pinder See DEF
7	DH	Cabrera usually plays entire game; but see PH/PR
8	3B	Bautista See DEF
9	SS	Simmons plays entire game
BENCH		
PH/PR		Gomez, Heyward, Maldonado, Schwarber, Zobrist If Munich trails but it's close, you can PH for Jay if it makes game sense; Gomez or Schwarber can be the pinch-hitters. Also, Schwarber and Cabrera straight platoon, so Schwarbs can PH for Miggy against an RH reliever late. Heyward or Gomez can PR for any slow runner who is tie/lead run late.
DEF		When [1] MUN leads by 5+ any time after the top of the 5th; or [2] MUN leads by any amount after top of 8th - Maldonado to C, outfield becomes Jay or Robinson (LF) / Heyward (CF) / Gomez (RF), Zobrist moves to 3B4.

Offensive Tactics (General Guidance):

Steal (#1 tactical choice unless Altuve is at bat, when it's the hit and run):

Several good runners, so don't be shy about stealing! Use the following table to determine who to steal second with and when to try it (Don't worry about trying to steal third or home.):

Runner	Steal when				Notes
	Inning	Score	Adj SSN	Outs	
					NOT with Gomez or Robinson at bat
Altuve	any	-3 / +3	27+	any	
Gomez, Simmons	any	-2 / +2	27+	any	h&r instead with Altuve batting
Aoki	7th on	-3 / +3	27+	any	h&r instead with Altuve batting
Jay	7th on	-1 / +1	27+	1 or 2	h&r instead if batter has an "H" on roster g
Rizzo, Bautista	7th on	-1 / +1	27+	1 or 2	

Hit-and-Run (#1 tactical choice if Altuve is at bat; otherwise look at Steal first):

[1] Altuve should hit and run whenever legal and the runner has an adjusted SSN of at least 22. With others batting, [2] look at the Steal grid to see if they try a stolen base, else [3] other batters with an "H" in the Hitting column of the roster should hit and run any time they are eligible, unless the pitcher's control is -24 or worse or the runner on first is an N. (NOTE – not everyone with two 31's has an "H"; this is intentional, please hit and run only with the "H" players.)

Bunt (#3 tactical option):

Basically, only in very late innings of a one-run or tie game, to move a man to scoring position when NEITHER the current batter nor the on-deck man have much power (less than 4 power numbers and no first-column 1), AND the steal or hit-and-run are not indicated by the above instructions. Don't squeeze.

Runner Advancement:

Thanks to the lack of bullpen we need to be more aggressive this year.

- 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 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.
- With average runners whose speed is 12 or less, use your judgment based on the game situation. But don't be overly aggressive and take the bat away from a big hitter (anyone with first-column 1).
- Have fast trailing runners try to advance if you throw for the leading runner; do not have slow 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. Don't have anyone try for the triple when that choice is given.

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

Injury Subs:

C – Schwarber (offense); Maldonado (defense)

1B – Schwarber, Bautista, Maldonado; last resort is Cabrera (dissolving the DH)

2B – Altuve, Zobrist, Pinder, Robinson (Robinson is last resort if he isn't already in the lineup)

3B – Prado (if active), Bautista, Zobrist, Robinson (Robinson is last resort if he isn't already in the lineup)

SS – Zobrist, Pinder, Robinson (Robinson is last resort if he isn't already in the lineup)

OF – whichever of the OF's is not starting; Heyward (or Aoki if active) if game not close

DH – available bat except for players with limited PA or games; let pitcher hit in blowout

If you aren't sure about anything after reading through these instructions, shoot me a quick email or phone call, and I'll be happy to clarify.

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

Paul M

