



**Maracaibo Rumrunners Baseball Club, Inc.**

**LARRY HISLE, General Manager**

**GEORGE BRETT, Field Manager**

**DAVE SMITH, Pitching Coach**

**ROD CAREW, Batting Coach**

**MARIANO RIVERA, Bullpen Coach**

**TIM RAINES, Run Manufacturing Coach**

**2018 Standard Instructions**

We play the APBA Master Game at home.

**Rumrunners 2018 Roster**

Player (MLB Team)	B	BC (MG)	(CG)	SSN	SPD	Arm	PB	Th	G	PA	SBA	31s	24s
Arcia, Or. (MIL)	R	L- 5 R- 0	SA-0	D26	(15)	35			153	548	21	2	1
Asuaje, C.* (SDP)	L	L- 7 R+ 1	SA-4	F14	(12)	31			89	343	1	2	1
Cain, L. § (KCR)	R	L- 1 R- 1	SA-0	E35	(17)	34			155	645	28	2	2
Desmond, I. § (COL)	R	L- 3 R- 0	SA-0	D30	(16)	34			95	373	19	2	3
Drury, B. (ARZ)	R	L- 2 R- 1	SA-0	F20	( 8)	31			135	480	2	2	1
Ellis, A. (MIA)	R	L- 6 R+ 2	SA-0	N	( 5)	33	2	+2	51	163	0	1	0
Franco, Ma.* (PHI)	R	L- 3 R- 1	SA-0	N	( 6)	34			154	623	0	1	3
Lamb, Ja. (ARZ)	L	L-14 R+ 3	PR-5	E24	(13)	32			149	635	10	1	1
Marte, S. § (PIT)	R	L-15 R+ 3	SA-0	D32	(18)	34			77	339	25	2	1
Moreland, M. (BOS)	L	L- 4 R- 1	PR-2	G14	( 6)	34			149	576	1	1	2
Moss, B. (KC)	L	L+ 5 R- 3	PR-0	R31	( 6)	33			118	401	2	1	1
Perez, S. (KCR)	R	L- 2 R- 1	SA-0	R26	( 5)	33	1	-1	129	499	1	2	5
Phillips, B. (LAA)	R	L- 2 R- 1	SA-0	D23	(11)	33			144	604	19	2	5
Suzuki, I. § (MIA)	L	L+ 6 R- 4	SA-0	F20	(15)	36			136	215	2	2	0
Trumbo, M. (BAL)	R	L+ 2 R- 2	PL-1	R26	( 6)	31			146	603	1	1	1
Zimmer, B. § (CLE)	L	L- 5 R- 0	SA-3	D35	(19)	33			101	332	19	1	1

Pitcher (MLB Team)	T	Gr	C	HR	HRA	f	Q	WP	HB	BK	MF	St	IP	
Chavez, J. (LAA)	L	5	5*	C+13	HR-23	L	f26/ 8*	Q3*	WP1		BK0	MF+2	21	24*
Dunn, M. (COL)	L		12*	C-56	HR-13		f	5*						
Fister, D.* (BOS)	R	8		C-21	HR+26	G	f26/12*	Q4	WP1		MF+3	15		
Garcia, Jaim. (NYY)	L	9		C-15	HR+16		f26	Q3	WP3		MF-0	27		
Hamels, C. (TEX)	L	11		C-13	HR+15		f26	Q4	WP3		BK0	MF+1	24	
Holland, G.* (COL)	L		16*	C-34	HR+12		f	6*	Q3*	WP3	BK0	MF-0		57*
Johnson, J. (ATL) †	R		5*	C-14	HR+11		f	6*	Q3*	WP3	BK0	MF-0		78*†
Jones, N.* (CHW)														uncarded
Kela, K. (TEX)	R		24*	C-35	HR+22		f	6*	Q3*	WP2		MF-0		39*
Kelly, J. (BOS)	R		17*	C-41	HR+45	H	f	6*	Q3*	WP3	BK0	MF+2		58*
Koehler, T.* (TOR) †	R	2		C-24	HR-26	L	f28/	6*	Q4	WP1	BK0	MF+1	25†	
Lackey, J. (CHC)	R	9		C+16	HR-32	L	f26/	7*	Q3	WP3		MF-0	30	
Marquez, G. (COL)	R	7		C+24	HR-13		f25	Q3	WP3		BK0	MF+3	29	
Melancon, M.* (SFG) †	R		4*	C+34	HR+24	G	f	6*	Q3*	WP3	BK0	MF-0		65*†
Pazos, J.* (SEA)	L		11*	C-31	HR+15		f	6*	Q3*	WP3		MF-0		54*
Romo, S. (TBR)	R		14*	C+12	HR-16		f	6*	Q3*	WP3		MF-0		56*
Strahm, M.* (KCR)														uncarded
Stumpf, D. (DET)	L		10*	C-15	HR+13		f	5*	Q3*	WP3		MF-0		38*
Triggs, A.* (OAK)	R	8		C+16	HR+12		f24	Q4	WP3		BK0	MF-0	12	

\* Starts in minors. § CF rated. † Innocuous usage.

Released: Tim Mayza, Bruce Rondon;  
Curt Casali, Andre Ethier, Hunter Cervenka, Drew Hutchison, Colby Lewis (unc)

Rotation: Chavez (Apr, Jun-Sep); Fister (May, Aug, Oct-Nov); Garcia (all months but Aug);  
Hamels (Apr-Jul, Sep, Nov); Lackey (all months); Marquez (all months but May);  
Triggs (May, Oct-Nov); Koehler (Aug, Nov).

Other moves to be announced.

## Lineups

Lineups will be provided on a per-series basis, but these are default ones if needed.

<b>LHP (comp)</b>	<b>RHP (comp)</b>	<b>LHP (board)</b>	<b>RHP (board)</b>
Marte, cf	Marte, cf	Desmond, cf	Desmond, cf
Phillips, 3b	Phillips, 3b	Phillips, 3b	Phillips, 3b
Cain, rf	Cain, rf	Cain, rf	Cain, rf
Drury, 2b	Lamb, dh	Drury, 2b	Lamb, dh
S. Perez, c	Drury, 2b	S. Perez, c	Drury, 2b
B. Moss, dh	S. Perez, c	B. Moss, dh	S. Perez, c
I. Suzuki, lf	Zimmer, lf	I. Suzuki, lf	Zimmer, lf
Moreland, 1b	Moreland, 1b	Moreland, 1b	Moreland, 1b
O. Arcia, ss	O. Arcia, ss	O. Arcia, ss	O. Arcia, ss

## Roles

**C/IF:** Salvador **PEREZ**, Mitch **MORELAND**, Brandon **DRURY**, Orlando **ARCIA** and Brandon **PHILLIPS** will start pretty much every day. When sitting out for others due to rest requirements, they will be unavailable for that game; **DRURY** in particular will take a month off for Carlos **ASUAJE** sometime during the year. A. J. **ELLIS** will catch 25-30 games, and **PEREZ** will be on the bench for those.

**Outfield:** Ian **DESMOND** and Starling **MARTE** will share CF, and Lorenzo **CAIN** will play RF. The CF combination will go by plate appearances (712 total) and will be able to substitute for each other as needed. Bradley **ZIMMER**, Mark **TRUMBO**, Ichiro **SUZUKI** and Brandon **MOSS** will all see time in LF.

**DH:** Jake **LAMB** will be the primary DH, with occasional help from **MOSS** against mid-range lefties. Against the best lefthanders in the league, especially ones without good control, **LAMB** will take his hacks even with the big shift penalty.

## Defensive Management

**Substitutes.** There won't be much substitution except when an OF1 starts; **SUZUKI** will be the designated late inning replacement if the game is Rumrunners -2 or any lead after the 7th inning. **MARTE** may substitute for **DESMOND** when we lead after 7 innings, especially if he is unlikely to come to the plate.

**Throws.** Throw for the best chance, except always throw for the game winner; otherwise, don't bother with 34+ chances (or "well around" in the computer game), cut off instead. Use your best judgement on multiple advances. In the computer game, throw when baseball sense suggests, and when in doubt go with the recommended strategy unless it's the game winner.

**Infield/Stretch/IW.** IF always deep before the 7th inning; always deep with 2 outs. 7th or later, with tying or winning run on 3rd, 0 or 1 out, play in unless first and third and your instructions call for hit and run – then play deep for the DP. The only exception, of course, is if the game winner is on third. Wind up 0 or 1 out; with 2 outs, if the runner on 3rd has SSN 12+ and the game is within 3, stretch; otherwise wind up. I intentionally walk rarely, and only with the game winner already on base to set up the DP; use your judgement.

## Offensive Management

**Hit and Run.** whenever available with any hitter, when steal of second has at least 22+ SSN. Remember that TBL's -3 penalty on H&R is not present on the computer. Do not hit and run with runners on first and third with **SUZUKI**. H&R in preference to straight steal.

**Steal.** Steal with **DESMOND**, **MARTE**, **CAIN**, **ZIMMER** 2/series; anyone else 1/series if steal attempts are available. Steal 2nd with an SSN of 26+; steal 3rd with an SSN of 24+; steal home with an SSN of 15+. Series instructions may expand these limits as the season progresses.

**Bunt.** with **ARCIA**, **MARTE**, **DESMOND**, **ASUAJE** or **SUZUKI** 2nd to 3rd base, tying (0 out) or winning (0 or 1 out) run, 8th or later. NEVER EVER EVER SQUEEZE. *JUST SAY NO.* I will occasionally bunt 1st to 2nd against a very high grade pitcher, tying or winning run, 0 out only.

**Pinch Hit** or **Pinch Run** with **SUZUKI**, **LAMB**, **FRANCO**, or **TRUMBO** as needed. The bench usage is otherwise limited, and in particularly **DRURY**, **PHILLIPS** and **PEREZ** should not play if not starting.

**Baserunning.** Go with 28+ chances; hold with 22-. Otherwise, use Adams Tables. Always go if "well around" in the computer game; otherwise, do what you'd do.

## Pitching

Starter	Condition For Removal
Hamels, Garcia, Lackey	Fatigue reduction. Rumrunners -2/+3, 6 <sup>th</sup> inning or later, baserunner in scoring position
Fister, Triggs, Marquez	Fatigue reduction. Rumrunners -3/+3, 5 <sup>th</sup> inning or later, baserunner in scoring position
Chavez, Koehler	Fatigue reduction. If reduced by 5 earned runs, leave in to be pounded until or unless we are within three runs. If removed in a blowout, use the relief valet as noted.

Don't remove if pitching a shutout. Don't let any starter pitch more than 11.2 innings.

Reliever	Condition For Removal
Kela	1 inning. He is the designated closer, and only comes in when we lead.
Everyone else	2.2 innings, or if fatigued, or whenever necessary. There should be ample opportunities for matchups.
Melancon or Johnson	4.1 innings as a relief valet (see below)

Try to avoid having any reliever pitch more than 2.2 innings.

Use the reliever chart below; choose the reliever depending on the situation (lefty, righty, homerun prevention, control). Do not use **KELA** except in his assigned role; otherwise any reliever can be brought into the game at any time.

		Score							
		-4 <	-3	-2	-1	0	+1	+2	+3 >
Inning	5 <sup>th</sup> -	C	C	C	B	B	B	B	C
	6 <sup>th</sup>	C	C	B	B	A	A	B	C
	7 <sup>th</sup>	C	C	B	B	A	A	B	C
	8 <sup>th</sup>	C	B	A	A	A	A	A	B
	9 <sup>th</sup> +	C	B	A	A	A	*	*	B

A: Kelly, Holland, Romo, Dunn, Pazos, Stumpf
B: Romo, Holland, Dunn, Kelly, Pazos, Stumpf
C: Johnson, Melancon, Dunn, Holland
* : Kela

**Relief Valet.** When **CHAVEZ** or **KOEHLER** starts, they should pitch until they meet removal conditions. Anytime before the 6th inning, and in any game we trail by 4 or more, use **JOHNSON** or **MELANCON** to mop up relief innings. Each is innocuous (Grade 5\*, Grade 4\*) and is on the roster to get used. Make sure they don't go past 4.1 innings so they're available in two days.

## Final Comments

Please do not use a computer manager for my road games; and no transcripts of games are required.

As always, instructions are only guidelines for managing the team. I haven't protested a game in more than twenty-five years, and have been very pleased for many years with the skill and fairness of managers in TBL both new and old. When pinch-hitting or going to the bullpen, don't bother making a move you can immediately and massively counter; use your own judgement. I trust that I will receive as fair treatment on the road as opponents do at home. Do the best you can, and I'll be more than satisfied. Have a great year.

*Walter*

