

ROSTER

2009 HUDSON GENERALS LIMITS AND SYMBOLS

PITCHER	AGE	Team	Th	GS	IP(R)	IP(T)	TBL	Gr	Ctrl	HA	Ftg	MF	WP	Other	ACQUIRED
* Jared Burton	27	CIN	R	0	58.7	58.7	12*X	-14	+14	7	0	3			08 draft BON
* Santiago Casilla	28	OAK	R	0	50.3	50.3	7*Y	0	+15	6	0	3	BK0		09 trade MLR
Brian Fuentes	32	COL	L	0	62.7	62.7	16*XY	-11	+42H	6	0	1	BK0		03 waiver
* Kevin Hart	25	CHC	R	0	64.0	27.7	1*Y	-35W	+34G	9	0	3	BK0		09 draft 7th
* Aaron Heilman	29	NYM	R	0	76.0	76.0	8*X	-36W	-12	7	0	2	BK0		06 draft 2nd
Tim Lincecum	24	SF	R	33	4.0	227.0	16XY	-15	+42G	28/21	0	3			08 draft 1st
Kevin Millwood	33	TEX	R	33	50.0	168.7	3Y	+23Z	+13	29	0	1			98 draft 2nd
Guillermo Mota	34	MIL	R	0	57.0	57.0	12*Y	-44W	-12	6	0	3		HB0	00 draft bonus
Roy Oswalt	30	HOU	R	32	0.0	208.7	11Y	+31Z	0	27	3	1	BK0		04 trade KNX
Oliver Perez	26	NYM	L	34	0.0	194.0	13X	-51W	-11	26	0	3			03 draft 1st
Rafael Perez	26	CLE	L	0	76.3	76.3	13*XY	+21Z	0	6	2	3	BK0		07 draft 4th
Yusmeiro Petit	23	ARZ	R	8	15.0	41.3	12Y	+31Z	-42M	22/8	1	3			09 draft bonus
* Fernando Rodney	31	DET	R	0	40.3	40.3	11*XY	-62W	+31G	7	0	3	BK0		06 draft 3rd
* Jeff Suppan	33	MIL	R	31	50.0	177.7	5	+12	-23L	28	3	1			06 trade WHT
* Joe Thatcher	26	SD	R	0	63.0	25.7	1*	-14	-14	7	0	0	BK0	HB0	09 draft 6th
Ramon Troncoso	25	LAD	R	0	38.0	38.0	9*X	+15	+41G	7	0	3	BK0		09 draft 4th

POS.	PLAYERS	AGE	Team	B	G	PA	HC	Sp	SBA	SAL	SSN	Arm	TH	PB	24'S	ACQUIRED
	Joaquin Arias	23	TEX	R	32	120	SA4	+9/-6	15	5	E	31	33		3	09 trade BRO
	Wilson Betemit	26	NYN	S	87	198	SA0	-5/ 0	10	1	A	14	36		3	08 trade DAL
*	Brandon Boggs	25	TEX	S	101	334	SA0	+1/-2	15	5	B	24	28		0	09 draft 5th
	Travis Buck	24	OAK	L	38	172	SA5	-9/+2	15	1	G	26	32		2	08 draft 1st
	Luis Castillo	32	NYM	S	87	359	SA0	-2/-1	17	19	E	34	33		3	97 draft 1st
	Ryan Church	29	NYM	L	90	359	SA3	-5/ 0	12	5	A	16	34		2	08 trade POR
	Rajai Davis	27	OAK	R	113	226	SA0	-1/-1	19	35	A	32	31		0	08 draft 6th
	Gabe Gross	28	TB	L	143	399	SA5	-10/+1	16	6	D	26	32		0	06 waiver
	Todd Helton	34	COL	L	83	361	SA3	-5/ 0	5	0	N	0	32		2	98 trade GC
	Derek Jeter	34	NYN	R	150	668	SA1	+1/-2	16	16	C	27	36		3	99 trade WAT
	Jed Lowrie	24	BOS	S	81	306	SA0	+8/-5	12	1	D	26	33		2	09 draft 2nd
	Lastings Milledge	23	WSH	R	138	587	SA0	-4/ 0	15	33	A	28	32		3	07 draft 2nd
	Ryan Raburn	27	DET	R	127	199	SA1	-1/-2	15	4	E	29	31		0	08 draft 3rd
	Pablo Sandoval	21	SF	S	41	154	SA0	-11/+3	10	0	N	0	32	0	3	4 09 draft 1st
*	Nate Schierholtz	24	SF	L		81	SA2	-5/-1	15	1	A	14	34		0	08 draft 4th
	Ryan Spilborghs	28	COL	R	89	275	SA1	0/-2	11	11	A	25	31		2	07 draft 5th
	Kurt Suzuki	24	OAK	R	148	588	SA0	-3/-1	7	5	A	16	33	-2	1	3 08 draft 2nd
*	J.R. Towles	24	HOU	R	108	146	PL3	+7/-4	10	0	N	0	32	0	2	1 09 draft 3rd
	Ty Wigginton	30	HOU	R	111	429	SA3	+8/-5	6	10	A	16	30	2B(6) 1B(2)	1	03 draft bon

* in minors

LIMITS SHOW USAGE TO DATE - italics - innocuous limits

GAME VERSION: Broadcast Blast 5.0 Computer managers! Please send Game Sheets!

MINORS

Apr	KHart Thatcher	SCasilla	Suppan	Burton	Rodney	Heilman	Schierholtz	Arias	Towles
May	KHart Thatcher	SCasilla	Petit	Troncoso	Rodney	Helton	Schierholtz	LCastillo	RDavis
June	KHart Thatcher	SCasilla	Petit	Burton	Heilman	Betemit	Schierholtz	LCastillo	Church
July	KHart Thatcher	SCasilla	Petit	Troncoso	Heilman	BBoggs	Schierholtz	Arias	Towles
Aug	KHart Thatcher	SCasilla	Petit	Troncoso	Rodney	Helton	Schierholtz	Arias	Towles
Sept	KHart Thatcher	SCasilla	Mota	Troncoso	Heilman	Raburn	Schierholtz	Lowrie	Towles
Oct	KHart Thatcher	SCasilla	Mota	Suppan	Heilman	Raburn	TBuck	Lowrie	Towles

1) LINEUPS: Emergency

pitcher	Computer rhpA	Computer rhpB	board rhp	Computer rhp	board lhp
1. Gross lf	Milledge cf	Gross lf	Arias 2b	Lowrie 3b	
2. Jeter ss	Jeter ss	Jeter ss	Jeter ss	Arias 2b	
3. Helton 1b	Spilborghs lf	Sandoval c	Spilborghs lf	Wigginton 3b	
4. Church rf	Helton 1b	Helton 1b	Wigginton 3b	Spilborghs lf	
5. BBoggs dh	Wigginton 3b	Wigginton 3b	BBoggs dh	Jeter ss	
6. Lowrie 3b	BBoggs dh	Church rf	Milledge cf	BBoggs dh	
7. Milledge cf	Gross rf	TBuck dh	KSuzuki c	Towles c	
8. KSuzuki c	KSuzuki c	Milledge cf	Betemit 1b	Betemit 1b	
9. LCastillo 2b	LCastillo 2b	LCastillo 2b	RDavis cf	Raburn cf	

SUBSTITUTIONS

Whenever **logical** do not waste a player while pinch-hitting and running. Try to substitute with someone who can replace that player in the field. (Exception: when behind or tied in the 8th or later) DO NOT substitute if there is no player left carded at that position.

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

- a) SPILBORGHES & WIGGINTON should be used in **game-winning situations** only.
- b) ARIAS, CHURCH, GROSS, HELTON, JETER, LOWRIE, SANDOVAL & SCHIERHOLTZ should be used only if game within 3.
- c) All others can be used freely off the bench.
- d) Look to remove ARIAS, HELTON, JETER, SANDOVAL & SCHIERHOLTZ from severe blowouts. (8 or more after the 6th)

2) **PINCH-HITTING** You might actually get more from the position section.. It's a very even team offensively, but almost every player has some situational deficiency.

NEVER hit for JETER, SANDOVAL & SCHIERHOLTZ. (except blowouts) Add LOWRIE, SANDOVAL & WIGGINTON to the list on computer.

vs RHP - never hit for CHURCH, GROSS & HELTON (MILLEDGE on boards).

vs LHP - never hit for ARIAS, LOWRIE & WIGGINTON (B.BOGGS on boards).

C - K.SUZUKI will start and finish most games. SANDOVAL will start somewhere against board righties, but his primary role will be as a pinch hitter when the game is on the line. TOWLES will start against the handful of board lefties and should be removed immediately upon the appearance of a righty.

1B - HELTON & BETEMIT share this. HELTON's slugging has taken a major hit, but his on-base skills remain intact. BETEMIT has a decent rbi card but is on-base challenged, so they compliment each other well. Games are a little short here, so don't sub until the game is on the line.

2B - L.CASTILLO provides on-base and H&R ability but little else. ARIA is strictly a platoon player. RABURN occupies, but doesn't fill, the gaping whole that's left. LOWRIE doesn't start any games but could find himself there after subbing.

3B - WIGGINTON will finish most of the games he starts. He will rarely need help against board righties in on-base situations. LOWRIE takes care of most of the remaining action, but he's strictly platoon material on the boards. SANDOVAL will also see some work against board righties.

SS - JETER all the way. LOWRIE fills in the remaining games.

OF - SPILBORGHES is probably the only guy on the team that should never be subbed for, but its only a half season. T.BUCK, CHURCH & GROSS are all lefty platoon players. Of the three, CHURCH stands the best chance of holding his own against a lefty. MILLEDGE will probably finish most of his starts. He's kind of Joe Average, neither standing out nor excelling in any category. R.DAVIS & RABURN unfortunately show up to fill in the rest and should not be found at the plate with the game on the line.

DH - Mostly B.BOGGS. He has decent on-base and power, but a pathetic average. Probably not the best option with a key runner in scoring position, late. A leftover outfielder will take care of the rest.

3) PINCH-RUNNING

- a) Run for **any** slow runner if they are the **lead or tie run** with less than 2 out after the 7th.
- b) Also pinch-run to enter defensive subs where appropriate.
- c) There should be many options but R.DAVIS should be the most frequent option.

4) DEFENSIVE REPLACEMENTS

- a) Substitute for any 2B(6) if ahead after the we bat in the 7th.
- b) Substitute for SANDOVAL at 3B or 1B if we lead by 1 after we bat in the 8th.
- c) It will be rare that an OF(1) will be playing but they should be removed after we bat in the 7th, preferably for R.DAVIS or RABURN.
- d) Try to keep the weakest arm in LF and the strongest arm in RF.
- e) If a player to be substituted for has an ensuing plate appearance in the next at bat, substitute after that appearance. Look to use pinch running to bring in defensive subs.

BASE RUNNING

The steal takes precedence over the hit and run and sacrifice unless adjusted SSN is less than 27. If SSN is 31 or more steal always has precedence.

5) **STEALING** - A player may steal any base when eligible by the Adams tables and **my** allowance letters on page 1. **If you find this system tiresome you may use E* below instead.** Please observe the following adjustments:

- a) Add 2 to the Adams tables with B.BOGGS, GROSS, TOWLES & WIGGINTON at bat.
- b) Subtract 2 from the Adams tables with 0 or 1 out and BETEMIT, R.DAVIS, MILLEDGE & K.SUZUKI at bat.
- c) All "non A's " do not straight steal with a lead of 3 or more.
- d) No one steals 3rd 'til the 6th, home 'til the 8th.

6) HIT & RUN

- a) Hit and run if Adams gives green light but my steal restrictions say no. Also hit and run if runner cannot steal by Adams tables but SSN is over 24.
- b) ARIAS, L.CASTILLO, JETER & SANDOVAL **hit and run whenever legal. Including 1st and 3rd.**
- c) HELTON & SPILBORGHES only Ctrl > +23 and SSN > 21.
- d) BETEMIT, CHURCH & LOWRIE only H&R if SSN > 24.
- e) With men on 1st and 3rd, Hit and run only with 0 out!
- f) *Don't* H&R with RABURN.
- g) Don't H&R with slow runner if 8's are good.

7) SACRIFICE

- a) Sacrifice when down by 1, tied or ahead with R.DAVIS, RABURN & TOWLES, or when a negative shift cripples a hitter, but we need to conserve the bench or keep a defensive player in the game.
- b) Squeeze - CASTILLO can squeeze the lead run in the 9th or later.
- c) Never bunt with 2 strikes. Never bring in a pinch-hitter to sacrifice.

8) ROTATION L-Lincecum, M-Millwood, O-Oswalt, OP-OIPerez, YP- Petit, S-Suppan

APR 1-3 @ZIO L,O,OP,M	MAY 1-5 @MID OP,M,L,S,O	JUNE 1-4 @MLR M,L,OP,S	JULY 1-5 NBO O,M,OP,L,S
6-8 MLR L,O,OP	6-9 DAL OP,M,L,S	6-8 @MUN O,M,L	6-9 KNX O,M,OP,L
10-12 MUN M,L,O	11-14 NW OP,O,M,L	9-11 ZIO OP,S,O	11-14 @COL O,M,OP,L
14-17 WAK OP,M,L,O	15-18 GC S,OP,O,M	12-16 POR M,L,OP,S,O	15-18 @GOH S,O,M,OP
19-23 @RIC OP,M,L,YP,O	20-23 @KAN L,S,OP,O	18-21 @MAR M,OP,L,S	19-22 @CAY L,S,O,M
AUG 1-4 @WHT OP,S,L,M	SEPT 3-5 @ZIO S,L,OP	OCT 1-4 MID YP,L,OP,M	NOV 2-6 MAR OP,M,O,S,L
5-8 @RYE O,OP,S,L	6-9 MLR M,O,S,L	5-9 KAN O,YP,L,OP,M	7-10 @NBO OP,M,O,S
10-13 @BH M,OP,O,S	10-13 MUN OP,M,O,S	10-13 BRO O,YP,L,OP	11-13 @MLR L,OP,M
14-17 HOU L,M,OP,O	14-17 RIC L,OP,M,O	15-19 @WAK M,O,YP,L,OP	15-18 @MUN O,YP,L,OP
18-21 LV S,L,M,OP	19-23 @KNX S,L,OP,M,O	20-23 @POR M,O,YP,L	19-22 ZIO M,O,YP,S

9) REMOVE PITCHER

- OSWALT, LINCECUM, OI.PEREZ & PETIT will usually go until fatigue, but they can't give way to the late inning guys in the 8th and 9th when close.
- Try to get at least 5 from MILLWOOD & SUPPAN. If its a close game and they're in a big jam in the 5th or 6th go ahead and pull them. They will need to be rescued on a regular basis.
- CLOSER - The closer for the year is FUENTES. He can come in for a 4 out save if there;s a fire in the 8th. As always with the Generals, using the closer in a tie game is *highly encouraged*. Cardboard pitchers don't have agents!
- SETUP – BURTON & TRONCOSO from the right side and R.PEREZ from the left. R.PEREZ is not just a situational, due to the relative weakness of the righties
- MIDDLE - MOTA, RODNEY & PETIT when he's up.
- GARBAGE & BULK – HEILMAN or S.CASILLA when they're up. Spread it around if not.

* My pitching instructions are intended as guidelines, not rules. Pitching changes are the most difficult part of playing the road team and I will accept your judgement without question.

DEFENSIVE OPTIONS

10) INTENTIONAL WALKS - If the Generals trail at *anytime*, or the lead run is in scoring position after the 6th; and first base is open; intentionally walk a batter in the following situations:

- 1 out; men on - to set up a double play, (on-deck hitter *must* be a DP threat) unless on-deck hitter is superior to the batter.
 - 2 out; men on - to get to inferior hitter.
- Never load the bases unless a walk seems unlikely! This strategy should be employed much more frequently with this season's shifts!*

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

12) HOLD RUNNER - When 1B(4 or 5) is playing always hold. otherwise:

- Hold all fast runners.
- Hold all medium runners unless I have a lead of 2 or more; and there is a LH 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 is the lead or tie run.

13) INFIELD IN

- Play "in" with a runner on 3rd only, 1 out, tied or behind, ANY INNING. Unless its before the 6th and I'm pitching to 1-3 hitters.
- 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.

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

15) OUTFIELD THROWS

- Throw to the lead base anytime the trailing runner (runners declared not advancing) cannot advance or the lead chance is less than 25.
(Exception: The following 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 less than 36 chances. If the following runner is the WINNING run and the lead runners chance is more than 32, stop the following runner.
- If computer game, play your best guess using common baseball strategies.

16) RUNNER ADVANCEMENT – In general, be a little more aggressive with this team than in the past as runs could be scarce. Use Adams tables. If computer, see 15(c). Go for it if the text says "well around". Don't go for optional triples unless all conditions are ideal. - NOT behind by 2 or more AND +speed AND -arm AND 1 out.

17) 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 therefore don't expect you to. But if you are into that aspect of the game, feel free. GOOD LUCK!