



**Where Dice
and Cards
are King!**

2023 Instructions

Vegas fortified their pitching and added some big bats at the Annual Auction. But will it be enough? We will see – they should be good enough to be in the conversation for a Wild Card bid at least. Our road to the playoffs will be getting good dice rolls. And many of them.

Starting Line-ups

Lineup 1, vs. L		Lineup 2, vs. L		Lineup 3 vs. R		Lineup 4, vs. R		Lineup 5, vs. R	
9	Winker			DH	Winker	DH	Winker	DH	Gonzalez
3	Goldschmidt		NOT	3	Goldschmidt	3	Goldschmidt	3	Goldschmidt
7	Happ		GOING	5	Machado	5	Machado	5	Machado
5	Machado		TO	7	Happ	7	Happ	7	Happ
6	Correa		USE	9	Gonzalez	9	Gonzalez	6	Correa
DH	Farmer		THIS	6	Correa	6	Correa	4	Urias
4	Urias		YEAR	8	Nootbaar	8	Nootbarr	9	Nootbaar
2	Alfaro			4	Urias	4	Frazier	8	Taylor
8	Taylor			2	Wynns	2	Alfaro	2	Wynns
Standard vs Lefty:				Standard vs righty:		Versus:		Versus:	
All Lefty Starters				All Righties not listed in Lineups 4 or 5.		J. Gray, Stroman, Kelly, Lopez, and Webb.		deGrom, Mahle, Gallen, Flexen, Kirby, Musgrove, Glibert, Mikolas, S.Gray, and Gausman.	

Platoons / Lineups

- Do not remove Happ, Goldschmidt, Correa, or Machado.
- Rarely remove Nootbaar, Urias or Winker (when DH). When Winker starts in RF please get him out of there after 6 innings if tied or leading, replacing with Nootbaar.

When the Starting Pitcher exits the game – **make no changes in the first 5 innings**. In the 6th and later you should make changes as discussed in the Pinch-Hitting section, below.

Pinch-Hitting

We do not pinch-hit for anyone until after the 5th inning. Below guidelines are for the 6th and thereafter. We only pinch-hit at Catcher, Outfield, and to a lesser extent 2B and DH.

C – After Wynns 3rd AB pinch-hit with a bench player and replace with Alfaro. Alfaro stays in when he starts.

2B – Frazier does not face a lefty (Lineup 4) – replace with Urias. Urias will stay in when he starts.

DH – Only in lineups #1 and #5 (pinch-hit one for the other - Gonzalez / Farmer).

OF – In Lineups 3 and 4, pull Gonzalez against a lefty reliever and replace with Taylor (CF); Nootbaar to RF.

Injuries

Most of the top 7 in the lineup are injury "1". If we are unlucky and one of them gets injured just move everybody up one spot and put the injury replacement in the bottom third of the order. Only exception would be Winker vs. RHP (Gonzalez to leadoff and DH; Taylor to CF and bats 9th).

Position by Position:

C	Alfaro and Wynns share the role and back each other up. Alfaro stays in when he starts.
1B	Goldschmidt starts them all and never comes out. Farmer is the injury backup.
2B	Urias starts most games and rarely comes out. Frazier starts against some tough righties but will exit if facing a lefty reliever. Sosa is the third option as an injury backup.
3B	Machado starts and never comes out. Farmer or Sosa are the injury backups.
SS	Correa starts and never comes out. Farmer or Sosa are the injury backups.
OF	Happ starts all games in LF and never comes out. The rest of the outfield (CF and RF) are a series of platoons and match-ups. Nootbaar starts in CF against the RHP and moves to RF for defense late with a lead. Taylor starts in CF against the LHP and enters games when not starting for late defense in CF. RF is Gonzalez against the RHP and Winker against the LHP. Both are defensive liabilities and are out in the late innings when leading. Frazier and in a real emergency Sosa , are also back-up outfielders in a pinch.
DH	Winker is the primary DH against the RHP and is not switched out when a Lefty comes in. Farmer starts at DH against the Lefty starter but will be replaced by Gonzalez if facing a Righty reliever.

Player Usage Limitations:

- Nootbaar (290 Ab's) and Gonzalez (311 Ab's) will be managed at home with adjusted lineups from what you see for the road lineups, above. Wynns (162 Abs) is limited to 3 at-bats per start in these lineups. Pinch-hit for him after his third official at-bat in a game and replace with Alfaro at catcher.

Baserunning and Other Strategy

- Typical **Stealing** decisions - 70%. We do not do it much – only with Happ, Gonzalez or Sosa.
- Score at 60%; 50% with two outs; 40% with two outs and the bottom 2 in the order coming up.
- Send trailers to second aggressively, to third conservatively.
- Send low percentage trailer when tying or go ahead run is coming to the plate at 70% or less.
- Who to Pinch Run: Scherzer (thru 13) or Sosa (thru 15). Sosa is also a steal candidate in the late innings of close games.
- Who to **H&R** and when: Nobody and Never.
- When to **Sacrifice or Squeeze**: Hardly ever. ONLY in very late innings to move a potential winning run into scoring position or even squeeze him across. Gonzalez (a "B") is pretty much the only option.

Defense

- Throwing Defense:** Use the chart below to guide you. Override to throw home on the winning run in the 9th. This chart should keep the double play in order more often, at least that is the intent.

Two Outs Throwing				Less Than Two Outs Throwing			
Play at	... on a	Throw if	cut if trailer	Play at	... on a	Throw if	cut if trailer
Home	Single	<70%	<40%	Home	Single	<60%	<40%
Home	Double	<75%	<40%	Home	Double	<70%	<40%
Third	Single	<85%	< lead runner	Third	Single	<70%	<40%

Best Defense

C	1B	2B	SS	3B	LF	CF	RF
Alfaro	Goldschmidt	Urias	Correa	Machado	Happ	Taylor	Nootbaar
Wynns	Farmer	Frazier	Farmer	Sosa	Frazier	Nootbaar	Gonzalez
		Sosa		Farmer			

You will note that Jesse Winker is not mentioned anywhere in this "Best Defense" matrix.

Intentional Walks

- The mega-boppers when men are on and 1B open, but not when there are more mega-boppers right behind them. I do not use it much except to get to a weak clutch hitter in key situations in close games.

Primary Entry Signage for The Casino



Starting Pitching Rotation

Away Games - Look Here			
Opp.	Game #1	Game #2	Game #3
BAG	Scherzer	Castillo	Walker
PBC	Darvish	Castillo	Walker
SBM	Darvish	Castillo	Scherzer
SCT	Scherzer	Castillo	Walker
CDS	Scherzer	Castillo	Darvish
OBB	Darvish	Castillo	Walker
UTP	Darvish	Castillo	Walker
AGN	Scherzer	Castillo	Walker
CHI	Scherzer	Castillo	Walker
STL	Darvish	Castillo	Walker
VBS	Scherzer	Castillo	Darvish

Home at Las Vegas			
Opp.	Game #1	Game #2	Game #3
BAG	Darvish	Scherzer	Oviedo
PBC	Walker	Darvish	Oviedo
SBM	Darvish	Scherzer	Oviedo
SCT	Walker	Scherzer	Oviedo
CDS	Walker	Scherzer	Oviedo
OBB	Darvish	Castillo	Oviedo
UTP	Darvish	Castillo	Oviedo
AGN	Darvish	Scherzer	Oviedo
CHI	Walker	Scherzer	Oviedo
STL	Darvish	Castillo	Oviedo
VBS	Walker	Scherzer	Oviedo

Divisional Games – ROAD GAMES				
Opp.	Game #1	Game #2	Game #3	Game #4
CDS	Darvish	Castillo	Scherzer	Walker
OBB	Scherzer	Castillo	Darvish	Walker
UTP	Scherzer	Castillo	Darvish	Walker

Divisional Games – HOME GAMES				
Opp.	Game #1	Game #2	Game #3	Game #4
CDS	Darvish	Castillo	Scherzer	Walker
OBB	Scherzer	Castillo	Darvish	Walker
UTP	Scherzer	Castillo	Darvish	Walker

Starts: Castillo (20); Darvish (20); Scherzer (20); Walker (19); Oviedo (11)

THE STARTERS: You are getting two of the three “Aces” for the first two games in every series. They can go deep in the game but do not have to. **All will come out when tired (dots).** The quicker hook will be with the #3 starter in each series, but the pen should be close to fully available. Even though the first two guys up are solid, never let the game get away. No one “takes one for the team”. Look at the individual starter instruction for further guidance.

Castillo (7) 20 starts	Ace #1. Can go deep often. He has the most balanced card of all the starters and generally keeps the ball in the park. Can complete games with leads of 3 runs or more. You can be patient with him more than the other two Aces. Should pitch 6 or 7 innings frequently and sometimes into the 8 th .
Darvish (7) 20 starts	Ace #2. Can complete games with leads of 3 runs or more – however pull if two runners get on in the 7 th or later and the lead is 3 runs or less. If leads of two runs or less in the 8 th pull once a runner is on and a righty is up. In the 8 th I would rather you go to the pen if in doubt rather than staying with him too long.
Scherzer (7) 20 starts	Ace #3. Can complete games with leads of 3 runs or more – however pull if two runners get on in the 7 th or later and the lead is 3 runs or less. If leads of two runs or less in the 8 th pull once a runner is on and a lefty is up. In the 8 th I would rather you go to the pen if in doubt rather than staying with him too long. He can easily average 7 innings a start. No automatic pulls. I will manage any potential excess at home.
Walker (7) 19 starts	Not an Ace but generally keeps the ball in the park. Even so, a short leash with Walker as there will be better options in the bullpen. Only pitches in the last game of the series so no need to be patient. Use all the bullpen as needed. 5-6 innings is a good outing. Only finishes the 6 th with a lead of 3 runs or more. If you are thinking about pulling him, then do not waste any more time – pull him. He only completes games with leads of 5 runs or more.
Oviedo (5) 11 starts	Only starts at home. He is a “starter” and will only be going 4 innings per start. That will leave him 12 innings for road relief – strictly as a right get left reliever. Comments on his potential usage below under bullpen guidance.

THE BULLPEN: Because you are getting my best two starters in Games 1 and 2 of every series, I expect them to get into the 5^h inning and beyond frequently. There will be six relievers to mix and match against the “next three” hitters once you get into the pen and before you get to Helsley to close out games. There is no set order for the relievers between the guy who starts and our closer Helsley in Games 1 and 2 of the series. Go with the best 3-batter matchup.

For the unexpected early exits, **including starter injuries**, use any reliever to stop any rally and then go to Herget for long relief (5th inning and earlier). He can go a few innings and even longer if we are getting blown out.

The Three Batter Minimum

I am sorry but this is where you will have to put in some work. There is no Three Batter Minimum rather it will be “The Next Three Batters we Face”. As each reliever completes his three batters, please reassess for the best matchup and go batter-by-batter and if necessary, move on to the next reliever. I would expect we will use 3-4 guys frequently to close out a game. We will take as many visits to the mound as the League will allow. Just keep changing them out as much as needed. If we have **reliever injuries** it just means will lean even harder on Helsley for the extended 2-inning save.

Helsley	65 ip	Closer. He is in the game in all save situations. 2-inning saves are fine. Use and abuse – best pitching card on the team.
Suarez	48 ip	Alternate Closer when Helsley is not available. Generally the set-up guy that pitches in the 7 th or 8 th to get ready for Helsely. Comes into the 7 th or starts the 8 th and only goes an inning at a time. Can go earlier in small ballparks.
Wisler	44 ip	Setup. Solid against the LHH but a little dangerous in small parks for the RHH. In those small parks go to Strzelecki, or Ferguson. Short stints only.
Garcia	61 IP	Setup and Middle versus any lineup but better against the righty dominated lineups.
Ferguson	35 ip	Setup. A Stopper of sorts that you can use at any time. A very good card against the RHH but too many walks vs a LHH ruined a great card. Short stints only.
Strzelecki	35 ip	Setup and Middle versus any lineup. Short work reliever that can be used to stop a rally at any time. Short stints only.
Herget	69 ip	Long man – First in as the long man when the starters are blown out early and can give you two or three innings to get to the set-up guys. Because he is so tough against the RHH lineups he can operate as a right-get-right guy in later innings as well.
Oviedo	12 ip	Situational against the LHH. Oviedo is available for 12 innings to close out an inning against a predominant LHH lineup. No more than one inning of work in any road series. Short stints only.

Go Bandits!