

## 2024 Instructions

Coming off 35 and 37 win seasons over the last two seasons, respectively, the Sun hope to at least compete a little better in '24. They split 6 pre-season games against sister Peb so that's something. Hopefully the solid starting pitching will keep them in games this year.

## Hitting

## Starting Line-ups



Lineup \#4: at SCT, Knizner starts at C v Morton. Ruiz starts the other games.
Lineup \#5: Verdugo starts in RF v Peralta, Greene, Walker and Cobb. Otherwise, Thomas starts

## Guidelines on Positions

- C: Andrew Knizner (224ab) starts selected games where you need to bat righty, and Keibert Ruiz (523ab) gets the lion's share of the work otherwise. Both can sub for the other in the last 3 innings if "compare" dictates. Both have lousy throwing arms, but Knizner can come into the $9^{\text {th }}$ if you get a tying or winning baserunner who can run. Otherwise, no defensive changes.
- 1B: Nolan Jones (367ab) starts every game and does not come out. I will monitor at home if he gets close to his max.
- 2B: Bryson Stott (585ab) plays all day every day and does not come out.
- SS: Orlando Arcia (488ab) plays against all lefties and various righties. He is the best glove, but don't worry about late defense here if Lopez is in. Nicky Lopez (224ab) is the backup and he will get some starts against selected righties. Marte can be a late PH if "compare" says so and we are losing.
- 3B: Jared Triolo (181ab) starts against many righties, and Nick Senzel (301ab) starts against all the lefties. Both sub in for the other when you switch arms with a reliever, with Noelvi Marte (114ab) coming in later in the game if you switch arms again. Triolo for late defense, and his limited ABs means he comes out of blowouts (i.e. down 5 ever and down 3 or more after 6) either way. I will monitor Triolo at home throughout the season.
- LF: Jesus Sanchez (313ab) plays against all righties. He comes out of close games when a lefty reliever comes in, but he can "hang around" midgame if we are up by 2-3 runs. He can also PH for the DH if a righty reliever comes in. Tommy Pham (426ab) plays all day every day and does not come out (LF v lefties and DH v righties), except for late defense where a "-3" arm is needed in a close game. Sanchez is the better glove for late $D$.
- CF: Mookie Betts (584ab) starts every game and does not come out.
- RF: Lane Thomas (628ab) plays RF versus lefties, and where you really need to bat righty. Alex Verdugo (546ab) picks up the starts and PT when you need to bat lefty. Both can sub for the other in close games where you don't have the option to bring in another reliever. Unless it is late and close (where the PH is a must), I will have to live with the bad matchup if you can switch reliever arms.
- Late defense: All the outfielders have "-3" arms so only Pham comes out if we are leading late.
- Usage Limitations: Only Triolo as mentioned above.

PLATOONS: See above, but notice that I have many players eligible at every position, so late pinch hitting comes down to compare if I am behind.

WHEN YOUR LEFTY STARTER EXITS THE GAME BEFORE THE $\mathbf{6}^{\text {TH }}$ See above. Generally, status quo if I'm way up, and changes if I am tied or losing.

## WHEN YOUR RIGHTY STARTER EXITS THE GAME BEFORE THE $\mathbf{6}^{\text {TH }}$ See above

## MISCELLANEOUS

## Pitcher hitting / Pinch hitting / Pinch running

- Pinch Hit Guidelines: Generally, use "compare", but be more aggressive if your reliever must stay in the game at that moment. Marte, Ruiz and Lopez are all clutch with two outs, if applicable.
- Pinch Run: Pitcher Joe Musgrove is 1-13 for the slow lugs if needed. Must be for tying or winning run and $8^{\text {th }}$ or later.


## Game Strategies

- Typical stealing decisions: Steal $2^{\text {nd }}$ at $75 \%$; $65 \%$ if the batter has a combined DP risk of 30 or more. Steal to $3^{\text {rd }}$ at $75 \%$ (but don't make $1^{\text {st }}$ or $3^{\text {rd }}$ out trying for $3 B$ ). Don't try for the lead with any of the " 3 or $6 \% e r s$ ", and don't run anyone where the pickoff risk is $10 \%$ or more.
- Who to H\&R and when: Alex Verdugo is a candidate if he comes up with a runner on and no outs.
- Sacrifice: I will do it when it involves the tying or winning run late: a) with $72 \%$ or better with two runners on and no outs; or b) if there is a runner on and the batter is a big double play risk.
- Squeeze Plays: Only Verdugo and only if the odds are better than him just hitting away. I will PH him to get the tie or lead if the odds are 40+\%.
- Scoring: Same as your team. Run home at $65 \%, 60 \%$ if tying or leading run, $50 \%$ with two outs, $40 \%$ if weak hitter or pitcher coming up. If I am down 4 or more, hold the runner.
- Advancing to 3B: always try to tag up to go to 3B on a flyout unless the "out" percentage is more than $10 \%$. Advance to $3 B$ on singles at $65 \%$ unless it would be the $1^{\text {st }}$ or $3^{\text {rd }}$ out.
- Trailers: To second $50 \%$ and above, but to third at $65 \%$. Send the trailer only when we are down by a run or tied, from the 7th inning on.
- Throwing Guidelines: Cut the throw off from the outfield early in the game unless runner is heading home with a safe chance at $60 \%$ or. Let the throw through even if the runner is as high as $65 \%$ with two outs and the 8 th or 9 th hitter is due up.
- Defense: Always get the sure out on Defense Option plays, unless runner represents the go-ahead run and his safe chance is $40 \%$ or less. Same with the trailing runners.
- Intentional Walks: Use your best judgment. There are some comments under certain pitchers below. I will do it with 2 outs to avoid a clutch hitter (compare). I see lots and lots of boppers this year (I see that as being at or over " 16 " combined between HRs and diamonds). This includes Josh Donaldson Ken! Doesn't help to walk someone if you have two in a row.


## Pitching:

Starting Pitcher Rotation
LOOK HERE!!!!

| ROAD GAMES YOU PLAY |  |  |  |  | Home Games - I Play |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Opp. | Game \#1 | Game \#2 | Game \#3 |  | Game \#1 | Game \#2 | Game \#3 |  |
| BAG | Strahm | Burnes | Kirby |  | Musgrove | Burnes | Strahm |  |
| PBC | Musgrove | Burnes | Kirby |  | Musgrove | Kirby | Steele |  |
| SBM | Steele | Burnes | Kirby |  | Musgrove | Strahm | Steele |  |
| SCT | Steele | Burnes | Kirby |  | Musgrove | Strahm | Steele |  |
| LVB | Steele | Burnes | Kirby |  | Musgrove | Strahm | Steele |  |
| UTP | Steele | Burnes | Kirby |  | Musgrove | Strahm | Steele |  |
| OBB | Musgrove | Burnes | Kirby |  | Musgrove | Kirby | Strahm |  |
| CDS | XXXXXXX | XXXXXXX | XXXXXXXX |  | XXXXXXXXX | XXXXXXXX | XXXXXXXXX |  |
| CHI | Strahm | Burnes | Kirby |  | Musgrove | Burnes | Steele |  |
| AGN | Steele | Burnes | Kirby |  | Musgrove | Strahm | Steele |  |
| STL | Musgrove | Burnes | Kirby |  | Musgrove | Burnes | Kirby |  |
| VBS | Steele | Burnes | Kirby |  | Musgrove | Strahm | Steele |  |
| Opp. | Divisional Games - ROAD GAMES |  |  | Game \#4 | Divisional Games - Home Games |  |  | Game \#4 |
|  | Game \#1 | Game \#2 | Game \#3 |  | Game \#1 | Game \#2 | Game \#3 |  |
| LVB | Musgrove | Burnes | Kirby | Steele | Musgrove | Burnes | Kirby | Steele |
| UTP | Musgrove | Burnes | Kirby | Steele | Musgrove | Burnes | Kirby | Steele |
| OBB | Musgrove | Burnes | Kirby | Steele | Musgrove | Burnes | Kirby | Steele |

Starts: Burnes (20); Kirby (20); Steele (20), Musgrove (20), Strahm (10)
Starters Summary

| Corbin Burnes 194 IP |
| :--- |
| George Kirby 191 IP |
| Justin Steele 173 IP |
|  |
| Joe Musgrove 97 IP |

Matt Strahm 88 IP

| He is our \#1 starter and \#1 draft pick. He goes long and hard. Out if dots. Can complete games. |
| :--- |
| \#2 starter also goes long and hard until dots. Can complete games. |
| \#3 lefty starter, goes 20 times. Needs a tighter monitoring in the $7^{\text {th }}$ and later with lefty |
| batters, or righties who mash Lys, in close games. Out if dots, or before dots if in the $7^{\text {th }}$ or |
| later and in a tight game with a bad matchup coming up. |
| \#4 starter will go 20 times with a 5-inning limit. I will monitor to make sure he comes out at |
| least 3 times before 5 innings. Righty gets the lefty out, so close monitoring in the $5^{\text {th }}$ inning if |
| a string of righties are coming up in a tight game. Alzolay or Hicks are good options for early or |
| mid-game relief here. Musgrove always starts game \#1 with a full pen, so waste away as |
| needed. |
| \#5 lefty starter will go 10 times, with a strict 6 -inning limit. This will leave him 28 innings of |
| relief possibility. Out if dots, but he has a strong enough card to usually get his 6 innings in. |

## Bullpen

After deducting Strahm's innings used as a starting pitcher, this 6/7-man pen has 399 innings! As in: waste away to get the best matchups per inning. Look at each inning separately. Maximize the " 2 out of 3 match-up" ending with several relievers in each game. I am perfectly willing to switch any time after the required 3 batters, or after each inning, or particularly to get the last out in a crucial inning. All these pitchers should be viewed as 1-inning relievers (except Payamps or Hicks) unless they cruise through an inning and the next looks like a good matchup for them. I would also like to try to go back and forth from Ly to Ry each switch as possible as I have 3 lefty relievers. The first four listed pitchers get the bulk of the innings late. Hicks, Strahm and Raley are for earlier in the game.

| Closers | Duo. Dauri Moreta (58IP) is the main righty, but lefty Andrew Nardi (57IP) can close if your <br> lineup situation dictates (i.e. lots o Ly hitters coming up who are worse v lefties). Either can go <br> for 4 or even 5 outs if needed. Never before the $8^{\text {th }}$, and try to avoid if it's a blowout. |
| :--- | :--- |
| Setup | Joel Payamps (71IP) is the workhorse for $7^{\text {th }}-8^{\text {th }}$ innings, and can even close if needed. |
| Righty gets the Ry | Adbert Alzolay (64IP) for anywhere from early through the $7^{\text {th }}$ or $8^{\text {th }}$. Needs to minimize <br> situations v lefty batters is possible, but he can go 2 midgame innings if otherwise needed. <br> Gets a lot of innings at AGN, SCT, and VBS. More careful otherwise. |


| Righty long/mop | Jordan Hicks (66 IP) for the $4^{\text {th }}-7^{\text {th }}$. Lots o walks, but fairly even and he yields no HRs or <br> slugging, so he gets more work in bandbox parks. |
| :--- | :--- |
| Lefties | In addition to Nardi, above, Matt Strahm has 28 relief innings, when he is not starting, to kill a <br> rally at any time in the game. 1 inning max per game and 1.2 inning max per series. |
| Lefty gets the righty | Brooks Raley (55 IP) is the one. He is also a long man/mop if needed before the $7^{\text {th }}$. |

Have fun! Buenos dias!

