

Away Roster		MLB	Canadian
Batters:	Team	Pos	
1 Adell, Jo	LAA	RF,CF-4	451 PAs
2 Arias, Gabriel	Cle	3B,SS-14,2B-4	161PAs
3 Fairchild, Stuart	Cin	CF,RF	233PAs
4 Grichuk, Randal (T-Terror)	Az	RF,LF	279PAs
5 Lowe, Brandon	TB	2B,1B-11	425 PAs
6 Marsh, Brandon (C-Choke)	Phi	CF,LF,RF	
7 Martini, Nick	Cin	RF,LF	163PAs (34LH)
8 Naylor, Bo	Cle	C	389 PAs
9 Naylor, Josh	Cle	1B	
10 Neto, Zach (T-Terror)	LAA	SS	
11 O'Hoppe, Logan	LAA	C	
12 Ohtani, Shohei (T-Terror)	LAD	DH	
13 Rivera, Emmanuel	Bal	3B,1B-14	302 PAs
14 Sosa, Lenyn (C-Choke)	CWS	2B,3B	369 PAs
2025 new to the Angels			

Pitchers:			
15 Cruz, Fernando	TL	Cin	RSR (5GS)
16 Hader, Josh	TLF	Hou	LCL
17 Hodge, Porter	TLF	CCs	RSU
18 Holmes, Clay	L	NYN	RCL/MR
19 Honeywell, Brent(Fa)	RF	LAD	RLR (2GS)
20 Hurter, Brant	BF	Det	LSR (2GS)
21 Yates, Kirby	TRLF	Tex	RCL/MR
22 Soriano, Jose	R	LAA	RSP#1 (30GS)
23 Peralta, Freddy		Mil	RSP#2 (36GS)
24 Pivetta, Nick	B	Bos	RSP#3 (36GS)
25a Bradish, Kyle	R	Bal	RSP#4 (12GS)
25b Ryan, River		Cle	RSP#5 (6GS)
26 Williams, Gavin	R	Cle	RSP#5 (24GS)

in series 24+ bring 2 players up (Cruz,Fletcher)			
Home & SLC Roster: Alternate cards if in Italics			
27 Brown, Ben		CCs	RSP#4 (12GS)
28 Clase, Jonatan		Tor	LF,CF-8 (28L/38R)
29 Dana, Caden		LAA	SS (5GS)
30 Montas, Frankie	H	Mil	RSP#4
31 Pop, Zach	F	Tor	RMR
32 Rogers, Trevor		Bal	LSP#4
33 Romano, Jordan		Tor	RCL
34 25 a or b depending			
35 Brash, Matt		Sea	Inj Res

Batting Lineups:					
vs LH	Pos		vs RH	Pos	
1 Ohtani (T)	DH		1 ³ Marsh (C)	CF	
2 Fairchild ³	CF		2 Neto (T)	SS	
3 Lowe	2B		3 Lowe	2B	
4 Neto (T)	SS		4 Ohtani (T)	DH	
5 Grichuk (T)	LF		5 O'Hoppe	C	
6 Sosa ² (C)	3B		6 Naylor	1B	
7 Naylor	1B		7 Rivera	3B	
8 Adell	RF		8 Adell	RF	
9 O'Hoppe/Naylor ¹	C		9 Grichuk (T)	LF	

1- Naylor will start over O'Hoppe if starting pitcher has B or if LHP who has higher BA vs LH than RH.

2- in 8th inning+ and game within 2 runs, Rivera will pinch hit for Sosa if RHP does not have a B or L. Rivera stays in if losing and Arias goes in if losing.

3- in 8th+ inning and game within 2 runs, Fairchild vs LHP and Marsh vs RHP will pinch hit for each other, and stay in at CF.

Rotation section		Throws	Stam	Ratings	DM*
SP1	Soriano	R	20	R	
SP2	Peralta	R	22	-	For TPB* pull SPs if fatigued, or in 9th and in save situation.
SP3	Pivetta	R	20	B	* - as an exception to above, if 7th inning on, SP not tired and game is within two runs winning or losing, go to bullpen.
SP4	Bradish (S1-18)	R	20	R	* - and as another exception if Williams has given up 4 runs and Angels losing, he gets pulled and go to bullpen.
SP4	Ryan (S19-26)	R	19	-	
SP5	*Williams*	R	20	-	

Bullpen - If SP leaves, or RP has to (tired or batter limit reached if not last game of series), or RP in and Angels winning/down by one, check at each inning start, for new pitcher.

If closer in, do not change in last game of series unless tired. Deploy pitchers as per notes below. If no one eligible work your way down list, from top, if 8th inning on and game tied/ahead until finding a pitcher has stamina, then use. OR work your way up list, from bottom if behind, until finding pitcher has stamina, then use.

Ratings	Throws	Stam	Max/Game	Role
TRLF Yates	R	4	6	Co-Closer if game 2 of series and pitched use Hader 1st
TLF Hader	L	4	6	Co-Closer
TLF Hodge	R	6	8	Setup
TL Cruz	R	6	8	Short
BF Hurter	L	12	8	Short
L Holmes	R	4	6	Middle
RF Honeywell	R	12	12	Long,Mop
F Pop	R	6	8	Long,Mop Avail Ser24+or inj replacement

Per notes	Inning	Losing by			Ahead by			
		5+	3-4	1-2	Tied	1-2	3	4+
If SP leaves, or RP has to leave (tired or batter limit reached if not last game of series), or RP in and Angels winning or down by one, check at each inning start, for new pitcher.	1st - 3rd	Mop, Long	Mop, Long	Long, Middle	Long, Middle	Long, Middle	Mop, Long	Mop, Long
	4th	Mop, Long	Mop, Long	Middle, Short	Middle, Short	Middle, Short	Long, Middle	Mop, Long
	5th	Mop, Long	Long, Middle	Middle, Short	Middle, Short	Short, Middle	Long, Middle	Long, Middle
	6th	Long, Middle	Long, Middle	Short, Setup	Short, Setup	Short, Setup	Middle, Short	Middle, Short
	7th	Long, Middle	Middle, Short	Setup, Closer	Setup, Closer	Setup, Closer	Short, Setup	Middle, Short
	8th	Middle, Short	Short,Middle	Closer, Setup	Setup, Closer	Closer, Setup	Setup, Closer	Middle, Short
9th	NA	NA	NA	Closer, Setup	Closer, Setup	Closer, Setup	Short, Setup	
10th+	NA	NA	NA	Closer, Setup	Closer, Setup	Closer, Setup	Setup, Short	

Defence: For DM - Def settings are neutral and let computer make decisions

Defensive Lineup - 9th inning on if Angels ahead by 2 or less at inning start, defence (subs) should be: TPB > 3B - put in Arias if Rivera in game, RF-pull Adell if in game and use Martini DM > If players to left have better ratings then current player at the position change as noted.

Injuries at C-go with Naylor or O'Hoppe, if long term inj call up emerg C, 1B-Rivera, 2B-Sosa, SS-Arias, 3B-Sosa or Arias, CF-Marsh or Fairchild, finally Adell, RF/LF-Martini - Clase can be called up for long term injuries.

Hold all runners Play corners in if the runner is on 1st with 0 or 1 out or runners on 1st or 2nd with 0 outs game within 2 runs and batter is 4+ (Ex) bunker.

Infield in if the runner is on 3rd represents winning run (ie 9th inning on) or tying/go ahead run (8th or 9th inning on)

Intentional Walk - In 8th inning on, Angels up by 1 or 2, batter has 50+ HR numbers, 2B occupied but not first, next batter not a T or does not have 30+ HR numbers.

Throwing Options **SB Attempts**-Throw at all trying to steal.

1. Throw for lead runner trying to stretch with an ABR of 7 (VG) or less if other runners on.
2. Throw for any runner trying to stretch with an ABR of 11 (Ex) or less if lone runner.
3. Throw for tying run with an ABR of 10 (Ex) or less and other runners on. Always throw if lone runner.
4. Always throw if runner is go ahead run from 8th inning on.
5. On Defensive Manager Choice Plays always take sure out(s) unless run is going home and we will lose the lead in 8th inning on. If runner is going from 2nd to 3rd and chance of success is 25% or less throw him out vs safe out.

Offence: - Only if game within 3 runs anytime or 2 runs 8th inning on, use following offensive strategies; **For Diamond Mind** - let computer make decisions; set running at less frequent.

Pinch Run (PR) - in 9th+ inn tied or behind by 1, runner speed 4 or less on 1st or 2nd, PR with Martini, or Marsh or Fairchild or Sosa or Bo Naylor.

Steal (TPB) - Jumps of 1 or 2 do not attempt if both holds & PO of 3-5. Jumps of 3 do not attempt if both holds & PO ratings 4-5. Otherwise if adjusted Steal rating 8+ (Ex in DM) attempt 2nd always and 3rd with 1 out.

Steal (DM) - only steal if we have any Exc basestealers, always try if we have any.

Hit & Run (TPB) - not in this year.

Bunt Sacrifice (TPB) - Not this year.

Squeeze - (TPB) - If tied, will try to squeeze in go ahead run from 3rd if 0 or 1 out if runner has raw speed of 7+. In DM - anyone with Exc rating will do so.

Baserunning: Adjusted baserunning (ABR). If ABR below is met or exceeded than try for the extra base.

Outs>	0	1	2	Outs>	0	1	2
1>3	10	9	10	2>3	10	9	11
1>H	8	8	6*	3>H(g)	8	7	6*
2>H	8	7	6*	3>H(f)	-	7	6*

* if tying or go ahead run in the 8th then a 5 or better is sufficient. In 9th a 4 or better is sufficient.
 * if tying or go ahead run in the 8th then a 5 or better is sufficient. In 9th a 4 or better is sufficient.

Use your discretion for any situation not covered adequately above. It is only a game.....