

## NBC's 2025 Minnesota Twins – Road Games Inst Sheet

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## Series 1-27 (Trimester 1-3) March 30th, 2025

TPB - a note for Triple Play players and DM - is a note for Diamond Mind platform players

Away Roster	MLB	FA-free agent
<b>Batters:</b>	Team	Pos
1 Arraez, Luis	SD	2B,1B
2 Carpenter, Kerry	Det	RF,LF 296PAs (32vsLH)
3 <b>Freeman, Freddie</b>	LAD	1B
4 Heineman, Tyler	Tor	C 16PAs (8LH/8RH)
5 Jeffers, Ryan	Min	C 465 PAs
6 Lee, Brooks	Min	SS,3B-14,2B-11 185PAs (52LH)
7 Mateo, Jorge	Bal	2B,SS-6 (208 PAs)
8 McGuire, Reese	Bos	C 158PAs (20 vs LH)
9 Meyers, Jake	Hou	CF
10 <b>O'Neill, Tyler</b>	Bos	LF,RF 473 PAs
11 Riley, Austin	Atl	3B 469 PAs
12 Taylor, Tyrone	NYM	CF,RF,LF 345 PAs
13 Ward, Taylor	LAA	LF
14 <b>Wisely, Brett</b>	SF	2B,SS 272PAs (60vsLH)
<b>Pitchers:</b>	Team	
15 Martinez, Nick	Cin	RSP#1
16 Gilbert, Logan	Sea	RSP#2
17a <b>*Poteet, Cody</b>	NYY	RSP#3 S1-8 (Alt card)
17b <b>*Gasser, Robert</b>	Mil	LSP#3 S9-19 (Alt card)
17c <b>*Haniffee, Brennan</b>	Det	RSP#3 S20-26 (Alt card)
18 Rodriguez, Yariel	Tor	RSP#4
19 Scott, Christian	NYM	RSP#5
20 Adam, Jason	SD	RSR
21 Alcala, Jorge	Min	RMR
22 Diaz, Edwin	NYM	RMR,RCL
23 Faedo, Alex	Det	RLR,RSptS
24 Helsley, Ryan	Stl	RCL
25 Jarvis, Bryce (A)	Az	RLR (FA)
26 Walker, Ryan	SF	RMR
2025 protection, pick/waiver, FA, or via trade		
<b>Canadian</b>		
*Poteet, Gasser, & Haniffee go to minors once finished time allotted.		

### Home & Calgary Roster:

in series 24+ bring Julien and Munoz up		
if a <del>strikethrough</del> do not call up		
27 Bellozo, Valente	Mia	RSP#3
28 <b>Julien, Edouard</b>	Min	2B 301PAs (33 vs LH)
29 Marquez, German	Cel	will not play
30 Munoz, Roddery	Mia	RSP#4
31 <b>Sabroski, Erik</b>	Cle	LMR
32 <b>Suarez, Jose</b>	LAA	LMU (S24+ home only)
33,34 each #17 pitchers when not pitching		
35 Bautista, Felix	Bal	Inj Res

Batting Lineups:												Pinch Hitting Instructions:				
vs LH - if SP has B or its DM			Pos	vs LH - all others			Pos	vs RH - if SP has B			Pos	vs RH - all others			Pos	If Twins tied, down by 1 or 2 in 8th base, or 9th inning, PH per below:  1- vs RH pinch hit with Carpenter and keep in game at LF.  2- vs LH pinch hit with Ward and keep in game at 2B.  3- vs LH pinch hit with Mateo and leave in game at SS.
1	Mateo		2B	1	Meyers		CF	1	Taylor <sup>1,2</sup> (C)		DH	1	Ward		LF	
2	Arraez (T,SP)		DH	2	Arraez (T,SP)		2B	2	Arraez (T,SP)		2B	2	Arraez (T,SP)		2B	
3	Ward		RF	3	Ward		LF	3	Freeman		1B	3	Freeman		1B	
4	O'Neill		LF	4	O'Neill		DH	4	Riley		3B	4	O'Neill		DH	
5	Jeffers		C	5	Riley		3B	5	Carpenter <sup>2</sup>		RF	5	Carpenter		RF	
6	Wisely		SS	6	Jeffers		C	6	O'Neill		LF	6	Riley		3B	
7	Riley		3B	7	Freeman		1B	7	Jeffers		C	7	Jeffers		C	
8	Freeman		1B	8	Taylor <sup>1,2</sup> (C)		RF	8	Lee <sup>3</sup>		SS	8	Wisely <sup>3</sup>		SS	
9	Meyers		CF	9	Lee <sup>3</sup>		SS	9	Meyers		CF	9	Meyers		CF	
Rotation		Stamina	Ratings	DM*-use same guidelines as per TPB. i.e, pull after 5 earned runs or 2 baserunners reaching base after batters faced stamina # reached.												
SP1	Martinez	14	T,B	<b>For TPB*</b> pull SPs if fatigued, or in 9th and would be in save situation if closer brought in.												
SP2	Gilbert	23	B,H													
SP3a	Poteet S1-8 (6GS)	14	-													
SP3b	Gasser S9-19 (7GS)	22	-	* - we have a good bullpen so as an exception to above, if 7th inning on, SP not tired and game is within two runs winning or losing, &/or tying/go ahead run is at the plate or on base go to bullpen.												
SP3c	Haniffee S20-26 (5GS)	6	-													
SP4	Rodriguez	17	-													
SP5	Scott	21	B,H													

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SP3c Haniffee S20-26 (5GS)	6	-										
SP4 Rodriguez	17	-										
SP5 Scott	21	B,H										

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<b>Defence:</b>	For <b>DM</b> - Def settings are neutral and let computer make decisions
<b>Defensive Lineup</b> - 9th <b>inning on</b> if Twins ahead by 3 or less at inning start or when tying run on deck, defence (sub as needed) should be:	
<b>DM (do not know ratings, so only if it will be an upgrade)</b>	C-Heineman at C (he will never bat so pinch hit with McGuire if the case), 2B-Mateo for Arraez.
<b>Injuries</b> - if ahead use best defense as above or make a judgement call if juggling is required.	
<b>Hold all runners</b>	
Play <b>corners in</b> if the runner is on 1 <sup>st</sup> with 0 or 1 out or runners on 1 <sup>st</sup> or 2 <sup>nd</sup> with 0 outs within 2 runs and batter is 4+ (Ex) bunter.	
<b>Infield in</b> if the runner is on 3rd represents winning run (ie 9th inning on) or tying/go ahead run (8th or 9th inning on)	
<b>Intentional Walk</b> - not this year.	
<b>Throwing Options</b>	<b>SB Attempts</b> -Throw always
1. Throw for lead runner trying to stretch with an <b>ABR of 8 (VG) or less</b> if other runners on.	
2. Throw for any runner trying to stretch with an <b>ABR of 11 (Ex) or less</b> if lone runner.	
3. Throw for tying run with an <b>ABR of 10 (Ex) or less</b> and other runners on. Always throw if lone runner.	
4. <b>Always</b> throw if runner is go ahead run from 8 <sup>th</sup> 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 8 <sup>th</sup> inning on.	
If runner is going from 2nd to 3rd and chance of success is 30% or less throw him out vs safe out.	

**ns anytime or 2 runs 8th inning on, use following offensive strategies, in order;** **For DM -** let computer make decisions; set running at less frequent, exceptions below for Bun/Steal.

1, runner speed 3 or less on 1st or 2nd, PR with top speed on bench, use judgement if tied.

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.

ways & 3rd if Exc steel rating, unless to 3rd and 2 out.

always (unless SP has 50+ BB numbers) and same vs RH except runner has ASR<6, then hit away. Lee vs RH; if runner on 1st base and ASR is 8+, or in DM if Ex.

TPB Mateo vs RH and in DM any batter with Ex bunt rating, will bunt with runner on 1st with 0 or 1 out, or 1st & 2nd with none out.

batter with Ex bunt rating will try to squeeze in go ahead run from 3rd in 8th or 9th if 0 or 1 out.

If ABR below is met or exceeded than try for the extra base.

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

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

Offence: - Only if game within 3 runs anytime or 2 runs 8th inning on, use following offensive strategies, in order;	For DM - let computer make decisions; set running at less frequent, exceptions below for Bunt/Steal.									
<b>Pinch Run (PR)</b> - in 9th+ inn tied or behind by 1, runner speed 3 or less on 1st or 2nd, PR with top speed on bench, use judgement if tied.										
<b>Steal (TPB)</b> - 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.										
<b>Steal (DM)</b> - any runner can try to steal 2nd always & 3rd if Exc steel rating, unless to 3rd and 2 out.										
<b>Hit &amp; Run (TPB)</b> - Arraez (SP rating) vs LH always (unless SP has 50+ BB numbers) and same vs RH except runner has ASR<6, then hit away. Lee vs RH; if runner on 1st base and ASR is 8+, or in DM if Ex.										
<b>Bunt Sacrifice</b> (if game within 1 or tied) - in TPB Mateo vs RH and in DM any batter with Ex bunt rating, will bunt with runner on 1st with 0 or 1 out, or 1st & 2nd with none out.										
<b>Squeeze</b> (tied) - in TPB NA and in DM any batter with Ex bunt rating will try to squeeze in go ahead run from 3rd in 8th or 9th if 0 or 1 out.										
<b>Baserunning:</b> 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 8<sup>th</sup> 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.