Chicago White Sox

2025 Instructions First Trimester

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Email with questions!

Roster (33) + IR

Starting Line-ups

Batters (14)

Blanco	Dairon	KC
Castro	Willi	MIN
Fry	David	CLE
Jimenez	Eloy	BAL
Larnach	Trevor	MIN
McCann	James	BAL
McCann	Kyle	SAC
Pasquantino	Vinnie	KC
Robert Jr.	Luis	CWS
Schuemann	Max	SAC
Torres	Gleyber	NYY
Tucker	Kyle	HOU
Urshela	Gio	ATL
Vaughn	Andrew	CWS

Pitchers (12)

Allen^	Logan^	CLE^
Estrada	Jeremiah	SD
Guenther	Sean	DET
Hudson	Bryan	MIL
King	John	STL
Knack	Landon	LAD
Miller	Mason	SAC

Lineups

Lineups vs LH		Lineups vs RH	
Blanco	LF	Castro	SS
Fry	C	Larnach	RF
Torres	2B	Torres	2B
Tucker	RF	Pasquantino	1B
Vaughn	1B	Schuemann	3B
Jimenez	DH	K. McCann	DH
Robert	CF	**Fry***	**LF***
Castro	SS	J. McCann	C
Schuemann	3B	Robert	CF

Notes:

* - Against San Diego: Tucker plays LF instead of Fry. Bat Tucker 5th, behind Pasquantino.

* - Computer: Urshela plays 3B instead of Fry. Schuemann plays SS; Castro plays LF.

^ - Computer: Jeffrey Springs is on the roster instead of Logan Allen.

If injury replacements must start a game, use your discretion based on their offense about where they should bat.

Defensive Allignment

Phillips	Evan	LAD		
Sale	Chris	ATL		
Scott	Tayler	HOU		
Severino	Luis	NYM		
Taillon	Jameson	CUB		

In 9th, if Sox up 1, 2 or 3 runs:

(cards): J. McCann C, Schuemann 2B, Castro SS, Urshela 3B, Fry LF, Robert CF, Tucker RF

(computer): J. McCann C, Pasquantino 1B, Schuemann 2B, Castro SS, Urshela 3B, Larnach LF, Robert CF, Tucker RF

Pinch Running (cards and compunter)

If either McCann or Pasquantino are: the tying run; on first base; and the game is the 9th or later; pinch run with Blanco or Tucker.

Charlotte Knights (7 carded; 1 IR)

Burke	Brock	LAA		
Lopez	Jacob	TB		
Martin	Chris	BOS		
Ramirez	Erasmo	TB		
Smyly	Drew	CUB		
Springs^	Jeffrey^	TB^		
Clevinger	Mike	CWS	(IR)	

Pinch Hitting (cards and computer)

If 7th or later and the Sox are tied or down 1-3:

PH for Blanco vs RH w/ Larnach

PH for Vaughn/Jimenez vs RH w/ Pasquantino

PH for K. McCann vs LH w/ Vaughn

PH for J. McCann vs LH w/ Tucker or Blanco

Offensive Strategies

Stealing:	All runners try to steal with a 7 (VG) or better for second but an 8 (EX) or better for third.
	Never try to steal third with 2 outs.
	Never try to steal when the winning/tying run is in scoring position 8th inning on.
Computer Players:	Add one to runner's steal rating if C is FR, 2 if PR. Subtract one from runner's steal rating if C is VG, 2 if EX (e.g., EX steal against a VG catcher could try to steal second, but not third).
Hit and Run:	No
Bunting:	Never ever ever
Base Running:	Stretch any situation with an ABR of 7 or more EXCEPT when:
	1) With 2 outs, send runners home with a ABR of 4 or greater.
	2) Runners need a ABR 9 or greater to advance to 3rd with 2 outs.
Computer Players:	Set Manager Profile to auto-running.

Rotation   #1 Chris Sale #2 Jameson Taillon #3 Luis Severino #4 Logan Allen / Jeffrey Springs #5 Landon Knack

Pitching Change Instructions

Starter	Situation	1st - 4th	5th or 6th	7th inning	8th inning	9th inning	Extra innings
Any	Winning by 5+	Long	Middle #1	Middle #1	Middle #2	Middle #2	Set Up #1
	Up 4 to tied	Long	Middle #1	Set Up #1	Set Up #1	Closer	Closer
	down 1 - 3	Long	Set Up #2	Set Up #2	Set Up #2	N/A	N/A
	down 4 or more	Long	Long	Middle #2	Middle #2	N/A	N/A

Start in left column and move right

						Pitch Counts	
Closer	Miller	Phillips	Hudson	Estrada			
Set Up #1	**Miller**	Hudson	Estrada	Phillips		Sale	100
Set Up #2	Scott	Estrada	Hudson	Phillips		Taillon	100
Middle #1	Estrada	Scott	Hudson	Guenther		Severino	110
Middle #2	King	Knack^	Scott	Guenther		Springs	85
Long	King	Knack^	Scott	Guenther		Knack (sp)	85
	^ When he doesn't start in a series, Knack can pitch in relief					Knack (rp)	50
	Miller: see instruction #3					All Other RP	35

Pitching Instructions:

Starters:

1) Pull starters in the 7th or later if Sox are up 1-3 runs. Pull starters in the 8th or later if tied or Sox up 1-3.

2) Pull starters immediately when tired (or 5 ER given up on computer), unless 9th and winning, and tying run is not on-deck or closer. If so, remove when tying run is on-deck.

3) Otherwise, remove after they have reached their stamina number (on computer, pitch count) and let one batter reach, unless Sox are winning and the tying run is not on-deck or closer. If so, remove when tying run is on-deck.

4) Don't let them start a new inning if they have reached their stamina number (on computer, pitch count) and let someone on base.

Relievers:

1) Generally speaking, use Miller, Hudson, and Estrada to protect leads. Use Scott and Guenther to keep the game close or protect really large leads. Use King or Knack to eat innings as needed. Try to keep one of Miller or Phillips available for each game to close.

2) See chart above for who will come in. Work from the left and pick the first player who hasn't pitched in the series. If all in a given row have pitched, use the first available player from the left. Exceptions: Mason Miller - if Miller would be the reliever, put him in, regardless of if he's pitched already. If Miller is unavailable for the game, save Phillips until the 9th.

3) Mason Miller: He is my best reliever. In the 7th or later, if: the tying run is on base, at bat, or on deck; Phillips is available to close; and the batter is #1-#4 in the order; use Miller. In short, if Phillips is available to close, use Miller before the 9th if the game is on the line. Otherwise, use Miller to close.

3) Cards: Pull relievers immediately when tired. "Short" relievers go 8 batters, Miller/Phillips will go 6 batters. Pull relievers once they have faced their max. In extra innings or last game of series, relievers can pitch until tired.

4) Computer: Pull relievers once they have reached their pitch count (see above), unless extras, where they can finish the inning.	
5) Try to limit each reliever to 2 innings per game, but there will be situations in which they need to go longer, so use your discretion.	
6) These rules are more like guidelines. Use your discretion as needed to help the Sox win.	

Defensive Strategies

Stealing Attempts:	Throw for all runnners with a ASR of 9 (Ex) or less
	Hold all runners with a steal rating of 2 or better
Throwing Options:	Throw for worst runner in double steal
	1. Always throw at lone runner
	2. Always throw at runner going home if I will lose
	3. Throw at all runners ABR 9 (VG) or less
	4. Throw at runner with lower ABR if multiple runners going
Fielding Options:	When presented with the double play option, always turn the DP, unless go-ahead run will score in 8th inning or later
Infield Options:	Bring the infield in when tying or go-ahead run at 3rd less than 2 outs 8th inning or later.
Injury Changes:	DH: Jimenez C: J. McCann/Fry/K. McCann 1B: Vaughn/Pasquantino 2B/3B/SS: Urshela (adjust positions as needed) OF: Tucker/Larnach/Fry/Blanco CF: Blanco