

# HAWAII ISLANDERS

*The Land of Aloha*



## 2025 Instructions

Hawaii made their move from the high altitude in Utah to near sea level in Hawaii. This Islanders team should be a lot of fun if it is anything like the PCL pre-season tournament. Offensively this team will look to steal a base and take the extra base on the basepaths but for the most part they just sit back and swing. There will be no “small ball” played here. Our path to the playoffs is scoring runs in bunches. Starting pitchers will hopefully get us to the middle part of the game where they can turn it over to a talented back end of the bullpen of which those 4 relievers have nearly 250 innings to burn.

### Starting Line-ups

Lineup 1 v. Left		Lineup 2 v. Left			Lineup 3 STD v. R		Lineup 4 – R bat L		Lineup 5 – R bat R	
4	Espinal	4	Espinal		4	Lux*	4	Lux*	6	Rojas
8	Harris*	8	Harris*		9	Rodriguez	9	Rodriguez	9	Rodriguez
9	Rodriguez	9	Rodriguez		dh	Seager*	dh	Seager*	dh	Seager*
dh	Bart	dh	Bart		5	Bregman	5	Bregman	5	Bregman
5	Solano	5	Solano		2	Bart	2	Bart	4	Solano
6	Seager*	7	Toglia+		7	Merrill*	7	Merrill*	7	Merrill*
2	d’Arnaud	2	d’Arnaud		6	Rojas	6	Rojas	3	Hoskins
3	Hoskins	3	Hoskins		3	Solano/Hoskins	3	Toglia+	2	d’Arnaud
7	Merrill*	6	Rojas		8	Harris*	8	Harris*	8	Harris*
Herz, Fried, Imanaga, Rodon, and Falter.		Peterson, Suarez, Sale, Steele, Snell, and Sanchez.			Irvin, Ortiz, Megill, Wacha, King, Fedde, Feltner, Taillon, Webb, Gilbert, Schwellenbach, Keller, Skenes, Pepiot, Gausman, Brown, Miller, and Waldron.		Lugo, Montas, Williams, Glasnow, Kirby, P.Lopez, Woo, R.Lopez, Cabrera, and Wheeler.		Flaherty, Burnes, Peralta, Hoeing, Gallen, Darvish, Lorenzen, Stone, Musgrove, Yamamoto, and Roupp.	

### Notes on Line-ups

- Line-ups 1&2 – See Exits by Lefty Starter, below. **Pavin Smith** is a key move to DH vs. Righty reliever.
- Line-up 3 – Hoskins starts at AGN. Solano everywhere else.

Once in, these guys do not come out: **J-Rod, Seager, Merrill, and Rojas.**

These guys rarely come out: **Bregman, Harris, or Solano.**

Trailing by 2 or more after 6 consider moving **Smith** to RF for Harris (J-Rod to CF); **or** to 1B for Solano/Hoskins in small parks (HR >9) for LHH’s.

**Bart** (253 AB’s) and **Solano** (283 AB’s) will be managed closely in their home series. Pull in all blowouts.

- Exits by the Starting Pitcher
  - **If Lefty Starter comes out (Lineups 1 & 2):**
    - **Pavin Smith** moves to DH replacing **Bart** at his next at-bat (unless facing a lefty reliever).
    - Immediately bring in **Merrill** for **Toglia** in Lineup 2.
    - **Espinal** stays in with leads of 2 runs or more otherwise replace with **Lux** at next at-bat. If you switch around righty/lefty pitchers later in the game **Seager** can play SS and **Rojas** at 2B.
  - **If Righty Starter comes out:**
    - No changes before the 7<sup>th</sup> other than with **Lux** if runners on base. With no one on he will bat if early in the game, but he never faces a lefty after the 6<sup>th</sup> inning.
    - In the 7<sup>th</sup> and 8<sup>th</sup> if trailing use best "COMPARE" for 1B at next at bat between **Smith**, **Solano**, **Toglia**, or **Hoskins**). Best defense up the middle if tied or leading. Use double switch opportunity if it presents itself (catcher/1B/infield to get best defense).
    - Always best defense in the bottom of the 8<sup>th</sup> and 9<sup>th</sup> at all positions with a lead.

#### Positions / Injuries / Platoon

- **Catcher** – Just the two. **Bart** sits in some lineups v. the RHP and I will monitor his usage at home. If **d'Arnaud** has to start for **Bart**, you will have to move him to the bottom third of the lineup.
- **Outfield** – The primary outfield is **Merrill**, **Harris** and **J-Rod**. **Toglia**, **Espinal** or **Smith** are the injury replacements – just use COMPARE if you have to start a game with one of the regular three injured.
- **Infield** – **Bregman** and **Solano** platoon at third and stay in the game when you change the starter. **Lux** and **Espinal** platoon at second and almost always change out when you change pitchers (**Rojas** and **Solano** are other options at 2B). Shortstop is **Seager** and **Rojas**. When **Seager** starts he only comes out in the 8<sup>th</sup> or 9<sup>th</sup> for best defense with a lead. **Espinal** is also an injury replacement at short if desperate. I will monitor **Rojas** as well in his home games.
- **Designated Hitter** – **Seager** is the DH versus the righty and never comes out. If injured use **Smith** or **Bart**. **Bart** is the DH versus the lefty. If injured move **Seager** to DH and **Rojas** to short batting 9<sup>th</sup>. When you pull your lefty starter **Pavin Smith** will become the DH at the next at-bat.

#### Best Defense, at top, in bold:

C	1B	2B	SS	3B	LF	CF	RF
<b>D'Arnaud</b>	<b>Toglia</b>	<b>Espinal</b>	<b>Rojas</b>	<b>Bregman</b>	<b>Merrill</b>	<b>Harris</b>	<b>Rodriguez</b>
Bart	Hoskins	Lux	Seager	Espinal	Toglia	Rodriguez	Toglia
	Solano	Rojas	Espinal	Solano	Smith	Merrill	Smith

#### Managing the Islanders

- Pinch-hitting: Only when you change pitchers per above exit guidelines or if trailing really late in the game. (using COMPARE) to maximize to the best matchup.
- Bunting. Nope.
- Pinch Runners: Only late in the game to get the tying or go-ahead run home.
- Stealing: These guys steal – **Rodriguez**, **Merrill**, **Harris**, **Espinal**, **Rojas** and **Toglia**. No one else tries for the lead. Steal 2<sup>nd</sup> at 70%; steal third at 85%.
- Hit & Run. Only in lineups 3 and 4 with **Rojas** when **Merrill** is on first and no one out. Give it a whirl!
- Take the extra base at 65%, 55% to home with two outs.
- Send trailers to second at 50%, to third at 65%. You can send the low percentage trailer when we are tied or trailing by one run from the 8<sup>th</sup> inning on.
- Throwing defense: As a general rule always hit the cut-off man if the lead runner is safe at 70% or better going to third, 85% if going home otherwise make the throw. Cut off the throws and go for the trailers if trailing runner is 40% or less unless it is the go-ahead run late in the game – your call at that point. Infield plays always get the sure out at first on any "safe chance" of 40% or better. If less then go for the runner.
- Holding runners: Hold all runners with the asterisk and are 65% or better to steal second.
- Intentional Walks: Only the monster cards with men on where it makes a difference.

## Pitching Rotation

### THE STARTING ROTATION

#### LOOK HERE!

YOUR GAMES (at your park)				My Games					
Opp.	Game #1	Game #2	Game #3		Game #1	Game #2	Game #3		
BAG	Gray	Martinez	Severino	BAG	Jones	Gray	Severino		
PBC	Jones	Martinez	Luzardo	PBC	Luzardo	Jones	Severino		
SBM	Jones	Martinez	Severino	SBM	Jones	Gray	Severino		
SCT	Gray	Martinez	Severino	SCT	Jones	Gray	Severino		
CDS	Jones	Martinez	Luzardo	CDS	Luzardo	Martinez	Severino		
LVB	Gray	Martinez	Severino	LVB	Gray	Martinez	Severino		
OBB	Jones	Martinez	Luzardo	OBB	Luzardo	Martinez	Jones		
HAW				HAW					
CHI	Gray	Martinez	Severino	CHI	Jones	Gray	Severino		
AGN	Gray	Martinez	Severino	AGN	Jones	Gray	Severino		
STL	Jones	Martinez	Luzardo	STL	Jones	Gray	Severino		
VBS	Gray	Martinez	Severino	VBS	Jones	Gray	Severino		
Divisional Games – AWAY GAMES				Divisional Games – Home Games					
Opp.	Game #1	Game #2	Game #3	Game #4	Game #1	Game #2	Game #3	Game #4	
CDS	Jones	Martinez	Luzardo	Gray	CDS	Jones	Martinez	Luzardo	Gray
LVB	Jones	Martinez	Gray	Severino	LVB	Jones	Martinez	Gray	Severino
OBB	Jones	Martinez	Luzardo	Gray	OBB	Jones	Martinez	Luzardo	Gray

# Starts: Martinez (20); Jones (20); Gray (20); Severino (19); Luzardo (11).

Nick Martinez (use patience – 142 IP)	#1 starter and goes until tired. Always out in “dots” (tired). I would like to get 6-7 innings out of him each start but there is no innings minimum, rather we have a 7 Innings Max rule.
Jared Jones (some patience – 122 IP)	Balanced starter with slight home run problem versus the righty hitter so need to be <b>less patient</b> in his last two innings (5 <sup>th</sup> and/or 6 <sup>th</sup> ) of work in close games in small parks for righties (diamonds 8 or more). Always pull if tired. He is a 6 Innings Max.
Sonny Gray (some patience – 166 IP)	Solid starter with no innings limitation but should only pitch the 8 <sup>th</sup> or 9 <sup>th</sup> if he has a big lead Always pull if tired. Pull after 6 if it is a close game (within 2 runs either way).
Luis Severino (less patience – 182 IP)	Plenty of innings but can get into trouble when facing lefty laden lineups. Always pitches in the last game of the series so often you may find that going to the pen early is the better option. With bigger leads he can go a while but please do not let the game get away. Always out if tired.
Jesus Luzardo (less patience – 67 IP)	The only lefty starter and he will be used against those teams/parks that play to that advantage. Still, being a lefty... Use a quick hook once we get to the 5 <sup>th</sup> in close games facing lefty-mashers with runners on. Always out if tired. He is another 6 Innings Max.
Specific innings limitations:	Martinez (7); Jones (6); Luzardo (6).

### **Bullpen Discussion:**

As a group they are better than the starters so always keep that in mind. Outside of the games when Martinez starts, I would expect to use 2-4 relievers per game. Individual bullpen comments are below.

### **BULLPEN**

<b>Raisel Iglesias</b> (69 IP) Closer	<b>Closer.</b> A truly dominant card. He comes in for all save situations from the 8 <sup>th</sup> inning on. Two inning saves are okay as he has plenty of innings. Use and abuse.
<b>Jakob Junis</b> (67 IP) Setup	A 3-inning endurance rating means he can come in as early as the 5 <sup>th</sup> or start the 6 <sup>th</sup> in all close games. Junis has a slight HR problem v. lefty so should pitch shorter stints in CDS, OBB, PBC, or STL, but use and abuse all the same. Can be an alternate closer in those other parks.
<b>Alex Vesia*</b> (66 IP) Setup	Balanced set-up guy who strikes a lot of batters out. Pitches in innings 6-8 and can be used heavily in the parks mentioned above the opposite of Junis. As with any lefty avoid the big lefty masher late if he represents the tying or go-ahead run. Use and abuse.
<b>Blake Treinen</b> (47 IP) Setup	Shorter stints for Blake as he is only a one-inning endurance. Can come in at any point to stop a rally versus left or right. He can also be an emergency closer If Iglesias is unavailable or the game goes into extra innings.
<b>Jose Alvarado*</b> (62 IP) Middle Relief	The ultimate “loogy”. Shuts down the lefty but very wild against the righty. Likely the first guy in for early exits by Severino or Gray. Faces lineups with significant lefty presence for an inning or two to turn you around – most of his work will be at STL, OBB, PBC and CDS. Can also go for the last out of an inning versus a lefty you will not pinch-hit for (Soto, Harper, Ohtani, et al).
<b>Randy Rodriguez</b> (52 IP) Mid/Early	Long man and mop-up. Covers early exits when we are trailing by 3 runs or more against balanced or righty lineups. Also finishes up blow outs – winning or losing to preserve bullpen innings.

### **SUMMARY**

<b>Closer:</b>	<b>Raisel Iglesias</b> versus either Left or Right
<b>R’y setup:</b>	<b>Jakob Junis; Blake Treinen</b>
<b>L’y setup:</b>	<b>Alex Vesia</b>
<b>Prior to 5<sup>th</sup> inning and</b>	
<b>Situational:</b>	
<b>-R’y gets R’y:</b>	<b>Randy Rodriguez</b>
<b>-R’y gets L’y:</b>	<b>Blake Treinen</b>
<b>-L’y gets L’y:</b>	<b>Jose Alvarado</b>
<b>-L’y gets R’y:</b>	Nothing early in the game – <b>Alex Vesia</b> late...
<b>Longman/mop-up:</b>	<b>Randy Rodriguez</b> on real early exits. Can also use <b>Jose Alvarado</b> against heavy lefty hitting lineups. Let him keep going until you turn around...
<b>3 batter minimum guidelines</b>	Not worried about that unless you are using <b>Alvarado</b> and/or <b>Rodriguez</b> as a “situational spot” as opposed to just mop-up duty. In those situational spots try to keep their use facing two out of three or three out of four “lefty on lefty” or “righty on righty”.

**“...and Aloha means goodbye.”**

**HAWAII**



**ISLANDERS**