

MLB MANAGER DECISION-MAKING GUIDE

MINI EDITION

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AMERICAN LEAGUE

Tony La Russa — Oakland A's / Chicago White Sox (1979–2022)

Sparky Anderson — Cincinnati Reds / Detroit Tigers (1970–1995)

Joe Torre — New York Yankees (1996–2007)

Casey Stengel — New York Yankees (1949–1960)

NATIONAL LEAGUE

Whitey Herzog — St. Louis Cardinals (1970s–1980s)

John McGraw — New York Giants (1902–1932)

Dick Williams — Boston Red Sox / Oakland A's / Montreal Expos / San Diego Padres (1960s–1980s)

Leo Durocher — Brooklyn Dodgers / New York Giants / Chicago Cubs / Houston Astros (1939–1973)

AMERICAN LEAGUE

Tony La Russa

Oakland A's / Chicago White Sox • 1979–2022 • Style: Bullpen Architect • Analytical, Intense

Decision-Making: *Hierarchical (38%) / Data-Driven (36%) / Intuition (27%)*

★ **Key Trait:** Modern bullpen roles pioneer — defines specific roles and matchups with precision

Tactic	When to Use / Triggers	When to Avoid	Manager-Specific Notes
OFFENSIVE TACTICS			
Hit and Run	Runner on 1st, contact hitter up, 0-1 outs, favorable count (1-1, 2-1). Infield shifted or drawn in. Need to advance runner and avoid GDP.	K-prone batter, power hitter at plate, pitcher holds runners well, down 3+ runs.	Deploys selectively; prefers matchup-based offense over manufactured plays. Uses when pitcher is struggling with control and contact hitter is up.
Steal	Fast runner at 1st, pitcher with slow delivery or high leg kick, catcher with weak arm. 1-run game late innings, need to manufacture run.	Slow runner, down multiple runs, pitcher holds runners well, high HR potential at plate.	Low steal rate (~45) — values base security over aggressive running. Green-lights only high-percentage runners in close games.
Sacrifice Bunt	Runner on 1st or 2nd, 0 outs, pitcher or weak hitter batting, 1-run game. Need scoring position.	Power hitter at plate, down multiple runs, big inning potential, two outs.	Will bunt in tight late-game spots with pitcher at plate; avoids sacrificing outs with position hitters unless strategically critical.
Suicide Squeeze	Runner on 3rd, 0-1 outs, batter with bunt ability, tied or 1-run deficit. Full windup pitcher. Infield playing back.	Wild pitcher, runner lacks speed, batter poor at bunting, pitcher with deceptive delivery.	Rare call — uses only when trust in execution is near-certain. Prefers pitching and defense to manufacture wins.
Sacrifice Fly	Runner on 3rd, fewer than 2 outs, fly-ball hitter at plate. Outfield at standard or shallow depth.	Two outs, groundball pitcher, defense playing deep to prevent fly balls.	Situationally sound; recognizes fly-ball hitters and places them to drive in runs. Standard execution.
Pitch Out	Runner telegraphing steal, favorable count (0-0, 1-0), catcher ready, scout data confirms steal likely.	Behind in count, pitcher struggling with control, run situation not critical.	Employs pitch out aggressively to counter stolen base threats, especially with his pitch-to-contact staff.
Pitch Around	Dangerous hitter, base open, favorable on-deck matchup. Game on the line, matchup unfavorable.	Bases loaded, tying run already on base, nobody on deck worth the free pass.	Masterful at pitching around dangerous hitters to set up favorable matchups and force weaker bats.
BULLPEN MANAGEMENT			
Bring in Reliever	Starter showing fatigue, pitch count over 90, runners on base, unfavorable matchup coming up, pen arm warmed.	No one ready in pen, starter cruising with dominant stuff, large lead late innings.	Aggressive hook at 85–90 pitches; bullpen architecture means he always has a defined arm for every situation.
Bring in Closer	9th inning, lead of 1-3 runs, top of lineup coming up. Closer rested and available.	Closer unavailable (2+ straight days), 4+ run lead, blowout, closer struggling.	Pioneered the modern closer role — strict 9th inning deployment with elite leverage management.
Call Bullpen / Warm-Up	Starter's pitch count climbing, next batter has platoon advantage, situation worsening. Want options available.	Starter just retired side efficiently, early count in inning, large lead.	Bullpen is active from the 5th inning; never caught unprepared. Arms warm before they are needed.
Visit Mound	Pitcher showing mechanical issues, missing location repeatedly, catcher requests visit. Need momentum break.	Already burned allotted visits, pitcher in rhythm, early in critical count.	Moderate visits (~65); uses them strategically to disrupt opponent momentum and evaluate pitcher in real time.
Allow Complete Game for Pitcher	Pitcher dominant through 8 innings, pitch count under 115, holding lead, bullpen overworked.	Lead is slim, pen is fresh, pitcher's stuff declining, high-leverage hitters due up.	Rare — his bullpen-first philosophy means complete games occur only when pitcher is dominant and pen is taxed.
ROSTER MANAGEMENT			
Pinch Runner	Slow runner in scoring position, late innings, tying or go-ahead run scenario. Stolen base or wild pitch potential.	Last bench speed option needed later, comfortable lead, pitcher position coming up.	Will use pinch runners in high-leverage situations but does not burn bench depth recklessly early.
Pinch Hitter	Weak hitter due up, critical at-bat, platoon advantage available (LH vs RH). Power needed.	Only option is similar profile, pitcher due to bat 2+ more innings, bench depleted.	High substitution rate (~85); exploits platoon advantages aggressively in the late innings.
Player Substitution	Starter struggling offensively, pitcher slot, double-switch to optimize lineup. Fatigue or injury prevention.	Starter providing value, limited bench depth, score does not warrant roster depletion.	Active roster management — double-switches frequently to optimize lineup vs. bullpen.
Player Swap (Defensive)	Protecting lead late, poor defensive player due up, ground ball pitcher entering. Close game, double-play depth needed.	Offense still needed, no defensive upgrade available, losing badly.	Replaces poor defenders late in close games; defense wins championships in his philosophy.
RUN PREVENTION			
Intentional Walk	Dangerous hitter, base open, favorable on-deck matchup. Set up force play or GDP. Game-tying run scenario.	Loading bases with struggling reliever, tying run already on base, weak on-deck hitter.	Uses IBB strategically at a high rate (~65) — pitching around Bonds-era hitters was a hallmark.
Infield In (Tight)	Runner on 3rd, fewer than 2 outs, tying/go-ahead run at stake. Soft-contact hitter at plate.	Power hitter up, double-play situation more valuable, pitcher not inducing grounders.	Deploys when run prevention is critical; trusts his infielders to handle the exposure.
Pickoff Attempt	Runner takes aggressive lead, base stealer ready to go, pitcher has good move. Steal sign evident.	Wild pitcher, dangerous hitter at plate needing full focus, catcher not positioned properly.	Directs pitchers to hold runners; staff trained in pick-off routines as part of defensive preparation.
Double Steal	Runners on 1st and 3rd, catcher must choose, game tied or 1-run deficit. Weak-armed catcher.	Multiple run lead, high-contact hitter at plate, slow runners, team cannot afford the out.	Rarely initiates the double steal — prefers controlled, designed offensive sequences over gambling.
BASERUNNING AGGRESSION			
Take Extra Base	Ball hit to gap, runner going 1st-to-3rd or scoring from 2nd. Outfielder slow to field ball.	Strong outfield arm aligned for play, game tied with 2 outs and slow runner.	Conservative; values avoiding outs. Will not send runners against strong outfield arms.
Score Runner from 2nd	Runner on 2nd, single to outfield, 2 outs or late-game, run means tie or lead. Outfielder charging.	Strong right-field arm directly aligned, runner not fast, score not critical.	Calculated — sends only when the route is clear and the arm is not a threat.
Tag at 3rd	Runner on 3rd, medium-to-deep fly ball, fewer than 2 outs. Outfielder back on heels, run equals tie or win.	Outfielder charging ball, strong known arm, game not close.	Only on deep balls; does not gamble on marginal plays at the plate.
Tag at 1st/2nd	Runners on base, line drive catch uncertain, umpire signal delayed. Runner needs to advance.	Ball clearly caught immediately, runner too far off bag, game situation does not demand risk.	Standard awareness; base coaches trained to read ball in play carefully.
Go 1st to 3rd	Single to left-center, runner on 1st has good speed. Outfielder slow to react, third-base coach waves.	Right-field single with strong arm directly aligned, slow runner, infield cut-off positioned.	Allows on clear misplays; does not send runners unless advantage is near-certain.
Go 1st to Home	Runner on 1st, extra-base hit (double/triple), run equals tie or go-ahead. Ball to gap, 2 outs.	Shallow outfield, strong relay throw lined up, run not critical, comfortable lead.	Conservative — prefers holding at 3rd and loading bases for a big hit.
Stretch Single to Double	Ball in gap or to corner, batter-runner has good speed. Outfielder slow to field, relay throw going elsewhere.	Strong outfield arm directly in position, outfielder charges cleanly, marginal advantage only.	Situational; encourages only when outfielder is clearly out of position.
Stretch Double to Triple	Deep extra-base hit, batter rounds 2nd with momentum. Center/left fielder slow on relay, ball bounces away.	Right-fielder with strong arm lined up for relay, late in close game with poor risk/reward.	Extremely rare; risk/reward rarely justifies gambling against his run-control philosophy.

Sparky Anderson

Cincinnati Reds / Detroit Tigers • 1970–1995 • Style: Player-Friendly Winner • Supportive, Confident

Decision-Making: *Hierarchical (40%) / Intuition (37%) / Data-Driven (23%)*

★ **Key Trait:** Players loved him — built winning cultures through relationships, confidence, and trust

Tactic	When to Use / Triggers	When to Avoid	Manager-Specific Notes
OFFENSIVE TACTICS			
Hit and Run	Runner on 1st, contact hitter up, 0-1 outs, favorable count (1-1, 2-1). Infield shifted or drawn in. Need to advance runner and avoid GDP.	K-prone batter, power hitter at plate, pitcher holds runners well, down 3+ runs.	Deploys situationally with speedy runners; trusts players to execute fundamental plays.
Steal	Fast runner at 1st, pitcher with slow delivery or high leg kick, catcher with weak arm. 1-run game late innings, need to manufacture run.	Slow runner, down multiple runs, pitcher holds runners well, high HR potential at plate.	Moderate steal rate (~40) — uses when runner has green light and situation calls for manufacturing.
Sacrifice Bunt	Runner on 1st or 2nd, 0 outs, pitcher or weak hitter batting, 1-run game. Need scoring position.	Power hitter at plate, down multiple runs, big inning potential, two outs.	Standard small-ball deployment (~45); uses bunt to advance runners in close games.
Suicide Squeeze	Runner on 3rd, 0-1 outs, batter with bunt ability, tied or 1-run deficit. Full windup pitcher. Infield playing back.	Wild pitcher, runner lacks speed, batter poor at bunting, pitcher with deceptive delivery.	Will execute the squeeze with practiced players; trusts execution over conservatism.
Sacrifice Fly	Runner on 3rd, fewer than 2 outs, fly-ball hitter at plate. Outfield at standard or shallow depth.	Two outs, groundball pitcher, defense playing deep to prevent fly balls.	Excellent situational awareness; builds lineups with fly-ball capacity in key spots.
Pitch Out	Runner telegraphing steal, favorable count (0-0, 1-0), catcher ready, scout data confirms steal likely.	Behind in count, pitcher struggling with control, run situation not critical.	Deploys when scouting reveals opponent's steal tendencies.
Pitch Around	Dangerous hitter, base open, favorable on-deck matchup. Game on the line, matchup unfavorable.	Bases loaded, tying run already on base, nobody on deck worth the free pass.	Pitches around dangerous hitters with standard strategic deployment.
BULLPEN MANAGEMENT			
Bring in Reliever	Starter showing fatigue, pitch count over 90, runners on base, unfavorable matchup coming up, pen arm warmed.	No one ready in pen, starter cruising with dominant stuff, large lead late innings.	Moderate hook (~70 closer usage); willing to extend good starters but responds quickly.
Bring in Closer	9th inning, lead of 1-3 runs, top of lineup coming up. Closer rested and available.	Closer unavailable (2+ straight days), 4+ run lead, blowout, closer struggling.	Structured pen — earned the nickname 'Captain Hook' for his frequent reliever usage.
Call Bullpen / Warm-Up	Starter's pitch count climbing, next batter has platoon advantage, situation worsening. Want options available.	Starter just retired side efficiently, early count in inning, large lead.	Gets pen ready in close games; competitive urgency means always responsive.
Visit Mound	Pitcher showing mechanical issues, missing location repeatedly, catcher requests visit. Need momentum break.	Already burned allotted visits, pitcher in rhythm, early in critical count.	Moderate visits (~50) — communicates and evaluates, then lets the pitcher work.
Allow Complete Game for Pitcher	Pitcher dominant through 8 innings, pitch count under 115, holding lead, bullpen overworked.	Lead is slim, pen is fresh, pitcher's stuff declining, high-leverage hitters due up.	Comfortable with complete games from dominant starters; Morris was a workhorse.
ROSTER MANAGEMENT			
Pinch Runner	Slow runner in scoring position, late innings, tying or go-ahead run scenario. Stolen base or wild pitch potential.	Last bench speed option needed later, comfortable lead, pitcher position coming up.	Uses bench speed in late-game scoring situations; player-friendly means trusting roster depth.
Pinch Hitter	Weak hitter due up, critical at-bat, platoon advantage available (LH vs RH). Power needed.	Only option is similar profile, pitcher due to bat 2+ more innings, bench depleted.	Moderate pinch hitting (~55); exploits platoon advantages when opportunity arises.
Player Substitution	Starter struggling offensively, pitcher slot, double-switch to optimize lineup. Fatigue or injury prevention.	Starter providing value, limited bench depth, score does not warrant roster depletion.	Balanced substitution strategy; keeps regulars playing but manages late-inning matchups.
Player Swap (Defensive)	Protecting lead late, poor defensive player due up, ground ball pitcher entering. Close game, double-play depth needed.	Offense still needed, no defensive upgrade available, losing badly.	Late-inning defensive swaps to protect leads; prioritizes winning above individual stats.
RUN PREVENTION			
Intentional Walk	Dangerous hitter, base open, favorable on-deck matchup. Set up force play or GDP. Game-tying run scenario.	Loading bases with struggling reliever, tying run already on base, weak on-deck hitter.	Moderate IBB (~55); will walk elite threats with base open and favorable on-deck matchup.
Infield In (Tight)	Runner on 3rd, fewer than 2 outs, tying/go-ahead run at stake. Soft-contact hitter at plate.	Power hitter up, double-play situation more valuable, pitcher not inducing grounders.	Uses in critical prevention spots; confident in his infielders to make the play.
Pickoff Attempt	Runner takes aggressive lead, base stealer ready to go, pitcher has good move. Steal sign evident.	Wild pitcher, dangerous hitter at plate needing full focus, catcher not positioned properly.	Works with pitchers and catchers to control the running game.
Double Steal	Runners on 1st and 3rd, catcher must choose, game tied or 1-run deficit. Weak-armed catcher.	Multiple run lead, high-contact hitter at plate, slow runners, team cannot afford the out.	Occasionally uses in creative moments to disrupt opponent rhythm.
BASERUNNING AGGRESSION			
Take Extra Base	Ball hit to gap, runner going 1st-to-3rd or scoring from 2nd. Outfielder slow to field ball.	Strong outfield arm aligned for play, game tied with 2 outs and slow runner.	Encourages aggressive base running; players trained to challenge outfield arms.
Score Runner from 2nd	Runner on 2nd, single to outfield, 2 outs or late-game, run means tie or lead. Outfielder charging.	Strong right-field arm directly aligned, runner not fast, score not critical.	Sends runners in scoring situations; aggressive with two outs.
Tag at 3rd	Runner on 3rd, medium-to-deep fly ball, fewer than 2 outs. Outfielder back on heels, run equals tie or win.	Outfielder charging ball, strong known arm, game not close.	On deep outfield balls where score is virtually certain.
Tag at 1st/2nd	Runners on base, line drive catch uncertain, umpire signal delayed. Runner needs to advance.	Ball clearly caught immediately, runner too far off bag, game situation does not demand risk.	Standard base-coach reads; players prepared for situational awareness.
Go 1st to 3rd	Single to left-center, runner on 1st has good speed. Outfielder slow to react, third-base coach waves.	Right-field single with strong arm directly aligned, slow runner, infield cut-off positioned.	Encourages on singles to left-center; aggressive but not reckless.
Go 1st to Home	Runner on 1st, extra-base hit (double/triple), run equals tie or go-ahead. Ball to gap, 2 outs.	Shallow outfield, strong relay throw lined up, run not critical, comfortable lead.	Conservative unless ball is clearly in a gap or outfielder misplays.
Stretch Single to Double	Ball in gap or to corner, batter-runner has good speed. Outfielder slow to field, relay throw going elsewhere.	Strong outfield arm directly in position, outfielder charges cleanly, marginal advantage only.	Allows on clear outfield misplays; standard aggressive base running.
Stretch Double to Triple	Deep extra-base hit, batter rounds 2nd with momentum. Center/left fielder slow on relay, ball bounces away.	Right-fielder with strong arm lined up for relay, late in close game with poor risk/reward.	Moderate — will attempt if runner has sufficient speed and outfield is slow to relay.

Joe Torre

New York Yankees • 1996–2007 • Style: Player's Manager • Calm, Trusting, Structured

Decision-Making: *Hierarchical (39%) / Intuition (34%) / Data-Driven (26%)*

★ **Key Trait:** Masterful Rivera leverage management — trusted veterans, calm under pressure

Tactic	When to Use / Triggers	When to Avoid	Manager-Specific Notes
OFFENSIVE TACTICS			
Hit and Run	Runner on 1st, contact hitter up, 0-1 outs, favorable count (1-1, 2-1). Infield shifted or drawn in. Need to advance runner and avoid GDP.	K-prone batter, power hitter at plate, pitcher holds runners well, down 3+ runs.	Deploys selectively with speedy table-setters; trusts lineup to produce without manufacturing.
Steal	Fast runner at 1st, pitcher with slow delivery or high leg kick, catcher with weak arm. 1-run game late innings, need to manufacture run.	Slow runner, down multiple runs, pitcher holds runners well, high HR potential at plate.	Low steal rate — with Jeter, Williams, and Rodriguez, prefers staying out of double plays.
Sacrifice Bunt	Runner on 1st or 2nd, 0 outs, pitcher or weak hitter batting, 1-run game. Need scoring position.	Power hitter at plate, down multiple runs, big inning potential, two outs.	Uses in tight postseason spots; values protecting one-run leads with small ball.
Suicide Squeeze	Runner on 3rd, 0-1 outs, batter with bunt ability, tied or 1-run deficit. Full windup pitcher. Infield playing back.	Wild pitcher, runner lacks speed, batter poor at bunting, pitcher with deceptive delivery.	Rare — Torre prefers trusting his lineup in pressure spots rather than high-risk plays.
Sacrifice Fly	Runner on 3rd, fewer than 2 outs, fly-ball hitter at plate. Outfield at standard or shallow depth.	Two outs, groundball pitcher, defense playing deep to prevent fly balls.	Standard situational awareness; recognizes fly-ball scenarios and manages lineup accordingly.
Pitch Out	Runner telegraphing steal, favorable count (0-0, 1-0), catcher ready, scout data confirms steal likely.	Behind in count, pitcher struggling with control, run situation not critical.	Uses when base-stealer is clearly going; protects Rivera saves with defensive awareness.
Pitch Around	Dangerous hitter, base open, favorable on-deck matchup. Game on the line, matchup unfavorable.	Bases loaded, tying run already on base, nobody on deck worth the free pass.	Pitches around elite hitters strategically; prefers matchup advantages.
BULLPEN MANAGEMENT			
Bring in Reliever	Starter showing fatigue, pitch count over 90, runners on base, unfavorable matchup coming up, pen arm warmed.	No one ready in pen, starter cruising with dominant stuff, large lead late innings.	Clear bullpen structure — Stanton, Nelson, Mendoza, Rivera each had defined roles.
Bring in Closer	9th inning, lead of 1-3 runs, top of lineup coming up. Closer rested and available.	Closer unavailable (2+ straight days), 4+ run lead, blowout, closer struggling.	Rivera-era closer deployment: strict 9th inning, extended to multi-inning in key playoff games.
Call Bullpen / Warm-Up	Starter's pitch count climbing, next batter has platoon advantage, situation worsening. Want options available.	Starter just retired side efficiently, early count in inning, large lead.	Gets pen ready early in close games; never caught flat-footed.
Visit Mound	Pitcher showing mechanical issues, missing location repeatedly, catcher requests visit. Need momentum break.	Already burned allotted visits, pitcher in rhythm, early in critical count.	Infrequent (~35) — communicates pre-game; trusts pitchers during their performance.
Allow Complete Game for Pitcher	Pitcher dominant through 8 innings, pitch count under 115, holding lead, bullpen overworked.	Lead is slim, pen is fresh, pitcher's stuff declining, high-leverage hitters due up.	Will let dominant starters finish; Cone and Pettitte were trusted to close games.
ROSTER MANAGEMENT			
Pinch Runner	Slow runner in scoring position, late innings, tying or go-ahead run scenario. Stolen base or wild pitch potential.	Last bench speed option needed later, comfortable lead, pitcher position coming up.	Uses bench speed in key late-inning situations where one run changes outcome.
Pinch Hitter	Weak hitter due up, critical at-bat, platoon advantage available (LH vs RH). Power needed.	Only option is similar profile, pitcher due to bat 2+ more innings, bench depleted.	Strategic pinch hitting for platoon advantages; bench depth was important in dynasty years.
Player Substitution	Starter struggling offensively, pitcher slot, double-switch to optimize lineup. Fatigue or injury prevention.	Starter providing value, limited bench depth, score does not warrant roster depletion.	Moderate substitution rate; preserves regulars while making timely moves.
Player Swap (Defensive)	Protecting lead late, poor defensive player due up, ground ball pitcher entering. Close game, double-play depth needed.	Offense still needed, no defensive upgrade available, losing badly.	Protects leads late; defensive alignment in the 9th was standard.
RUN PREVENTION			
Intentional Walk	Dangerous hitter, base open, favorable on-deck matchup. Set up force play or GDP. Game-tying run scenario.	Loading bases with struggling reliever, tying run already on base, weak on-deck hitter.	High IBB rate (~60) — will walk elite hitters to set up double plays or favorable matchups.
Infield In (Tight)	Runner on 3rd, fewer than 2 outs, tying/go-ahead run at stake. Soft-contact hitter at plate.	Power hitter up, double-play situation more valuable, pitcher not inducing grounders.	Deploys in late-inning prevention spots; trusts his infield to execute.
Pickoff Attempt	Runner takes aggressive lead, base stealer ready to go, pitcher has good move. Steal sign evident.	Wild pitcher, dangerous hitter at plate needing full focus, catcher not positioned properly.	Pitcher-led; Torre directs his starters to keep runners honest with pick-off moves.
Double Steal	Runners on 1st and 3rd, catcher must choose, game tied or 1-run deficit. Weak-armed catcher.	Multiple run lead, high-contact hitter at plate, slow runners, team cannot afford the out.	Rare — with a power lineup, rarely needed this type of manufactured pressure.
BASERUNNING AGGRESSION			
Take Extra Base	Ball hit to gap, runner going 1st-to-3rd or scoring from 2nd. Outfielder slow to field ball.	Strong outfield arm aligned for play, game tied with 2 outs and slow runner.	Allows aggressive base running; Jeter was known for intelligent extra-base reading.
Score Runner from 2nd	Runner on 2nd, single to outfield, 2 outs or late-game, run means tie or lead. Outfielder charging.	Strong right-field arm directly aligned, runner not fast, score not critical.	Sends with two outs in run-critical situations; standard aggressive approach.
Tag at 3rd	Runner on 3rd, medium-to-deep fly ball, fewer than 2 outs. Outfielder back on heels, run equals tie or win.	Outfielder charging ball, strong known arm, game not close.	On deep balls to left-center or right-center where arm cannot make the play.
Tag at 1st/2nd	Runners on base, line drive catch uncertain, umpire signal delayed. Runner needs to advance.	Ball clearly caught immediately, runner too far off bag, game situation does not demand risk.	Real-time base coach decisions; players trained to read the ball.
Go 1st to 3rd	Single to left-center, runner on 1st has good speed. Outfielder slow to react, third-base coach waves.	Right-field single with strong arm directly aligned, slow runner, infield cut-off positioned.	Encourages with speedy runners when outfield is out of position.
Go 1st to Home	Runner on 1st, extra-base hit (double/triple), run equals tie or go-ahead. Ball to gap, 2 outs.	Shallow outfield, strong relay throw lined up, run not critical, comfortable lead.	Conservative — with power in lineup, prefers loading bases for a big hit.
Stretch Single to Double	Ball in gap or to corner, batter-runner has good speed. Outfielder slow to field, relay throw going elsewhere.	Strong outfield arm directly in position, outfielder charges cleanly, marginal advantage only.	Allows when advantage is clear; does not push marginal situations.
Stretch Double to Triple	Deep extra-base hit, batter rounds 2nd with momentum. Center/left fielder slow on relay, ball bounces away.	Right-fielder with strong arm lined up for relay, late in close game with poor risk/reward.	Rare; Torre prefers safe 2B to risky 3B gamble in most situations.

Casey Stengel

New York Yankees • 1949–1960 • Style: Platoon Genius • Creative, Unorthodox, Adaptive

Decision-Making: *Intuition (41%) / Hierarchical (35%) / Data-Driven (24%)*

★ **Key Trait:** Heavy platoons and creative lineups — matchup wizard with colorful, unpredictable personality

Tactic	When to Use / Triggers	When to Avoid	Manager-Specific Notes
OFFENSIVE TACTICS			
Hit and Run	Runner on 1st, contact hitter up, 0-1 outs, favorable count (1-1, 2-1). Infield shifted or drawn in. Need to advance runner and avoid GDP.	K-prone batter, power hitter at plate, pitcher holds runners well, down 3+ runs.	Uses creatively as part of his manufactured offense; platoon system extends to baserunning tactics.
Steal	Fast runner at 1st, pitcher with slow delivery or high leg kick, catcher with weak arm. 1-run game late innings, need to manufacture run.	Slow runner, down multiple runs, pitcher holds runners well, high HR potential at plate.	Moderate steal rate; deploys based on runner, pitcher, and situation rather than set policy.
Sacrifice Bunt	Runner on 1st or 2nd, 0 outs, pitcher or weak hitter batting, 1-run game. Need scoring position.	Power hitter at plate, down multiple runs, big inning potential, two outs.	Employs bunts at moderate rates — fits the construction of the game in the 1950s era.
Suicide Squeeze	Runner on 3rd, 0-1 outs, batter with bunt ability, tied or 1-run deficit. Full windup pitcher. Infield playing back.	Wild pitcher, runner lacks speed, batter poor at bunting, pitcher with deceptive delivery.	Will attempt the squeeze in unexpected moments; his unorthodox nature makes this a live call.
Sacrifice Fly	Runner on 3rd, fewer than 2 outs, fly-ball hitter at plate. Outfield at standard or shallow depth.	Two outs, groundball pitcher, defense playing deep to prevent fly balls.	Situationally aware; built lineups to have fly-ball threats in key spots.
Pitch Out	Runner telegraphing steal, favorable count (0-0, 1-0), catcher ready, scout data confirms steal likely.	Behind in count, pitcher struggling with control, run situation not critical.	Uses when he reads the opposing manager's tendencies from previous at-bats.
Pitch Around	Dangerous hitter, base open, favorable on-deck matchup. Game on the line, matchup unfavorable.	Bases loaded, tying run already on base, nobody on deck worth the free pass.	Pitches around dangerous hitters to get favorable matchups — consistent with platoon strategy.
BULLPEN MANAGEMENT			
Bring in Reliever	Starter showing fatigue, pitch count over 90, runners on base, unfavorable matchup coming up, pen arm warmed.	No one ready in pen, starter cruising with dominant stuff, large lead late innings.	Platoon extends to bullpen; Stengel was fluid with pitcher usage before defined roles existed.
Bring in Closer	9th inning, lead of 1-3 runs, top of lineup coming up. Closer rested and available.	Closer unavailable (2+ straight days), 4+ run lead, blowout, closer struggling.	Moderate defined roles for the era — Reynolds and others used as situation closers.
Call Bullpen / Warm-Up	Starter's pitch count climbing, next batter has platoon advantage, situation worsening. Want options available.	Starter just retired side efficiently, early count in inning, large lead.	Active in getting the pen ready; frequent mound visits (~55) signal engagement.
Visit Mound	Pitcher showing mechanical issues, missing location repeatedly, catcher requests visit. Need momentum break.	Already burned allotted visits, pitcher in rhythm, early in critical count.	Frequent (~55) — uses visits to communicate and read his pitcher's mental state.
Allow Complete Game for Pitcher	Pitcher dominant through 8 innings, pitch count under 115, holding lead, bullpen overworked.	Lead is slim, pen is fresh, pitcher's stuff declining, high-leverage hitters due up.	Allowed complete games when pitchers were dominant; trusted Reynolds and Raschi.
ROSTER MANAGEMENT			
Pinch Runner	Slow runner in scoring position, late innings, tying or go-ahead run scenario. Stolen base or wild pitch potential.	Last bench speed option needed later, comfortable lead, pitcher position coming up.	High substitution rate (~80) — platooning extends to replacing baserunners strategically.
Pinch Hitter	Weak hitter due up, critical at-bat, platoon advantage available (LH vs RH). Power needed.	Only option is similar profile, pitcher due to bat 2+ more innings, bench depleted.	Elite pinch hitter usage — defined the practice of heavy platooning in modern baseball.
Player Substitution	Starter struggling offensively, pitcher slot, double-switch to optimize lineup. Fatigue or injury prevention.	Starter providing value, limited bench depth, score does not warrant roster depletion.	80+ substitutions rate; Stengel's platoon system meant no player owned a full-time role.
Player Swap (Defensive)	Protecting lead late, poor defensive player due up, ground ball pitcher entering. Close game, double-play depth needed.	Offense still needed, no defensive upgrade available, losing badly.	Defensive replacements common; maximizes late-inning lineup alignments.
RUN PREVENTION			
Intentional Walk	Dangerous hitter, base open, favorable on-deck matchup. Set up force play or GDP. Game-tying run scenario.	Loading bases with struggling reliever, tying run already on base, weak on-deck hitter.	Uses IBB when matchup clearly favors it; moderate rate (~55).
Infield In (Tight)	Runner on 3rd, fewer than 2 outs, tying/go-ahead run at stake. Soft-contact hitter at plate.	Power hitter up, double-play situation more valuable, pitcher not inducing grounders.	Deploys in late tight games; willing to sacrifice GDP prevention for run stoppage.
Pickoff Attempt	Runner takes aggressive lead, base stealer ready to go, pitcher has good move. Steal sign evident.	Wild pitcher, dangerous hitter at plate needing full focus, catcher not positioned properly.	Works with catchers to control the running game; active in this department.
Double Steal	Runners on 1st and 3rd, catcher must choose, game tied or 1-run deficit. Weak-armed catcher.	Multiple run lead, high-contact hitter at plate, slow runners, team cannot afford the out.	Would attempt double steal in creative moments; unpredictable tactical style.
BASERUNNING AGGRESSION			
Take Extra Base	Ball hit to gap, runner going 1st-to-3rd or scoring from 2nd. Outfielder slow to field ball.	Strong outfield arm aligned for play, game tied with 2 outs and slow runner.	Encourages aggressive base running; expects runners to challenge outfield arms.
Score Runner from 2nd	Runner on 2nd, single to outfield, 2 outs or late-game, run means tie or lead. Outfielder charging.	Strong right-field arm directly aligned, runner not fast, score not critical.	Sends runners aggressively in scoring situations; the 1950s Yankees played smart but bold.
Tag at 3rd	Runner on 3rd, medium-to-deep fly ball, fewer than 2 outs. Outfielder back on heels, run equals tie or win.	Outfielder charging ball, strong known arm, game not close.	Tags aggressively on balls in play; coaches trained to read arm strength.
Tag at 1st/2nd	Runners on base, line drive catch uncertain, umpire signal delayed. Runner needs to advance.	Ball clearly caught immediately, runner too far off bag, game situation does not demand risk.	Standard awareness; players coached in base-reading fundamentals.
Go 1st to 3rd	Single to left-center, runner on 1st has good speed. Outfielder slow to react, third-base coach waves.	Right-field single with strong arm directly aligned, slow runner, infield cut-off positioned.	Encourages strongly; Stengel's teams were expected to take every base available.
Go 1st to Home	Runner on 1st, extra-base hit (double/triple), run equals tie or go-ahead. Ball to gap, 2 outs.	Shallow outfield, strong relay throw lined up, run not critical, comfortable lead.	Will send when the play is there; not overly conservative.
Stretch Single to Double	Ball in gap or to corner, batter-runner has good speed. Outfielder slow to field, relay throw going elsewhere.	Strong outfield arm directly in position, outfielder charges cleanly, marginal advantage only.	Allows on clear reads; aggressive base running culture.
Stretch Double to Triple	Deep extra-base hit, batter rounds 2nd with momentum. Center/left fielder slow on relay, ball bounces away.	Right-fielder with strong arm lined up for relay, late in close game with poor risk/reward.	Moderate tolerance — will attempt if runner has clear advantage.

NATIONAL LEAGUE

Whitey Herzog

St. Louis Cardinals • 1970s–1980s • Style: Speed Architect • Creative, Aggressive, Speed-focused

Decision-Making: *Intuition (43%) / Hierarchical (41%) / Data-Driven (16%)*

★ **Key Trait:** Whiteyball speed game — extreme base stealing and aggressive baserunning, small-ball master

Tactic	When to Use / Triggers	When to Avoid	Manager-Specific Notes
OFFENSIVE TACTICS			
Hit and Run	Runner on 1st, contact hitter up, 0-1 outs, favorable count (1-1, 2-1). Infield shifted or drawn in. Need to advance runner and avoid GDP.	K-prone batter, power hitter at plate, pitcher holds runners well, down 3+ runs.	Core strategy — Whiteyball was built on hit-and-run as a primary offensive weapon.
Steal	Fast runner at 1st, pitcher with slow delivery or high leg kick, catcher with weak arm. 1-run game late innings, need to manufacture run.	Slow runner, down multiple runs, pitcher holds runners well, high HR potential at plate.	Maximum steal rate (~90) — highest among all profiled managers; Whiteyball was defined by it.
Sacrifice Bunt	Runner on 1st or 2nd, 0 outs, pitcher or weak hitter batting, 1-run game. Need scoring position.	Power hitter at plate, down multiple runs, big inning potential, two outs.	Very high small ball (~90) — manufacturing runs through speed and movement was his identity.
Suicide Squeeze	Runner on 3rd, 0-1 outs, batter with bunt ability, tied or 1-run deficit. Full windup pitcher. Infield playing back.	Wild pitcher, runner lacks speed, batter poor at bunting, pitcher with deceptive delivery.	Frequently employed; Whiteyball's speed game made the squeeze a constant threat.
Sacrifice Fly	Runner on 3rd, fewer than 2 outs, fly-ball hitter at plate. Outfield at standard or shallow depth.	Two outs, groundball pitcher, defense playing deep to prevent fly balls.	Builds lineup for situational run-scoring; fly balls were secondary to speed-based offense.
Pitch Out	Runner telegraphing steal, favorable count (0-0, 1-0), catcher ready, scout data confirms steal likely.	Behind in count, pitcher struggling with control, run situation not critical.	Active — defends against steals aggressively since he steals relentlessly himself.
Pitch Around	Dangerous hitter, base open, favorable on-deck matchup. Game on the line, matchup unfavorable.	Bases loaded, tying run already on base, nobody on deck worth the free pass.	Standard; will pitch around dangerous hitters to preserve the speed-based offense.
BULLPEN MANAGEMENT			
Bring in Reliever	Starter showing fatigue, pitch count over 90, runners on base, unfavorable matchup coming up, pen arm warmed.	No one ready in pen, starter cruising with dominant stuff, large lead late innings.	Moderate bullpen roles; Whiteyball was more about offensive construction than pen architecture.
Bring in Closer	9th inning, lead of 1-3 runs, top of lineup coming up. Closer rested and available.	Closer unavailable (2+ straight days), 4+ run lead, blowout, closer struggling.	Standard save-situation deployment; Todd Worrell era had defined closing roles.
Call Bullpen / Warm-Up	Starter's pitch count climbing, next batter has platoon advantage, situation worsening. Want options available.	Starter just retired side efficiently, early count in inning, large lead.	Gets pen ready in close games; creative manager never caught flat-footed.
Visit Mound	Pitcher showing mechanical issues, missing location repeatedly, catcher requests visit. Need momentum break.	Already burned allotted visits, pitcher in rhythm, early in critical count.	Moderate visits (~55) — communicates and evaluates while managing a speed-based game.
Allow Complete Game for Pitcher	Pitcher dominant through 8 innings, pitch count under 115, holding lead, bullpen overworked.	Lead is slim, pen is fresh, pitcher's stuff declining, high-leverage hitters due up.	Will allow when starter is dominant; Forsch and Tudor were trusted.
ROSTER MANAGEMENT			
Pinch Runner	Slow runner in scoring position, late innings, tying or go-ahead run scenario. Stolen base or wild pitch potential.	Last bench speed option needed later, comfortable lead, pitcher position coming up.	Very active; Whiteyball meant speed was always on the bench waiting.
Pinch Hitter	Weak hitter due up, critical at-bat, platoon advantage available (LH vs RH). Power needed.	Only option is similar profile, pitcher due to bat 2+ more innings, bench depleted.	Active platoon pinch hitting (~75); creative matchup management.
Player Substitution	Starter struggling offensively, pitcher slot, double-switch to optimize lineup. Fatigue or injury prevention.	Starter providing value, limited bench depth, score does not warrant roster depletion.	High substitution rate (~75); creative deployment of the roster.
Player Swap (Defensive)	Protecting lead late, poor defensive player due up, ground ball pitcher entering. Close game, double-play depth needed.	Offense still needed, no defensive upgrade available, losing badly.	Active late-inning defensive optimization; speed helps defensively too.
RUN PREVENTION			
Intentional Walk	Dangerous hitter, base open, favorable on-deck matchup. Set up force play or GDP. Game-tying run scenario.	Loading bases with struggling reliever, tying run already on base, weak on-deck hitter.	Moderate IBB (~50); prefers to challenge hitters rather than give free passes.
Infield In (Tight)	Runner on 3rd, fewer than 2 outs, tying/go-ahead run at stake. Soft-contact hitter at plate.	Power hitter up, double-play situation more valuable, pitcher not inducing grounders.	Deploys in critical run-prevention situations.
Pickoff Attempt	Runner takes aggressive lead, base stealer ready to go, pitcher has good move. Steal sign evident.	Wild pitcher, dangerous hitter at plate needing full focus, catcher not positioned properly.	Active pickoff direction; with base stealers everywhere, defense requires counter-measures.
Double Steal	Runners on 1st and 3rd, catcher must choose, game tied or 1-run deficit. Weak-armed catcher.	Multiple run lead, high-contact hitter at plate, slow runners, team cannot afford the out.	Extremely frequent — Whiteyball was defined by the double steal and creative base tactics.
BASERUNNING AGGRESSION			
Take Extra Base	Ball hit to gap, runner going 1st-to-3rd or scoring from 2nd. Outfielder slow to field ball.	Strong outfield arm aligned for play, game tied with 2 outs and slow runner.	Maximum aggression — every extra base was a core expectation.
Score Runner from 2nd	Runner on 2nd, single to outfield, 2 outs or late-game, run means tie or lead. Outfielder charging.	Strong right-field arm directly aligned, runner not fast, score not critical.	Sends aggressively every time opportunity presents itself.
Tag at 3rd	Runner on 3rd, medium-to-deep fly ball, fewer than 2 outs. Outfielder back on heels, run equals tie or win.	Outfielder charging ball, strong known arm, game not close.	Very active tagging; Whiteyball runners were trained to challenge every arm.
Tag at 1st/2nd	Runners on base, line drive catch uncertain, umpire signal delayed. Runner needs to advance.	Ball clearly caught immediately, runner too far off bag, game situation does not demand risk.	Aggressive reads with the expectation of maximum base advancement.
Go 1st to 3rd	Single to left-center, runner on 1st has good speed. Outfielder slow to react, third-base coach waves.	Right-field single with strong arm directly aligned, slow runner, infield cut-off positioned.	Absolutely expected — standard play in Whiteyball; coaches had license to be aggressive.
Go 1st to Home	Runner on 1st, extra-base hit (double/triple), run equals tie or go-ahead. Ball to gap, 2 outs.	Shallow outfield, strong relay throw lined up, run not critical, comfortable lead.	Will send more than almost any manager; scoring runs from anywhere was the identity.
Stretch Single to Double	Ball in gap or to corner, batter-runner has good speed. Outfielder slow to field, relay throw going elsewhere.	Strong outfield arm directly in position, outfielder charges cleanly, marginal advantage only.	Expected behavior; aggressive base running was non-negotiable.
Stretch Double to Triple	Deep extra-base hit, batter rounds 2nd with momentum. Center/left fielder slow on relay, ball bounces away.	Right-fielder with strong arm lined up for relay, late in close game with poor risk/reward.	High tolerance; Whiteyball runners were built for this exact play.

John McGraw

New York Giants • 1902–1932 • Style: Master Tactician • Aggressive, Psychological, Small-ball

Decision-Making: *Hierarchical (49%) / Intuition (46%) / Data-Driven (5%)*

★ **Key Trait:** Psychological warfare — constant pressure tactics, small ball mastery, fierce competitor

Tactic	When to Use / Triggers	When to Avoid	Manager-Specific Notes
OFFENSIVE TACTICS			
Hit and Run	Runner on 1st, contact hitter up, 0-1 outs, favorable count (1-1, 2-1). Infield shifted or drawn in. Need to advance runner and avoid GDP.	K-prone batter, power hitter at plate, pitcher holds runners well, down 3+ runs.	Core to his offensive identity — McGraw invented and mastered the modern hit-and-run play.
Steal	Fast runner at 1st, pitcher with slow delivery or high leg kick, catcher with weak arm. 1-run game late innings, need to manufacture run.	Slow runner, down multiple runs, pitcher holds runners well, high HR potential at plate.	Extremely high steal rate (~80) — base stealing was a primary offensive weapon in his system.
Sacrifice Bunt	Runner on 1st or 2nd, 0 outs, pitcher or weak hitter batting, 1-run game. Need scoring position.	Power hitter at plate, down multiple runs, big inning potential, two outs.	Maximum small ball (~95) — bunting was a fundamental cornerstone of McGraw's offense.
Suicide Squeeze	Runner on 3rd, 0-1 outs, batter with bunt ability, tied or 1-run deficit. Full windup pitcher. Infield playing back.	Wild pitcher, runner lacks speed, batter poor at bunting, pitcher with deceptive delivery.	Frequently employed; the squeeze was a common play in his manufactured run philosophy.
Sacrifice Fly	Runner on 3rd, fewer than 2 outs, fly-ball hitter at plate. Outfield at standard or shallow depth.	Two outs, groundball pitcher, defense playing deep to prevent fly balls.	Central to run manufacturing; lineup built to score runners from third.
Pitch Out	Runner telegraphing steal, favorable count (0-0, 1-0), catcher ready, scout data confirms steal likely.	Behind in count, pitcher struggling with control, run situation not critical.	Active — uses pitch out to counter the aggressive base stealing he himself employs offensively.
Pitch Around	Dangerous hitter, base open, favorable on-deck matchup. Game on the line, matchup unfavorable.	Bases loaded, tying run already on base, nobody on deck worth the free pass.	Masterful; psychological warfare includes pitching around dangerous hitters.
BULLPEN MANAGEMENT			
Bring in Reliever	Starter showing fatigue, pitch count over 90, runners on base, unfavorable matchup coming up, pen arm warmed.	No one ready in pen, starter cruising with dominant stuff, large lead late innings.	Limited defined bullpen roles for the era; starters were expected to go deep.
Bring in Closer	9th inning, lead of 1-3 runs, top of lineup coming up. Closer rested and available.	Closer unavailable (2+ straight days), 4+ run lead, blowout, closer struggling.	Pre-closer era; best arm used in critical leverage moments.
Call Bullpen / Warm-Up	Starter's pitch count climbing, next batter has platoon advantage, situation worsening. Want options available.	Starter just retired side efficiently, early count in inning, large lead.	Active bullpen management; frequent mound visits indicate high engagement.
Visit Mound	Pitcher showing mechanical issues, missing location repeatedly, catcher requests visit. Need momentum break.	Already burned allotted visits, pitcher in rhythm, early in critical count.	Frequent visits (~65) — McGraw micromanaged every aspect of his team.
Allow Complete Game for Pitcher	Pitcher dominant through 8 innings, pitch count under 115, holding lead, bullpen overworked.	Lead is slim, pen is fresh, pitcher's stuff declining, high-leverage hitters due up.	Expected in the era; Mathewson and Hubbell were trusted to complete games.
ROSTER MANAGEMENT			
Pinch Runner	Slow runner in scoring position, late innings, tying or go-ahead run scenario. Stolen base or wild pitch potential.	Last bench speed option needed later, comfortable lead, pitcher position coming up.	Active use; manufacturing runs required speed on the bases at all times.
Pinch Hitter	Weak hitter due up, critical at-bat, platoon advantage available (LH vs RH). Power needed.	Only option is similar profile, pitcher due to bat 2+ more innings, bench depleted.	Heavy platoon and pinch hitting usage (~85); McGraw innovated roster management.
Player Substitution	Starter struggling offensively, pitcher slot, double-switch to optimize lineup. Fatigue or injury prevention.	Starter providing value, limited bench depth, score does not warrant roster depletion.	Very high substitution rate (~85) — McGraw was the innovator of active roster management.
Player Swap (Defensive)	Protecting lead late, poor defensive player due up, ground ball pitcher entering. Close game, double-play depth needed.	Offense still needed, no defensive upgrade available, losing badly.	Will replace poor defenders in late innings to protect slim leads.
RUN PREVENTION			
Intentional Walk	Dangerous hitter, base open, favorable on-deck matchup. Set up force play or GDP. Game-tying run scenario.	Loading bases with struggling reliever, tying run already on base, weak on-deck hitter.	High IBB (~75) — will walk dangerous hitters strategically and set up double plays.
Infield In (Tight)	Runner on 3rd, fewer than 2 outs, tying/go-ahead run at stake. Soft-contact hitter at plate.	Power hitter up, double-play situation more valuable, pitcher not inducing grounders.	Frequently deploys; run prevention matched his offensive aggression.
Pickoff Attempt	Runner takes aggressive lead, base stealer ready to go, pitcher has good move. Steal sign evident.	Wild pitcher, dangerous hitter at plate needing full focus, catcher not positioned properly.	Very active; psychological warfare includes disrupting opposing baserunners.
Double Steal	Runners on 1st and 3rd, catcher must choose, game tied or 1-run deficit. Weak-armed catcher.	Multiple run lead, high-contact hitter at plate, slow runners, team cannot afford the out.	Frequently employed; part of his aggressive small-ball tactical arsenal.
BASERUNNING AGGRESSION			
Take Extra Base	Ball hit to gap, runner going 1st-to-3rd or scoring from 2nd. Outfielder slow to field ball.	Strong outfield arm aligned for play, game tied with 2 outs and slow runner.	Aggressive — McGraw's teams were expected to take every available base.
Score Runner from 2nd	Runner on 2nd, single to outfield, 2 outs or late-game, run means tie or lead. Outfielder charging.	Strong right-field arm directly aligned, runner not fast, score not critical.	Sends aggressively; in low-run deadball era, every run was critical.
Tag at 3rd	Runner on 3rd, medium-to-deep fly ball, fewer than 2 outs. Outfielder back on heels, run equals tie or win.	Outfielder charging ball, strong known arm, game not close.	Active and aggressive; coaches trained to challenge outfield arms.
Tag at 1st/2nd	Runners on base, line drive catch uncertain, umpire signal delayed. Runner needs to advance.	Ball clearly caught immediately, runner too far off bag, game situation does not demand risk.	Standard reads within McGraw's aggressive base-running culture.
Go 1st to 3rd	Single to left-center, runner on 1st has good speed. Outfielder slow to react, third-base coach waves.	Right-field single with strong arm directly aligned, slow runner, infield cut-off positioned.	Absolutely expected; 1st to 3rd on a single was standard in McGraw's system.
Go 1st to Home	Runner on 1st, extra-base hit (double/triple), run equals tie or go-ahead. Ball to gap, 2 outs.	Shallow outfield, strong relay throw lined up, run not critical, comfortable lead.	More aggressive than any modern manager; run-scoring was the primary objective.
Stretch Single to Double	Ball in gap or to corner, batter-runner has good speed. Outfielder slow to field, relay throw going elsewhere.	Strong outfield arm directly in position, outfielder charges cleanly, marginal advantage only.	Expected and encouraged; aggressive base running was non-negotiable.
Stretch Double to Triple	Deep extra-base hit, batter rounds 2nd with momentum. Center/left fielder slow on relay, ball bounces away.	Right-fielder with strong arm lined up for relay, late in close game with poor risk/reward.	Will attempt with fleet runners; small-ball aggression extends to every base.

Dick Williams

Boston Red Sox / Oakland A's / Montreal Expos / San Diego Padres • 1960s–1980s • Style: Turnaround Specialist • Demanding, Tactical

Decision-Making: Hierarchical (44%) / Intuition (36%) / Data-Driven (21%)

★ **Key Trait:** Demanding style with short leashes — transformed multiple franchises through discipline

Tactic	When to Use / Triggers	When to Avoid	Manager-Specific Notes
OFFENSIVE TACTICS			
Hit and Run	Runner on 1st, contact hitter up, 0-1 outs, favorable count (1-1, 2-1). Infield shifted or drawn in. Need to advance runner and avoid GDP.	K-prone batter, power hitter at plate, pitcher holds runners well, down 3+ runs.	Standard deployment; demanding style means execution is expected and drilled.
Steal	Fast runner at 1st, pitcher with slow delivery or high leg kick, catcher with weak arm. 1-run game late innings, need to manufacture run.	Slow runner, down multiple runs, pitcher holds runners well, high HR potential at plate.	Above-average steal rate (~60) — aggressive base running was part of his turnaround formula.
Sacrifice Bunt	Runner on 1st or 2nd, 0 outs, pitcher or weak hitter batting, 1-run game. Need scoring position.	Power hitter at plate, down multiple runs, big inning potential, two outs.	Standard small ball (~55); uses bunt in appropriate manufacturing situations.
Suicide Squeeze	Runner on 3rd, 0-1 outs, batter with bunt ability, tied or 1-run deficit. Full windup pitcher. Infield playing back.	Wild pitcher, runner lacks speed, batter poor at bunting, pitcher with deceptive delivery.	Will call with practiced players; demanding style means high execution standards.
Sacrifice Fly	Runner on 3rd, fewer than 2 outs, fly-ball hitter at plate. Outfield at standard or shallow depth.	Two outs, groundball pitcher, defense playing deep to prevent fly balls.	Core situational awareness; builds lineup for run-scoring.
Pitch Out	Runner telegraphing steal, favorable count (0-0, 1-0), catcher ready, scout data confirms steal likely.	Behind in count, pitcher struggling with control, run situation not critical.	Active; demanding defensive standards include controlling the running game.
Pitch Around	Dangerous hitter, base open, favorable on-deck matchup. Game on the line, matchup unfavorable.	Bases loaded, tying run already on base, nobody on deck worth the free pass.	Standard matchup-based pitching decisions.
BULLPEN MANAGEMENT			
Bring in Reliever	Starter showing fatigue, pitch count over 90, runners on base, unfavorable matchup coming up, pen arm warmed.	No one ready in pen, starter cruising with dominant stuff, large lead late innings.	Active hook (~70); short leashes applied to pitchers as well as hitters.
Bring in Closer	9th inning, lead of 1-3 runs, top of lineup coming up. Closer rested and available.	Closer unavailable (2+ straight days), 4+ run lead, blowout, closer struggling.	Defined roles; uses closer in standard save-situation deployment.
Call Bullpen / Warm-Up	Starter's pitch count climbing, next batter has platoon advantage, situation worsening. Want options available.	Starter just retired side efficiently, early count in inning, large lead.	Gets pen ready; demanding management style means never reactive.
Visit Mound	Pitcher showing mechanical issues, missing location repeatedly, catcher requests visit. Need momentum break.	Already burned allotted visits, pitcher in rhythm, early in critical count.	Moderate-frequent (~55) — short leashes mean active evaluation of pitcher performance.
Allow Complete Game for Pitcher	Pitcher dominant through 8 innings, pitch count under 115, holding lead, bullpen overworked.	Lead is slim, pen is fresh, pitcher's stuff declining, high-leverage hitters due up.	Will allow when pitcher is dominant; Catfish Hunter and Holtzman era CGs.
ROSTER MANAGEMENT			
Pinch Runner	Slow runner in scoring position, late innings, tying or go-ahead run scenario. Stolen base or wild pitch potential.	Last bench speed option needed later, comfortable lead, pitcher position coming up.	Active bench management; demanding style extends to maximizing every roster asset.
Pinch Hitter	Weak hitter due up, critical at-bat, platoon advantage available (LH vs RH). Power needed.	Only option is similar profile, pitcher due to bat 2+ more innings, bench depleted.	Active platoon pinch hitting (~75); demands matchup advantages be exploited.
Player Substitution	Starter struggling offensively, pitcher slot, double-switch to optimize lineup. Fatigue or injury prevention.	Starter providing value, limited bench depth, score does not warrant roster depletion.	High substitution rate (~75); short leashes mean active roster management.
Player Swap (Defensive)	Protecting lead late, poor defensive player due up, ground ball pitcher entering. Close game, double-play depth needed.	Offense still needed, no defensive upgrade available, losing badly.	Commits to defensive alignment in late innings; defensive discipline is a priority.
RUN PREVENTION			
Intentional Walk	Dangerous hitter, base open, favorable on-deck matchup. Set up force play or GDP. Game-tying run scenario.	Loading bases with struggling reliever, tying run already on base, weak on-deck hitter.	Moderate-high IBB (~65); tactically calculated walks in important situations.
Infield In (Tight)	Runner on 3rd, fewer than 2 outs, tying/go-ahead run at stake. Soft-contact hitter at plate.	Power hitter up, double-play situation more valuable, pitcher not inducing grounders.	Deploys in run-prevention moments; demanding defensive execution.
Pickoff Attempt	Runner takes aggressive lead, base stealer ready to go, pitcher has good move. Steal sign evident.	Wild pitcher, dangerous hitter at plate needing full focus, catcher not positioned properly.	Active pickoff sequences; disciplined pitching staff controls the running game.
Double Steal	Runners on 1st and 3rd, catcher must choose, game tied or 1-run deficit. Weak-armed catcher.	Multiple run lead, high-contact hitter at plate, slow runners, team cannot afford the out.	Will use in appropriate situations; tactical creativity is part of his turnaround formula.
BASERUNNING AGGRESSION			
Take Extra Base	Ball hit to gap, runner going 1st-to-3rd or scoring from 2nd. Outfielder slow to field ball.	Strong outfield arm aligned for play, game tied with 2 outs and slow runner.	Encourages; aggressive base running is expected in Williams's culture.
Score Runner from 2nd	Runner on 2nd, single to outfield, 2 outs or late-game, run means tie or lead. Outfielder charging.	Strong right-field arm directly aligned, runner not fast, score not critical.	Sends aggressively in key scoring spots.
Tag at 3rd	Runner on 3rd, medium-to-deep fly ball, fewer than 2 outs. Outfielder back on heels, run equals tie or win.	Outfielder charging ball, strong known arm, game not close.	Active tagging; coaches trained to challenge outfield arms.
Tag at 1st/2nd	Runners on base, line drive catch uncertain, umpire signal delayed. Runner needs to advance.	Ball clearly caught immediately, runner too far off bag, game situation does not demand risk.	Standard reads within Williams's disciplined base-running framework.
Go 1st to 3rd	Single to left-center, runner on 1st has good speed. Outfielder slow to react, third-base coach waves.	Right-field single with strong arm directly aligned, slow runner, infield cut-off positioned.	Strongly encourages; aggressive base running is expected.
Go 1st to Home	Runner on 1st, extra-base hit (double/triple), run equals tie or go-ahead. Ball to gap, 2 outs.	Shallow outfield, strong relay throw lined up, run not critical, comfortable lead.	Moderate aggression; sends when percentage clearly favors it.
Stretch Single to Double	Ball in gap or to corner, batter-runner has good speed. Outfielder slow to field, relay throw going elsewhere.	Strong outfield arm directly in position, outfielder charges cleanly, marginal advantage only.	Expected behavior; disciplined aggressive base running.
Stretch Double to Triple	Deep extra-base hit, batter rounds 2nd with momentum. Center/left fielder slow on relay, ball bounces away.	Right-fielder with strong arm lined up for relay, late in close game with poor risk/reward.	Moderate tolerance; will attempt with speed advantage and clear opening.

Leo Durocher

Brooklyn Dodgers / New York Giants / Chicago Cubs / Houston Astros • 1939–1973 • Style: Fiery Winner • Aggressive, Intense, Strategic

Decision-Making: Hierarchical (46%) / Intuition (43%) / Data-Driven (11%)

★ **Key Trait:** Motivational fire — loves mind games, aggressive matchup use, fiercely competitive

Tactic	When to Use / Triggers	When to Avoid	Manager-Specific Notes
OFFENSIVE TACTICS			
Hit and Run	Runner on 1st, contact hitter up, 0-1 outs, favorable count (1-1, 2-1). Infield shifted or drawn in. Need to advance runner and avoid GDP.	K-prone batter, power hitter at plate, pitcher holds runners well, down 3+ runs.	Frequent — Durocher's aggressive style included manufacturing runs through hit-and-run.
Steal	Fast runner at 1st, pitcher with slow delivery or high leg kick, catcher with weak arm. 1-run game late innings, need to manufacture run.	Slow runner, down multiple runs, pitcher holds runners well, high HR potential at plate.	High steal rate (~70) — base stealing was a core weapon; Robinson and Mays were unleashed.
Sacrifice Bunt	Runner on 1st or 2nd, 0 outs, pitcher or weak hitter batting, 1-run game. Need scoring position.	Power hitter at plate, down multiple runs, big inning potential, two outs.	High small ball (~70) — manufacturing runs was central to his offensive philosophy.
Suicide Squeeze	Runner on 3rd, 0-1 outs, batter with bunt ability, tied or 1-run deficit. Full windup pitcher. Infield playing back.	Wild pitcher, runner lacks speed, batter poor at bunting, pitcher with deceptive delivery.	A live call; Durocher's aggressive style made this a weapon in critical moments.
Sacrifice Fly	Runner on 3rd, fewer than 2 outs, fly-ball hitter at plate. Outfield at standard or shallow depth.	Two outs, groundball pitcher, defense playing deep to prevent fly balls.	Builds lineup for run-scoring; situational awareness was excellent.
Pitch Out	Runner telegraphing steal, favorable count (0-0, 1-0), catcher ready, scout data confirms steal likely.	Behind in count, pitcher struggling with control, run situation not critical.	Active — controls the base-stealing opponent; aggressive defensive counter.
Pitch Around	Dangerous hitter, base open, favorable on-deck matchup. Game on the line, matchup unfavorable.	Bases loaded, tying run already on base, nobody on deck worth the free pass.	Uses extensively; aggressive matchup management and opponent intimidation.
BULLPEN MANAGEMENT			
Bring in Reliever	Starter showing fatigue, pitch count over 90, runners on base, unfavorable matchup coming up, pen arm warmed.	No one ready in pen, starter cruising with dominant stuff, large lead late innings.	Pre-defined role era; used best available arm aggressively in crisis moments.
Bring in Closer	9th inning, lead of 1-3 runs, top of lineup coming up. Closer rested and available.	Closer unavailable (2+ straight days), 4+ run lead, blowout, closer struggling.	Pre-closer era; Durocher deployed his best arm in high-leverage situations.
Call Bullpen / Warm-Up	Starter's pitch count climbing, next batter has platoon advantage, situation worsening. Want options available.	Starter just retired side efficiently, early count in inning, large lead.	Active bullpen engagement; aggressive in getting pen ready.
Visit Mound	Pitcher showing mechanical issues, missing location repeatedly, catcher requests visit. Need momentum break.	Already burned allotted visits, pitcher in rhythm, early in critical count.	Frequent (~60) — emotional competitor who is active on the mound.
Allow Complete Game for Pitcher	Pitcher dominant through 8 innings, pitch count under 115, holding lead, bullpen overworked.	Lead is slim, pen is fresh, pitcher's stuff declining, high-leverage hitters due up.	Trusted Maglie, Jansen, and others to complete games in the era.
ROSTER MANAGEMENT			
Pinch Runner	Slow runner in scoring position, late innings, tying or go-ahead run scenario. Stolen base or wild pitch potential.	Last bench speed option needed later, comfortable lead, pitcher position coming up.	Active bench management (~80); aggressive use of speed to manufacture runs.
Pinch Hitter	Weak hitter due up, critical at-bat, platoon advantage available (LH vs RH). Power needed.	Only option is similar profile, pitcher due to bat 2+ more innings, bench depleted.	Heavy substitution; Durocher's roster management was ahead of his time.
Player Substitution	Starter struggling offensively, pitcher slot, double-switch to optimize lineup. Fatigue or injury prevention.	Starter providing value, limited bench depth, score does not warrant roster depletion.	Very high (~80) — Durocher was a master of exploiting matchups through substitutions.
Player Swap (Defensive)	Protecting lead late, poor defensive player due up, ground ball pitcher entering. Close game, double-play depth needed.	Offense still needed, no defensive upgrade available, losing badly.	Commits to defensive alignment in late innings.
RUN PREVENTION			
Intentional Walk	Dangerous hitter, base open, favorable on-deck matchup. Set up force play or GDP. Game-tying run scenario.	Loading bases with struggling reliever, tying run already on base, weak on-deck hitter.	High IBB (~65) — will walk dangerous hitters to set up psychological advantage.
Infield In (Tight)	Runner on 3rd, fewer than 2 outs, tying/go-ahead run at stake. Soft-contact hitter at plate.	Power hitter up, double-play situation more valuable, pitcher not inducing grounders.	Frequently deploys; aggressive defensive style matches his offensive aggression.
Pickoff Attempt	Runner takes aggressive lead, base stealer ready to go, pitcher has good move. Steal sign evident.	Wild pitcher, dangerous hitter at plate needing full focus, catcher not positioned properly.	Very active; Durocher's psychological warfare included disrupting opponents mentally.
Double Steal	Runners on 1st and 3rd, catcher must choose, game tied or 1-run deficit. Weak-armed catcher.	Multiple run lead, high-contact hitter at plate, slow runners, team cannot afford the out.	Frequently employed; part of his aggressive base-running arsenal.
BASERUNNING AGGRESSION			
Take Extra Base	Ball hit to gap, runner going 1st-to-3rd or scoring from 2nd. Outfielder slow to field ball.	Strong outfield arm aligned for play, game tied with 2 outs and slow runner.	Aggressive — expected behavior from his players in all situations.
Score Runner from 2nd	Runner on 2nd, single to outfield, 2 outs or late-game, run means tie or lead. Outfielder charging.	Strong right-field arm directly aligned, runner not fast, score not critical.	Sends aggressively; Durocher loved putting pressure on opposing defenses.
Tag at 3rd	Runner on 3rd, medium-to-deep fly ball, fewer than 2 outs. Outfielder back on heels, run equals tie or win.	Outfielder charging ball, strong known arm, game not close.	Very active; coaches trained to challenge outfield arms consistently.
Tag at 1st/2nd	Runners on base, line drive catch uncertain, umpire signal delayed. Runner needs to advance.	Ball clearly caught immediately, runner too far off bag, game situation does not demand risk.	Standard aggressive reads within Durocher's fiery competitive culture.
Go 1st to 3rd	Single to left-center, runner on 1st has good speed. Outfielder slow to react, third-base coach waves.	Right-field single with strong arm directly aligned, slow runner, infield cut-off positioned.	Absolutely expected; aggression on the bases was a Durocher team identity.
Go 1st to Home	Runner on 1st, extra-base hit (double/triple), run equals tie or go-ahead. Ball to gap, 2 outs.	Shallow outfield, strong relay throw lined up, run not critical, comfortable lead.	Aggressive — will send in close games when the percentage supports it.
Stretch Single to Double	Ball in gap or to corner, batter-runner has good speed. Outfielder slow to field, relay throw going elsewhere.	Strong outfield arm directly in position, outfielder charges cleanly, marginal advantage only.	Expected behavior; aggressive base running was non-negotiable.
Stretch Double to Triple	Deep extra-base hit, batter rounds 2nd with momentum. Center/left fielder slow on relay, ball bounces away.	Right-fielder with strong arm lined up for relay, late in close game with poor risk/reward.	High tolerance; Durocher trusted his fleet runners and put pressure on defenses.