

- DP/Flex rule is optional. If used, must be declared on lineup card before the game.
- DP can bat for any starting player (Flex) in any place in the batting order.
- DP must remain in same position in the batting order throughout the game & can only bat/run for the Flex.
- DP may go in & out of the game for any player, (including the Flex), at any defensive position, any time and any number of times without it counting as a substitute for any player except the Flex.
- DP and all players (except the Flex) are charged with a substitution only when they leave the batting order. **Their movement on & off the field defensively must be reported to the plate umpire.**
- DP may be substituted for at any time by the Flex or a substitute. If replaced by the Flex the line up goes from 10 (or 11/12 if using AP) to 9 (or 10/11 if using AP) and can legally end that way if the Flex doesn't re-enter
- DP may play offense only (for the Flex)
- DP may play both offense and defense for the Flex. If so, the line up goes from 10 to 9 (or 12/11 to 11/10 with AP) & can legally end that way if the Flex doesn't re-enter.
- DP may play offense for the Flex & defense for another player.
- DP and Flex may both play defense at the same time.
- DP may re-enter once in the same batting position.
- **DP may not play defense only.**
- **DP may not play offense at the same time as the Flex.**
- **The same player may not be listed as both the DP and Flex on the line up card.**

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- Flex must be listed in the 10th spot (or 11th/12th spot if using AP) on the line up card.
- Flex may bat or run for the DP only.
- Flex may go in & out of the DP's position in the batting order any time and any number of times. **It counts as a substitution for the DP**
- Flex is charged with a substitution when she is replaced defensively by the DP or a substitute.
- Flex may re-enter once.
- Flex may play defense only and at any position.
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