

The keys to DP/FLEX are:

- A. No player can bat in different batting order slots during a game.
- B. Making it known before the game with the lineup and being sure all changes are reported to and tracked by the PU.
- C. Knowing the provisions:
  - 1. DP starts on offense, FLEX starts on defense
  - 2. If not in starting “function”, not in game
  - 3. The DP and FLEX players can't be in the batting order at the same time
  - 4. The FLEX can only bat in the DP slot
  - 5. The DP can play defense at the same time as the FLEX – any position
  - 6. In #5, the player not playing defense still bats
- D. DP/Flex switches change the number of players in the game, but do not change the batting order.
- E. DP/FLEX replacing each other are not “substitutions”, but when either leaves the game and returns, that is a reentry.

(From a web board posting by CecilOne)