NMAA DESIGNATED PLAYER (DP) / FLEX PLAYER (Flex) RULE EXPLANATION

| 1. A DP does not have to be used. | 7. If the starting DP plays DEFENSE for the FLEX PLAYER, the FLEX PLAYER has LEFT the game and the team continues with NINE PLAYERS. |
| :---: | :---: |
| 2. If used it MUST be NOTED on the STARTING LINE-UP. | 8. The FLEX PLAYER can bat, or run, but only for the ORIGINAL DP, therefore, the FLEX PLAYER and the DP can NEVER be on OFFENSE SIMULTANEOUSLY. |
| 3. A team using the DP starts the game with 10 PLAYERS on the LINE-UP CARD, but could end the game 9 or 10 . | 9. When the FLEX PLAYER bats for the DP, the FLEX PLAYER is moved from the $10^{\text {th }}$ spot in the LINE-UP to the BATTING ORDER POSITION of the ORIGINAL DP. The DP is considered to have left the game, but the FLEX PLAYER has not. |
| 4. The STARTING DP can play DEFENSE for any of the OTHER 9 PLAYERS IN THE LINE-UP. | 10. If the DP RE-ENTERS the game, she MUST do so in her ORIGINAL BATTING ORDER POSITION and the FLEX PLAYER could: (A) move back to the No. 10 position in the lineup, or (B) leaves the game. If the FLEX PLAYER moves back to the $10^{\text {th }}$ POSITION in the LINE-UP, the team resumes the game with TEN (10) PLAYERS and the FLEX PLAYER has never left the game. |
| 5. If the starting DP plays DEFENSE for a PLAYER listed within the FIRST 9 BATTING POSITIONS in the LINE-UP, the other PLAYER serves as a "TEMPORARY DP" during the period, as she BATS ONLY. | 11. A SUBSTITUTE can enter the game for either the DP or the FLEX PLAYER. The SUBSTITUTE can enter on defense, or as a PINCH HITTER or PINCH RUNNER. |
| 6. The player listed in the $10^{\text {th }}$ POSITION in the LINE-UP will play DEFENSE ONLY and will be called a (FLEX PLAYER). The DP and the FLEX PLAYER can play DEFENSE SIMULTANEOUSLY. |  |

REMINDERS: 1) The DP can never be on DEFENSE ONLY.
2) The FLEX PLAYER can never be on OFFENSE ONLY.
3) The DP and FLEX PLAYER can never be on offense at the same time.
4) The STARTER and the SUBSTITUTE cannot be in the game at the same time.
5) The STARTING DP and FLEX PLAYER have one reentry just as any other player.

Reference 3-1-1 PENALTY and 3-3-6 for further action.

[^0]
[^0]:    *Special thanks to the Pennsylvania Interscholastic Athletic Association for their contribution.

