

### Absolutes - No Exceptions

1. The **DP** and **Flex** must both be on the line-up card, if being used.
2. The **DP** and **Flex** both have a position in the line-up. The **DP** in any spot, 1-9. The **Flex** is always in 10.
3. The **DP** must play offense to be in the game. If not on offense, the **DP** has been substituted for.
4. The **DP** can never just play defense.
5. The **Flex** must play defense to be in the game. If not on defense, the **Flex** has been substituted for.
6. The **Flex** can never just play offense.
7. The **DP** and **Flex** have re-entry privileges (one time)
8. The **DP** and **Flex** can never be on offense at the same time.

### Absolutes - No Exceptions

1. The **DP** and **Flex** must both be on the line-up card, if being used.
2. The **DP** and **Flex** both have a position in the line-up. The **DP** in any spot, 1-9. The **Flex** is always in 10.
3. The **DP** must play offense to be in the game. If not on offense, the **DP** has been substituted for.
4. The **DP** can never just play defense.
5. The **Flex** must play defense to be in the game. If not on defense, the **Flex** has been substituted for.
6. The **Flex** can never just play offense.
7. The **DP** and **Flex** have re-entry privileges (one time)
8. The **DP** and **Flex** can never be on offense at the same time.

### Absolutes - No Exceptions

1. The **DP** and **Flex** must both be on the line-up card, if being used.
2. The **DP** and **Flex** both have a position in the line-up. The **DP** in any spot, 1-9. The **Flex** is always in 10.
3. The **DP** must play offense to be in the game. If not on offense, the **DP** has been substituted for.
4. The **DP** can never just play defense.
5. The **Flex** must play defense to be in the game. If not on defense, the **Flex** has been substituted for.
6. The **Flex** can never just play offense.
7. The **DP** and **Flex** have re-entry privileges (one time)
8. The **DP** and **Flex** can never be on offense at the same time.

### Pre-Game Conference

1. **Verification of Line-Up Cards**
2. **Ground Rules**
3. **Time?**  
Time Limit \_\_\_\_\_ h:m  
\_\_\_\_ runs after \_\_\_\_ innings
4. **Safety**  
Players properly equipped? Yes  
Dugout opening; Equipment; Jewelry
5. **Sportsmanship**  
No Judgment calls; Calm demeanor  
Application or Misapplication of Rules

### Pre-Game Conference

1. **Verification of Line-Up Cards**
2. **Ground Rules**
3. **Time?**  
Time Limit \_\_\_\_\_ h:m  
\_\_\_\_ runs after \_\_\_\_ innings
4. **Safety**  
Players properly equipped? Yes  
Dugout opening; Equipment; Jewelry
5. **Sportsmanship**  
No Judgment calls; Calm demeanor  
Application or Misapplication of Rules

### Pre-Game Conference

1. **Verification of Line-Up Cards**
2. **Ground Rules**
3. **Time?**  
Time Limit \_\_\_\_\_ h:m  
\_\_\_\_ runs after \_\_\_\_ innings
4. **Safety**  
Players properly equipped? Yes  
Dugout opening; Equipment; Jewelry
5. **Sportsmanship**  
No Judgment calls; Calm demeanor  
Application or Misapplication of Rules