



DP/FLEX RULE Basic Utilization Strategies for Coaches

The following are basic strategies a coach might utilize to match the skills of the DP and FLEX players to complement one another.

1. **Objective**: Utilize a fast runner who is a weak hitter (FLEX) to run for the solid hitting DP.
 - a. **Matchup**: Pair up a solid hitter (DP) with a player of exceptional speed but who is a weak hitter (FLEX).
 - b. **Typical sequence**: DP hits safely; FLEX enters to run for her; DP reenters and hits safely; FLEX enters to run for her; sub #1 hits for DP (since the DP already used her one re-entry), FLEX enters to run for sub #1; sub #1 reenters and hits safely; FLEX enters to run for sub #1; sub #2 hits safely; FLEX enters to run for her; and so on.

2. **Objective**: List a power hitter as the FLEX player when you have a platoon of players who will be the DP's.
 - a. **Matchup**: Pair up an average player (DP) with a good hitting, but slow runner (FLEX) who also plays defense.
 - b. **Typical sequence**: As the spot in the batting order comes up, enter the FLEX who hits safely; reenter the DP to run; enter the FLEX who hits safely; sub #1 enters to run (since the DP already used her one re-entry); enter the FLEX who hits safely; sub #1 reenters to run; FLEX hits safely; sub #2 enters to run; and so on.

3. **Objective**: Create a space in the lineup for relief pitchers who do not hit, while allowing the starting pitcher to also play offense.
 - a. **Matchup**: Pair up your starting pitcher (DP) with a player you don't intend to play or with the name of your relief pitcher (FLEX).
 - b. **Typical sequence**: At the pregame meeting, as soon as the lineups are accepted, enter your DP to pitch. You now have nine players who all are playing both offense and defense and the FLEX has left the game. As the game progresses and relief pitching is needed, enter the relief pitcher for the FLEX (or re-enter her if she was listed as the starting FLEX player) and allow the starting pitcher to continue hitting and running in the DP spot in the batting order. Note: Either the DP can run following her hits or FLEX can run the bases.

4. **Objective**: Create maximum flexibility for a great athlete who will stay in the game as either a pitcher or field player.

- a. **Matchup**: List your great athlete as the DP and the starting pitcher as the FLEX player.
 - b. **Typical sequence**: At the pregame meeting, as soon as the lineups are accepted, enter your DP to play any defensive position other than pitch – the FLEX is your pitcher and the player replaced on defense continues to hit. As the game progresses, it appears the great player may be needed to pitch so remove her from the game to warm-up and enter a sub to hit in the DP spot – the player who has been hitting only, now returns to play both. When the great player is warmed up, re-enter her to pitch. As the game progresses, if you want to save her arm, re-enter the FLEX player to pitch.
5. **Objective**: Allow a player to come off the bench and have her play both offense and defense (DP), or as the DP to play offense only (enter FLEX on defense) or as the FLEX to play defense only (enter DP to bat).
- a. **Matchup**: Create both the DP and FLEX positions in the lineup to start the game
 - b. **Typical sequence**: As the game progresses, you can play a substitute on both offense and defense in any spot in the order other than the DP and FLEX, OR you can put a sub in for the DP who only plays offense, OR you can put a sub in for the FLEX who only plays defense.