



# Using Your Lineup Card

Umpires must have a system for managing the lineup card. The following lineup management system is an extremely efficient system that has built-in checks to prevent making mistakes. It is methodical and requires only minimal marks on the lineup card, thus making it easy to reconstruct what occurred when the need arises.

It is not required that umpires use this system. However, umpires are encouraged to become familiar with it and experiment with it to determine if it may serve them better than the one they are currently using.

## **ESSENTIAL CONCEPTS**

- Take the time
- Be methodical
- Write it down
- Listen
- Repeat

## **CORE PHILOSOPHY**

No one gets into umpiring because they are intrigued with keeping a lineup card and excited about making substitutions. In fact, it is only after umpiring a while and falling prey to lineup mishaps that umpires realize the importance and value of good, systematic paperwork.

You will find no argument that lineup management is the least enjoyable facet of umpiring. Nonetheless, it is an integral part of an umpire's job. Rules dealing with entering and leaving the game are some of the most complex rules in the book. Problems arising from not knowing the legality or proper recording of player movement are some of the most time consuming and frustrating issues umpires have to contend with. Concise and efficient lineup management augments and enhances game management.

When we think of umpiring, we think of fastballs popping the mitt, overhand outs, and circling a play to find the ball. But there is a less exciting side of umpiring that is equally important. A lively, thrilling, close game can grind to a sluggish embarrassing drudgery if we do not tend to the administrative side of umpiring. Good lineup management,

beginning at the pregame and continued through every substitution of the game, will ensure that an umpire rarely has to deal with those obscure, troublesome rules associated with the lineup card.

Aside from the boost of self-assurance you get from knowing you are on top of the paperwork, there are things you can do while tending to the paperwork that can make you look poised and will instill confidence in others.

- Know where the scorekeeper is and the procedure for reporting changes.
- Carry an extra pencil or pen. Having to ask for a pencil because the lead in yours broke or your pen went dry makes you appear unprepared.
- Step away from the plate to record all changes. Do not step back in behind the catcher until your lineup cards and pencil are put away and your mask is on your face.
- Do not put your pencil in your mouth. It does not look professional.
- Take your mask off. A coach reporting a change deserves this common courtesy.
- Do not put your mask between your legs. Put it under your arm.
- Do not bend over and write changes on your leg. If necessary, carry the lineup cards in a lineup holder and use the holder as a mini clipboard. A coach standing above a bent-over umpire conveys a subtle but undesired message.
- Record what is necessary when it happens even though this may slow the momentum of the game slightly. Do not burden yourself with having to remember to do something at the next break.

You must record and/or report all:

- All defensive conferences
- All offensive conferences
- All defensive changes
- All substitutions
- All reentries
- All changes concerning the DP or FLEX
- All warnings

Do not accept or allow changes that you know are illegal. You would not allow illegal action to occur between the lines, so do not allow it in the paperwork either. If a coach requests a change that you are not sure is legal, consult with your partners before allowing it. If a coach requests a change that you know is not legal, do not allow it to happen. If, after being told he cannot make a certain change, the coach asks you what he can do, tell him — if you understand what he is trying to accomplish.

At the pregame, take the time to make sure each lineup has first and last names of the players, including substitutes, first and last name of the head coach, numbers for all players and that no numbers are duplicated, and that all nine defensive positions are listed. Make certain that there are at least nine or 10 players listed in the starting positions. If a DP/FLEX is used, verify with the coach that the player listed as the DP is the one who is going to hit and that the player listed as the FLEX is the defensive player.

When accepting changes during the game, take your lineup card out and ask the coach to remain with you while you record the changes. Confirm the names and numbers of the players who are either entering and leaving the game or changing defensive positions. Do this by repeating the names and numbers back to the coach. If possible, have the coach point to them on your lineup card. Take one change at a time and follow this procedure with each one. Finally, check that the player(s) who entered the game is wearing the same number as the one you recorded.

Following the above outlined procedure will ensure that, short of a coach not reporting a change, you will have no problems with this unexciting, but so very important side of umpiring.

In order to successfully track the many changes that could occur during a game and to be able to explain and understand what has happened, an umpire needs a system. Listed below is a suggested lineup management system. Umpires have used it effectively across the country since 1994. It is a great system. If it is unfamiliar to you, you will have to study it, practice it, and commit to using it if you want it to work for you.

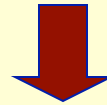
Read through the first series of changes to get a general feel for the parameters of the system. Then, work through some changes in the Test Yourself section on your own lineup card until you are comfortable using the system and have a grasp of its concepts.

Finally, commit to using it during your games. At first it will take you a little longer to make the changes and you will be tempted to revert to your old way. Don't give in. Stick with it, and soon the ease and efficiency of the system will make doing the paperwork a pleasure ... almost.



# Using Your Lineup Card

Here's the card



	Pos.	Name	#	Substitutions
1.	1		4	
2.	5	<b>The</b>	7	<b>The</b>
3.	2		18	
4.	DP	<b>Real</b>	10	<b>Here</b>
5.	4		6	
6.	8	<b>World</b>	15	<b>&amp;</b>
7.	3		14	
8.	9		21	<b>Now</b>
9.	6		3	
10.	7		17	
<b>Substitutes</b>				
<b>The Underworld</b>				

The terminology used, although seemingly strange, is intended to:

- Strictly categorize each area that is dealt with
- Create associations to heighten understanding
- Provide a systemized approach for recording information
- Provide checks to prevent errors

	Pos.	Name	#	Substitutions
1.	1		4	
2.	5	<b>The</b>	7	<b>The</b>
3.	2		18	
4.	DP	<b>Real</b>	10	<b>Here</b>
5.	4		6	
6.	8	<b>World</b>	15	<b>&amp;</b>
7.	3		14	
8.	9	<b>Starters</b>	21	<b>Now</b>
9.	6	<b>Live</b>	3	
10.	7	<b>Here</b>	17	

Substitutes

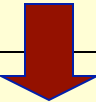
**The Underworld**

**Subs Live Here**

# Givens

## **Absolute Givens:**

- A circled number or name means “History” - cannot come in the game
- An “X” refers to the DP or the FLEX - “The Twins”
- An “X” can only be used in the Here & Now

	Pos.	Name	#	Substitutions
1.	1	<b>The Real World</b>  <b>Starters Live Here</b>	4	<b>The Here &amp; Now</b>
2.	5		7	
3.	2		18	
4.	DP		10	
5.	4		6	
6.	8		15	
7.	3		14	
8.	9		21	
9.	6		3	
10.	7		17	

**The**

Substitutes

**Underworld**



**Subs Live Here**

# Givens

## Givens for Starters - The Real World

- Starters live in the Real World - first 9 or 10 of the lineup card
- Starters are tracked in the Real World
- Starters cannot change slots in the Real World
- Starters have been in the game once
- Starters who are circled are “History” – cannot come in the game again

# Givens

## Givens for Substitutes - The Underworld

- Substitutes live in the Underworld - the bottom of the lineup
- Substitutes are tracked in the Underworld
- Substitutes who are circled in the Underworld have entered the game
- Substitutes who are circled in the Underworld cannot be used as a substitute again

# Givens

## Givens for the Here & Now:

- Uncircled numbers in the Here & Now are in the game
- Circled numbers in the Here & Now are not in the game - “History”
- Uncircled “X” = Twins (DP or Flex) are active - Playing with 9
- Circled “X” = Twins (DP or Flex) are not active - Playing with 10

	Pos.	Name	#	Substitutions
1.	1		4	
2.	5		7	
3.	2		18	
4.	DP	<b>Twin - DP</b>	10	
5.	4		6	
6.	8		15	
7.	3		14	
8.	9		21	
9.	6		3	
10.	7	<b>Twin - FLEX</b>	19	
<b>Substitutes</b>				

# Givens

## Givens for the DP & FLEX - The Twins:

- An “X” stands for a Twin
- An “X” can only be in the DP or FLEX slot
- An “X” in the DP slot means the FLEX is playing offense for the DP (**DP has left game**)
- An “X” in the FLEX slot means the DP is playing defense for the FLEX (**Flex has left game**)
- *continued...*

# Givens

## **Givens for the DP & FLEX - The Twins:**

- An uncircled “X” in the Here & Now means the “Twins are Active” and you are playing with 9, not 10
- If the uncircled “X” is in the DP slot, it means the FLEX is playing offense for the DP
- If the uncircled “X” is in the FLEX slot, it means the DP is playing defense for the FLEX
- *continued...*

# Givens

## Givens for the DP & FLEX - The Twins:

- A circled “X” in the Here & Now means the “Twins are Not Active,” (they were active but are not any longer), and you are playing with ten
- If the circled “X” is in the DP slot, it means the FLEX had been playing offense for the DP but she is not any more and has gone back to playing defense only
- If the circled “X” is in the FLEX slot, it means the DP had been playing defense for the FLEX but she is not any more and has gone back to hitting only (or she could play defense for someone else)

## About the Twins - DP/FLEX

- You can't have one without the other
- They have special privileges with restrictions
- If Twins are in game - must be in starting lineup
- If not in starting lineup - cannot have Twins
- Each Twin has her own slot in lineup
- DP must play offense to be in game - has not left game until she has left offense
- DP can never play just defense
- FLEX must play defense to be in game - has not left game until she has left defense
- FLEX can never play just offense

## More about Twins - DP/FLEX

- Each Twin can leave her slot in the lineup & return to that same slot once (re-entry)
- Each Twin may use the other Twin's slot in the lineup but not at the same time
- Each Twin may play both offense & defense but they can't **both** play **both** at the same time
- The DP is the dominant Twin - born 1st - has more privileges
- DP can play defense for any of the other 9 players in the lineup so...the Twins **can** be on defense at the same time
- FLEX can only play offense for the DP so...Twins **cannot** be on offense at the same time

Here is a Lineup Card and a series of changes. Go through them first without marking a card. Get an understanding and feel for how the system works. Notice the crisp, clean, concise card you are left with at the end. Nothing is scratched out and you can closely reconstruct all that occurred during the game.

	<b>Pos.</b>	<b>Name</b>	<b>#</b>	<b>Substitutions</b>
1.	1	<b>Ava Schimdt</b>	<b>4</b>	
2.	5	<b>Tina Butler</b>	<b>7</b>	
3.	2	<b>Rose Devinci</b>	<b>18</b>	
4.	<b>DP</b>	<b>Lupe Garcia</b>	<b>10</b>	
5.	4	<b>Ida Perez</b>	<b>6</b>	
6.	8	<b>Patti Baker</b>	<b>15</b>	
7.	3	<b>Leticia Jones</b>	<b>14</b>	
8.	9	<b>May Vu</b>	<b>21</b>	
9.	6	<b>Ann Begay</b>	<b>3</b>	
10.	7	<b>Nicki Carter</b>	<b>17</b>	

**Substitutes**

<b>Crystal Morgan</b>	<b>11</b>	<b>Amanda Lopez</b>	<b>20</b>
<b>Kristen Tewa</b>	<b>16</b>	<b>Donna Miller</b>	<b>2</b>
<b>Susan Brown</b>	<b>9</b>	<b>Betty Stein</b>	<b>5</b>

Number 1

Betty Stein # 5 in for May Vu #21

Go to the Underworld

Find & circle #5

Put her in the Here & Now for #21

	Pos.	Name	#	Substitutions
1.	1	<b>Ava Schimdt</b>	<b>4</b>	
2.	5	<b>Tina Butler</b>	<b>7</b>	
3.	2	<b>Rose Devinci</b>	<b>18</b>	
4.	DP	<b>Lupe Garcia</b>	<b>10</b>	
5.	4	<b>Ida Perez</b>	<b>6</b>	
6.	8	<b>Patti Baker</b>	<b>15</b>	
7.	3	<b>Leticia Jones</b>	<b>14</b>	
8.	9	<b>May Vu</b>	<b>21</b>	<b>5</b>
9.	6	<b>Ann Begay</b>	<b>3</b>	
10.	7	<b>Nicki Carter</b>	<b>17</b>	

**Substitutes**

<b>Crystal Morgan</b>	<b>11</b>	<b>Amanda Lopez</b>	<b>20</b>
<b>Kristen Tewa</b>	<b>16</b>	<b>Donna Miller</b>	<b>2</b>
<b>Susan Brown</b>	<b>9</b>	<b>Betty Stein</b>	<b>5</b>

Number 2

Crystal Morgan #11 in as the DP  
for Lupe Garcia #10

Go to the Underworld

Find & circle #11

Put her in the Here & Now for #10

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	11
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	

**Substitutes**

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

## Number 3

Nicki Carter #17, the FLEX,  
running for Crystal Morgan #11

This involves the Twins

#17 is the Flex, #11 is the DP

The Flex can play offense for the DP

Put an X in the DP slot

Circle #11, she has left the game

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	11 X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	

**Substitutes**

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

## NOTE

You can only have ONE uncircled number or X in each slot in the Here & Now

## Number 4

Re-enter Lupe Garcia #10 to hit

Re-enter means you are working with a starter – someone in the Real World

Find #10 – if she is not circled, she can re-enter

Circle any number or X in the Here &  
Now that is in #10's slot

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	11 X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	

### Substitutes

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

## Number 5

Nicki Carter #17 will run for Lupe  
Garcia #10

#17 is the Flex, #10 is the DP

The Flex can run for the DP

Put an X in the DP slot

If someone comes a slot, someone must  
go out of that slot

Circle #10

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	11 X X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	

**Substitutes**

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

Number 6

## Re-enter May Vu #21

Re-enter means you are working with a starter – someone in the Real World

Find #21 – if she is not circled, she can come back in

If someone comes a slot, someone must go out of that slot

Circle #5

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	11 X X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	

### Substitutes

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

## Number 7

Betty Stein #5 in for Rose Devinci  
#18

Go to the Underworld to find #5

She is there but she is circled meaning  
she has already been used as a substitute  
and cannot be used again

Tell the coach she cannot use #5 as a  
substitute

See how the system let you know

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	11 X X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	NOT
8.	9	May Vu	21	5
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	

Substitutes			
Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

Number 8

Susan Brown #9 for Nicki Carter  
#17

Go to the Underworld and find #9

Circle her and put her in the Here & Now in  
#17's slot

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	11 X X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	9

**Substitutes**

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

## Number 9

Donna Miller #2 in as the DP to hit

Go to the Underworld and find #2

Circle her and put her in the Here & Now in  
the DP's slot

Since the Flex #9 was hitting for the DP and  
now #2 is, circle the X which sends #9 back  
to playing defense only

You can only have ONE uncircled number or  
X in each slot in the Here & Now

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	11 X X 2
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	9

Substitutes			
Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

## Number 10

The DP (Donna Miller #2) will play defense for the FLEX (Susan Brown #9)

The DP can play defense for the Flex

Put an X in the Flex slot

If someone comes a slot, someone must go out of that slot

Circle #9

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	11 X X 2
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	9 X

**Substitutes**

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

## Number 11

Enter Kristen Tewa #16 in as the FLEX

Go to the Underworld and find #16

Circle her and put her in the Here & Now in  
the Flex's slot

You can only have ONE uncircled number  
or X in each slot in the Here & Now

Circle the X which sends the DP (#2) back  
to hitting only

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	11 X X 2
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	9 X 16

**Substitutes**

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

## Number 12

Donna Miller #2 (the DP) will play  
defense for Leticia Jones #14

The DP can play defense for anyone in the  
lineup

Put the number of the defensive position the  
DP will be playing in the DP's position column

If there is a number in the DP's position column  
it means she is playing that position so you do  
not need to anything with the player she is  
playing for – that player will bat only

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	<sup>3</sup> DP	Lupe Garcia	10	11 X X 2
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	9 X 16

**Substitutes**

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

**Note:**

**For defensive switches slash  
through the original number  
and put the new number in  
(see next change)**

## Number 13

Tina Bulter, #7 will play shortstop and  
Ann Begay, #3 will play third base

In the position column for #7, put a slash  
through the 5 and put a 6 there

In the position column for #3, put a slash  
through the 6 and put a 5 there

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	<sup>6</sup> <del>5</del>	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	<sup>3</sup> DP	Lupe Garcia	(10)	(11) (X) (X) 2
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	(5)
9.	<sup>5</sup> <del>6</del>	Ann Begay	3	
10.	7	Nicki Carter	17	(9) (X) 16

**Substitutes**

Crystal Morgan	(11)	Amanda Lopez	20
Kristen Tewa	(16)	Donna Miller	(2)
Susan Brown	(9)	Betty Stein	(5)

## Number 14

Re-enter Nicki Carter #17 and she will also hit for the DP

Re-enter means a starter so go to the Real World

Find #17 and if she is not circled, she can re-enter

Circle #16 in the Here & Now

If someone comes a slot, someone must go out of that slot

*continued...*

Number 14...*continued...*

*(Re-enter Carter #17 & she will also hit for the DP)*

Put an X in the DP slot

You can only have ONE uncircled number or X in each slot in the Here & Now

Circle #2

Since #2, DP, was playing 1<sup>st</sup> base and she is now out of the game, Jones, #14, must go back to playing 1<sup>st</sup> base but since she never left the lineup, you do not have to do anything but report it

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	<sup>6</sup> <del>5</del>	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	<sup>3</sup> <del>DP</del>	Lupe Garcia	10	11 X X 2 X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	<sup>5</sup> <del>6</del>	Ann Begay	3	
10.	7	Nicki Carter	17	9 X 16

**Substitutes**

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

**Note:**

If there are numbers or Xs in the Here & Now but they are all circled, that means the starter did leave the game but has re-entered

## Note:

If, when you go to enter a substitute or an X in the Here & Now and all the numbers or Xs there are all circled, that means you must circle the starter when you enter the sub in the Here & Now

If someone comes a slot,  
someone must go out of that  
slot

Here is the finished lineup  
card

Let's see if we can understand  
what's happening in the game  
right now

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	
2.	<sup>6</sup> <del>5</del>	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	<sup>3</sup> <del>DP</del>	Lupe Garcia	10	11 X X 2 X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	5
9.	<sup>5</sup> <del>6</del>	Ann Begay	3	
10.	7	Nicki Carter	17	9 X 16

**Substitutes**

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

# Just a Few Things the Lineup can Tell You

1. Which subs can come in the game?
2. Are subs any who entered still in the game?
3. Who is playing shortstop?
4. Who is playing first base?
5. Who is the Flex?
6. Who is playing right field?
7. How many are you playing with?
8. Who is the DP?

# Answers

1. Amanda Lopez, #20
2. No
3. Tina Butler, #7
4. Leticia Jones, #14
5. Nicki Carter, #17
6. May Vu, #21
7. Nine
8. The Flex is hitting for the DP

# Test Yourself

Print the lineup card below and make the changes that follow

Take your time

Think through

Use pencil

	<b>Pos.</b>	<b>Name</b>	<b>#</b>	<b>Substitutions</b>
1.	1	<b>Ava Schimdt</b>	<b>4</b>	
2.	5	<b>Tina Butler</b>	<b>7</b>	
3.	2	<b>Rose Devinci</b>	<b>18</b>	
4.	<b>DP</b>	<b>Lupe Garcia</b>	<b>10</b>	
5.	4	<b>Ida Perez</b>	<b>6</b>	
6.	8	<b>Patti Baker</b>	<b>15</b>	
7.	3	<b>Leticia Jones</b>	<b>14</b>	
8.	9	<b>May Vu</b>	<b>21</b>	
9.	6	<b>Ann Begay</b>	<b>3</b>	
10.	7	<b>Nicki Carter</b>	<b>17</b>	

**Substitutes**

<b>Crystal Morgan</b>	<b>11</b>	<b>Amanda Lopez</b>	<b>20</b>
<b>Kristen Tewa</b>	<b>16</b>	<b>Donna Miller</b>	<b>2</b>
<b>Susan Brown</b>	<b>9</b>	<b>Betty Stein</b>	<b>5</b>

1. Lupe Garcia #10 will play defense for Nicki Carter #17
2. Amanda Lopez #20 will enter for Ava Schmidt #4
3. Betty Stein #5 will come in as the DP for Lupe Garcia #10
4. Re-enter Nicki Carter #17
5. Nicki Carter #17 will run for the DP, Betty Stein #5

6. Re-enter Ava Schmidt #4
7. Re-enter Lupe Garcia #10 to hit
8. Nicki Carter #17 will run for Lupe Garcia #10
9. Crystal Morgan #11 in for Ava Schmidt #4

Number 1

Lupe Garcia #10 will play  
defense for Nicki Carter #17

	Pos.	Name	#	Substitutions
1.	1	<b>Ava Schimdt</b>	<b>4</b>	
2.	5	<b>Tina Butler</b>	<b>7</b>	
3.	2	<b>Rose Devinci</b>	<b>18</b>	
4.	DP	<b>Lupe Garcia</b>	<b>10</b>	
5.	4	<b>Ida Perez</b>	<b>6</b>	
6.	8	<b>Patti Baker</b>	<b>15</b>	
7.	3	<b>Leticia Jones</b>	<b>14</b>	
8.	9	<b>May Vu</b>	<b>21</b>	
9.	6	<b>Ann Begay</b>	<b>3</b>	
10.	7	<b>Nicki Carter</b>	<b>17</b>	<b>X</b>

**Substitutes**

<b>Crystal Morgan</b>	<b>11</b>	<b>Amanda Lopez</b>	<b>20</b>
<b>Kristen Tewa</b>	<b>16</b>	<b>Donna Miller</b>	<b>2</b>
<b>Susan Brown</b>	<b>9</b>	<b>Betty Stein</b>	<b>5</b>

Number 2

Amanda Lopez #20 will enter for  
Ava Schmidt #4

	Pos.	Name	#	Substitutions
1.	1	<b>Ava Schimdt</b>	<b>4</b>	<b>20</b>
2.	5	<b>Tina Butler</b>	<b>7</b>	
3.	2	<b>Rose Devinci</b>	<b>18</b>	
4.	DP	<b>Lupe Garcia</b>	<b>10</b>	
5.	4	<b>Ida Perez</b>	<b>6</b>	
6.	8	<b>Patti Baker</b>	<b>15</b>	
7.	3	<b>Leticia Jones</b>	<b>14</b>	
8.	9	<b>May Vu</b>	<b>21</b>	
9.	6	<b>Ann Begay</b>	<b>3</b>	
10.	7	<b>Nicki Carter</b>	<b>17</b>	<b>X</b>

**Substitutes**

<b>Crystal Morgan</b>	<b>11</b>	<b>Amanda Lopez</b>	<b>20</b>
<b>Kristen Tewa</b>	<b>16</b>	<b>Donna Miller</b>	<b>2</b>
<b>Susan Brown</b>	<b>9</b>	<b>Betty Stein</b>	<b>5</b>

## Number 3

Betty Stein #5 will come in as the  
DP for Lupe Garcia #10

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	20
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	5
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	X

**Substitutes**

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

Number 4

Re-enter Nicki Carter #17

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	20
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	5
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	X

**Substitutes**

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

## Number 5

Nicki Carter #17 will run for the  
DP, Betty Stein #5

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	20
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	5 X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	X

### Substitutes

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

Number 6

Re-enter Ava Schmidt #4

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	20
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	5 X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	X

### Substitutes

Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

Number 7

Re-enter Lupe Garcia #10 to hit

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	(20)
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	(5) (X)
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	(X)

### Substitutes

Crystal Morgan	11	Amanda Lopez	(20)
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	(5)

Number 8

Nicki Carter #17 will run for Lupe  
Garcia #10

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	(20)
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	(10)	(5) (X) X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	(X)

### Substitutes

Crystal Morgan	11	Amanda Lopez	(20)
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	(5)

Number 9

Crystal Morgan #11 in for Ava  
Schmidt #4

	Pos.	Name	#	Substitutions
1.	1	Ava Schimdt	4	20 11
2.	5	Tina Butler	7	
3.	2	Rose Devinci	18	
4.	DP	Lupe Garcia	10	5 X X
5.	4	Ida Perez	6	
6.	8	Patti Baker	15	
7.	3	Leticia Jones	14	
8.	9	May Vu	21	
9.	6	Ann Begay	3	
10.	7	Nicki Carter	17	X

Substitutes			
Crystal Morgan	11	Amanda Lopez	20
Kristen Tewa	16	Donna Miller	2
Susan Brown	9	Betty Stein	5

# It is a Great System

- You have to practice it
- You have to commit to using it

**GOOD LUCK!**



**And may these types of substitutions  
never happen in your game!**