

**Ghost Player Rule for 5-person-teams** *(special waiver this year due to COVID)*

This year, the RMR decided to allow teams this year to play with 5 players as a “friendly nod” to the difficulties of COVID. This was originally intended to manage the case where a player showed up with a temperature, was sent home, but no one wanted to see her teammates sent home without getting to play.

No one used the concept last fall, but we DO expect a couple instances this weekend.

**Here's how it works** *(many thanks to Bonnie Apol and Shane Speciale...)*

- \* There's a “ghost player” who occupies one player position in the Blue Team line-up
- \* Scorers should note her position in one column on the scoresheet
- \* Let's call her "Player G"
- \* Her team plays and rotates as usual.
- \* When “G” is in the front row, only two real players are eligible blocker/attackers!
- \* When it's the Ghosts' turn to serve, her team will immediately lose the term of service, BUT NOT A POINT

**Example:**

The Score is 10-10.

The Red Team (full 6-person team, #5 in right front) is serving

Blue #G (Ghost) is in right front, as her team receives serve.

Blue wins the rally. The score is now 11-10, Blue.

Blue rotates, but the ghost can't serve, so they “side out.” BUT WITHOUT A POINT SCORING

Red rotates, so that #5 may serve. The score is (still) 10-11.