

Florida Region USAV – “Ghost Player” Policy

In the event that a team has begun a competition (with a minimum of six players) and is reduced to only 5 players (through injury or illness), the Florida Region has decided to allow a special “Ghost Player Policy” to be utilized. The Florida Region of USA Volleyball has decided to institute this policy to allow a team that is reduced to FIVE players DURING a competition (the team in question must have begun the event with a minimum of SIX players), with the following stipulations:

- This policy can ONLY be used WITHIN THE FLORIDA REGION (this cannot be used out-of-region).
- This policy CANNOT be implemented for a team competing in a Junior National Qualifier, or any other tournament where the team is competing for a bid to a Junior National Championship (or US Opens for Adults).
- Use of this policy is at the sole discretion of the tournament director. Tournament directors should clearly communicate whether this policy will be used in any pre-tournament communications, meetings, and manuals.
- This policy may ONLY be implemented when a team is reduced to FIVE players AFTER competition has begun (teams becoming incomplete PRIOR to the commencement of play in a competition are ineligible for this exception). If a team is reduced to LESS than five players, that team will be considered an “Incomplete Team” as defined by USAV.
- A Ghost CANNOT replace an expelled or disqualified player. If a team’s number of available players is reduced to less than SIX players due to an expulsion or disqualification, and cannot be corrected by the provisions of Rule 15.8, that team will be considered an “Incomplete Team” and match defaulted per Rule 6.4.3.

Application:

- Teams may play with a maximum of one Ghost player. If a team starts with 5 players, the 6th player must be entered as “G” (for Ghost) on the line up sheet.
- This “Ghost position” must be maintained throughout the rotation. For example, as the “Ghost” position rotates across the front row (the Ghost is in position 2, 3, or 4), the team will only have TWO front row players that may legally attack, or block (on or in front of the attack line) as defined by USAV rules governing attacking or blocking the ball.
- When it is the Ghost player's turn to serve, the team will immediately lose that term of service **WITHOUT A POINT being awarded to the receiving team.**

For example:

- The Score is 10-10.
 - Team A (a full team) is serving with #5 in right front.
 - Team B (a team with a Ghost currently in the right front position) is receiving.
 - Team B wins the rally, and the score is now 11-10 (11 serving 10).
 - Team B rotates, since the Ghost cannot serve, they immediately lose their term of service (**BUT NOT A POINT**) to Team A (Team B ONLY LOSES THE TERM OF SERVICE, NOT A POINT)
 - Team A now rotates and #5 moves to the serving position. The score is still 10-11 (10 serving 11)...no point was awarded to Team A with the loss of service for the Ghost player.
 - The exit score of the Ghost player shall always be only one (1) more than the previous player’s exit score.
 - The exit score of the opposing team’s serving position that follows the Ghost’s service position on the other team COULD potentially be the same as their previous server’s exit score (if they do not score in that rally).
- Teams playing with a Ghost are eligible for tournament playoffs (excluding JNQ’s or other bid tournaments where this policy cannot not be implemented).
 - A Ghost player may be substituted for an injured player (as an exceptional substitution) **IF AND ONLY IF** there are no other available substitutes (legal OR exceptional) on the bench. The normal injury time-out is allowed prior to substituting a Ghost for the injured player. (*NOTE* - If an injured player is replaced by a Ghost Player, the rules for exceptional substitution as defined by USAV apply and the injured player is OUT FOR THE MATCH).
 - If a LEGAL (or EXCEPTIONAL) substitute (for a team that either started a set with FIVE players or was reduced to five players due to an injury and a Ghost was used to replace the injured player) should become available after that set has begun (or after the injury Ghost replacement occurred), the team **MUST** replace the Ghost with that LEGAL (or EXCEPTIONAL) substitute. (*NOTE* - If a team has used all twelve of their substitutions, this replacement is STILL allowed as the Ghost position **MUST** be filled if a legal substitute becomes available).