

# NOTICE TO ALL PLAYERS/TEAMS

## **RULE CHANGES FOR THE NEW LEAGUE YEAR**

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### **EFFECTIVE IMMEDIATELY (2 PAGES)**

#### **GHOST PLAYER RULE**

Starting the 2017 Summer Session and effective immediately we will be allowing a ***Ghost Player*** from your team to play a 2<sup>nd</sup> match during regular session team matches. The use of Ghost Players may only be used twice a session and NOT during playoffs. The reason for this rule is it'll help stop 5<sup>th</sup> match forfeits for teams who find themselves short one player on occasion.

#### **Requirements for playing a Ghost player**

- Ghost players **can only be played twice** in any one given session. Choose when you play them wisely.
- Ghost players are only meant to help teams from forfeiting when they are short a player.
- Teams must notify their opponent of the need to use/or potential need to use a Ghost Player prior to the start of the 1st individual match. If a team has a 5th player show up prior to the start of the 5th match, the player is not only entitled to play but must play before a Ghost Player is utilized.
- A team does not have to tell their opponent *who* they are going to play as a Ghost player.
- To indicate on the scoresheet that a Ghost Player is being played, **CIRCLE** the players name.
- A Ghost player **can only be a 4 handicap or lower**.
- Playing a Ghost player a team **must still meet the 23 Rule**.
- Opponents **cannot refuse** a team's request to play a Ghost player.
- **If you have a full team (5 players) available to play, you cannot use a ghost player.**
- Captains must keep track of their use of the Ghost Player. If a team is in violation of the Ghost Player Rule by using it more than twice in a session, breaks the 23 Rule or uses a Ghost player when there is a full team available, the opposing team will receive 3 points in 8 ball & 15 points in 9 ball. The offending team receives 0 points for that match & loses their Bonus points for the week.
- A GHOST PLAYER **CAN ONLY PLAY THE 5<sup>TH</sup> MATCH**.
- Ghost player matches count as matches played for that player.
- Ghost player cannot be played in the last four weeks of a session.
- Ghost players **cannot be played in End of Session Playoffs or HLT's**.
- Teams must pay for Ghost player matches.
- Both teams can use their Ghost player in the same team match. Unusual but it can happen.