



Great Amusement  
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## Great Amusement 9-ball guidelines

1. Making the 9 on the break is scored 10-0, you either take the 10-0 or a 9-ball break. if you break and run you get a 10-0 plus the break and run
2. If the 9 is made early, such as a combination, it is worth six points.
3. Jumping an object ball off the table is a foul & the object ball goes down.
4. We are not playing the 3 consecutive fouls rule.
5. We are playing the "push out" option. For those not familiar with this an explanation may be found in the VNEA rule book or contact Rod.
6. A foul on the break results in cue ball in hand anywhere on the table for the incoming player.
7. Dues are \$20/team. The home team captain is responsible for placing the match envelope into the "league" slot on the side of the Arachnid dartboard in the location where the match is held.
8. *The first two weeks of the season everyone plays scratch.* The third week all players use the average they have shot.
9. After the season has started new players play the first night as a 5 average.
10. The highest handicap to be given per round is 12 balls.
11. If your team is short a player the opposing team receives a score of 6-0 or the average of the opposing team player, whichever is higher.
12. We are spotting the ball before the 9-Ball on a scratch.
13. To score rounds combine the first and second halves of the round adding the handicap in only once per round. The match consists of 5 rounds, the 5th being total points.
14. In the event of teams having a tie on points at the end of a round each team receives 1/2 round point, this includes the 5th round (total points).
15. 20 minute grace period. All matches must start within 20 minutes of the scheduled start time.
16. Any team that drops out of the league any time during the league season will forfeit all their money that was put into the league. NO EXCEPTIONS!!!!
17. Have Fun!