



Great Amusement  
335-3028  
Rod Harms  
League Coordinator  
Cell 214-0337

## **Guidelines for Great Amusement Mixed 8-ball leagues.**

1. \$20 dues per team (\$5/player), **home team captain is responsible for placing match envelope (match scores & dues) into the league slot of the home site's Arachnid dartboard the night of the match.**
2. Play with no handicaps for the first two weeks of the season.
3. New players and substitutes entering league after the second week of the season will start with a 7 aver., until the season midpoint after which they will start with at 10 aver.
4. Round off averages to the nearest whole number (i.e. 7.49=7, 7.5=8).
5. No handicap to teams above you in the standings.
6. Maximum handicap per round is 10 balls.
7. Teams may add players until the midpoint of the season. After midpoint team captains must vote to add a player.
8. 7:30 PM start time with 15 minute grace period (real time-not bar time)
9. All feats must be marked in the proper location.
10. Any illegal players used in league play will be scored as a 10-0 for opposing team.
11. Position night even. Even teams in standings are home team.  
Position night odd. Odd teams in standings are home team.
12. **Players must patch the 8-ball completely inside the first two diamonds on either side of the pocket, patch must not rest on the diamond itself.**
13. Deliberately hitting your opponents ball first and pocketing the ball is a foul but is not loss of game.
14. Follow the VNEA guidelines on cue specifications. (40 inches min, 15mm max on tip)
15. If a team has to play with less than the normal amount of players, the missing player will receive 5 points per round. Normal dues will be paid on behalf of a forfeited player.
16. How to figure handicaps if your team is short a player.
  - a) The full team drops off their highest handicap and adds up the remaining 3.
  - b) The team missing a player adds up the 3 present players.
  - c) Remember to write down "dummy" on the score sheet for the missing player.
17. To reschedule a match the captain of the opposing team and Great Amusement must be notified a minimum of 24 hours before the scheduled match, or forfeit match.
18. In the event of a tied round each team receives 1/2 round point, this includes Round 5 (total points)
19. As discussed at the captains meeting any extra dues will be put towards the new Make-A-Wish fund.
20. Any team that drops out of the league any time during the league season will forfeit all of their money that was put into the league. **NO EXCEPTION!!!**
21. Practice good sportsmanship and have fun!