



Great Amusement
3410 S. Center Ave
Sioux Falls, SD 5710 335-3028
Rod Harms
League Coordinator
Cell 214-0337

Guidelines for Great Amusement Division I 8-Ball

1. **\$25 dues per team** (\$5/player). The home team captain is responsible for placing the dues & the score sheet in the provided match envelope and putting it into the “league” slot on the side of the dartboard in the location where the match is played on the night of the match.
2. Play with no handicaps for the first two weeks of the season.
3. New players and subs entering the league after week 2 start with a 10 average the first night.
4. Round off averages to the nearest whole number (ie. 7.49=7, 7.5=8).
5. No handicap to teams above you or tied with you in the standings.
6. The maximum handicap to be given is **2 balls per player per round**.
7. Team roster recorded high to low or low to high.
8. Start time is 7:00 PM real time. Matches must start by 7:15 PM.
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. **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. Jump cues may be used if they meet the VNEA specifications (40 inches min on length, 15mm max on tip)
14. If your team is short a player you use a dummy. The **dummy receives 5 points per game**, the opponent receives 10 points per game. To figure the handicaps add up your 4 shooting players against the other teams 4 lowest average players who are shooting. Remember to write the word “dummy” for the missing player on your score sheet.
15. To reschedule a match the captain of the opposing team and Great Amusement must be notified at least 24 hours before the match is scheduled.
17. In the event of a forfeit, the team that showed up to play receives their averages plus team round wins, the team that did not show receives no player points or round wins. All league dues are still owed upon a forfeit.
18. A game is considered over at the time it is acknowledged by both players in the game (handshake, “good game”, etc.).
19. The maximum allowable number of players on a team is 10.
20. Extra money the envelope will be considered a charitable donation and go towards Make-a-Wish
21. All matches played before scheduled dates must be approved. Limit 2 per season.
22. 25 game format will be used.
23. Any Team that drops out of the league at any time during the league season will forfeit all of their money that was put into the league. **NO EXCEPTIONS!!**