



Great Amusement
335-3028
Rod Harms
League Coordinator
Pager 367-0054



Guidelines for Tuesday Div. III 8-ball league.

1. \$25 dues per team (\$5/player), **The home team captain is responsible for placing the dues & score sheet in the provided match envelope and putting it into the “league” slot on the side of the Arachnid 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 7 average.
4. Round off averages to the nearest whole number (ie. 7.49=7, 7.5=8).
5. No handicap to teams above you in the standings.
6. Record your team line-up from lowest to highest average.
7. The maximum handicap to be given is 15 balls per round.
8. 7:30 pm start time with 30 minute grace. Use 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. **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. New players may be added to your roster until January 1st, any players that haven't shot at least once by Jan 1. will be removed from team rosters. Any player deemed necessary to be added after Jan. 1 will play the first night as a 10 average.
14. Jump cues may be used if they meet the VNEA specifications.(40 inches min,15mm max on tip)
15. 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 aver. player who are shooting. Remember to write the word “dummy” for the missing player on your score sheet.
16. 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. Please have all make-up matches completed within two weeks.
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. The maximum allowable number of players on a team is 10.
19. A game is considered over at the time it is acknowledged by both players in the game (handshake, “good game”, etc.).
20. When two teams are tied in the standings handicaps will be used, this applies to regular league nights as well as position nights.
21. Contributions for Make-A-Wish are welcome and can be placed along with dues in the league envelope.
22. 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!!!!**
23. **HAVE FUN!!!!**