



Great Amusement
335-3028
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League Coordinator
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Guidelines for Wednesday Division II 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. New players may be added to your roster until Jan.1. Players that haven't played at least once by Jan. 1st will be taken off your roster. Any player deemed necessary to be added after Jan 1st plays the first night as a 10 average.
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, teams tied with you do receive handicap.
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. If a player establishes an aver. on one team they may not play for another team.
14. Jump cues may only be used if they meet the VNEA specifications found in the rulebook
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 number of players that can be assigned to a team roster 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. As discussed at the captains meeting any extra dues will be put towards the new Make-A-Wish fund.
21. 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 EXCEPTIONS!!**
23. Have a Fun!