



ZSAPA

Zerebnick's American Poolplayers Association

Local Bylaws for: SUMMER 2019, FA LL 2019, SPRING2020

Last Revision Date:
04/18/2019

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We welcome your team to the American Poolplayers Association! In order for us to enhance your enjoyment and the service of the League, we must enforce local bylaws, which are designed to allow a smooth operation of the League. Read these bylaws carefully and keep them with your team manual. These bylaws have been read and approved by the American Poolplayers Association. The local bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual. **These bylaws are a supplement to the national rules for all local franchise competition.** (Changes are made periodically; use the most recent copy of bylaws. Always check the website for updated or changed tournament information.)

Team members should refer to the Official Team Manual for rule interpretations during League play, or the local bylaws (if additional rules apply). It is the responsibility of the team calling the foul or other rule violation to have their Official Team Manual & local bylaws with them at the match site. Players should be prepared to show the opposing team where in the Official Team Manual or local bylaws it states that a rule violation or foul has occurred.

To help make your evening of League play enjoyable, as well as enhance the enjoyment of those around you, please observe basic guidelines of etiquette. Treat your opponent as you would like to be treated. Pay attention to your match; be ready to shoot when it is your turn so you do not slow down the match. If you are expected to play the next match, have your cue ready, go to the restroom if needed, etc., and begin your match as soon as the previous match is over. Please limit coaching to one minute. Cheering for your teammate is part of the fun, but do not cheer against your opponent, or complain about their skill level. When you have a legitimate complaint about a skill level, please complete the Handicap Review Form that is posted on the homepage of the website and return it with your scoresheet to ZSAPA. A fun and competitive evening of League play is a goal that can be achieved by observing these guidelines and displaying good sportsmanship. Rude, ignorant, intimidating and abrasive individuals will be politely asked to leave the APA.

OFFICE HOURS: Mon. through Fri. 10:00 A.M. to 6:00 P.M. Answering machine will answer 24 hours, 7 days a week. 365 days a year. If we are not available please leave your first and last name, phone number, and a short message. We will return your call as soon as possible.

TEAM REGISTRATION FEE \$50: Each session, your Team Captain *must* remit a \$50 TEAM REGISTRATION FEE along with a roster (with at least 5 members listed) in order for the team to be placed on the next schedule. **Please make sure that your team wants to be registered.** If you are not going to play the “entire” session, please DO NOT register your team. If your team registers and quits after the schedules are made, or before the session is over, ALL players will be suspended from the APA League until their portion of the remaining session fees are paid in full. No players listed on these teams will be permitted to play on any other teams without League approval, paying all past due amounts, and they may be required to pay for the entire session in advance, at League Office discretion. This \$50 fee will not be refunded for any reason! However, this fee may be used as payment for your last week of play, playoff fees, or to register your team for the session that follows. IF YOUR TEAM DOES NOT PAY FOR THE LAST WEEK, ZSAPA WILL ASSUME YOU ARE NOT REGISTERING FOR THE NEXT SESSION!

TEAM FEES: Team fees are \$50 per week, per team, for all scheduled matches regardless of the number of games played, including all forfeited matches. The Players Fund will pay for the Tri-Annual, Team Captains, MVP, Singles, Doubles Championships, Customer Appreciation Tournaments, Jack & Jill, Masters, 3-Person 8-/9-Ball and all other tournaments including the Las Vegas Travel Assistance Fund. The Players Fund also pays for all patches, plaques, door prizes and the bonus travel funds.

MEMBERSHIP DUES: All player memberships must be paid the first night a player plays, or by the fourth week, whichever occurs first. Once a member plays on any team, their team will be held responsible for payment of dues. Point(s) may not be given to members owing membership dues or owing money, at ZSAPA’s discretion. **Note:** Members must be age 21 or over, or age 18 with parent / legal guardian present.

PLEASE PAY ON TIME: NOTE: *The contract between ZSAPA and the APA requires that we pay the APA each week.* In addition, when a team is sent to the APA World Pool Championships in Las Vegas, all of the scoresheets for that team and the opponents that they played, must be sent to the APA. If the team that is going to the APA World Pool Championships played in the Summer, Fall, and Spring Sessions, all of the scoresheets are put in order and sent to the APA National Office. This is why it is essential that you pay us and send your “original” scoresheets in on time. Any team that falls one week behind in paying their dues may be subject to being dropped from the League for non-payment. Teams will be held responsible for their own weekly fees. ZSAPA holds all players on a team responsible for all monies owed.

IF YOU PAY BY CHECK PLEASE MAKE IT OUT TO ZSAPA: There will be a \$20 charge for any returned checks. ZSAPA will charge a \$20 NSF bank fee, plus a \$20 administrative fee if we must file charges at the magistrates to collect the money. ZSAPA is not responsible for lost or stolen cash.

PRACTICE TIME: Visiting team’s practice time will be 15 minutes before the match start time. The home team can practice at any other time prior to this. Out of courtesy to you and your opponents, please use the same cue ball and table balls for the match that are used for practice. Any type cue ball may be used if both teams agree. If both teams do not agree, the cue ball that is on the table for practice must be used.

START TIME: Start time will be 7:00 P.M. Play will begin even if only one player from the team is present. Play must be continuous; otherwise, forfeits will be awarded to the team with players present. If the *majority* of your division would like to start at a different time, please notify ZSAPA and we may adjust the time.

SCOREKEEPING: All scoresheets *must have the Defensive Shots totaled and circled* (in the defensive column) and the innings totaled. If scoresheets are not properly marked, you may lose points.

BYES: Byes are worth 11 total points for 8-Ball and 80 total points for 9-Ball (bonus points are included in totals) if the team is in good standing with ZSAPA.

FORFEITS: If a team fails to show for a match, the opposing team (providing 5 players are present and listed on the scoresheet) in 8-Ball will receive 11 total points and 80 total points in 9-Ball (bonus points are included in totals), *if all paper work is completed and full weekly dues are paid*. Teams that do not show up for two consecutive weeks may be considered dropped from the League and a new schedule will be issued. Dropped teams or any suspended player will forfeit all benefits, awards and prize money.

23-RULE VIOLATION FOR 8-BALL: After the rack is broken and the 23-Rule has been violated, stop the match, write on the score sheet in the 5th match space “23-Rule violation.” *See Official Team Manual*. The overall team skill limit rule is 23. If the 23-Rule is broken, the offending team would receive zero points for that League match, but may receive the bonus points if the scoresheet and money are sent in on time. The non-offending team would receive all points they won plus 2 points for the match in which the 23-Rule was broken and any subsequent matches.

23-RULE VIOLATION FOR 9-BALL: After the rack is broken and the 23-Rule has been violated, stop the match, write on the scoresheet in the 5th match space “23-Rule violation.” *See Official Team Manual*. The overall team skill limit rule is 23. If the 23-Rule is broken, the offending team would receive zero points for that League match, but may receive the bonus points if the scoresheet and money are sent in on time. The non-offending team would receive all points they won plus 15 points for the match in which the 23-Rule was broken and any subsequent matches.

PLAYER ID: Players must be able to show a valid picture ID to the League Operator, or any team member at any time. Note: Teams that play a player under a false name will receive 0 points for the night and will be at risk of suspension from the League. The team that the violation occurred against will receive 12 points in 8-Ball and 90 points for 9-Ball (bonus points are included in totals). Teams playing a player under a false name will also forfeit all prize money won. During any Higher-Level Tournaments, any team playing a player under false ID will forfeit any and all prizes, and all players on the team will be banned from the League for 2 years. Ask for ID’s prior to play.

PATCHES: 8- / 9-on-the-Break, 8 / 9 Break & Run, 8 / 9 Mini Slam, 9-Ball 20-0 Shut-out are the only patches Z.S.A.P.A. will be awarding and will be sent to your Team Captain along with the next week’s scoresheet. **If your scoresheet is not received on time we are not obligated to send you the patches.** All patches must be requested within one week of the date that the patch was earned.

BONUS POINTS: 3 points will be awarded for 8-Ball or 20 points will be awarded for 9-Ball.

To receive your bonus points: Score sheets must be received by ZSAPA on time, or be post marked the following day after play. If there is no mail service, add 1 day for each day without service (*see below).

Score sheets must be filled out correctly. The correct amount owed must be enclosed in the form of a check or money order (unless your team has a credit). ZSAPA is not responsible for lost or stolen cash!

If your team has carried a past due from the previous session, you will not receive bonus points for the current session until the past due amount is received.

* MONDAY scoresheets received by ZSAPA at Post Office no later than the following Thursday AM.

* TUESDAY scoresheets received by ZSAPA at Post Office no later than the following Friday AM.

* WEDNESDAY scoresheets received by ZSAPA at Post Office no later than the following Saturday AM.

* THURSDAY scoresheets received by ZSAPA at Post Office no later than the following Monday AM.

* FRIDAY scoresheets received by ZSAPA at Post Office no later than the following Tuesday AM.

TIME-OUTS: Time-outs are one (1) minute! ONLY one coach permitted at the table without consulting anyone except the player that is shooting in the match. Choose your coach wisely, it is not necessary for the entire team to look at the shot. It is poor sportsmanship to make your opponent wait for lengthy time-outs. Take your shot! REMEMBER 1 MINUTE = 60 SECONDS.

JUMP CUES, BREAK CUES OR CHANGING CUES: ZSAPA allows the use of a full-length jump/break cue for breaking only. Jump shots are legal, when executed properly. Such shots must be attempted with your regular shooting cue. The Host Location must also permit jump shots to be performed on their equipment. In the event of equipment failure (loss of tip, or broken stick) players are allowed to switch regular shooting cues during a match.

PLAYING A PLAYER TWICE RULES: In order to avoid “forfeits” during a session, teams will be permitted to play a player twice (MUST PAY TWICE) in one night, with the following restrictions:

1. You must still follow the 23-Rule, 19-Rule and 15-Rule. (*See Official Team Manual.*)
2. Individual players on any team are limited to playing twice in one night, after 2 players play twice, you must forfeit the 5th match if you do not have another player available by the end of the 4th match.
3. You must play all players that are present before playing a player twice, unless the 23-Rule, 19-Rule, or the 15-Rule is in jeopardy.
4. Players **are not** permitted to play twice in any playoffs, or HigherLevel Tournaments.
5. If five of your players are present and you can meet the 23-Rule, you cannot play a player twice.
6. Players playing twice must play last matches played unless other players are not present.
7. Opposing team picks the player(s) for the team that is short players. They must follow the 23-Rule, 19-Rule, or the 15-Rule, otherwise, you must forfeit.
8. Teams playing players twice must have every player that plays remain available to be chosen again or forfeit, unless they receive permission from the opposing Team Captain, or acting Captain, to leave except for an emergency, work, sickness, etc. Please use common sense. Teams should report abuse of these rules to ZSAPA.
9. Players who are not present only count 1 time toward roster points.
Example – You cannot play a skill level 9, 8, and 4, then say your skill level 1 was going to play twice.
10. If any violation of these Rules occurs, the point(s) will go back to the opposing team.

RESCHEDULED MATCHES: All rescheduled matches must be made up and paid for within 2 weeks of the original match, unless pre-approved by the League Office. If not, 0 points will be awarded to each team. No matches will be made up the last week of session play. If an 8-Ball team is going to the APA World Pool Championships in Vegas, the match(es) scheduled must be played before the Championships in Vegas or the team going to Vegas will receive 8 points and no bonus point will be given; the other team will be treated as a regular forfeit (both teams must pay weekly fees). If a 9-Ball team is going to the APA World Pool Championships in Vegas, the match(es) scheduled must be played before the Championships in Vegas, or the team going to Vegas will receive 40 points and no bonus points will be given. The other team will be treated as a regular forfeit (both teams must pay weekly fees). The League Office must be notified of any rescheduled matches. No exceptions!

DIVISION PLAYOFFS: Division playoffs will pay a \$25 administration fee for round 1 and a \$25 administration fee for round 2 / the final round. Division Playoffs will be as shown on the “chart” that follows in these bylaws. Playoff matches are held at the higher-point-ranking team’s Host Location (if the higher-ranking team’s table is not available - go to the lower-ranking teams table). Must be current with scoresheets and dues to be eligible for playoffs or prizes. PLAYOFF scoresheets are very important to the APA, please return them a.s.a.p. If scoresheets are not returned on time, a team may lose a qualified spot for a tournament, and/or your team may lose the bonus point(s) in either format in the next session your team plays.

WILD CARD ELIGIBILITY: Your team may lose Wild Card eligibility if: 1. Team envelope is turned in late 3 or more times. 2. Your team has had any N.S.F. checks left unpaid. 3. Your team has 3 or more sportsmanship violations. 4. Your team envelope is late the final week causing your team to be past due. 5. If any member of your team owes ZSAPA money for any reason. 6. If a team forfeits (does not show up for a match) without a valid reason. 7. No Wild Cards will be given to World Qualifier qualified teams in the Fall or Spring sessions. Qualified teams may still earn a playoff position through regular weekly play.

DOOR PRIZES: While funds are available, door prizes will be given at each event, based on participation. Members must be current with dues and be in good standing with ZSAPA. Winner must be present to win, or must claim the prize within 30 minutes of the time the ticket number was announced.

MINI TOURNAMENTS: Greens fee will be \$5 per player, per “event,” not each mini played. The greens fee paid will entitle player to a door prize ticket. Mini Tournaments will be held at all events as long as tables are available and we have enough participation from the ZSAPA Members (must have a paid current membership and ten scores in the APA System within the last 2 years).

SCORES NEEDED IN APA COMPUTER SYSTEM FOR ZSAPA TOURNAMENTS

In order for active players to play in the different tournaments and playoffs, the number of scores needed (in the format of the event) for the player are listed below: (Scores must be from ZSAPA’S League area.)

Participants playing in any event without the required scores will be disqualified without a refund!

EVENT

SCORES NEEDED

Captains Local Qualifying Tournament: 4 scores for new Team Captains, all others 10 scores within 2 years prior to the tournament date

Captains Championship Tournament: 20 scores as a Team Captain, in the current league year

Customer Appreciation \$100 Tournaments: 10 scores within 2 years prior to the tournament date

Customer Appreciation \$500 Tournaments: 20 scores within 2 years prior to the tournament date

Division Playoffs: 4 scores per session with your team

Doubles Qualifying Tournament: 10 scores within 2 years prior to the tournament date

Doubles Championship Tournament: 20 scores within 2 years prior to the tournament date

Jack N Jill Qualifying Tournament: 10 scores within 2 years prior to the tournament date

Jack N Jill Championship Tournament: 20 scores within 2 years prior to the tournament date

Ladies Championship Tournament: 20 scores within 2 years prior to the tournament date

World Qualifier Tournament: 10 scores within 2 years prior to the tournament date and 4 per session.

Masters Championship Tournament: 10 scores within the (current) League year (in either format)

Mini Tournaments: 10 scores within 2 years prior to the tournament date

Three Person Tournament: 10 current scores (within 1 year prior to the tournament date)

MVP Tournaments: 6 scores per session

Tri-Annual Tournaments: 8 scores for new players or 4 per session, within 2 years prior to the tournament date

PLAYOFFS / TRI-ANNUALS FOR 8- & 9-BALL SUMMER, FALL, AND SPRING SESSIONS TIER LEVEL SYSTEM CHART FOR QUALIFYING TEAMS & PLAQUES / TEAM CREDIT

In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

No more than two teams from the same 4-team division may advance to the Tri-Annual.

<u>DIVISION BY TEAMCOUNT</u>	<u>TEAMS QUALIFIED</u>	<u>TRI-ANNUAL TEAMS TOTAL</u>
4 teams	Final round playoff winner qualifies for the Tri-Annual Tournament, will receive \$320, a team plaque, plus their teams Greens fees. Money and plaques will be distributed at the Tri-Annual Tournaments. Playoffs will include 1st vs. Wild Card.	1
5, 6 or 7 teams	Final round playoff winner qualifies for the Tri-Annual Tournament, will receive \$320, a team plaque, plus their teams Greens fees. Money and plaques will be distributed at the Tri-Annual Tournaments. Round 1 playoffs will include 1st vs. Wild Card and 2nd vs. 3rd. Round 2 playoffs will include the winners of round 1.	1
8, 9 or 10 teams	Final round playoff winner qualifies for the Tri-Annual Tournament, will receive \$320 a team plaque, plus their teams Greens fees. In Divisions with 8, 9 or 10 teams, the 1 st place points winner qualifies for the Tri-Annual Tournament and will receive \$320, a team plaque, plus their teams Greens fees, but <u>will not</u> participate in the session playoffs. Money and plaques will be distributed at the Tri-Annual Tournaments. Round 1playoffs will include 2nd vs. Wild Card and 3rd vs. 4th. Round 2 playoffs will include the winners of round 1.	2
11, 12, or 13 teams	Final round playoff winner qualifies for the Tri-Annual Tournament, will receive \$320, a team plaque, plus their teams Greens fees. In Divisions with 11, 12, or 13 teams, the 1 st place & 2 nd place points winners qualify for the Tri-Annual Tournament and will receive \$320, a team plaque, plus their teams Greens fees, but <u>will not</u> participate in the session playoffs. Money and plaques will be distributed at the Tri-Annual Tournaments. Round 1 playoffs will include 3rd vs. Wild Card and 4th vs.5th. Round 2 playoffs will include the winners of round 1.	3
14, 15, or 16 teams	Final round playoff winner qualifies for the Tri-Annual Tournament, will receive \$320, a team plaque, plus their teams Greens fees. In Divisions with 14, 15, or 16 teams, the 1 st place, 2 nd place, & 3 rd place points winners qualify for the Tri-Annual Tournament and will receive \$320, a team plaque, plus their teams Greens fees, but <u>will not</u> participate in the session playoffs. Money and plaques will be distributed at the Tri-Annual Tournaments. Round 1playoffs will include 4th vs. Wild Card and 5th vs. 6th. Round 2 playoffs will include the winners of round 1.	4

Tri-Annual Tournaments: Check the website (westernpa.apaleagues.com) for the date and time of your team's first match. The Team Captain is responsible for passing on this information to the team.

<u>Teams in Session</u> <u>Summer, Fall or</u> <u>Spring</u>	For Either the 8-Ball or 9-Ball Format
39 teams or less	Two (2) Tri-Annual \$800 Winning Teams
40 to 59 teams	Four (4) Tri-Annual \$800 Winning Teams
60 to 79 teams	Six (6) Tri-Annual \$800 Winning Teams
80 teams or more	Eight (8) Tri-Annual \$800 Winning Teams

FOR 8-BALL & 9-BALL: The only way to qualify for the World Qualifier will be through ZSAPA's Tri- Annual Tournaments. Each of the teams who win a slot in the World Qualifier will receive \$800. Once a team is qualified for the World Qualifier, the team must remain in the top 50% (see Official Team Manual).

World Qualifier: Greens fee will be paid by ZSAPA. Check the website (westernpa.apaleagues.com) for the date and time of your team's first match. The Team Captain is responsible for passing this information on to the team.

ZSAPA will split matches when necessary!

YOUR TEAM MUST QUALIFY THROUGH THE TRI-ANNUAL TOURNAMENTS.

Once your team has qualified, they must remain active throughout the Spring Session of that League Year. In addition, once a team qualifies, they may be subject to loss of eligibility if they do not remain in the top 50% of their division standings until the World Qualifier event. All team registration fees for the APA World Pool Championships will be paid by ZSAPA. Each member on a team that wins the World Qualifier will receive a \$100 cash prize. When ZSAPA has sufficient proof of each individual's travel plans, that individual will receive \$500 non-taxable Travel Assistance. For each additional session that you played in this League year and have the required 4 scores per session, you will also receive \$100 extra, per session, up to a maximum of \$800.

Team and individual plaques will be awarded. When the team goes to Vegas, they will be eligible to play in the APA World Pool Championships and have a chance at winning a portion of the One Million Dollar guaranteed prize fund.

When a team wins a trip to Las Vegas, and does not plan on attending, please notify ZSAPA as soon as possible so that we may send a replacement team. The APA encourages you "not" to waste your opportunity to go to Vegas.

MVP TOURNAMENT QUALIFICATIONS: MVP winners will be given in each tier listed below:

8-Ball Skill Level Tiers

MVP Skill Level 2
MVP Skill Level 3
MVP Skill Level 4

Lower

9-Ball Skill Level Tiers

MVP Skill Levels 1 & 2
MVP Skill Level 3
MVP Skill Level 4

MVP Skill Level 5
MVP Skill Level 6
MVP Skill Level 7

Upper

MVP Skill Level 5
MVP Skill Level 6
MVP Skill Level 7, 8, & 9

NOTE: YOU MUST PLAY IN THE MVP TOURNAMENT AT THE SKILL LEVEL YOU ARE AT THE TIME OF THE TOURNAMENT AND MUST HAVE A MINIMUM OF 6 SCORES EACH SESSION TO BE ELEGIBLE FOR MVP.

MVP TIE BREAKERS: Ties will be broken in the following order: Total number of matches played, win percentage, performance points, lifetime win percentage. If there is still a tie, both players will be winners. **Note:** MVP points adjustment - If your score sheets are not all in on time, the paid-up player that is next in line on the MVP report will become the winner. If YOUR TEAM is not paid up-to-date, you will not be eligible to play in the MVP Tournament.

MVP TOURNAMENTS: Separated by upper or lower tiers. See tournament schedule. Greens fee will be \$5 per player, and will entitle player to a door prize ticket. You should pre-register and you must be at the tournament site 15 minutes before the MVP Tournament starts: Three times per year Summer, Fall and Spring. All \$100 MVP winners will also be eligible to play in ZSAPA's \$500 Customer Appreciation Tournament. (Must have 20 scores within 2 years prior to the tournament date.)

Every MVP winner, from each tier, **not attending the tournament**, will receive a plaque.

There is no other gift or prize unless you attend and participate!

MVP winners in each tier that attend the tournament will have additional prizes to choose from along with a few chances to win \$100. This tournament will be separated by upper and lower tiers.

1. Plaque & Tournament T-Shirt
2. Tournament Sweat Shirt (zippered with hood)
3. Cue Case (assorted choices)
4. Cue Sticks (assorted choices)
5. APA Membership for the following league year
6. Assorted Billiard Supplies

8 or less participants – one \$100 winner
17- 24 participants – three \$100 winners
33 – 40 participants – five \$100 winners
49 -56 participants – seven \$100 winners

9 – 16 participants – two \$100 winners
25 – 32 participants – four \$100 winners
41 – 48 participants – six \$100 winners
57 – 64 participants – eight \$100 winners

Note 1: In addition to Fall MVPs, the previous Summer MVP winners will be allowed to participate in the Fall MVP Tournament, if they are still active in the format that they won in. These Summer players will not be eligible for the regular prizes above (numbers 1 thru 6), however they can win one of the \$100 prizes. Each tier will be limited to 64 players. The first 64 players who are eligible and pay their \$5 Greens fee will be placed on the tournament board.

Note 2: The Summer MVPs and the Fall MVPs will be allowed to play in the Spring MVP Tournament with the above listed restrictions in note 1.

8- BALL CAPTAINS TOURNAMENT & MEETING: See tournament schedule.

Tournament fee will be \$10 per player, and will entitle player to a door prize ticket.

Participants must have 10 scores within 2 years prior to the tournament date in the APA system and currently be active on a team in this format. Exception: New Team Captains need only 4 scores.

Limited to the first 64 registered (you may register by telephone, scoresheet, or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

Three times per League year: Summer, Fall and Spring. The Team Captain is the first player listed on the roster and the Co-Captain is the second player listed on the roster. Please do not ask to change positions on the roster after the 4th week of play in the session. This tournament will be double elimination. Tournament payout will be based on participation, see chart below.

7 or less participants – one \$100 winner

17- 24 participants – three \$100 winners

33 – 40 participants – five \$100 winners

49 -56 participants – seven \$100 winners

9 – 16 participants – two \$100 winners

25 – 32 participants – four \$100 winners

41 – 48 participants – six \$100 winners

57 – 64 participants – eight \$100 winners

Each \$100 winner will qualify for ZSAPA's 8-Ball \$500 Customer Appreciation Tournament.

(Must have 20 scores within 2 years prior to the tournament date.)

NOTE: If 64 Team Captains and/or Co-Captains do not register for the tournament by 11:45 AM, we will accept any ZSAPA players active in the 8-Ball format wanting to play in this tournament. Non-captains may pre-register to be put on a waiting list.

9- BALL CAPTAINS TOURNAMENT & MEETING: See tournament schedule.

Tournament fee will be \$10 per player, and will entitle player to a door prize ticket.

Participants must have 10 scores within 2 years prior to the tournament date in the APA system and currently be active on a team in this format. Exception: New Team Captains need only 4 scores.

Limited to the first 64 registered (you may register by telephone, scoresheet, or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

Three times per League year Summer, Fall and Spring. The Team Captain is the first player listed on the roster and the Co-Captain is the second player listed on the roster. Please do not ask to change positions on the roster after the 4th week of play in the session. This tournament will be double elimination. Tournament payout will be based on participation, see chart below.

8 or less participants – one \$100 winner

17- 24 participants – three \$100 winners

33 – 40 participants – five \$100 winners

49 -56 participants – seven \$100 winners

9 – 16 participants – two \$100 winners

25 – 32 participants – four \$100 winners

41 – 48 participants – six \$100 winners

57 – 64 participants – eight \$100 winners

Each \$100 winner will qualify for ZSAPA's 9-Ball \$500 Customer Appreciation Tournament.

(Must have 20 scores within 2 years prior to the tournament date.)

NOTE: If 64 Team Captains and/or Co-Captains do not register for the tournament by 11:45 AM, we will accept any ZSAPA players active in the 9-Ball format wanting to play in this tournament up to 64 players. Non- captains may pre-register to be put on a waiting list.

8- BALL QUALIFYING DOUBLES TOURNAMENT: See tournament schedule.

Tournament fee will be \$10 per player, and will entitle player to a door prize ticket.

Participants must have 10 scores within 2 years prior to the tournament date in the APA system and currently be active on a team in this format. Limited to the first 32 teams registered (you may register by telephone, scoresheet, or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

Three times per League year Summer, Fall and Spring. 10 skill level limit per team. This tournament will be double elimination. The winning 8-Ball Doubles Teams will qualify for the ZSAPA's 8-Ball Doubles Championship Tournament.

8 or less doubles teams – two \$100 winners
17 - 24 doubles teams – six \$100 winners

9 – 16 doubles teams – four \$100 winners
25 – 32 doubles teams – eight \$100 winners

32 team limit: Count and payouts may be adjusted at ZSAPA's discretion.



ZSAPA's 8-BALL DOUBLES CHAMPIONSHIP TOURNAMENT: See tournament schedule.

Greens fees will be paid by ZSAPA, and will entitle player to a door prize ticket. (10 S/L) Limit unless previously qualified then (12 S/L) Limit Maximum.

Participants must have 20 scores within 2 years prior to the tournament date in the APA system and currently be active on a team in this format. Limited to the first 32 teams registered (you may register by telephone, scoresheet or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

Two winning players from the ZSAPA's 8-BALL DOUBLES CHAMPIONSHIP TOURNAMENT team will receive \$200 each cash prize (\$400 per doubles team). When ZSAPA has sufficient proof of each individual's travel plans, that individual will receive \$300 non-taxable travel assistance to go to Vegas and play in the 8-Ball Doubles Tournament plus free entry into the event. Bonus travel cash available for those players that travel to Las Vegas and participate in the event. The bonus cash will be \$10 per week played 1 year prior to winning the event and will be limited to \$1,000 per player, per year.

Note: 1. If you are not one of the doubles teams that have qualified from the Qualifying Doubles Tournaments, you may purchase 1 of the remaining slots available for \$50 per doubles team (includes greens fees) per slot, to play in ZSAPA's 8-Ball Doubles Championship Tournament.

Note: 2. If two 8-Ball Doubles slots are available to ZSAPA, we may award both slots and payouts at this tournament. If only one 8-Ball Doubles slot is available to ZSAPA, 2nd place may receive money based on

2- BALL QUALIFYING DOUBLES TOURNAMENT: See tournament schedule.

Tournament fee will be \$10 per player, and will entitle player to a door prize ticket.

Participants must have 10 scores within 2 years prior to the tournament date in the APA system and currently be active on a team in this format. Limited to the first 32 teams registered (you may register by telephone, scoresheet, or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

Three times per League year: Summer, Fall and Spring. 10 skill level limit per team. This tournament will be double elimination. The winning 9-Ball Doubles Teams will qualify for the ZSAPA's 9-Ball Doubles Championship Tournament.

8 or less doubles teams – two \$100 winners

9 – 16 doubles teams – four \$100 winners

17 - 24 doubles teams – six \$100 winners

25 – 32 doubles teams – eight \$100 winners

32 team limit: Count and payouts may be adjusted at ZSAPA's discretion.



ZSAPA's 9-BALL DOUBLES CHAMPIONSHIP TOURNAMENT: See tournament schedule.

Greens fee will be paid by ZSAPA, and will entitle player to a door prize ticket. 10 S/L Limit unless previously qualified then (12 S/L) Limit Maximum.

Participants must have 20 scores within 2 years prior to the tournament date in the APA system and currently be active on a team in this format. Limited to the first 32 teams registered (you may register by telephone, scoresheet, or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

Two winning players from the ZSAPA's 9-BALL DOUBLES CHAMPIONSHIP TOURNAMENT team will receive \$200 each cash prize (\$400 per doubles team). When ZSAPA has sufficient proof of each individual's travel plans, that individual will receive \$300 non-taxable travel assistance to go to Vegas and play in the 9-Ball Doubles Tournament plus free entry into the event. Bonus travel cash available for those players that travel to Las Vegas and participate in the event. The bonus cash will be \$10 per week played 1 year prior to winning the event and will be limited to \$1,000 per player, per year.

Note: 1. If you are not one of the doubles teams that qualified from the Qualifying Doubles Tournaments, you may purchase 1 of the remaining slots available for \$50 per doubles team (includes greens fees) per slot, to play in ZSAPA's 9-Ball Doubles Championship Tournament.

Note: 2. Second place may receive money, based on participation.

Note: 3. The two original winning players must both go to Las Vegas, no substitutes! The slot will be reassigned to first runner up team that is willing to go to Las Vegas. This will be the highest match number that is on the board.

CUSTOMER APPRECIATION \$100 TOURNAMENTS: See tournament schedule.

USE PRESENT SKILL LEVEL ON DAY OF TOURNAMENT

Tournament fee will be \$10 per player, and will entitle player to a door prize ticket.

Participants must have 10 scores within 2 years prior to the tournament date in the APA system and currently be active on a team in this format. Limited to the first 64 players registered in each tier (you may register by telephone, scoresheet, or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

8-Ball Skill Level Tiers

Skill levels 2, 3, 4 lower tier

Skill levels 5, 6, 7 upper tier

9-Ball Skill Level Tiers

Skill levels 1, 2, 3, 4 lower tier

Skill levels 5, 6, 7, 8, 9 upper tier

Three times per League year summer, fall and spring. The tournament will be double elimination. Winners qualify for the ZSAPA's \$500 Tournament upper or lower tier.

8 or less participants – one \$100 winner
24 participants – three \$100 winners
33 – 40 participants – five \$100 winners
56 participants – seven \$100 winners

9 – 16 participants – two \$100 winners
17-25 – 32 participants – four \$100 winners
41 – 48 participants – six \$100 winners
49-57 – 64 participants – eight \$100 winners

Each \$100 winner will qualify for ZSAPA's 8 or 9-Ball \$500 Customer Appreciation Tournament.

ZSAPA'S 3-PERSON 15 SKILL LEVEL COMBINED 8/9 BALL TOURNAMENT:

USE PRESENT SKILL LEVEL ON DAY OF TOURNAMENT

See tournament schedule.

Tournament fee will be \$10 per player, and will entitle player to a door prize ticket.

Limited to the first 32 teams registered (you may register by telephone, scoresheet, or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

Participants must have 10 current scores in the 8-Ball format, or 10 current scores in the 9-Ball format (within one year prior to the tournament date) in the APA system. Must also be participating on an active team. Players must use 8-Ball skill levels first. If players do not have current 8-Ball scores 9-Ball scores will be accepted.

7&8&9 = 7 points towards the skill level limit of 15.

1&2 = 2 points towards the skill level limit of 15.

Lowest skill level plays the first game, middle skill level plays the second game, highest skill level plays the third game. Repeat sequence until a team wins 6 games.

8-Ball on the zero loss side of the board - 9-Ball on the one loss side of the board

8 or less teams – three \$100 winners

17 - 24 teams – nine \$100 winners

9 - 16 teams – six \$100 winners

25 - 32 teams – twelve \$100 winners

32 team limit: Count and payouts may be adjusted at ZSAPA's discretion.



JACK & JILL QUALIFYING DOUBLES TOURNAMENT: See tournament schedule.

Tournament fee will be \$10 per player, and will entitle player to a door prize ticket. Male - Female (10 S/L). Participants must have 10 scores within 2 years prior to the tournament date in the APA system in the 8-Ball format and currently be active on a team in the 8-Ball format. Limited to the first 32 teams registered (you may register by telephone, scoresheet, or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

Three times per League year: Summer, Fall and Spring. 10 skill level limit per team. This tournament will be double elimination. The winning Jack & Jill Teams will qualify for the ZSAPA's Jack & Jill Championship Tournament.

8 or less Jack & Jill Teams – two \$100 winners

17- 24 Jack & Jill Teams – six \$100 winners

9 – 16 Jack & Jill Teams – four \$100 winners

25 – 32 Jack & Jill Teams – eight \$100 winners

32 team limit: Count and payouts may be adjusted at ZSAPA's discretion.



JACK & JILL CHAMPIONSHIP TOURNAMENT: See tournament schedule.

Greens fee will be paid by ZSAPA, and will entitle player to a door prize ticket.

Male-Female (10 S/L) Limit unless previously qualified then (12 S/L). Participants must have 20 scores within 2 years prior to the tournament date in the APA system in the 8-Ball format and currently be active on a team in the 8-Ball format. Limited to the first 32 teams registered (you may register by telephone, scoresheet, or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

Two winning players from the ZSAPA's JACK & JILL CHAMPIONSHIP TOURNAMENT team will receive \$200 each cash prize (\$400 per doubles team). When ZSAPA has sufficient proof of each individuals travel plans, that individual will receive \$300 travel assistance non-taxable to go to Vegas and play in the Jack & Jill Tournament plus free entry into the event. Bonus travel cash available for those players that travel to Las Vegas and participate in the event. The bonus cash will be \$10 per week played 1 year prior to winning the event and will be limited to \$1,000 per player, per year.

Note: 1. If you are not one of the Jack & Jill teams that qualified from the Jack & Jill Qualifying Doubles Tournaments, you may purchase 1 of the remaining slots available for \$50 (includes greens fees) per doubles team, per slot, to play in ZSAPA's Jack & Jill Doubles Championship Tournament.

Note: 2. Second place may receive money, based on participation.

Note: 3. The two original winning players must both go to Las Vegas, no substitutes! The slot will be reassigned to first runner up team that is willing to go to Las Vegas. This will be the highest match number that is on the board.

32 team limit: Count and payouts may be adjusted at ZSAPA's discretion.

MASTERS CHAMPIONSHIP TOURNAMENT: See tournament schedule.

Entry fee will be \$25 per player (includes green fees) and will entitle player to a door prize ticket. Limited to the first 32 players registered (you may register by telephone, scoresheet, or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

Three winning players from the ZSAPA's MASTERS CHAMPIONSHIP TOURNAMENT will receive \$100 each cash prize. When ZSAPA has sufficient proof of each individual's travel plans, that individual will receive \$500 travel assistance non-taxable to go to Vegas and play in the Masters Tournament, this will include free entry into the event. B For each additional session that you played in this League year and have the required 4 scores per session, you will also receive \$100 extra, per session, up to a maximum of \$800.

Requirements: All ZSAPA players participating on an active team are welcome. Participants must have a minimum of 10 League match scores in the current League year in the APA system for ZSAPA before the tournament start date. Scores can be in either format, but player(s) must be on an active ZSAPA Team. Four scores in the Spring session. Must remain active in the Summer session. If the three original winning players do not go Las Vegas, the slot will be reassigned to first runner up player that is willing to go to Las Vegas. This will be the highest match number that is on the board. The masters team may take an additional player at their own expense.

Note: US Amateur rules and format apply. ZSAPA will split matches when necessary!

32 player limit: Count and payouts may be adjusted at ZSAPA's discretion.



LADIES 3-PERSON 8-BALL CHAMPIONSHIP TOURNAMENT: See tournament schedule.

Entry fee will be \$25 per player (includes green fees) and will entitle player to a door prize ticket. Limited to the first 16 teams registered (you may register by telephone, scoresheet, or e-mail but no more than 30 days before the event). When registering please specify which event you are registering for.

Participants must have 20 scores within 2 years prior to the tournament date in the APA system in the 8-Ball format and currently be active on a team in the 8-Ball format. Three (3) players per team, for ZSAPA's Local Ladies 3 Person 8-Ball Championship Tournament. The three original winning players must all go to Las Vegas, no substitutes! The slot will be reassigned to first runner up team that is willing to go to Las Vegas. This will be the highest match number that is on the board. The ladies team may take an additional player at their own expense.

Three winning players from the ZSAPA's LADIES 3 PERSON 8-BALL CHAMPIONSHIP TOURNAMENT team will receive \$100 each cash prize (\$300 per ladies team). When ZSAPA has sufficient proof of each individuals travel plans, that individual will receive \$500 travel assistance non-taxable to go to Vegas and play in the Ladies Tournament, this will include free entry into the event. For each additional session that you played in this League year and have the required 4 scores per session, you will also receive \$100 extra, per session, up to a maximum of \$800.

**16 team limit: Count and payouts may be adjusted at ZSAPA's discretion.
ZSAPA will split matches when necessary!**



2020 ZSAPA Team Captains Championship: see tournament schedule.
(To qualify for the Las Vegas Team Captains Championship.)

3 captains per team equaling 15 skill level or less.

Only one captain with a skill level of 6 or above may play in any match.

Captains must have a least 20 scores in 8-Ball, or 20 scores in 9-Ball, within the last two years before the tournament starts.

Captains must have completed two sessions in the 2019-2020 League year as a captain of either an 8-Ball or 9-Ball team.

A captain's highest skill level between both 8-Ball and 9-Ball formats must be used towards the 15 rule (with the exception of skill levels 8 and 9, which will count as a 7).

Captains must be active in the 2020 summer session.

Cost is \$25 per player, \$75 per team of captains. Exception if you won a qualified slot from a captain's tournament during the 2018-2019 League year, you will only need to pay a \$5 greens fee.

The three original winning players must all go to Las Vegas, no substitutes! The slot will be reassigned to first runner up team that is willing to go to Las Vegas. This will be the highest match number that is on the board. The captain's team may take two additional captains at their own expense.

APA 8-BALL CLASSIC AND 9-BALL SHOOTOUT QUALIFIERS: (SINGLES BOARDS \$20 entry)

ZSAPA will permit you to run your own singles board, just ask how.

Must have 10 current scores in the APA system in the 8-Ball format to participate on an 8-Ball singles board.

Must have 10 current scores in the APA system in the 9-Ball format to participate on a 9-Ball singles board.

BANNED PLAYERS / SPORTSMANSHIP: If a player on your team has been banned from a tavern or host location, then the team must play without him/her. The APA League has no right to insist a Host Location admit this player. Any player, or team, receiving more than two sportsmanship violations may be dropped from the League. Dropped teams, or any suspended player, will forfeit all benefits, awards and prize money.

HOST LOCATION OWNERS / BAR MANAGERS / TEAM CAPTAINS: Please control the area around your pool table(s). Make sure that the APA poolplayers have sufficient room to shoot and a place for the other members of the teams to sit. If the League Operator receives too many complaints about safety or other issues in your Host Location, we may ban the Location from the League.

FALSIFICATION OF SCORESHEETS: Any team caught sandbagging or sending in falsified scoresheets will be subject to any penalties handed down by the League Operator, which may include being dropped from the League, or loss of eligibility for qualified teams, or handicap adjustments may be made.

PROTEST & DISPUTES PROCEDURE: See the APA Official Team Manual and ZSAPA's local bylaws. NOTE: No complaints about cheating, etc.... will be acknowledged by ZSAPA if more than ten (10) days have elapsed, or you do not follow the proper procedure in the Official Team Manual / ZSAPA's local bylaws.

INCLEMENT WEATHER POLICY: (Snow, sleet, etc.) If a match is to be postponed because of state of emergency or other inclement weather, the League Operator, and other Team Captains must be informed. The League Operator will resolve any disagreements.

ZSAPA'S PRIZE FUND PAYOUT POLICY: After all tournaments, or events, ZSAPA reserves the right to sufficient time to organize and disburse all plaques and prizes. We have tried to plan a budget based on previous league participation, but adjustments to prize amounts may be necessary. Please read the following proposed reductions in case of a substantial drop in member participation. (Las Vegas Bonus Travel Cash may have to be reduced, the \$500 Customer Appreciation payouts may have to be reduced and Door Prizes may become less frequent). Federal Tax Laws will be observed, i.e. 1099-MISC.

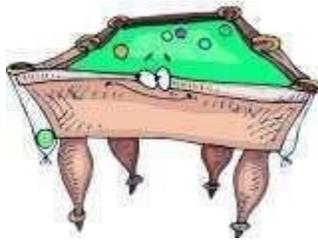
REFUSAL TO DO BUSINESS WITH: At any time, at the sole discretion of the League Operator, Western PA, APA League can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

If ZSAPA finds any player(s) owing money it will be taken out of your team's winnings!

These bylaws have been read and approved by the American Poolplayers Association. Please enjoy yourselves and don't worry about the handicap system. We work very hard to keep the League and handicaps as fair as possible. We value our members very much. We thank you for playing APA.

“Good Luck & Good Shooting.”

League Operators: Chuck & Kim Zerebnick Established 2000



ZSAPA: 2019 – 2020 TOURNAMENTS

**Please check the website for date of the events,
weather cancelations and updated information
before coming to the tournaments.**

Website: westernpa.apaleagues.com

APPROVED

