



Rules for Six Pocket

A game adopted from an article by Willie Jopling published in Billiards Digest about 2003.



1. Pockets are numbered counter-clockwise from 1 to 6 starting at breakers right. (Hence, 2 & 5 are side pockets.)
(Left and right are from the breakers point of view, "below" means toward the foot rail, etc.)
2. Balls numbered 1 through 6, and the 8 ball, are racked in a circle, as shown, with the 8 ball on the foot spot.
3. The cue ball is in hand, in the "kitchen," for the break shot, the eight ball must be struck first, or rerack and re-begin.
4. Following the break shot, any balls not on the playing surface, are re-spotted. (There are no fouls on the break.)
5. Numbered balls are re-spotted, in lowest to highest numerical order, starting on the foot spot, or immediately below interfering balls, on a line from the foot spot to the center of the foot rail.
6. The cue ball is re-spotted on the head spot, or immediately above interfering balls, on a line from the head spot to the center of the head rail. Rules 5 & 6 apply whenever re-spotting is required.
7. Breaker begins play with the object of legally pocketing the 1 ball in pocket 1, (with as few strokes as possible.)
8. **A players turn (Inning) continues until the object ball is legally pocketed in it's home pocket.**
9. The next numbered ball is the incoming player's object ball, and its home pocket has the same number.
10. Each stroke (shot), other than the break shot, counts one point. Fouls count an additional two points.
11. **The player with the lowest count when when balls 1 through 6 have been legally pocketed wins the set.**
12. It is a foul if the cue ball contacts any other ball before the contacting the object ball.
13. Failure of either the cue ball, or the object ball, to contact a cushion is a foul.
14. Rule 13 applies even if the object ball is pocketed in its home pocket.
15. If any ball (other than a legally pocketed object ball) comes to rest off the flat playing surface, it is a foul.
16. Rule 15 does not apply to pocketing other balls if the object ball is legally pocketed. They are re-spotted.
17. Balls illegally leaving the playing surface are re-spotted before resuming play.
18. The usual billiard game rules for fouls: disturbing a ball, double hits, etc., apply.
19. Single or multiple fouls on the same shot count 2 points total, and may occur before or during an attempted stroke.
If the cue ball is moved by the attempted stroke, the stroke counts an additional (third) point. If the object ball is pocketed on a foul stroke, it is re-spotted and the player's inning continues.
20. If a player hesitates after fouling and his attempted stroke did not move the cue ball, his subsequent stroke cannot legally pocket the object ball, and is a third penalty point.
21. A deliberate foul, executed with an otherwise legal stroke, is allowed, it costs two points plus one for the stroke.
Other fouls may constitute unsportsmanlike conduct with a penalty of loss of set. (Or match, if repeated.)
22. Because being breaker is a disadvantage, a game should consist of an even number of sets with alternate break.
The breaker is always facing one more ball cluttering the table during his half or the inning.