



## *The Future of Billiards*<sup>TM</sup>

### **6PI Control Document**

**6PI-003 Rev 2 – January 22, 2009**

**6 Pocket<sup>TM</sup> Competition Rules**

**Company Confidential**

**Patent Pending**

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## 6PI-003 Rev 2; 6 Pocket™ Competition Rules

### Purpose

The purpose of this document is to establish the universally applied rules by which 6 Pocket™ (6 POCKET) competitions are played. This document is comprised of two (2) sections as follows:

- Section 1 – 6 *POCKET* Competition Rules
- Section 2 – 6 *POCKET* Fouls

### Section 1 – 6 POCKET Competition Rules

6 POCKET is a called shot pocket billiards game played on any regulation pocket billiards table, wherein each competitor tries to build the highest possible total point score (one (1) point is awarded for each object ball legally pocketed during their turn) when shooting one rack of fifteen (15) numbered object balls.<sup>1</sup>

The object of 6 POCKET is to use one's turn to score as many points (one (1) point per object ball legally pocketed – maximum fifteen (15) points) as possible from one's rack by pocketing as many object balls in any pocket, in any succession, as one can without committing a foul (see Section 2 – 6 *POCKET* Fouls). After all competitors have played either a 6 POCKET turn, game, or tournament as defined in Section 1.1 – Getting Started, their scores are tallied and they are ranked as defined in document 6PI-013; “6 Pocket™ Recreational Competition Scoring and Ranking Method”, and the competitor having the highest ranking is declared the winner of that competition.<sup>2</sup>

### Section 1 – 6 POCKET Competition Rules, continued:

#### Section 1.1 – Getting Started

6 POCKET is a completely new playing and scoring format for pocket billiards competition at all levels. Because 6 POCKET provides no reward for the defensive “safety” shot – it ushers in a completely new way to compete and score. More specifically, each player now competes against a field rather than another individual. As a result, 6 POCKET competitions can be played in multiple formats:

<sup>1</sup> See document 6PI-016; “6 Pocket™ Equipment Specifications” for a complete discussion of the equipment with, and on which, 6 POCKET is played.

<sup>2</sup> The scoring and ranking methods for the Amateur 6 Pocket Association™ and the Professional 6 Pocket Association™ are defined in documents A6PA-002; “Amateur 6 Pocket Association™ Competition Scoring and Ranking Method”, and P6PA-003; “Professional 6 Pocket Association™ Competition Scoring and Ranking Method” respectively.

Section 1.1 – Getting Started, continued:

- **Single Turns** – eligible individuals and/or teams (competitors) can compete by playing, in rotation order, single racks of fifteen (15) object balls – a 6 POCKET **turn**.
- **Games** – a pre-defined/agreed-upon number of **turns** can be taken in rotation order, consecutively, or over time – a 6 POCKET **game**.
- **Tournaments** – a pre-defined/agreed-upon number of **games** can be combined, consecutively, or over time – a **tournament**.

Once the format has been chosen and the number of turns and/or games has been defined, a score sheet – in the case of recreational competition – should be initiated.<sup>2</sup> In the case of 6 Pocket League™ (6PL), Amateur 6 Pocket Association™ (A6PA), Professional 6 Pocket Association™ (P6PA) and 6 Pocket Tour™ (6PT) competitions/tournaments/events – the applicable individual score cards should be initiated and circulated by either the Sanctioned Facility, for the 6PL; or the designated official, for the A6PA, the P6PA, and the 6PT.

## Section 1.2 – Determining Order of Play

In the case of recreational competition, order of play is determined by an odd-man-out coin toss. In the event there are more than two (2) competitors involved in the competition, at a specific table, successive odd-man-out coin tosses are made until the order for all of the competitors at that table has been established.

The 6PL also uses this coin toss methodology for determining order of play at each table, while the A6PA, P6PA, and 6PT all use processes as defined in their respective tournament/event guidelines documents.<sup>3</sup>

<sup>2</sup> See document 6PI-013; “6 Pocket™ Recreational Competition Scoring and Ranking Method” for complete details on how the recreational competition score sheet is used to keep score and how the competitors are ranked.

<sup>3</sup> The reader is referred to documents 6PI-005; “6 Pocket League™ Competition Guidelines”, 6PI-006; “Amateur 6 Pocket Association™ Competition Guidelines”, 6PI-007; “Professional 6 Pocket Association™ Competition Guidelines”, and 6PI-012; “6 Pocket Tour™ Event Guidelines” for additional information on determining order of play at the respective competitions, tournaments, and events.

Section 1 – 6 POCKET Competition Rules, continued:

**Section 1.3 – Racking**

In all forms of 6 POCKET competitions, the fifteen (15) numbered object balls are racked using a conventional triangular rack. There is no requirement as pertains to the order or placement of the objects balls in the rack except that the first object ball in the rack is to be placed over the table's foot spot.

In all forms of 6 POCKET competitions, racking is performed the competitor who is next in order to take a turn.

**Section 1.4 – Taking a Turn**

A single turn of 6 POCKET consists of two (2) parts:

- breaking the rack of object balls, and
- a subsequent series of called shots taken by the competitor.

In all forms of 6 POCKET competitions, missing a called shot by failing to legally pocket the called object ball in the called pocket is a foul (see Section 2 – 6 POCKET Fouls).

In all forms of 6 POCKET competitions, a competitor's turn begins with the break of their rack, and ends when the competitor either commits a foul or has legally pocketed all fifteen (15) object balls from their rack.

**Section 1.5 – Breaking the Rack**

Each competitor begins their turn by first attempting to break their rack of fifteen (15) object balls. The attempt to break is defined as being any occurrence of momentum being imparted on the cue ball by the cue stick, provided that the cue ball must be located behind the head string. In all forms of 6 POCKET competitions, this attempt to break results in one (1) of two (2) conditions.

**Section 1.5 – Breaking the Rack, continued:**

**Section 1.5.1 – Break Not Completed**

If for any reason the attempt to break results in there being no contact whatsoever between the cue ball and the rack of object balls, then:

- the break is determined to have not been completed,
- the competitor is assigned one (1) penalty point for that turn, and
- the competitor takes the cue ball in hand and, placing it anywhere behind the headstring, makes another attempt to break.

If for any reason, this subsequent attempt to break the rack of object balls results in a failure to complete the break, then the above penalty assignment and attempt to break are repeated until such time as either;

- fifteen (15) penalty points have been accumulated, in which case the competitor's turn is determined to be over, and a zero (0) is recorded as the rack-score for that turn, or
- the break is determined to be completed as defined in Section 1.5.2 – *Break Completed* below.

**Section 1.5.2 – Break Completed**

The competitor's attempt to break is determined to have been completed when, and only when, there is any contact whatsoever (without regard to speed, force, or direction) between the cue ball and the rack of fifteen (15) object balls.

Should the competitor not sink any object balls, nor commit a foul on the completed break, nor at their sole discretion, take relief (see special relief provision at the end of this section), then their turn continues by them calling and playing their first called shot.

**Section 1.5.2 – Break Completed, continued:**

Should any object balls be pocketed on a completed break during which the competitor does not commit a foul, then those object balls are determined to be legally pocketed and are counted when determining that competitor's point score for that rack, and their turn continues by them calling and playing their first called shot.

In all forms of 6 POCKET competitions, during a completed break, whether any object balls are pocketed or not, if the competitor scratches (pockets the cue ball):

- that competitor is assigned one (1) penalty point for that turn,
- pocketed object balls, if any, are returned to the table by spotting, and
- that competitor takes the cue ball in hand and, placing it anywhere behind the headstring, continues their turn by making their first called shot; with the additional condition that the object ball which is the object of that called shot must be in front of the headstring.

In all forms of 6 POCKET competitions, during a completed break, whether any object balls are pocketed or not, if the competitor causes the cue ball, alone, or in combination with any object ball(s), to come to rest on any surface other than the surface of the table:

- that competitor is assigned one (1) penalty point for that turn,
- pocketed object balls, if any, are returned to the table by spotting,
- object balls, if any, that have come to rest on any surface other than the surface of the table, are returned to the table by spotting, and
- that competitor takes the cue ball in hand and, placing it anywhere behind the headstring, continues their turn by making their first called shot; with the additional condition that the object ball which is the object of that called shot must be in front of the headstring.

**Section 1.5.2 – Break Completed, continued:**

In all forms of 6 POCKET competitions, during a completed break, whether any object balls are pocketed or not, if the competitor causes any object ball, or combination of object balls, to come to rest on any surface other than the surface of the table:

- that competitor is assigned one (1) penalty point for that turn,
- pocketed object balls, if any, are returned to the table by spotting, and
- object balls, if any, that have come to rest on any surface other than the surface of the table, are returned to the table by spotting, and
- that competitor, leaving the cue ball in whatever position it has come to rest, continues their turn by making their first called shot.

As a special condition of the completed break, should the player, at their sole discretion chose to they may, in exchange for a single penalty point, and after having satisfied any and all requirements from section 1.5.2 *Break Completed* above, and whether any balls are pocketed or not on the competed break, declare an unplayable shot condition exists, and take relief. To take relief, the competitor takes the cue ball in hand and, placing it anywhere behind the headstring, continues their turn by making their first called shot; with the additional condition that the object ball which is the object of that called shot must be in front of the headstring.

**Section 1.6 – Shooting the Called Shots**

After the competitor's break has been determined to have been completed and, at the sole discretion of the player, relief has been taken as defined above, the competitor continues their turn by attempting to legally pocket any, and all, remaining object balls from their rack, in any pocket, in any order.

In all forms of 6 POCKET competitions, all of these attempts to legally pocket object balls must be called. No shots are considered to be obvious, and the competitor must at least verbally announce both the number of the object ball they intend to pocket; and the pocket in which the object ball is intended to be pocketed. When calling a shot however, it is not necessary to announce details like combinations, cushions, banks, kisses, etc.

**Section 1.6 – Shooting the Called Shots, continued:**

In all forms of 6 POCKET competitions, a legally pocketed ball is any ball, whether it be the object ball of a called shot or not, which comes to rest in any pocket. However, the way in which legally pocketed balls are used when calculating the competitor's point/rack score for any individual called shot depends on the attempted called shot resulting in one (1) of two (2) conditions.

**Section 1.6.1 – Called Shot Not Completed**

An attempted called shot is determined not to have been completed in any and all cases in which a foul (see Section 2 – 6 Pocket Fouls) is determined to have been committed.

In any and all cases where an attempted called shot has been determined to have not been completed, any and all legally pocketed balls, including the called object ball, which may have resulted from this not completed shot (slop) are removed from the pocket(s) in which they were pocketed and are not used when calculating the point/rack score for that competitor's turn.

**Section 1.6.2 – Called Shot Completed**

An attempted called shot is determined to have been completed when, and only when, the object ball of the called shot has been legally pocketed in the called pocket and no foul has been committed.

In any and all cases where an attempted called shot has been determined to have been completed, any and all legally pocketed balls, other than the called object ball, which may have resulted from this shot (slop) are retained in the pocket(s) in which they were pocketed, and are used when calculating the point/rack score for that competitor's turn.

**Section 2 – 6 POCKET Fouls**

In all forms of 6 POCKET competitions, any and all fouls, except as are provided for on the competitor's break, result in the termination of the competitor's turn. Fouls in 6 POCKET competitions are limited to:

**Section 2.1 – Illegally Pocketed Balls and Misses**

For any and all cases of attempted called shots, should the competitor either:

**Section 2.1 – Illegally Pocketed Balls and Misses, continued:**

- fail to call both the object ball intended to be pocketed and the pocket in which it is intended to be pocketed prior to attempting the called shot, or
- pocket the indicated object ball in a pocket other than the one indicated as the intended pocket, or
- fail to pocket the indicated object ball in the intended pocket,

they will be determined to have committed a foul and their turn will be declared over.

**Section 2.2 – Scratches**

In the event, if at any time during their turn, except as provided for on the competitor's break, should a competitor pocket the cue ball – a scratch, they will be determined to have committed a foul and their turn will be declared over.

**Section 2.3 – Illegal Touches**

In the event, if at any time during their turn, except as provided for on the competitor's break, should a competitor touch any object ball with any part of their body and/or clothing, any part of a shooting aid device such as a bridge, and/or the cue stick; or touch the cue ball with any part of their body and/or clothing, any part of a shooting aid device such as a bridge, and/or any part of the cue stick other than the tip – an illegal touch, they will be determined to have committed a foul and their turn will be declared over.

**Section 2.4 – Ball(s) Jumped Off Table**

In the event, if at any time during their turn, except as provided for on the competitor's break, should a player cause one (1) or more object balls, and/or the cue ball to come to rest on any surface other than the surface of the table – ball(s) jumped off table, then they will be determined to have committed a foul and their turn will be declared over.

End of 6 Pocket™ Competition Rules Document

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