

RICHI

Rules for Japanese Mahjong



2025 edition

Preface

“ The popularity of riichi mahjong is continuing to increase worldwide. Almost every weekend riichi tournaments take place somewhere in Europe. A huge growth in the riichi player communities is seen across the Americas. Online riichi platforms are frequented by a worldwide player community. Streaming from professional Japanese riichi mahjong league games is widely followed. The World Riichi Championship is a well-established event with 4 instances to date: 1st WRC in Paris, France, 2014. 2nd WRC in Las Vegas, USA, 2017. 3rd WRC in Vienna, Austria, 2022. 4th WRC in Tokyo, Japan, 2025. And the 5th WRC has been announced for New York, USA, 2028. Riichi is adopted as one of the three official mahjong rule sets used by the Mahjong International League, a member of the International Mind Sports Association.

Riichi rules exist in various versions, with differences in etiquette, scoring and implementation of some rule variants, while still having the same core rules that are clearly distinct from other mahjong variants. The Japanese professional leagues also have rule variations among them. The WRC Rules were established with the objective of bringing all riichi mahjong players under the same rules. They are based on a major survey of rules across the world undertaken by Sylvain Malbec in 2013 and have undergone minor revisions ahead of each WRC. The WRC rules are a clear and well-defined rule set appropriate for high-level competitions.

The EMA riichi rules serve the main purpose of ensuring that riichi is played and taught in the same way across the European continent, so that when players meet at the tables, they know the same etiquette and the same rules for playing. This is essential for tournament play to ensure fairness and smooth game play across many cultures. The second purpose of the EMA riichi rules is to serve as a rule set that can be taught to beginners and be taken up also by social players in the mahjong clubs across Europe, where not all players are keen on competition.

The first edition of the EMA riichi rules was established in preparation for the first European Riichi Championship in 2008 in Hannover, Germany. They were revised in 2012 to be closer to current Japanese riichi rules, and in 2016 to be closer to WRC rules. The current revision has been undertaken to improve clarity and undertake minor rule revisions to be closer aligned with WRC rules, and is based on a large survey among EMA-certified riichi referees.

*Tina Christensen, Vice President
European Mahjong Association
August 2025*

Acknowledgements

“ For help with the first edition, thanks go to Sjef Strik, Jenn Barr and Benjamin Boas. Later editions benefitted hugely from discussions with Sylvain Malbec, Scott Miller, Jenn Barr, Gemma Sakamoto and Garthe Nelson.

For the latest revision, the EMA riichi rule committee has based its work on a survey among European certified referees that resulted in more than 100 inputs for amendments or clarifications. Additional useful input for clarifications was submitted through EMA board members later in the process.

The core group of the riichi rule committee (Klaudia Lensu (FI), Sergio Lima (PT), Gemma Sakamoto (UK), Manuel Tertre (FR), and Tina Christensen (DK)) worked through all the inputs and implemented clarifications and amendments as described below. This work was overseen by the full riichi rule committee, which also includes Michael Gürtl-Dusleag (AT), Maxim Ivanov (UA), Manuel Kameda-Schlich (DE), Edgar Rubio Rodilla (ES) and Michael van der Sluijs (RO). The layout and formatting of the document were done by Sheila Hansen (DK).

*Tina Christensen, Chair
EMA Riichi Rule Committee
August 2025*

Revision notes

Game play:

- A delayed call for a triplet/quad no longer has priority over a preceding call for a sequence. (3.3.1)
- Riichi may be declared with at least one tile left in the wall. (3.3.10)
- Touching the wall to draw a tile removes a player's right to call the previous discard. (3.3)

Scoring:

- Mangan rounding up (kiriage mangan): 4 han 30 minipoints and 3 han 60 minipoints are scored as mangan. (4.1.2, [scoring tables](#))
- A pair of both the seat and round wind is treated as 2 minipoints instead of 4. (4.1.1)
- Yaku are classified by their closed han value and considered to lose value in open hands. (4.2)

Timed sessions:

- Added session starting guidelines. (7.4)
- A hand is considered to begin immediately after the previous hand ends (by a win declaration or exhaustive draw). (3.1, 7.4)
- A chombo is treated as a hand after the time signal to prevent scheduling issues. (7.4)

Penalties:

- Added classification and procedure for minor errors.
- Added dead hand penalty for:
 - » drawing out of turn (unfixable). (6.4.3)
 - » late or empty riichi declarations. (6.6)
 - » a drawn tile repeatedly touching the hand after riichi. (6.7.2)
 - » calling for a set after riichi. (6.7.4)
- Added chombo penalty for:
 - » drawing a tile from an opponent's hand. (6.4.2)
 - » discarding a tile from a riichi hand. (6.7.3)
- A chombo occurring right after the last discard becomes a dead hand. (3.4.6)
- Removed chombo penalty for: declaring a win with a term other than "ron" or "tsumo". "Mahjong" is no longer considered a proper win declaration term. (6.5.3)
- Added penalties for misfilled all-last and score sheets. (6.10, 7.5)
- Declaring a win by self-draw after discarding a tile is invalid. (6.8)
- Clarified procedure regarding declared and undeclared dead hands. (3.3.14)

Chapters:

- Added "[Etiquette](#)" chapter.
- Expanded "[Errors and Penalties](#)" chapter to list every error.
- Separated "[Tournament rules](#)" into its own chapter.
- Restructured chapters' sections.

Other:

- Information on all-last and score sheets. (3.6, 7.5)
- Procedures for handling edge cases, such as excessively fast play.
- Added [penalty summary table](#) and [all-last sheet template](#).
- Various clarifications and less ambiguous wordings on existing rules.
- Adjustments of terminology.
- Fixing of miscellaneous errors.

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*European Mahjong Association,
August 2025*

Contents

Preface	2
Acknowledgements	2
Revision notes	3
1 The tiles	6
1.1 The three suits	6
1.2 Honours	6
1.3 Additional tiles	6
1.4 Additional equipment	6
2 Setup	7
2.1 Seat wind	7
2.2 Prevalent wind	7
2.3 Seating at the table	7
2.4 Building the wall	7
2.5 Breaking the wall	7
2.6 The dead wall	8
2.7 The dora indicator	8
2.8 The deal	9
3 Game play	10
3.1 Phases of the game	10
3.2 Winning hand	10
3.3 A player's turn	10
3.3.1 Precedence and timing when claiming a tile	11
3.3.2 Swap-calling	11
3.3.3 Melded set	12
3.3.4 Declaring a quad	12
3.3.5 Fourth quad	12
3.3.6 Displaying sets	13
3.3.7 Liability: Third called dragon set and fourth called wind set	13
3.3.8 Tenpai and noten	13
3.3.9 Furiten	13
3.3.10 Riichi	14
3.3.11 Winning by self-draw (tsumo)	15
3.3.12 Winning by discard (ron)	15
3.3.13 Winning by robbing a quad	15
3.3.14 Dead hand	15
3.4 End of a hand	16
3.4.1 Last tile and discard	16
3.4.2 Exhaustive draw	16
3.4.3 When a win is declared	16
3.4.4 Counters	17
3.4.5 Dealer rotation	17
3.4.6 Chombo	17
3.5 Continuation of the game	18
3.6 All-last sheet	18
3.7 End of the game	18
3.7.1 Winner bonus (uma)	19
4 Scoring	20
4.1 Scoring a winning hand	20
4.1.1 Minipoints	20
4.1.2 Exact calculation of the hand value	22
4.1.3 Scoring tables	22
4.1.4 Sticks	22
4.2 Yaku overview	23
4.2.1 One han yaku	23
4.2.2 Two han yaku	24

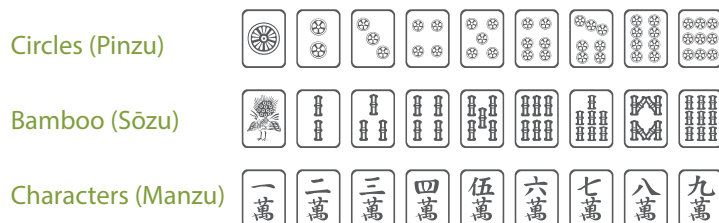
	4.2.3	Three han yaku.....	25
	4.2.4	Five han yaku.....	25
	4.2.5	Six han yaku.....	25
	4.2.6	Yakuman.....	25
	4.3	Scoring examples.....	26
5		Etiquette	29
	5.1	Moving the walls.....	29
	5.2	Breaking the walls.....	29
	5.3	Handling the dead wall.....	29
	5.4	Play with one hand.....	30
	5.5	Discard cleanly.....	30
	5.6	Handling point sticks.....	30
	5.7	Avoid disruptions.....	30
	5.8	Win and lose with grace.....	31
6		Errors and penalties	32
	6.1	General principles.....	32
	6.1.1	Minor errors.....	32
	6.1.2	Dead hand.....	32
	6.1.3	Chombo.....	32
	6.1.4	Point penalties.....	32
	6.2	Exposing tiles.....	32
	6.3	Too many or too few tiles in hand.....	33
	6.4	Errors in drawing.....	33
	6.4.1	Drawing a tile from the wrong part of the wall.....	33
	6.4.2	Drawing a tile from an opponent's hand.....	33
	6.4.3	Drawing out of turn.....	33
	6.4.4	Placing the drawn tile inside the hand.....	33
	6.4.5	Playing overly fast or slow.....	33
	6.5	Errors in claiming tiles.....	34
	6.5.1	Failing to take the claimed tile.....	34
	6.5.2	Empty calls.....	34
	6.5.3	Confusing calls.....	35
	6.5.4	Changing calls.....	35
	6.5.5	Displaying a false set.....	35
	6.5.6	Swap-calling.....	35
	6.6	Errors with riichi declaration.....	35
	6.6.1	Declaring riichi with an open hand.....	36
	6.6.2	Declaring riichi with a noten hand.....	36
	6.7	Errors after declaring riichi.....	36
	6.7.1	Invalid concealed quad.....	36
	6.7.2	Drawn tile touching the hand.....	37
	6.7.3	Discarding a tile from the hand.....	37
	6.7.4	Claiming a tile for a set.....	37
	6.8	Errors with winning declaration.....	37
	6.9	Calling with a dead hand.....	38
	6.10	Misfilled all-last sheet.....	38
	6.11	Passing information.....	38
	6.12	Cheating and obstruction.....	38
7		Tournament rules	39
	7.1	Phones.....	39
	7.2	Being late at a tournament.....	39
	7.3	Substitute players.....	39
	7.4	Tournament sessions.....	39
	7.5	Score sheet.....	40
8		Annexes	41
		Penalties.....	41
		List of yaku.....	42
		Scoring tables.....	43
		All-last sheet.....	44

1 The tiles

The 34 basic mahjong tile types are presented here. A full set of mahjong tiles comprises four identical tiles of each tile type.

1.1 The three suits

There are three suits, each has tiles numbered from one to nine:



The 1 bamboo is often decorated with a bird, the design of which often varies across mahjong sets. The ones and nines are called terminals.

1.2 Honours

In addition to the suit tiles, there are seven different honour tile types: four winds and three dragons. The winds are ordered: east-south-west-north. The dragons are ordered: white-green-red. The design of the white dragon varies across mahjong sets; usually, it is either blank or decorated with a blue frame.

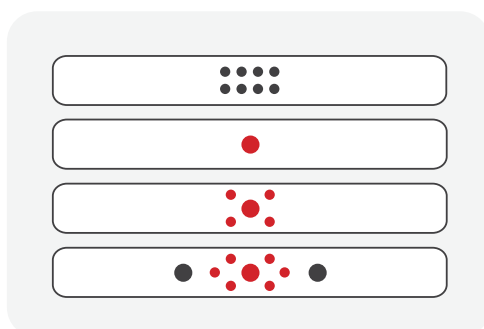


1.3 Additional tiles

With four of each of the above tile types, a mahjong set consists of 136 tiles. Mahjong sets may also contain further tiles: flower, season, or joker tiles, which are not used in riichi mahjong. Japanese tile sets often include red fives. The red fives are sometimes used instead of normal fives so that each suit has one red five and three normal fives. Each red five in the hand would then give one han. Red fives are not used in EMA riichi mahjong rules.

1.4 Additional equipment

Mahjong sets often have markers for indicating the round wind and sticks used for keeping score. These are also used for counters and riichi bets. The values of the point sticks shown below are: 100, 1,000, 5,000 and 10,000. A stick of a different colour may be used for the value of 500. Players begin with 30,000 points. The set should also come with at least two dice.



2 Setup

2.1 Seat wind

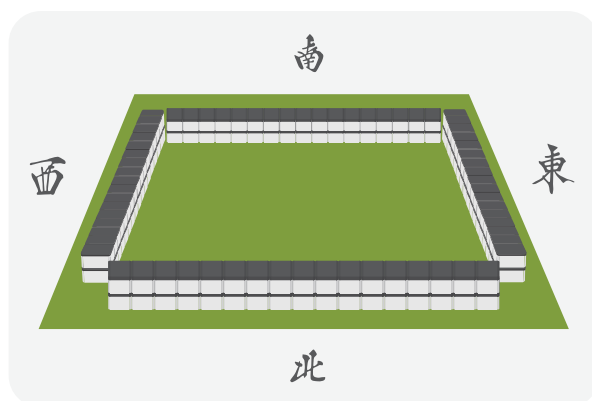
Mahjong is played by four players, each of whom is associated with a directional wind known as the seat wind. East is the starting player. South is sitting at East's right, West is sitting across from East, and North is sitting at East's left. Note that the counter-clockwise order east-south-west-north does not correlate with the directions of a compass. Between hands, the seat winds will change, see [section 3.4.5](#). During a full game, each player is East at least twice.

2.2 Prevalent wind

When the game begins, east is the round wind. When the player who started the game as East becomes East again after all other players have played at least one hand as East, the south round begins, and south is the round wind. A wind marker should be placed permanently by the player who begins as East, and when this player becomes East again after the first (east) round of the game, the marker is flipped to indicate the new round wind, south.

2.3 Seating at the table

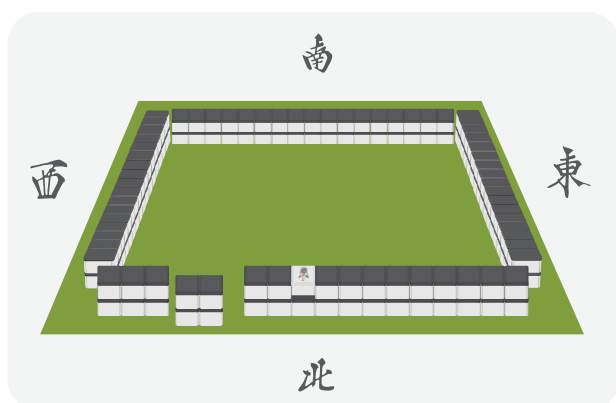
The players' positions at the table are determined by drawing lots unless they are predetermined by a tournament schedule. For drawing lots, one of each wind tile is used. The four tiles are shuffled face-down and each player picks one of the tiles; the player who shuffled the tiles is the last to pick a tile. At least three players must be present when the lots are drawn. The player who picked the east tile will begin the game as East and choose their seat (if not predetermined). The other players will then sit according to the tile they drew.



2.4 Building the wall

The tiles are thoroughly shuffled. When shuffling the tiles by hand, the players should start with the tiles face-down and shuffle the tiles thoroughly. After that, they turn any flipped tiles back face-down and shuffle them again more gently so that the tiles remain face-down. Each player builds in front of themselves a wall of face-down tiles, seventeen tiles long and two tiles high. The four walls are pushed together to form a square.

2.5 Breaking the wall

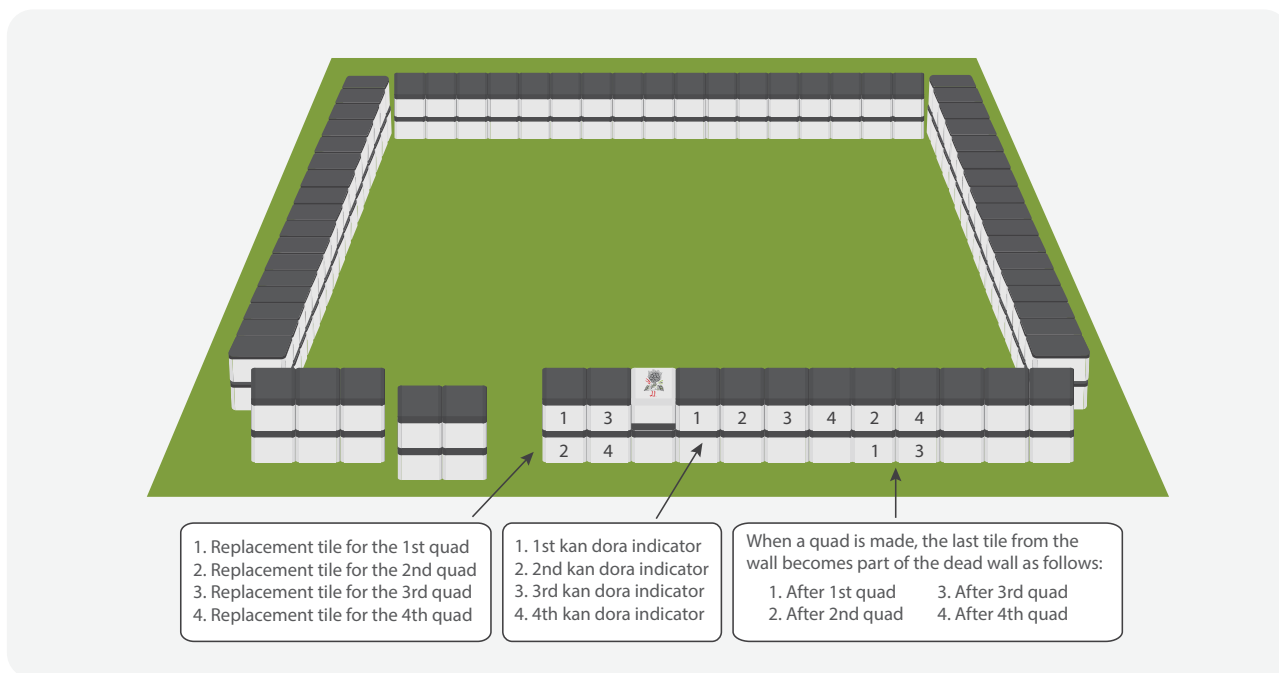


East rolls two dice and counts that number of players counter-clockwise, starting with themselves. The wall in front of the player thus determined is broken, by counting from their right the same number of tile stacks as indicated by the dice. After the last counted tile stack, the wall is broken by pushing the two wall sections slightly apart. If East's dice roll was 12, the wall is broken as shown in the picture.

2.6 The dead wall









The first seven tile stacks counter-clockwise from the break make up the dead wall. The dead wall should not be separated from the wall at the beginning of the hand, see [section 5.3](#). The fourteen tiles of the dead wall are distinct from the tiles of the wall; the four closest tiles to the break are the four replacement tiles; the next ten tiles are the dora indicator, the kan dora indicators and the ura dora indicators, as shown below.

It is recommended for the player in front of the dead wall to place the first replacement tile to the immediate left of it, so that the wall has first two single tiles and then six tile stacks. This is in order to decrease the risk of knocking down and revealing the first replacement tile.



2.7 The dora indicator

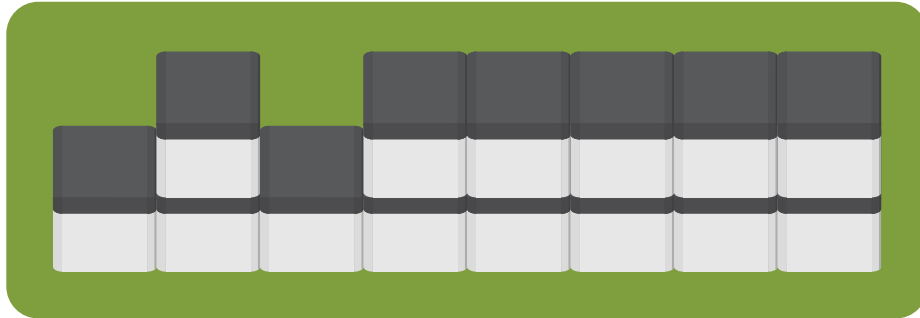
The dora indicator is revealed by counting three tile stacks into the dead wall from the original break in the wall, and turning the top tile over. This tile indicates which tile is dora. If the dora indicator is a suit tile, the dora is the next tile in the same suit, e.g. 7 bamboo is dora if 6 bamboo is the dora indicator. If the indicator is a 9, the dora is the 1 in the same suit. If the indicator is a dragon, the dora is also a dragon and the following order applies: red points to white, white points to green and green points to red. For winds, likewise, the following order applies: east-south-west-north-east.

	is dora when the indicator is	
	is dora when the indicator is	
	is dora when the indicator is	
	is dora when the indicator is	

Additional kan dora indicators and ura dora indicators may be revealed later; these indicate kan dora and ura dora respectively.

2.8 The deal

The player who is East draws the first four tiles in the wall after the original break. Tiles are taken clockwise, while the players' turns proceed counter-clockwise. South takes the next four tiles, West the next four, North the next four and so on until all players have twelve tiles. East continues by taking two tiles: the top tiles in the first and third tile stacks in the wall. South, West and North each draw one tile in order. (This corresponds to East taking one tile, waiting for the other players to draw one tile each, and then East takes their fourteenth tile.) East now has a starting hand of fourteen tiles, whereas the other players have thirteen tiles each.



Each player arranges their tiles upright in front of themselves, so only they can see the faces. Whenever possible, the dice are placed at East's right; this way, it is always clear to all players which player is East.

3 Game play

The object of play is to complete a winning hand. The ultimate object of the game is to accumulate the most points from the winning hands. It does not matter how many hands each player has won; the accumulated score determines the winner.

3.1 Phases of the game

A full game consists of two rounds: the east round and the south round. Each round consists of at least four hands, during which each player is East in turn. The first hand begins when the game begins; the following hands begin when the previous hand ends. A hand ends when a player completes a winning hand and declares a win, or an exhaustive draw occurs, see [section 3.4](#).

Each hand consists of turns. A player's turn begins when they draw from the wall, or when they claim a set. A player's turn ends when they discard. An uninterrupted set of turns consists of four turns, one by each player.

3.2 Winning hand

A hand composed of four sets and a pair is complete. A set may be a sequence, triplet or quad. A winning hand must be complete and have at least one yaku (scoring pattern), see [section 4.2](#). Also, a furiten player is not allowed to declare a win by discard, see [section 3.3.9](#).

A sequence is three consecutive tiles of the same suit. Sequences cannot be made with dragons or winds. 8-9-1 or 9-1-2 in the same suit is not a sequence. A triplet is composed of three identical tiles. A quad is composed of four identical tiles. A pair is composed of two identical tiles.

Sequence



Triplet



Quad



There are two special hands not composed of four sets and a pair that are also complete: Seven Pairs and Thirteen Orphans.

3.3 A player's turn

Players take their turns in order. East begins, and the turn order proceeds counter-clockwise.

A player begins their turn by drawing a tile. However, since East begins with fourteen tiles, East does not draw a tile on their first turn. If the player cannot or will not declare a win, a quad, or riichi, they end their turn by discarding one of their concealed tiles. East should wait until all players have seen their tiles before making the first discard.

Players should not place the drawn tile inside their hand immediately. Instead, they should keep the drawn tile separate from their hand, or at the edge of their hand. They should discard first, and then place the drawn tile inside the hand (unless they discarded it). A player who declares a concealed quad should also keep the drawn tile separate for a moment before adding it to the hand or quad. This makes it possible to revert a mistaken or overly fast draw. Placing the drawn tile inside the hand after waiting a few seconds is allowed, e.g. if the player needs to think about a complicated shape.

Players should take care to discard tiles without covering the faces with their hand, and so that every player sees the face of the tile at the same time. Discards are placed face-up in an orderly fashion, left to right and six tiles to a row,

in front of each player and within the wall, so that it is clear who discarded which tiles and in which order. The third discard row may be extended beyond six tiles.

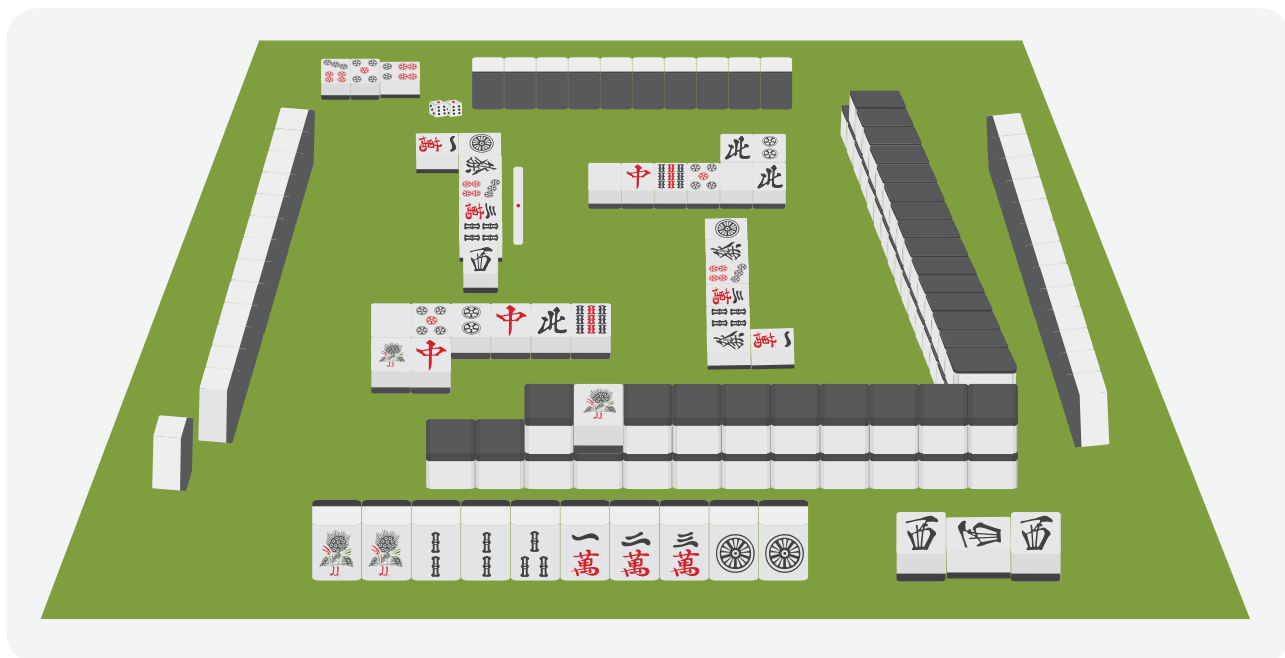
Once a player has touched the next wall tile as part of their draw, they lose the right to claim the most recently discarded tile.

3.3.1 Precedence and timing when claiming a tile

The most recently discarded tile may be claimed for a win by any other player until the next player discards, declares a concealed/extended quad, or calls “tsumo” (unless the next player was excessively fast, see [section 6.4.5](#)). The most recently discarded tile may be claimed for a triplet/quad by any other player until the next player draws. The player about to begin their turn may claim the most recently discarded tile for a sequence. If they do not want to claim it, they begin their turn by drawing a tile from the wall.

Claiming a tile for a win takes precedence over any other claim. If a player claims a tile for a win, any concurrent claim for a set is ignored. Several players may declare a win on the same discard.

Claiming a tile for a triplet/quad may result in players losing their turn, as play continues from the claiming player, not from the discarder.








In case of two players claiming the same tile for a set:

- If the calls are simultaneous, and/or made with similar immediacy once a discard becomes visible to all players, the call for a triplet/quad will take precedence over a sequence.
- If the timing of a call is significantly delayed, the first call takes precedence.
- If it's unclear whether calls are simultaneous or not, consider they are.

3.3.2 Swap-calling

Swap-calling is not allowed. It is not allowed to claim a tile and immediately discard the same tile. It is not allowed to claim a tile for a sequence and discard the tile from the other side of the sequence.

It is not allowed to claim  for a triplet    and discard 

It is not allowed to claim  for a sequence    and discard  or 

Swap-calling is punished with a dead hand.

3.3.3 Melded set

The most recently discarded tile may be claimed for a set in three steps:

1. The player clearly calls
 - “chii” for a sequence (“chow” is also acceptable)
 - “pon” for a triplet (“pung” is also acceptable)
 - “kan” for a quad (“kong” is also acceptable)
2. The player reveals the matching tiles from their hand
3. The player discards a tile from their hand and takes the claimed tile

For the third step, the order of the two actions is not important: the player may take the claimed tile first and then discard, or the other way round. When declaring a quad, a kan dora indicator is revealed and the player draws a replacement tile before discarding, see **section 3.3.4**.

Tiles in called sets may not be rearranged to form other sets, and they may not be discarded.

A tile may only be claimed for a sequence from the player on the left. A tile may be claimed for a triplet/quad from any other player.

After claiming a tile for a set, a player’s hand becomes open and is no longer concealed.

3.3.4 Declaring a quad

To declare a quad, a player must first clearly call “kan” (“kong” is also acceptable). There are three different quads: claimed quad, extended quad and concealed quad.

Declaring a claimed quad is done by claiming the most recently discarded tile for a quad, revealing the three tiles from the hand and taking the claimed tile.

Declaring an extended quad is done by extending one of the player’s own melded triplets to a quad, by revealing the fourth tile from the hand and placing it by the rotated tile of the triplet.

Declaring a concealed quad is done by revealing the four tiles of the quad from the hand and turning either the two middle tiles or two edge tiles face-down. Declaring a concealed quad does not impact on the concealed/open status of a player’s hand. Note that four identical tiles do not make up a quad unless they are declared as a quad.

Tiles in declared quads may not be rearranged to form other sets, and they may not be discarded.

A player may declare an extended or concealed quad during their own turn after they have drawn a tile from the wall or dead wall, i.e. not in a turn where a tile was claimed for a sequence/triplet.

After declaring a quad, the player in front of the dead wall reveals a new kan dora indicator, by turning over the tile to their right of the previous indicator(s). This tile indicates kan dora. The player who declared the quad then draws the replacement tile closest to the break and continues their turn normally.

The dead wall always comprises fourteen tiles. After each quad declaration, the last tile in the wall becomes part of the dead wall and the second-to-last tile in the wall becomes the new last tile. See **section 5.3** for dead wall handling etiquette.

3.3.5 Fourth quad

After the declaration of a fourth quad, the play continues, but no further quads may be declared during this hand. Under no circumstances may a fifth quad be made.

3.3.6 Displaying sets

Called sets are placed to the right of the players' tiles in clear view for all players. Claimed tiles are rotated to indicate which player made the discard. The claimed tile is placed on the left/middle/right side of the set according to the position where the player who discarded the tile sits. A claimed quad has one rotated tile. An extended quad has two rotated tiles: the tile added is placed by the previously rotated tile. Multiple called sets by one player are displayed either vertically or horizontally in the order of calling, with the set called first closest to the corner.



3.3.7 Liability: Third called dragon set and fourth called wind set

A player is liable for payment if they feed the last triplet/quad completing Big Three Dragons or Big Four Winds when the other triplets/quads have already been called. In case of a win by self-draw, the liable player alone pays the full value of the yakuman. In case another opponent discards the winning tile for the yakuman, they share the payment equally with the liable player, but only the discarder pays for any counters.

3.3.8 Tenpai and noten

Tenpai (waiting) means that the hand is almost complete; there exists at least one tile that, if added to the hand, would complete it. The opposite of tenpai is noten (not waiting). The tile(s) that would complete a hand are called waiting tiles. A complete hand cannot contain five of the same tile, so a hand containing four copies of the same tile cannot wait on the fifth copy, and a hand with no waiting tile is noten. A player is still considered tenpai if all their waiting tiles are visible among the discards and called sets.

During a player's turn, their hand is considered tenpai if it is possible for it to be tenpai after discarding.

If a player's hand has been declared to be a dead hand, they are noten.

Tenpai and noten – example 1:

The following hand is noten:



Tenpai and noten – example 2:

The following hand is tenpai regardless of how many 9 circles are visible in the discards and opponents' called sets:



3.3.9 Furiten

A furiten player is not allowed to call "ron". They may still call "tsumo", "riichi", "chii", "pon" or "kan".

A tenpai player is furiten as long as they can complete their hand using one of their previous discards, even without a yaku; this includes discards claimed by other players for melded sets. A tile extending one of a player's melded triplets to a quad does not count among the player's discards. The player may change their waiting tiles to stop being furiten (unless the player has declared riichi).

A player who fails to claim a win on a discard that completes their hand (or fails to rob a quad) is temporarily furiten, even if the completed hand has no yaku. The state of temporary furiten ends the next time the player draws or claims a tile.

If a player who declared riichi fails to claim a win on a discard that completes their hand (or fails to rob a quad), they are furiten until the end of the hand.

Furiten – example 1:

Consider a player with the following hand:



The player has a three-sided wait for 3, 6 and 9 circles. The player is furiten if they have discarded any of the three waiting tiles.

Furiten – example 2:

Consider a player with the following hand:



The player is waiting for 1 and 4 circles. A discarded 7 circles does not make the player furiten. The player is furiten only if they have discarded one of their waiting tiles (1 or 4 circles).

Furiten – example 3:

Consider a player with the following hand:



The player is waiting for three tiles: 4 and 7 circles, and red dragon. The player is furiten if they have discarded any of these tiles.

3.3.10 Riichi

A player with a concealed tenpai hand may declare riichi in three steps:

1. The player clearly calls “riichi”
2. The player discards a tile rotated sideways, e.g.



3. The player places a riichi bet (a 1,000-point stick) by the discards

The riichi bet should be placed near the center of the table, clearly visible to all players, positioned in the space between the four discard areas, closest to the player's own discards.

Riichi may be declared only if at least one tile remains in the wall.

If an opponent claims the discard of the riichi declaration for a win, the riichi declaration is invalid and the riichi bet is returned to the riichi declarer. If an opponent claims a rotated discard for a melded set, the riichi declarer rotates their next discarded tile.

A player who declared riichi gets their riichi bet back if they declare a win. If another player declares a win, that player collects the riichi bets. In case of multiple winners, all winners who declared riichi get their riichi bets from the current hand back. Any bets from players who did not declare a win, and from previous hands, are collected by the winner first in turn order after the discarder. In case of an exhaustive draw, the riichi bets remain on the table until a player wins a hand.

A player who declared riichi is no longer able to change their hand. However, they may declare a concealed quad if the drawn tile matches a concealed triplet, if this does not change their waiting tiles and if the three tiles to be used for the quad can only be interpreted as a triplet in a hand completed by any waiting tile. (In case of three consecutive

triplets in the same suit, no quad may be declared, since the tiles can be interpreted as three identical sequences.) For examples of invalid concealed quads, see **section 6.7.1**.

A furiten player may declare riichi. If a player who declared riichi chooses not to declare a win on a discard that completes their hand (or fails to rob a quad), they become furiten.

After a player has declared riichi, the tiles they draw must not touch the tiles of their hand. Drawn tiles may be placed separately from the hand or discarded immediately. When declaring a quad, the player must first place the drawn tile face-up, separately from their hand. After that, they reveal the matching three tiles and move them away from their hand to the drawn tile. When declaring a win by self-draw, the winning tile must be placed separately from the hand.

If a player declares a win after having declared riichi, they reveal the tiles underneath the dora indicator and any kan dora indicators. These tiles indicate ura dora, which may be used only by players who declared riichi.

3.3.11 Winning by self-draw (tsumo)

A player who can complete a winning hand (with at least one yaku) with the tile just drawn from the wall or dead wall may win by clearly calling “tsumo”. The player should keep the winning tile apart from the rest of the hand so that it is clear to all players which was the winning tile. A furiten player may still call “tsumo”.

3.3.12 Winning by discard (ron)

A player who can complete a winning hand (with at least one yaku) with the most recently discarded tile may win by clearly calling “ron” unless they are furiten.

3.3.13 Winning by robbing a quad

When an extended quad is declared, the tile added may be claimed for a win by another player by clearly calling “ron” unless they are furiten. Winning by robbing a quad is treated like winning by discard; the quad declarer pays the full value of the winner’s hand. Since the quad was not declared successfully, no kan dora indicator is revealed. A player who misses the opportunity to rob a quad will become temporarily furiten.

A concealed quad may only be robbed to declare a win with Thirteen Orphans.

3.3.14 Dead hand

Certain irregularities during game play are punished with a dead hand. A player who has a dead hand is not allowed to call “tsumo”, “ron”, “riichi”, “chii”, “pon”, “kan”, and is never considered tenpai.

Some of the irregularities punished with a dead hand include:

- Too few or too many tiles in the hand
- Invalidly declaring a win without revealing the tiles
- Invalid riichi declaration

See **chapter 6** for an exhaustive list of errors and their respective punishments.

All players must inform other players of any dead hands they notice. A hand must have been previously declared dead in order to be treated as a dead hand.

In the case where a valid riichi hand is declared to be a dead hand after the riichi declaration, and the hand ends in an exhaustive draw, the noten penalty is paid. The case is not punished with a chombo. The player must still reveal their hand to prove that it was a valid riichi hand and that there were no invalid concealed quads.

Attempting to call with a dead hand is punished with a chombo, see [section 3.4.6](#).

3.4 End of a hand

A hand can end in two ways: by exhaustive draw (no one declares a win after the last discard), or by one or more players declaring a win. Chombo results in a re-deal of the current hand and is not treated as a hand.

3.4.1 Last tile and discard

Once a player draws the last tile from the wall (not counting the 14 tiles of the dead wall), they may only call “tsumo” or discard. It is not allowed to call “kan” after drawing the last tile.

After each quad declaration, the last tile in the wall becomes part of the dead wall and the second-to-last tile in the wall becomes the new last tile. In case a quad is declared with one tile left in the wall, there will be no last tile draw; only a replacement tile draw. Declaring another quad after that is not allowed.

The tile discarded when there are no tiles left in the wall is the last discard. It may only be claimed for a win, not for a set.

3.4.2 Exhaustive draw

An exhaustive draw occurs if no one declares a win after the last discard. After an exhaustive draw, the noten players pay a penalty to the tenpai players. Players announce whether they are tenpai or noten in order: East declares first, then South, then West and finally North. Declaring out of turn is not penalized, but the announcement cannot be changed. Players who declared riichi must reveal their hands in case of an exhaustive draw. Players who announce they are tenpai must reveal their tenpai hands. Players with a tenpai hand may still announce they are noten.

The total noten penalty amounts to 3,000 points. If three players are tenpai, the noten player pays 1,000 to each. If two players are tenpai, they each receive 1,500 points from a noten player. If only one player is tenpai, they receive 1,000 points from each of the noten players. If none or all players are tenpai, no points are exchanged.

After an exhaustive draw, East places a new counter at their right-hand side. If the dealer rotates, the new East is in charge of placing the counters and the previous East takes their counters back; e.g. if there were two counters before the draw, the new East places three counters.

After an exhaustive draw, any riichi bets remain on the table to be claimed by the next player who declares a win. The riichi bets are placed at East’s right-hand side, next to the counter(s).

3.4.3 When a win is declared

Whenever a hand ends with one or more players declaring a win, the hand(s) are scored. Only winners receive payment. If there is more than one possible way for the winning tile to complete the hand, the highest-scoring possibility is always chosen. See [section 4](#) for detailed scoring instructions.

A player who declares a win by self-draw receives payment from the three opponents. A player whose discard results in one or more winning declarations pays the full value of each hand to the winner, including the value of any counters. The winner collects the riichi bets, see [section 3.3.10](#). Liability can impact the payment, see [section 3.3.7](#).

East receives more points for a win but also pays more if an opponent declares a win by self-draw.

After East declares a win (whether more players declare a win or not), they place a new counter on the table at their right-hand side.

3.4.4 Counters

When playing with point sticks, a counter is usually represented by a 100-point stick taken from East's sticks. A 500-point stick may be used to represent five counters. The sticks used as counters still belong to East, are treated as part of their score, and will be placed back with the rest of their scoring sticks when the dealer rotates or the game ends.

Alternatively, other items or indicators, such as poker chips, may be used as counters.

Each counter on the table increases the value of a winning hand by 300 points. In case of a win by self-draw, the payment is shared, so each opponent pays 100 points for each counter to the winner, in addition to the standard payment for the hand. In case of multiple winners, the discarder pays 300 for each counter to every winner.

A new counter is placed on the table at East's right-hand side after a hand where East declared a win and after an exhaustive draw. All counters are removed from the table after a hand where a player other than East declared a win and East did not.

3.4.5 Dealer rotation

After the end of a hand, it is determined whether East remains East or whether the position proceeds to the next player.

East remains East if they declare a win or are tenpai at the time of an exhaustive draw. In case of multiple winners, East remains East if they were one of the winners. Otherwise, the dealer rotates, and the player who was South now becomes East, while West becomes South, North becomes West and East becomes North.

In case of a chombo, there is no dealer rotation: East remains East.

3.4.6 Chombo

Severe offences during game play are punished with a chombo, after which there is a re-deal of the current hand. In a re-deal, riichi bets from the current hand are returned to the players who declared riichi. No new counter is placed, and the dealer does not rotate.

If a win is declared at the same time as a chombo occurs, the chombo is voided. If a chombo occurs right after the last discard, before an exhaustive draw, the chombo is replaced with a dead hand. Offences that prevent the winning hand(s) or the exhaustive draw from being properly handled are still punished with a chombo.

In a tournament, the chombo penalty is 20,000 points which are deducted from the player's overall tournament score after the game is finished, and after the uma is applied to the players' scores. Outside tournaments, the chombo penalty is a reverse mangan payment: 4,000 to East, 2,000 to other players. If the offending player is East, 4,000 is paid to each of the other players.

Some of the offences punished with a chombo include:

- Invalidly declaring a win and revealing the tiles
- Attempting to claim a tile after the hand has been declared to be a dead hand
- Exposing too many tiles
- Declaring riichi while noten (only determined during exhaustive draw)
- Play cannot continue fairly due to a mistake of a player, e.g. a player commits a mistake leading to another player declaring a mistaken win

See **chapter 6** for an exhaustive list of errors and their respective punishments.

In a tournament with time-limited sessions, if a chombo occurs while the players are finishing their last one or two hands, the chombo is treated as one hand to prevent schedule issues.

3.5 Continuation of the game

When the dealer rotation is resolved, the tiles are shuffled face-down, and a new hand begins.

When the player who began the game as East, becomes East again after all opponents have been East at least once, the south round begins.

When the player who began the game as East, becomes East again after all opponents have been East at least once in the south round, the game ends.

3.6 All-last sheet

The organiser may provide an all-last sheet to the tables to help track the points more easily during the last hand of the game.

The all-last sheet is generally a square blank sheet of paper or a slate, with an X cross in the middle. The players' current seat winds are indicated within each zone. Players have to write down their current score, either as their total score or as the difference from the starting score (with all four players using the same format). The players should ensure that the sum is correct before continuing play. A calculator may be used for this purpose.

3.7 End of the game

When the south round ends and the game is over, the winner is the player with the most points. It is of no consequence how many individual hands were won; the total sum of points determines the winner. Ties may occur.

Any riichi bets remaining on the table are collected by the winner; the points are split in case of a tie (any decimals are rounded down).

The game may also end due to a time limit, see **section 7.4**. There is no bankruptcy rule, see **section 4.1.4**.

When calculating the final scores, the players count their scores (taking loans into account) and subtract 30,000 points. In the next step, the winner bonuses (uma) are added/subtracted and any penalties that occurred are then subtracted. The final score, which may be divided by 1,000 for simplicity, is written down on the score sheet.

After the players finish the score calculation, they turn all tiles face-down and reset the point sticks. If necessary, players place the four wind tiles separately and face-up for the next session.

3.7.1 Winner bonus (uma)

At the end of the game, uma (a bonus/penalty) is applied to the scores. The two best-ranked players receive a bonus from the two lowest-ranked players in the game, according to this scheme: the winner receives 15,000 points, the second-ranked player receives 5,000 points, the third-ranked player is penalized with -5,000 points and the last player is penalized with -15,000 points.

If players tie for a position, the points for the relevant places are added together and evenly split among them.

Winner bonus – example 1:

If two players tie for 1st place, the 1st place bonus (+15,000 points) and 2nd place bonus (+5,000 points) are combined, resulting in 20,000 points. Each of the tied players receives half of that total, or 10,000 points.

Winner bonus – example 2:

If three players tie for 2nd place, the bonus for 2nd (+5,000) and the penalties for 3rd (-5,000) and 4th (-15,000) are added together to get -15,000 points, and each tied player receives a third of that, or -5,000 points.

4 Scoring

4.1 Scoring a winning hand

All players are responsible for ensuring that each winning hand is scored correctly and to the maximum points. Each player has the primary responsibility for counting the han and minipoints of their own hand. They may ask for help if necessary, and other players must correct any mistakes made.

First, the player calculates the number of han (doubles) by adding together the han given by the yaku (at least one) and the han given by the dora, kan dora and ura dora in the hand. Ura dora are added only in case of a riichi hand. A tile indicated by multiple indicators is accordingly treated as multiple dora.

Then, the player calculates the number of minipoints (fu) and rounds up to the next 10 (e.g. 32 minipoints are rounded up to 40). In case of Seven Pairs, the hand is worth 25 minipoints and there is no rounding up. For hands with five or more han, the minipoints are irrelevant.

The value of the hand can be found in the tables in **section 8**. The tables are further described in **section 4.1.3**. Counters are added to the value shown in the table: for each counter on the table, 100 is added in case of a win by self-draw, or 300 in case of a win by discard. In addition, any riichi bets from players who did not declare a win, and from previous hands, are collected by the winner.

In case of multiple winners, the discarder settles the score with each winner individually. Each winner receives the value of the hand, including the value of counters in play.

In case of multiple winners, all winners who declared riichi get their riichi bets from the current hand back. Any bets from players who did not declare a win, and unclaimed bets from previous hands, are collected by the winner first in turn order after the discarder.

Players must turn the tiles face-down only after the payment is complete. Scoring mistakes discovered after tiles are turned face-down can only, and must, be corrected if the players agree on the correct hand value(s) and payment.

4.1.1 Minipoints

A hand with seven pairs is awarded exactly 25 minipoints (no further minipoints are awarded). Other hands are awarded 20 minipoints.

Minipoints for hand composition	
Seven pairs	25
Others	20

Minipoints may be awarded for the winning condition:

Minipoints for winning condition	
By discard with a concealed hand	10
By self-draw	2

The 2 minipoints for winning by self-draw cannot be combined with the yaku Pinfu.

Minipoints are awarded for each triplet and quad in the hand. If the winning tile finishes a triplet, it is treated as a concealed triplet in case of a win by self-draw, and as a melded triplet in case of a win by discard.

Minipoints for each set	Melded	Concealed
Sequence	0	0
Triplet, 2-8	2	4
Triplet, terminals/honours	4	8
Quad, 2-8	8	16
Quad, terminals/honours	16	32

2 minipoints are awarded for a value pair:

Minipoints for a value pair	
Pair of dragons	2
Pair of seat/round winds	2











A pair of both seat and round winds is worth only 2 minipoints.

2 minipoints may be awarded for the wait:

Minipoints for the wait	
Edge wait	2
Closed wait	2
Two-sided wait	0
Triplet wait	0
Pair wait	2

An edge wait is a 3 finishing a 1-2-3 sequence or a 7 finishing a 7-8-9 sequence. A closed wait is a sequence finished by the middle tile. A two-sided wait is a sequence finished by either side. The 2 minipoints for edge, closed or pair wait are awarded even if the hand is waiting for other tiles.

The highest-scoring possibility decides which set is finished by the winning tile. Consider the following hands:

				winning with 
				winning with 

In the first hand, the winning tile finishes an 8-9 edge wait, claiming two minipoints. In the second hand, it finishes the 5-6 two-sided wait, claiming no minipoints, but instead one han for the yaku Pinfu. The highest-scoring possibility must always be chosen.

Finally, 2 minipoints are awarded for an open hand worth exactly 20 minipoints (open pinfu). E.g.:

					winning with 
---	---	---	---	---	--

Only a hand including both the yaku Fully Concealed Hand and Pinfu can be worth 20 minipoints.

4.1.2 Exact calculation of the hand value

Instead of calculating the value of the hand manually, the tables provided are recommended. For completeness, however, the calculation procedure is given here.

For hands worth five or more han, and for yakuman hands, limit hands are used:

Number of han	Name	Base value
5	Mangan	2,000
6 or 7	Haneman	3,000
8 to 10	Baiman	4,000
11 or more	Sanbaiman	6,000
-	Yakuman	8,000

For hands worth less than five han, the base value of the hand is calculated by multiplying the minipoints (rounded up to the next 10) by 2^n , where n is the number of han plus 2. The base value is limited to 2,000 (a mangan limit hand) and any base value greater than 1,900 becomes 2,000.

In case of a win by self-draw, all three opponents pay the base value. For East, however, the base value is doubled; East receives double payment but also pays double if an opponent declares a win by self-draw.

In case of a win by discard, the discarder pays the full value of the hand, i.e. four times the base value if the winner is not East, and six times the base value if the winner is East.

Payments are rounded up to the next 100.

4.1.3 Scoring tables

The scoring tables are categorized by whether the winner is East or not.

In the relevant table, the column gives the minipoint value of the hand and the row gives the han value of the hand. Limit hands are indicated for hands worth five or more han. 4 han and 30 or more fu, and 3 han and 60 or more fu, are worth mangan. The row with a Y indicates yakuman.

Each cell indicates first the payment for a win by discard, and then the payment(s) for a win by self-draw. The first (largest) number is paid by the discarder in case of a win by discard. In case of a win by self-draw by East, each opponent pays the second number. In case of a win by self-draw by a Non-East player, there are two numbers indicated in the corresponding table: the last number is paid by East and the other (smallest) number is paid by the two other opponents.

Counters are added to the value shown in the tables, and riichi bets are collected by the winner.

4.1.4 Sticks

When scoring is done with sticks, players should place the sticks on the table where all players can see the sticks during the exchange. All players are responsible for making sure the payments are correct and must point out any mistakes made. Players' sticks should always be visible and a player may be asked at any time to count up their sticks.

The game does not end if a player's score goes below zero. The play continues without any changes. The player should borrow point sticks from a referee, or from another player if not in a tournament. The debt must be written down on the score sheet.

4.2 Yaku overview

Several yaku require that the hand is concealed. Winning by discard does not impact on the concealed/open status of a player's hand, but it impacts on the concealed/melded status of the set finished by the winning tile.

The yaku are cumulative (unless specified otherwise), so several yaku may be combined in the same winning hand. E.g. a concealed hand with All Simple and Mixed Triple Sequence is worth four han if won by self-draw. If the hand is open, it is worth only two han. No more than eleven han can be obtained in this way.

Yakuman are not cumulative.

4.2.1 One han yaku

Riichi RIICHI

Concealed tenpai hand declared with a riichi bet. See [section 3.3.10](#) for the detailed rules of declaring riichi.

Ippatsu IPPATSU

Winning within the first uninterrupted set of turns after declaring riichi, including the next draw by the riichi declarer. A set of turns is interrupted if a tile is claimed for a set, or a quad is declared.

Fully Concealed Hand MENZEN TSUMO

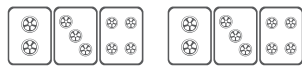
Winning by self-draw with a concealed hand.

Pinfu PINFU

Concealed hand with four sequences and a valueless pair. I.e. a pair that is neither dragons, nor seat winds, nor round winds. The winning tile is required to finish a sequence with a two-sided wait. The hand is by definition worth no minipoints, only the base 30 by discard or 20 by self-draw.

Pure Double Sequence IIPEIKŌ

Concealed hand with two completely identical sequences, i.e. the same values in the same suit, e.g.:



All Simple TAN'YAO

Hand with neither terminals nor honours.

Dragon Triplet FANPAI/YAKUHAI

Triplet/quad of dragons. Two dragon triplets are worth a total of two han.

Seat Wind Triplet FANPAI/YAKUHAI

Triplet/quad of the player's seat wind.

Round Wind Triplet FANPAI/YAKUHAI

Triplet/quad of the round wind.

After a Quad RINSHAN KAIHŌ

Winning on a replacement tile after declaring a quad. The minipoints for winning by self-draw are counted. Does not combine with Under the Sea HAITEI.

Robbing a Quad CHANKAN

Winning on a tile extending a melded triplet to a quad, see [section 3.3.13](#). Since the quad is not declared successfully, no kan dora indicator is revealed, and this yaku may be combined with Ippatsu.

Under the Sea **HAITEI**

Winning by self-draw on the last tile in the wall. Does not combine with After a Quad **RINSHAN KAIHŌ**.

Under the River **HŌTEI**

Winning on the last discard, when no tiles remain in the wall. (This discard may only be claimed for a win, not for a set.)

4.2.2 Two han yaku

Double Riichi **DABURU RIICHI**

Riichi declared in the first set of turns of the hand, i.e. in the player's very first turn. The first set of turns must be uninterrupted. A set of turns is interrupted if a tile is claimed for a set, or a quad is declared. Does not combine with Riichi. May be combined with Ippatsu.

Seven Pairs **CHIIITOITSU**

Concealed hand with seven different pairs. Two identical pairs are not allowed. Seven Pairs always scores exactly 25 minipoints; e.g. extra minipoints for a pair of dragons are not awarded.

Mixed Triple Sequence **SANSHOKU DŌJUN**

Hand with three sequences of the same numbers, one in each suit, e.g.:



Worth only one han if the hand is open.

Pure Straight **ITTSŪ/IKKITSŪKAN**

Hand with three consecutive sequences in the same suit, e.g.:



Worth only one han if the hand is open.

Half Outside Hand **CHANTA**

All sets contain terminals or honours, and the pair is terminals or honours. The hand contains honours and at least one sequence.

Worth only one han if the hand is open.

Triple Triplet **SANSHOKU DŌKŌ**

Hand with three triplets/quads of the same number, one in each suit, e.g.:



Three Concealed Triplets **SAN'ANKŌ**

Hand with three concealed triplets/quads. The entire hand is not required to be concealed.

Three Quads **SANKANTSU**

Hand with three quads.

All Triplets **TOITOI**

Hand with four triplets/quads and a pair.

Little Three Dragons **SHŌSANGEN**

Hand with two dragon triplets/quads and a pair of dragons. The player adds one han for each individual dragon triplet/quad.

All Terminals and Honours **HONRŌTŌ**

Hand containing only terminals and honours. The player adds two han for All Triplets **TOITOI** or Seven Pairs **CHIIITOITSU**.

4.2.3 Three han yaku

Twice Pure Double Sequence RYANPEIKŌ

Concealed hand with four sequences which form two Pure Double Sequence IPEIKŌ, e.g.:



No additional han for Pure Double Sequence IPEIKŌ are counted.

Half Flush HON'ITSU

Hand containing only tiles from one of the three suits, in combination with honours.

Worth only two han if the hand is open.

Full Outside Hand JUNCHAN

All sets contain terminals, and the pair is terminals. The hand contains at least one sequence.

Worth only two han if the hand is open.

4.2.4 Five han yaku

Blessing of Man RENHŌ

Winning by discard in the very first uninterrupted set of turns, before the player has had their first turn. A set of turns is interrupted if a tile is claimed for a set, or a quad is declared.

Cannot be combined with other yaku or with dora.

4.2.5 Six han yaku

Full Flush CHIN'ITSU

Hand composed entirely of tiles from only one of the three suits. No honours allowed.

Worth only five han if the hand is open.

4.2.6 Yakuman

Thirteen Orphans KOKUSHI MUSŌ

Concealed hand with one of each of the thirteen different terminals and honours plus one extra terminal or honour, e.g.:



Winning with Thirteen Orphans is the only case where a concealed quad may be robbed when declared.

Nine Gates CHÜREN PŌTŌ

Concealed hand consisting of the tiles 1112345678999 in the same suit plus any one extra tile in the same suit, e.g.:



Concealed quad is not allowed.

Blessing of Heaven TENHŌ

East winning with their starting hand. Concealed quad is not allowed.

Blessing of Earth CHIHŌ

Winning by self-draw in the very first uninterrupted set of turns. Concealed quad is not allowed.

Four Concealed Triplets SŪANKŌ

Concealed hand with four concealed triplets/quads and a pair. Winning by discard is possible only in case of a pair wait.

Four Quads SŪKANTSU

Hand with four quads and a pair.

All Green RYŪIISŌ

Hand composed entirely of green tiles. Green tiles are: green dragon, and 2, 3, 4, 6 and 8 bamboo, e.g.:



All Terminals CHINRŌTŌ

Hand composed entirely of terminals.

All Honours TSŪIISŌ

Hand composed entirely of honours.

Big Three Dragons DAISANGEN

Hand with three triplets/quads of dragons. In case of three called dragon triplets/quads, the player feeding the third set of dragons must pay for the entire hand in case of a win by self-draw, and split the payment with the discarder in case of a win by discard, see [section 3.3.7](#).

Little Four Winds SHŌSŪSHII

Hand with three triplets/quads of winds and a pair of winds.

Big Four Winds DAISŪSHII

Hand with four triplets/quads of winds. In case of four called wind triplets/quads, the player feeding the fourth set of winds must pay for the entire hand in case of a win by self-draw, and split the payment with the discarder in case of a win by discard, see [section 3.3.7](#).

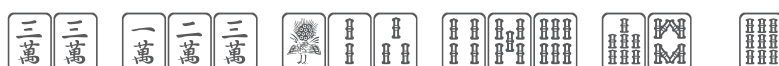
4.3 Scoring examples

Scoring example 1:



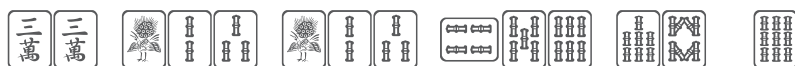
The winning tile is 9 bamboo by self-draw. The hand is concealed. The player has declared riichi. The hand scores 1 han for Riichi, 1 han for Fully Concealed Hand, 1 han for Pinfu and 2 han for Pure Straight (because the hand is concealed). Total: 5 han. If there are no dora, kan dora, or ura dora, the hand value is 5 han. This is the limit hand called mangan and it scores 4,000 from each if the winner is East; a total of 12,000 points. If the winner is not East, they receive 4,000 from East and 2,000 from each of the other opponents; a total of 8,000 points.

Scoring example 2:



The winning tile is 9 bamboo by discard. The hand is concealed. The player has declared riichi. The hand scores 1 han for Riichi, 1 han for Pinfu and 2 han for Pure Straight (Note that even though it is a claimed tile that finishes the Pure Straight, it still scores 2 han because the hand is concealed.) Total: 4 han. Minipoints: 20 for winning and 10 for winning by discard with a concealed hand. There are no further minipoints. If there are no dora, kan dora, or ura dora, the hand value is 4 han, 30 minipoints, which is rounded up to mangan. The hand scores 12,000 from the discarder if the winner is East. If the winner is not East, the hand scores 8,000.

Scoring example 3:



The winning tile is 9 bamboo by discard. The hand contains a melded set. 7 bamboo is dora. The hand scores 1 han for Pure Straight (because the hand is open). Total: 1 han. The hand scores an additional han for the dora tile. Minipoints: 20 for winning and 2 for open pinfu. 22 minipoints are rounded up to 30 minipoints. The hand value is 2 han, 30 minipoints, and it scores 2,900 from the discarder if the winner is East. If the winner is not East, they receive 2,000.

Scoring example 4:



The winning tile is 8 bamboo by self-draw. The hand is concealed. The hand scores a yakuman for Four Concealed Triplets. Further yaku or dora tiles are irrelevant since yakuman is the limit. If the winner is East, they receive 16,000 from each; a total of 48,000. If the winner is not East, they receive 16,000 from East and 8,000 from each of the other opponents; a total of 32,000.

Scoring example 5:



The winning tile is 8 bamboo by discard. The hand is concealed. 4 circles is dora. Even though the hand is concealed, the last triplet (which was finished by the claimed tile) is not considered concealed. The hand scores 2 han for Three Concealed Triplets, 2 han for All Triplets and 1 han for All Simples. Total: 5 han. The hand scores an additional han for each of the dora tiles, for a total of 8 han. This is the limit hand called baiman, and it scores 24,000 points from the discarder if the winner is East. If the winner is not East, they receive 16,000 points from the discarder.

Scoring example 6:



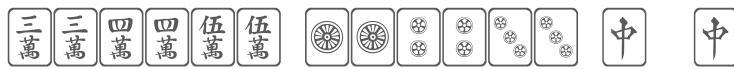
The winning tile is 4 bamboo by self-draw in the set of turns immediately after the player has declared riichi. The hand scores 1 han for Riichi, 1 han for Ippatsu, 1 han for Fully Concealed Hand, 1 han for All Simples and 2 han for Seven Pairs. Total: 6 han. This is the limit hand called haneman, and it scores 6,000 from each if the winner is East; a total of 18,000 points. If the winner is not East, they receive 6,000 from East and 3,000 from each of the other opponents; a total of 12,000 points.

Scoring example 7:



The winning tile is 4 bamboo by discard. The player has not declared riichi. The hand scores 2 han for Seven Pairs. Minipoints: 25 for winning with Seven Pairs. The hand scores no further points even though there is a pair of dragons and a pair wait. The hand value is 2 han, 25 minipoints, and it scores 2,400 points from the discarder if the winner is East and 1,600 points otherwise.

Scoring example 8:



The winning tile is red dragon by self-draw. The hand is concealed and contains no dora tiles. The hand scores 3 han for Twice Pure Double Sequence and 1 han for Fully Concealed Hand. The hand cannot also score for Seven Pairs, since the hand is either composed of seven pairs, or four sets and a pair, and the highest scoring possibility is always chosen. Minipoints: 20 for winning, 2 for winning by self-draw, 2 for pair of dragons and 2 for pair wait. 26 minipoints are rounded up to 30. The hand value is 4 han, 30 minipoints, equivalent to a mangan in payment, and it scores 4,000 from each if the winner is East; a total of 12,000. If the winner is not East, they receive 4,000 from East and 2,000 from each of the other opponents; a total of 8,000.

Scoring example 9:



The winning tile is west wind by discard. 7 bamboo is dora. The player is East in an east round. The hand scores 2 han for Half Flush, 1 han for Seat Wind Triplet, 1 han for Round Wind Triplet and 1 han for Half Outside Hand. Total: 5 han. The hand scores an additional han for the dora tile. The hand value is 6 han. The winner scores 18,000 from the discarder.

Scoring example 10:



The winning tile is 7 circles by self-draw. The hand is concealed. The player is South. The hand scores 3 han for Half Flush (because the hand is concealed) and 1 han for Fully Concealed Hand. Minipoints: 20 for winning, 2 for winning by self-draw, 8 for a concealed triplet of honours and 2 for edge wait. Note that even though there is a three-sided wait, the winner chooses which set the winning tile finishes in such a way that the score is maximized. 32 minipoints are rounded up to 40. The hand value is 4 han, 40 minipoints, equivalent to a mangan in payment: 4,000 from East and 2,000 from the others for a total of 8,000 points.

5 Etiquette

The spirit of riichi mahjong is one of mutual respect and cooperation. It is every player's duty to treat their opponents with politeness, aid them when needed, and ensure that the game flows smoothly and comfortably for everyone. Players should strive to play with good sportsmanship. The atmosphere of the game should be competitive but also fair, friendly and fun.

Players should at all times be honest and truthfully answer questions regarding the state of the game and publicly known information, but without revealing private knowledge about any player's hand.

Below is a list of points regarding etiquette during various phases of the game. Excessive violation of these guidelines may be considered obstruction, see **section 6.12**. Some of these guidelines may be relaxed as appropriate for social play and training sessions.

5.1 Moving the walls

Players are encouraged to move their walls to make it easier for other players to draw tiles quickly and smoothly. Players should be careful when moving their walls to avoid accidentally revealing tiles.

- In the beginning of the hand, all players should push their walls forward, and push the right side further forward than the left side.
- As the hand progresses, players may move their walls further forward, or move them rightward, to make it easier for others to draw as the wall is depleted.
- If there is a player with physical limitations that prevent them from easily and ably reaching, it is permissible to move a whole section of the wall to a closer side of the table to allow the player to draw more easily. Other players should not draw tiles for the restricted player (unless absolutely necessary).

5.2 Breaking the walls

At the beginning of a hand, once East has rolled the dice, there are two ways to break the wall.

- East immediately draws their first four tiles, breaking the wall by doing so.
- East indicates which wall is to be broken. The player in front of that wall splits it, either by separating the dead wall from the wall or by pushing East's first four tiles forward. East then draws their first four tiles.

The method used may be chosen situationally based on the dice roll and the preference of the players.

5.3 Handling the dead wall

Because the dead wall's composition depends on the number of quads declared, it should not be separated from the end of the wall at the beginning of a hand. When the hand is almost over, it is permissible to push the tiles of the wall and dead wall slightly apart, but not if 1 or 3 quads have been declared. If a quad is declared after the dead wall is split, the dead wall tiles must not be adjusted by breaking a tile stack. After two quads have been declared, moving a full tile stack is permissible.

In any situation, players are allowed to ask how many tiles remain in the wall, and the other players must answer truthfully. Players should inform other players that are about to commit a mistake, e.g. drawing a tile after the last discard or revealing their hand before an exhaustive draw.

5.4 Play with one hand

After drawing and sorting their tiles in the beginning of a hand, players should play with one hand only. They should draw, discard, take claimed tiles and adjust tiles with the same hand. The tiles in a player's hand should be rearranged or adjusted with two hands only if necessary.

Players must not obscure any discards or called sets with their hand or arm, except during motions necessary for drawing, discarding or taking a claimed tile. Players must not obstruct the visibility of the last discarded tile.

5.5 Discard cleanly

Players should discard tiles swiftly and cleanly so that every opponent sees the discarded tile at the same time. Slowly revealing a tile, or slowly sliding it from the hand to the discards, should be avoided.

The player to the right must not see the discarded tile before the other two players, since this could lead them to drawing or calling "chii" before the other two have a chance to call "pon", "kan" or "ron". Players who play with their left hand should pay extra attention to this.

5.6 Handling point sticks

When scoring is done with sticks, the player making the payment should place their sticks in front of the winning player. The winner then places the appropriate amount of change (if any) next to the payment, and then takes the payment.

Payments should be made so as to minimize the amount of total sticks used:

- A 3,900 point hand is best paid with 4,000 (or 5,000) points, receiving one 100-point stick (and one 1,000-point stick) as change, instead of 900 points in 100-point sticks.
- A 3,200 point hand is best paid with 5,200 points instead of 5,000 points, to avoid making the winner give 800 points in 100-point sticks as change.

When making a payment, players should always aim to retain at least one 1,000-point stick to declare riichi with. If necessary, they may ask a third player to exchange sticks during the payment. There are some situations where not every player can have a 1,000-point stick due to some of them being left on the table after an exhaustive draw. In this case, it may be necessary for a player declaring riichi to ask for an exchange during a hand.

Players should accurately tell their points whenever asked. To make calculating their score easier and quicker, players should arrange their point sticks in advance if they have time. Arranging the sticks neatly also allows other players to estimate the score by looking. A player has the right to ask for their opponent's score(s) during their own turn during any hand, but excessive questioning may be considered obstruction, see [section 6.12](#).

5.7 Avoid disruptions

Players should avoid unnecessarily halting or slowing down the game. If a player wants to request another player for their score, to move the walls, etc., they should do so during their own turn to avoid interrupting another player's turn. Players must never interrupt the game to gain an advantage, such as more time to think whether or not to call "pon". Players should also focus on the game, avoid distractions, and maintain a speedy pace of play.

However, there are situations where a player may have to think for a considerable time before making a decision. In these situations, as long as it is clear that the player is busy thinking, other players should refrain from rushing the turn player with sounds or gestures.

Players should avoid unnecessary and loud conversations. Depending on the atmosphere of a tournament, friendly chatter and socializing during the game may be fine, as long as it does not disrupt play or other tables. In any situation, players must avoid raising their voices, talking over each other, and creating positive feedback loops of increasingly loud speech and laughter. It is forbidden to chat in a language that is not known to be understood by every player at the table. Players must respect requests for silence from referees, organisers and other players.

Players should only talk with referees when one intervenes or is called to the table to resolve an issue. Unnecessary chatter, loud talk, and arguments with referees are to be avoided.

5.8 Win and lose with grace

While mahjong can be a game of strong emotions, players should moderate their expressions in order to respect other players. Winning players should not laugh or celebrate excessively, or criticize the loser. Losing players should avoid loud groans, swearing and complaining.

At the end of the game, each player should remain at the table and focus on finishing the score sheet, resetting the table, and thanking their opponents. A player may leave early if they have an urgent need to, but they should still make sure that their score is written down correctly.

6 Errors and penalties

6.1 General principles

When a player notices an error being made, they should inform the other players immediately and the game should be paused. If possible, the error should be prevented or corrected so that the game can continue without further disruption. When correcting an error, the play is reverted to where it was before the error by placing the tiles back where they came from.

If there is a dispute or a situation the players cannot solve by themselves, they should call for a referee. For situations not specified in this rulebook, and complex situations involving many errors, referees should use their discretion and these principles to decide the correct penalty.

6.1.1 Minor errors

Single minor errors are not penalized. Repeated minor errors by a player may be punished with point penalties or a dead hand at the referee's discretion. Players should inform a referee if a player is committing the same minor error repeatedly.

6.1.2 Dead hand

Errors that make a player unable to continue playing their own hand fairly are punished with a dead hand, see [section 3.3.14](#).

6.1.3 Chombo

Unfixable errors that prevent the play from continuing fairly are punished with a chombo, see [section 3.4.6](#). This can include situations where a player's mistake makes another player unable to continue playing their hand, and situations where a player's serious mistake makes another player commit a serious error they otherwise would not have committed.

6.1.4 Point penalties

Mistakes outside a hand and obstruction may be punished with point penalties at the referee's discretion, see [section 6.12](#).

Point penalties are deducted from the player's score at the end of the game after *uma* is applied, thus not affecting ranking at the table. The points are not added to the other players' scores (a chombo penalty in a non-tournament game being an exception to this).

6.2 Exposing tiles

Exposing a few tiles is a minor error; exposed tiles are placed back in the wall or in the hand where they came from.

Exposing tiles before any player has seen any of their tiles is not penalized. If the situation is judged problematic for the game play, there is a re-deal, with no penalty. No new counter is placed, and the dealer does not rotate.

If too many tiles are exposed during the hand, play cannot continue. This is a judgment that depends on the circumstances and the progression of the game, and a referee should be consulted if possible. As a rule of thumb, play cannot continue if a large fraction of a wall is destroyed, a player reveals a large portion of their own hand, or several tiles are revealed from an opponent's hand. The smaller the wall or hand, the fewer tiles can be revealed from it before

the game becomes impossible to continue.

If the play cannot continue, the offending player is punished with a chombo. If the tiles were exposed due to no mistake on a player's part, there is a re-deal of the hand, with no penalty.

Even after the hand ends, the players must not expose tiles from the wall, the dead wall, or other players' hands.

Exposing tiles on purpose in severe or repeated cases is considered obstruction and will be penalized at the referee's discretion, see **section 6.12**.

6.3 Too few or too many tiles in the hand

Having too few or too many tiles in the hand is punished with a dead hand when the mistake is realized or pointed out.

6.4 Errors in drawing

6.4.1 Drawing a tile from the wrong part of the wall

Drawing a tile from the wrong part of the wall or dead wall is a minor error. If the mistake is realized or pointed out before the player places the tile inside the hand, discards a tile, or calls "tsumo", "riichi", or "kan", the mistake should be corrected. Afterwards, the mistake cannot be corrected.

Drawing a tile from the wrong part of the dead wall is punished with a chombo if the tile cannot be placed back where it came from.

6.4.2 Drawing a tile from an opponent's hand

Drawing a tile from an opponent's hand is punished with a chombo unless the player is stopped.

6.4.3 Drawing out of turn

If a player draws a tile out of their turn, and the mistake is realized or pointed out before the tile is placed inside the hand, before the player discards a tile, or before the player calls "tsumo", "riichi", or "kan", the mistake should be corrected. Afterwards, the mistake cannot be corrected and the player is punished with a dead hand. If they have already discarded a tile, they take it back.

The play continues from where it was before the out-of-turn draw.

6.4.4 Placing the drawn tile inside the hand

Players who did not declare riichi should not place the drawn tile inside their hand too quickly. This is a minor error; it should be pointed out by other players that this is to be avoided.

If a mistake has to be reverted by placing a drawn tile back in the wall and the drawn tile cannot be identified from the tiles of the hand, the player is punished with a dead hand.

6.4.5 Playing overly fast or slow

Players are not limited in time to play, but they are expected to play at a reasonable pace. A player who draws tiles too fast for the other players to have time to call, or repeatedly taking an overly long time, may be penalized for obstruction at the referee's discretion, see **section 6.12**.

If a player does any of the following actions that prevent other players to claim the previously discarded tile for a win, the win by discard is still valid:

- Drawing and discarding a tile excessively fast
- Drawing and declaring a concealed/extended quad excessively fast
- Drawing and declaring a win excessively fast
- Claiming a tile for a set and discarding excessively fast

If a player does any of the following actions that prevent other players to claim the previously discarded tile for a triplet/quad, the claim for a triplet/quad is still valid and the play is reverted:

- Drawing and discarding excessively fast
- Drawing and declaring a concealed/extended quad excessively fast

To revert the play, the offending player places the tile(s) back where they came from before the offence occurred. The offending player is punished with a dead hand if the drawn tile (if any) cannot be identified from the tiles of the hand or they have already drawn a replacement tile.

If a player draws and declares a win too fast for the other players to claim the previously discarded tile for a triplet/quad, the win by self-draw is valid.

6.5 Errors in claiming tiles

When claiming a tile for a set, the player first clearly calls “chii”, “pon” or “kan”, secondly they reveal the matching tiles from their hand, and thirdly they discard a tile from their hand and take the claimed tile (in either order). When declaring a quad, a kan dora indicator is revealed and the player draws a replacement tile before discarding.

Not following the order above when claiming tiles is a minor error.

Whenever a tile is claimed for a set, players should pay attention to which player is pointed at by the melded set. A mistake should be corrected as soon as it is realized or pointed out. If a mistake goes unnoticed and a win is declared, the player pointed at by the set is considered to have discarded the rotated tile, and will be furiten if they are waiting on that tile.

6.5.1 Failing to take the claimed tile

While a claiming player may discard a tile before placing the claimed tile with their revealed tiles, the player should take the claimed tile within the next two players’ turns, i.e. before two other tiles have been discarded. The other players should remind the claiming player to take the tile. Failing to take the tile in time is punished with a dead hand since the player will have a false set.

6.5.2 Empty calls

Empty calls for a set (calling “chii”, “pon” or “kan” and regretting it before revealing any tiles) are minor errors. After revealing the matching tiles, the call cannot be cancelled.

Empty calls for a win (calling “ron” or “tsumo” without revealing the tiles) are punished with a dead hand. If the tiles were revealed, the player is punished with a chombo.

Empty calls for riichi (calling “riichi” and regretting it before discarding a rotated tile) are punished with a dead hand. The riichi declaration is voided and the riichi bet (if any) is returned to the player. After the player has discarded a tile, the riichi declaration cannot be cancelled.

6.5.3 Confusing calls

Players should make valid calls for a win. A player who confuses the terms “ron” and “tsumo” or uses a nonstandard term (e.g. “mahjong”, “hu” or “agari”) has made a valid winning declaration. This is a minor error; it should be pointed out by other players that a valid term should be used.

Calls should be clear. A player who calls unclearly has made a valid call according to their following action. This is a minor error; it should be pointed out by other players. E.g. a player who calls “on” has made an unclear call. If they revealed two tiles, the call is for a triplet; if they revealed their hand, the call is for a win.

6.5.4 Changing calls

Calls are not supposed to be changed. The first call should be the valid one. However, unless the initial call was for a win, a quick correction is allowed.

A player who calls “pon, no ron” has made a valid correction of their call and the call for a win is valid.

A player who calls “ron, no pon” has made a call for a win. They may claim the tile for the win, but not for a triplet. If they do not have a winning hand, they are punished with a dead hand if no tiles were revealed or if the two matching tiles were revealed. If the player has revealed all their tiles without having a winning hand, they are punished with a chombo.

6.5.5 Displaying a false set

If a player displays a false set, and the mistake is realized or pointed out before they discard a tile or draw a replacement tile, the mistake should be corrected. Once the player has discarded a tile or drawn a replacement tile, the mistake cannot be corrected and the player is punished with a dead hand.

E.g.:



6.5.6 Swap-calling

A player who claims a tile and discards the same tile, or who claims a tile for a sequence and discards a tile from the other side of the sequence, is punished with a dead hand.

6.6 Errors with riichi declaration

A valid riichi declaration should be announced in three steps: the player first clearly calls “riichi”; secondly they discard a tile sideways, and thirdly they place a riichi bet.

A player who completes the first two steps, but forgets to place the riichi bet, still has made a valid riichi declaration, but should correct the mistake as soon as it is realized or pointed out. The mistake should be pointed out by other players. A player who places the riichi bet as the first or second step has also made a valid riichi declaration, but the correct order should be pointed out.

A player who fails to clearly call “riichi” or to rotate the discard, or who discards a tile as the first step, has not made a valid riichi declaration. The riichi bet (if any) is returned to the player and the player is punished with a dead hand.

If an opponent claims the rotated tile for a melded set and the player forgets to rotate their next discarded tile, it should be pointed out by other players with no penalty.

Empty calls for riichi (calling “riichi” or placing a riichi bet and regretting it before discarding) are punished with a dead hand. The riichi declaration is voided and the riichi bet (if any) is returned to the player. After the player has discarded a tile, the riichi declaration cannot be cancelled.

If a player attempts to declare riichi with no tiles in the wall, the riichi declaration is voided and the riichi bet is returned to the player with no penalty.

6.6.1 Declaring riichi with an open hand

Attempting to declare riichi with an open hand is punished with a dead hand, as the riichi declaration is invalid. The riichi bet is returned to the player and the rotated tile is corrected when the mistake is realized or pointed out.

6.6.2 Declaring riichi with a noten hand

Declaring riichi with a noten hand is not allowed. If a player has declared riichi with a noten hand, they are punished with a chombo in case of an exhaustive draw.

6.7 Errors after declaring riichi

In the case where a valid riichi hand is declared to be a dead hand after the riichi declaration, and the hand ends in an exhaustive draw, the player pays the noten penalty. They must still reveal their hand to prove that it was a valid riichi hand and that there were no invalid concealed quads. The case is not punished with a chombo.

6.7.1 Invalid concealed quad

A player who declared riichi may declare a concealed quad if the drawn tile matches a concealed triplet, if this does not change their waiting tiles and if the three tiles to be used for the quad can only be interpreted as a triplet in a hand completed by any waiting tile.

If a riichi declarer has declared an invalid concealed quad, they are punished with a chombo if they declare a win, or in case of an exhaustive draw.

Invalid concealed quad – example 1:

Consider a player who declared riichi with the following hand:



The player has four copies of 3 bamboo. After drawing a 6 bamboo, the player is not able to declare a concealed quad: the drawn tile does not match a concealed triplet.

Invalid concealed quad – example 2:

Consider a player who declared riichi with the following hand:



The player has a three-sided wait for 1, 3 and 4 circles. The player is not able to declare a concealed quad of 2 circles: this would change their waiting tiles.

Invalid concealed quad – example 3:

Consider a player who declared riichi with the following hand:



The player is waiting for 7 and 8 characters. The player is not able to declare a concealed quad of 6 or 9 characters: the tiles to be used can be interpreted as a 6-7-8 or 7-8-9 sequence, with the waiting tile 7 characters. The player may still declare a quad of 1 bamboo.

Invalid concealed quad – example 4:

Consider a player who declared riichi with the following hand:



The player is waiting for 1 and 4 characters. The player is not able to declare a concealed quad of 4, 5 or 6 circles: the three triplets can be interpreted as 4-5-6 sequences, even though this is the lowest-scoring possibility in every hand completed by the waiting tiles.

6.7.2 Drawn tile touching the hand

After a player has declared riichi, the tiles they draw must not touch the tiles of their hand. When declaring a quad, the drawn tile must be kept apart from the hand and only touch the other three tiles of the quad once the tiles have been separated from the hand. When declaring a win by self-draw, the winning tile must be placed separately from the hand.

If the drawn tile of a player who declared riichi touches the tiles of their hand, it should first be pointed out that this must be avoided. In repeated cases, whether in the same hand or across multiple hands, the player is punished with a dead hand, except when the drawn tile is the winning tile.

6.7.3 Discarding a tile from the hand

If a player who declared riichi discards a tile other than the drawn tile, or puts the drawn tile inside their hand and then discards, they are punished with a chombo.

6.7.4 Claiming a tile for a set

A player who declared riichi is no longer able to change their hand. If they call “chii”, “pon”, or “kan” (except to declare a concealed quad), and the mistake is realized or pointed out before they discard a tile or draw a replacement tile, the mistake should be corrected. The player is then punished with a dead hand and they are still not able to change their hand. Once the player has discarded a tile or drawn a replacement tile, the mistake cannot be corrected and the player is punished with a chombo.

6.8 Errors with winning declaration

A player who invalidly declares a win and reveals their tiles is punished with a chombo. Possible reasons for an invalid win include: not being tenpai, not having a yaku, not waiting for the tile the win is declared on, and declaring ron while being furiten.

In case of a win by self-draw, the winning tile should be placed next to the player’s hand and clearly visible. If the winning tile cannot be identified from the tiles of the hand, the lowest-scoring tile will be chosen as the winning tile.

In the case where the winning tile is placed by the discards before the player clearly calls “tsumo”, the winning declaration is voided. If the player has not shown their hand, they are punished with a dead hand; if the tiles have been shown, they are punished with a chombo.

In case of a win by discard, the winning tile should remain in the discarder’s discards. Taking the winning tile is a minor error; it should be pointed out by other players.

6.9 Calling with a dead hand

A player who attempts to call “tsumo”, “ron”, “riichi”, “chii”, “pon” or “kan” with a previously declared dead hand is punished with a chombo. If the hand is declared dead at the time of the call (before the player discards a tile, draws a replacement tile, or their quad is robbed), the call is cancelled.

6.10 Misfilled all-last sheet

Having a correctly filled-in all-last sheet is crucial for the end game. A player who wrote down their score incorrectly on the all-last sheet is subject to an 8,000-point penalty (after uma is applied) if it impacted the game.

6.11 Passing information

Passing information or hints on opponents’ strategy in any way (e.g. on tenpai status, whether discards are dangerous or what yaku someone might be aiming for) is not allowed. Minor cases are considered minor errors. Serious or repeated cases are considered obstruction, see **section 6.12**.

Players should inform other players that are about to commit a mistake, e.g. drawing a tile after the last discard or revealing their hand before an exhaustive draw.

All players must inform other players of any errors they notice which would be punished with a dead hand. A hand is only considered dead once it has formally been declared dead.

6.12 Cheating and obstruction

Cheating and obstruction disrupt a tournament and deliberate disturbances will be punished harshly. Players should enact fair play. They must not abuse the rules or exploit loopholes, such as doing an invalid action to gain an advantage, or receiving a dead hand or chombo on purpose. Committing errors intentionally and/or to the player’s benefit may be judged as obstruction or cheating.

A player caught cheating will be immediately disqualified, but it is a very serious accusation, so the evidence must be clear.

Deliberate obstructive behaviour is penalized at the referee’s discretion with point penalties of 8,000 or 12,000 points, or in serious or repeated cases with point penalties between 12,000 and 48,000. Point penalties are deducted from the player’s overall tournament score after the game is finished, and after the uma is applied to the players’ scores.

Further repeated obstructive behaviour results in immediate disqualification.

7 Tournament rules

7.1 Phones

Players and spectators should have their phones and other electronic devices in silent and non-vibrating mode during sessions. Depending on the level of disturbance, a player is subject to point penalties at the referee's discretion for a telephone ringing or making other disturbing noises. A player with a specific and important reason to expect a call (or any similar situation) should reach an agreement with the referee(s) before the session regarding how to handle the situation.

7.2 Being late at a tournament

A player who is late by 10 minutes or less is subject to a point penalty of 1,000 points per minute they are late, rounded up (after uma is applied). Thus, a player who is 1 minute late has a 1,000-point penalty, while a player who is 9 minutes and 30 seconds late has a 10,000-point penalty (after uma is applied).

7.3 Substitute players

As mahjong is played with four players, tournament organisers need substitute players if it is clear that a player is missing or will not be able to play, e.g. due to illness or disqualification. As long as the player cannot play, a substitute player will take their place.

A player who is substituted will score -15,000 points and -15,000 uma at each session, i.e. a total of -30,000 points. A player who is late by more than 10 minutes is replaced with a substitute player and no lateness penalty is deducted; the player may still play in later sessions if they are able to play.

If a substitution occurred before the beginning of the game at the table, the score of the substitute player is relevant for determining the opponents' uma. E.g. if the substitute player wins the game, they will receive -15,000 points uma, and the other players will receive 5,000, -5,000 and -15,000 points.

If a substitution occurred after the beginning of the game at the table, the score of the substitute player is not relevant; they will always receive -15,000 points uma, and the other players will receive 15,000, 5,000 and -5,000 points.

7.4 Tournament sessions

In tournaments, it is convenient to play sessions on time limits. Often, sessions are scheduled for 90 minutes. When playing with time-limited sessions, a clear sound must indicate when 15 minutes remain. After the sound, the current hand is finished and one more hand is played (unless a full game is already completed). There is no sound at 90 minutes; the players should be able to finish the last one or two hands within the remaining time, but if that is not the case, they will play until the hands are finished. A chombo after the time signal is treated as one of the remaining hands.

Before the first hand of a session begins, players are allowed to build the walls. The session officially starts when every table has set up its walls and the start signal is given. At this point, East rolls the dice.

A hand ends when a player declares a win or when the last tile is discarded in case of an exhaustive draw (before scoring, before building the wall and before rolling the dice). A subsequent hand starts immediately after the previous one.

7.5 Score sheet

At the end of the game, once the players have filled in the score sheet, they should give the all-last sheet along with the score sheet to the tournament staff. All players are responsible for ensuring that the score sheet is correctly filled in. Any mistake on the score sheet that cannot be fixed from the score sheet itself or from the all-last sheet is subject to a 2,000-point penalty for each of the players (after uma is applied).

Players must sign the score sheet to confirm that they agree with the result of the game. They should make sure that all other players sign the sheet. In case there is a dispute about the result, players should call for a referee. Score sheets that are not signed are not valid and each player who failed to sign the sheet without reason is subject to a 2,000-point penalty at the referee's discretion.

Different tournaments may use different procedures for score sheets and all-last sheets. The tournament organisers should inform the players regarding how to report their scores. Players are responsible for following the instructions of the organisers and asking for help if necessary.

8 Annexes

Penalties

Dead Hand	Chombo
Setup and Drawing	
Too few or too many tiles in the hand	Too many tiles exposed
Drawing out of turn and being unable to put the drawn tile back	Incorrectly drawing a tile from the dead wall and being unable to put the drawn tile back
Drawing excessively fast and being unable to put the drawn tile back	Drawing from an opponent's hand
Calls and Winning declarations	
Invalidly declaring a win without showing the tiles	Invalidly declaring a win and showing the tiles
Displaying a false set <i>(due to a false call or failing to take the claimed tile)</i>	Attempting to claim a tile or to declare a win with a dead hand
Swap-calling	
Riichi declarations	
Attempting to declare riichi with an open hand	Attempting to declare riichi with a dead hand
Attempting to declare "riichi" after discarding, or failing to clearly call "riichi", or failing to rotate the discard	Declaring riichi with a noten hand <i>(only determined at exhaustive draw)</i>
Empty riichi declaration	Declaring an invalid quad after riichi <i>(only determined at win or exhaustive draw)</i>
Drawn tile repeatedly touching hand after riichi <i>(except when winning by self-draw)</i>	Discarding a tile from the hand after riichi
Claiming a tile for a set after riichi <i>(if reverted)</i>	Claiming a tile for a set after riichi <i>(if not reverted)</i>
Obstruction	
Passing information <i>(only determined by referee)</i>	Play cannot continue fairly due to a mistake of a player, e.g. a player commits a mistake leading to another player declaring a mistaken win

Point penalties
Serious/repeated passing of information
Deliberate and/or repeated obstruction
Being late to a session
Unfixed misfilled all-last sheet that affected the game
Unfixable misfilled score sheet
Unsigned score sheet

Disqualification
Cheating
Severe and/or continuous obstruction

List of yaku

One han yaku

<i>Riichi</i> RIICHI	<i>Concealed tenpai hand declared with a riichi bet</i>
<i>Ippatsu</i> IPPATSU	<i>Winning in the first uninterrupted set of turns after declaring riichi</i>
<i>Fully Concealed Hand</i> MENZEN TSUMO	<i>Winning by self-draw with a concealed hand</i>
<i>Pinfu</i> PINFU	<i>Concealed hand with four sequences and a valueless pair The winning tile finishes a sequence with a two-sided wait</i>
<i>Pure Double Sequence</i> IPEIKŌ	<i>Concealed hand with two completely identical sequences</i>
All Simple TAN'YAO	Hand with neither terminals nor honours
Dragon Triplet FANPAI/YAKUHAJ	Triplet/quad of dragons
Seat Wind Triplet	Triplet/quad of the player's seat wind
Round Wind Triplet	Triplet/quad of the round wind
After a Quad RINSHAN KAIHŌ	Winning on a replacement tile after declaring a quad
Robbing a Quad CHANKAN	Winning on a tile extending a melded triplet to a quad
Under the Sea HAITEI	Winning by self-draw on the last tile in the wall
Under the River HŌTEI	Winning on the last discard

Two han yaku

<i>Double Riichi</i> DABURU RIICHI	<i>Riichi declared in the first set of turns of the hand</i>
<i>Seven pairs</i> CHIITOITSU	<i>Concealed hand with seven different pairs</i>
<i>Mixed Triple Sequence</i> SANSHOKU DŌJUN	<i>Hand with three same sequence in each suit</i>
<i>Pure Straight</i> ITTSU/IKKITSUKAN	<i>Hand with three consecutive sequences in the same suit</i>
<i>Half Outside Hand</i> CHANTA	<i>All sets and the pair contain terminal or honours</i>
Triple Triplet SANSHOKU DŌKŌ	Hand with the same triplet/quad in each suit
Three Concealed Triplets SAN'ANKŌ	Hand with three concealed triplets/quads
Three Quads SANKANTSU	Hand with three quads
All Triplets TOITOI	Hand with four triplets/quads and a pair
Little Three Dragons SHŌSANGEN	Hand with two dragon triplets/quads and a pair of dragons
All Terminals and Honours HONRŌTŌ	Hand containing only terminals and honours

Three han yaku

<i>Twice Pure Double Sequence</i> RYANPEIKŌ	<i>Concealed hand with two Pure Double Sequence</i>
<i>Half Flush</i> HON'ITSU	<i>Hand containing only one suit and honours</i>
<i>Full Outside Hand</i> JUNCHAN	<i>All sets and the pair contain terminals</i>

Five han yaku

<i>Blessing of Man</i> RENHŌ	<i>Winning by discard in the very first uninterrupted set of turns</i>
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Six han yaku

<i>Full Flush</i> CHIN'ITSU	<i>Hand composed of only one suit</i>
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Yakuman

<i>Thirteen Orphans</i> KOKUSHI MUSŌ	<i>One of each terminal and honour + one extra terminal or honour</i>
<i>Nine Gates</i> CHŪREN PŌTŌ	<i>112345678999 in the same suit + one extra tile in the same suit</i>
<i>Blessing of Heaven</i> TENHŌ	<i>East winning with their starting hand</i>
<i>Blessing of Earth</i> CHIHŌ	<i>Winning by self-draw in the very first uninterrupted set of turns</i>
<i>Four Concealed Triplets</i> SŪANKŌ	<i>Concealed hand with four concealed triplets/quads and a pair</i>
Four Quads SŪKANTSU	Hand with four quads and a pair
All Green RYŪIISŌ	Hand composed of 2, 3, 4, 6, 8 bamboo and green dragon
All Terminals CHINRŌTŌ	Hand composed of terminals
All Honours TSŪIISŌ	Hand composed of honours
Big Three Dragons DAISANGEN	Hand with three triplets/quads of dragons
Little Four Winds SHŌSŪSHII	Hand with three triplets/quads of winds and a pair of winds
Big Four Winds DAISŪSHII	Hand with four triplets/quads of winds

European Mahjong Association 2025

Note: *Yaku in italics must be concealed*
Yaku underlined lose one han if the hand is open



Scoring tables

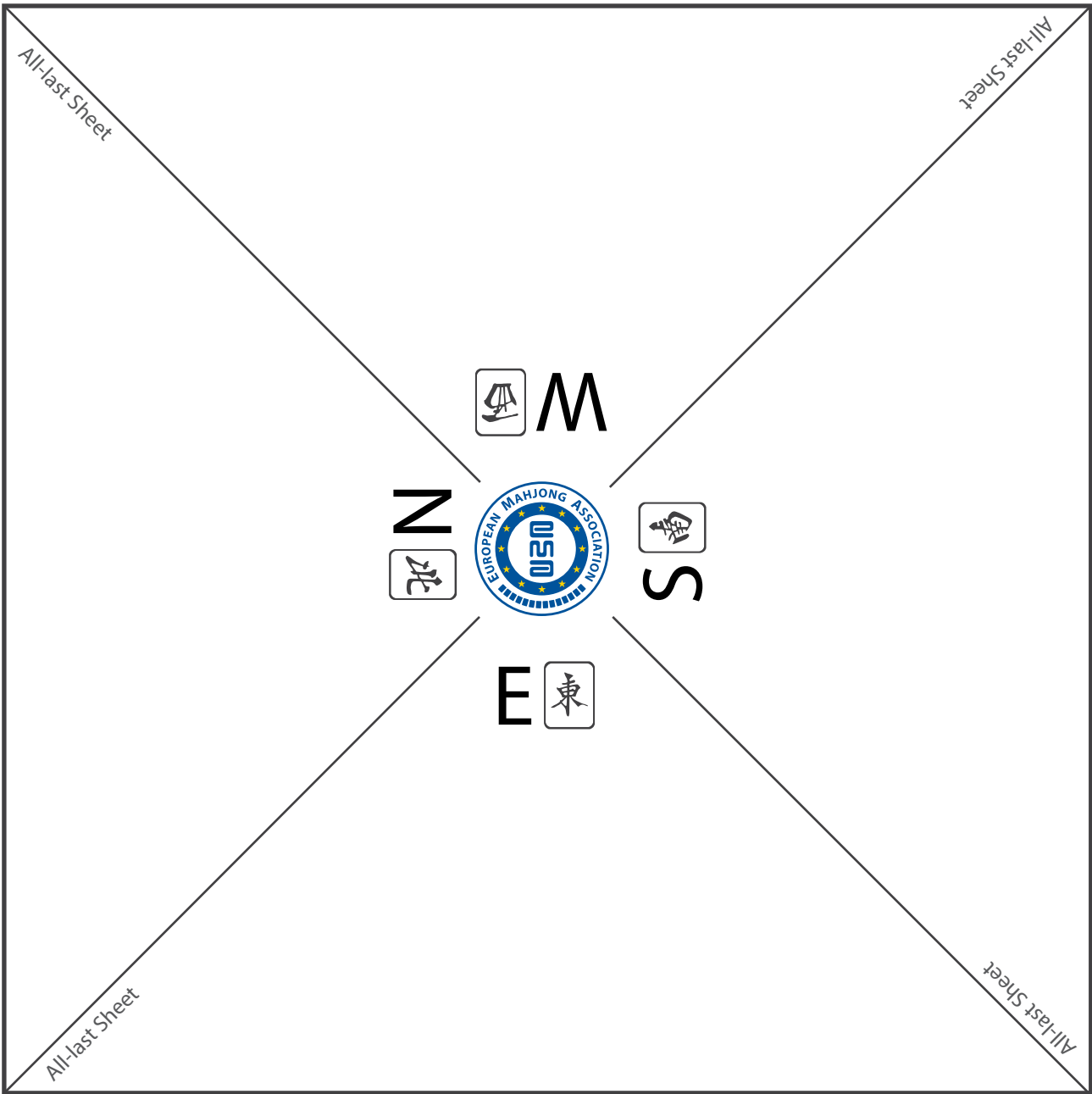
Minipoints					
Winning condition		Value pair and wait		Triplets/Quads	Melded Concealed
Seven pairs (no further minipoints)	25	Pair of dragons	2	Triplet, 2-8	2 4
Winning	20	Pair of seat/round winds	2	Triplet, terminals/honours	4 8
By discard, concealed hand	10	Edge/closed/pair wait	2	Quad, 2-8	8 16
By self-draw (not in case of pinfu)	2	Open pinfu	2	Quad, terminals/honours	16 32

East																	
Han	20 fu	25 fu	30 fu	40 fu	50 fu	60 fu	70 fu	80 fu	90 fu	100 fu	110 fu						
1	-		1,500 500 all	2,000 700 all	2,400 800 all	2,900 1,000 all	3,400 1,200 all	3,900 1,300 all	4,400 1,500 all	4,800 1,600 all	-						
2	- 700 all	2,400 - -	2,900 1,000 all	3,900 1,300 all	4,800 1,600 all	5,800 2,000 all	6,800 2,300 all	7,700 2600 all	8,700 2,900 all	9,600 3,200 all	10,600 3,600 all						
3	- 1,300 all	4,800 1,600 all	5,800 2,000 all	7,700 2,600 all	9,600 3,200 all	Mangan – 12,000 4,000 all											
4	- 2,600 all	9,600 3,200 all															
5																	
6-7	Haneman – 18,000 6,000 all																
8-10	Baiman – 24,000 8,000 all																
11+	Sanbaiman – 36,000 12,000 all																
Y	Yakuman – 48,000 16,000 all																

Non-East																	
Han	20 fu	25 fu	30 fu	40 fu	50 fu	60 fu	70 fu	80 fu	90 fu	100 fu	110 fu						
1	-		1,000 300 500	1,300 400 700	1,600 400 800	2,000 500 1,000	2,300 600 1,200	2,600 700 1,300	2,900 800 1,500	3,200 800 1,600	-						
2	- 400 700	1,600 - -	2,000 500 1,000	2,600 700 1,300	3,200 800 1,600	3,900 1,000 2,000	4,500 1,200 2,300	5,200 1,300 2,600	5,800 1,500 2,900	6,400 1,600 3,200	7,100 1,800 3,600						
3	- 700 1,300	3,200 800 1,600	3,900 1,000 2,000	5,200 1,300 2,600	6,400 1,600 3,200	Mangan – 8,000 2,000 / 4,000											
4	- 1,300 2,600	6,400 1,600 3,200															
5																	
6-7	Haneman – 12,000 3,000 / 6,000																
8-10	Baiman – 16,000 4,000 / 8,000																
11+	Sanbaiman – 24,000 6,000 / 12,000																
Y	Yakuman – 32,000 8,000 / 16,000																

Legend – East	Legend – Non-East
Payment for a win by discard Payment by all for a win by self-draw	Payment for a win by discard Non-East payment for a win by self-draw East payment for a win by self-draw

The tables are described in [section 4.1.3](#).



Notes

[illegible]

