

# WORLD RIICHI RULES



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1 PREFACE

A World Riichi Rule can not be called to be a “world-wide rule” if not based on competition rules used by major organizations around the world. To achieve that, the rule-sets of the following organizations have been considered while writing the WRR:

- European Mahjong Association (EMA)
  - 101
  - Japan Professional Mahjong League (JPML)
  - Korean Mahjong League (KML)
  - Mu Mahjong
  - Nihon Pro Mahjong (NPM)
  - Real Mahjong Unit (RMU)
  - Saikouisen
  - United States Professional Mahjong League (USPML)
- 101競技規定  
日本プロ麻雀連盟

μ! 麻将連合  
日本プロ麻雀協会公

戦日本プロ麻雀協会

Nine organizations, totalling thirteen rule-sets and variants.

Most English-language authors use the terms “chii” and “pon” irrespectively if the group is melded or concealed. This is confusing, since in Japanese language those terms refer only to the action of calling a tile for melding. For groups, the Japanese terms “shuntsu”, “kōtsu” and “kantsu” will be used to avoid any ambiguity.

Sylvain Malbec  
30 December 2013

2 GLOSSARY

2.1 Terms related to groups

	Japanese		Meaning
GROUP	mentsu	面子	Group of three or four tiles. Either a shuntsu, kōtsu or kantsu.
SHUNTSU	shuntsu	順子	Group of three consecutive tiles of the same suit.
CONCEALED SHUNTSU	anjon	暗順	Shuntsu made with only self-drawn tiles.
MELDED SHUNTSU	minjun	明順	Shuntsu made by calling a tile.
CHII	chii	チー	Declaration of calling a tile for making a melded shuntsu.
KŌTSU	kōtsu	刻子	Group or three identical tiles.
CONCEALED KŌTSU	ankō	暗刻	Kōtsu made with only self-drawn tiles.
MELDED KŌTSU	minkō	明刻	Kōtsu made by calling a tile.
PON	pon	ポン	Declaration of calling a tile for making a melded kōtsu.
KANTSU	kantsu	槓子	Group or four identical tiles.
CONCEALED KANTSU	ankan	暗槓	Kantsu made with only self-drawn tiles.
MELDED KANTSU	minkan	明槓	Either a daiminkan or a shōminkan.
DAIMINKAN	daiminkan	大明槓	Kantsu made by calling on a concealed kōtsu.
SHŌMINKAN	shōminkan	小明槓	Kantsu made by promoting a melded kōtsu.
KAN	kan	カン	Declaration of making a kantsu (either melded or concealed).
PAIR	toitsu	対子	Two identical tiles.

CONCEALED  
A group is concealed if it is made by using only self-drawn tiles.

MELDED  
A group is melded if it is made by calling a tile.

2.2 Terms related to the whole hand

TENPAI  
A player’s hand is tenpai if it fulfils all these conditions:  
1) The 13 tiles’ hand needs only one more tile to form a complete hand of four groups and a pair, or seven different pairs, or the Thirteen Orphans yaku.  
2) The completing tile must exist. A hand needing five identical tiles can never be completed, so it is not tenpai.  
3) The player is not under a “dead hand” penalty.

The completing tiles may be depleted.  
During the player’s turn, the 14 tiles’ hand is tenpai if it will fulfil the above conditions after discarding.

NOTEN  
A hand is noten if it is not tenpai.

WINNING HAND  
A player’s hand is a winning hand if it fulfils all these conditions:  
1) It has four groups and a pair, or seven different pairs, or the Thirteen Orphans yaku.  
2) It has at least one yaku.

CLOSED  
A hand is closed if it is made by using only self-drawn tiles, beside the winning tile.  
If the hand is completed by calling a tile (ron), the last group or pair is melded but the hand is still closed.

OPEN  
A hand is open if it is not closed.  
I.e. a hand is open if it has at least one melded group before the winning tile.

2.3 Terms related to scoring

YAKU  
A yaku is a scoring pattern.  
Each yaku give one or more han.

DORA  
Tile indicated by the dora indicator.  
Each dora give one han.

HAN  
One of the two scoring units used for evaluating the hand.  
Earned from yaku and dora.

MINI-POINTS / FU  
One of the two scoring units used for evaluating the hand.  
Earned from groups, pairs and winning event.

SESSION / HANCHAN  
East and South rounds.

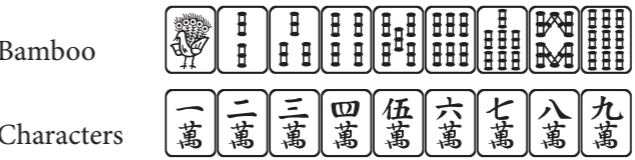
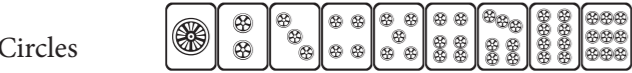
SESSION SCORE  
After each session (hanchan), the “session score” is calculated as follow, without rounding:  
(points - 30,000) / 1,000 + uma

OVERALL SCORE  
For each player, the overall score is the sum of each session scores.

3 TILES  
The 34 basic mahjong tiles are presented here. A full set of mahjong tiles contains four identical tiles of each of these.

3.1 The three suits

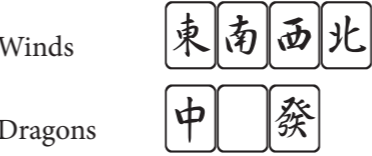
There are three suits; each has tiles numbered from one to nine:



The one of bamboo is often decorated with a bird, the design of which often varies between mahjong sets. The ones and nines are called terminal tiles.

3.2 The honours

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



3.3 Additional tiles

With four of each of the above tiles, a mahjong set consists of 136 tiles. Sometimes mahjong sets contain further tiles: flowers, seasons, red fives or joker tiles, which are not used in riichi mahjong.

3.4 Additional equipment

Mahjong sets often have markers for indicating the prevailing wind and sticks used for keeping score and used also for continuance counters and riichi bets. The set should also come with at least two dice.

4 SETUP

4.1 Stating points

Each player starts the session with 30,000 points.  
The game continues when a player score goes bellow zero.

4.2 Seat wind

Mahjong is played by four players, each of which is associated with a wind, denoted the player’s 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 is not as could be expected from the compass directions. Between hands the seat winds will change, see the “dealer rotation” section. During a full game, each player is East at least twice.

4.3 Prevailing wind

When the game begins, east is the prevailing 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 becomes the prevailing 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 prevailing wind, south.

4.4 Seating at the table

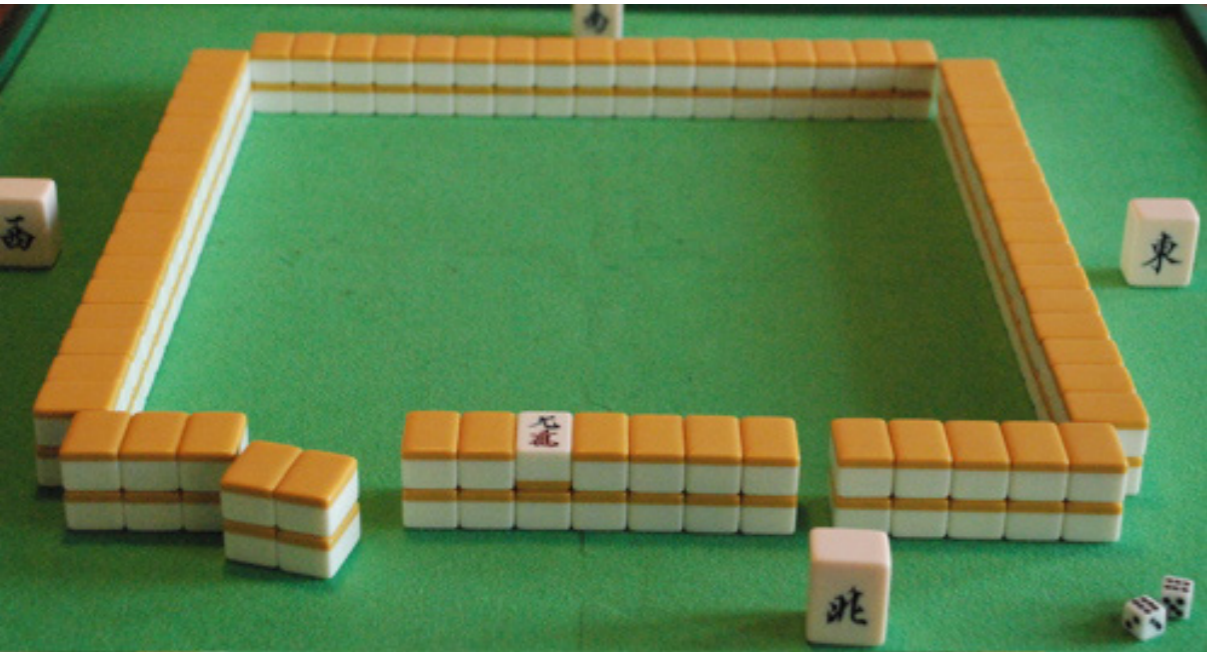
The players’ positions at the table are determined by drawing lots if they are not predefined by a tournament schedule. For drawing lots one of each wind tile is used. The four tiles are shuffled face down and each player picks one of the tiles; the player who shuffled the tiles is the last to pick a tile. The player who picked the east tile will begin the game as East. The player who picked the south tile will begin the game as South. The player who picked the west tile will begin the game as West. The player who picked the north tile will begin the game as North.

4.5 Building the wall

The tiles are thoroughly mixed. Each player builds in front of himself a wall of face-down tiles, seventeen tiles long and two tiers high. The four walls are pushed together to form a square.

4.6 Breaking the wall

East rolls two dice and counts that number of players counter-clockwise, starting with himself. The player thus determined breaks the wall in front of him, by counting from the right the same number of stacks as indicated by the dice. After the last counted stack the wall is broken by pushing the two wall sections a bit apart. If East’s dice roll was 12, North breaks the wall as shown:



4.7 The dead wall

The seven tile stacks (14 tiles) to the right of the break make up the dead wall. The dead wall continues around the corner to the next wall, if the end of the wall is reached. The tiles in the dead wall are not used in the play, except for the providing of replacement tiles for kantsu. After the seventh tile stack, the two sections of the wall are pushed a bit apart to set the dead wall apart from the end of the live wall. However, there is no need to do it immediately when breaking the wall; the dead wall can be visually pushed apart later in the game. It is permissible for the player who has the dead wall in front of him to place the first replacement tile to the immediate left of the dead wall, 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.

4.8 The dora indicator

Count three tile stacks into the dead wall from the original break in the wall, and turn the top tile face up to determine the dora indicator. 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. seven bamboo is dora if six bamboo is the dora indicator. If the indicator is a nine, the dora is the one 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.

4.9 The deal

The player who is East takes the first four tiles in the wall after the original break in the wall. Tiles are taken clockwise in the wall, 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 stacks in the wall. South, West and North each take one tile in order. (This corresponds to East taking one tile, waiting for the other players to take one tile each, and then East takes his fourteenth tile). East now has a starting hand of fourteen tiles, whereas the other players have thirteen tiles each. Each player arranges his tiles upright in front of himself, so only he can see the faces. The dice are placed at East’s right; in this way it is always clear to all players which player is East.

5 GAME PLAY

The object of play is to form a complete hand. The ultimate object of the game is to accumulate the most points from the winning hands. It doesn’t matter how many hands each player has won, the accumulated score determines the winner.

5.1 Phases of the game

A player’s turn begins when a tile is acquired and ends when a tile is discarded. During a normal set of turns all players have their turn once. A normal set of turns is interrupted if a tile is claimed for kantsu, kōtsu or shuntsu, or a concealed kantsu is declared. A hand lasts until a player has completed a hand and won, or a drawn game occurs. During a round all players are East in turn. A complete session consists of two rounds: the east round and the south round.

5.2 Valid hand

A complete valid hand is composed of four groups and a pair, or seven different pairs, or the Thirteen Orphans yaku. A group may be a shuntsu, a kōtsu or a kantsu. Each group can be melded or concealed. In addition, a complete hand must have at least one yaku (scoring pattern). A player who is furiten, is not allowed to win on a discard.

- A shuntsu is three consecutive tiles of the same suit. A shuntu cannot be made with dragons or winds. 8-9-1 in the same suit is not a shuntsu.
- A kōtsu is composed of three identical tiles.
- A kantsu is composed of four identical tiles. A pair is composed of two identical tiles.

For example:

Shuntsu 

四萬	伍萬	六萬
----	----	----

 ; Kōtsu 

●●●	●●●	●●●
-----	-----	-----

 ; Kantsu 

東	東	東	東
---	---	---	---

 ; pair: 

●●	●●
----	----

5.3 A player’s turn

Players take their turns in order. East begins, and the turn order proceeds counter-clockwise. A player begins his turn by drawing or claiming a tile and ends his turn by discarding a tile. However, since East begins with fourteen tiles, East doesn’t draw a tile on his first turn.

Discards are placed in an orderly fashion, six tiles in a row, in front of each player and within the wall, so that it is clear who discarded which tiles and in which order. It is permissible to extend the third line of discards over six tiles.

5.4 Making a group

- The most recent discard can be claimed by any of the other players, provided they can complete a winning hand, a kōtsu, or a kantsu. A claimed kōtsu or kantsu may result in players losing their turn, as play continues from the claiming player, not from the discarding player.
- The player about to begin his turn can claim the most recent discard for a shuntsu. If the player doesn't want to claim the discard, he begins his turn by picking the next tile from the wall.

When claiming a tile for a shuntsu, kōtsu or kantsu, the player first clearly calls “chii”, “pon” or “kan” respectively. Secondly, the player reveals the matching tiles from his hand. And thirdly, he discards a tile from his hand and takes the tile called for. For the third step the order of the two actions is not important: the player can take the claimed tile first and then discard, or the other way round.  
Errors in the order above when claiming tiles should be pointed out to the player, but there will be no penalty. The player should take the claimed tile before the next two players have made a discard. Failing to take the claimed tile in a timely manner results in a dead hand, since the player will have a false set.

5.4.1 Precedence and timing for declarations

Claiming a tile to win takes precedence over any other claim. When several players declare a win on the same discarded tile, the player closer to the discarder, according to the turn order, takes precedence.  
Claims for a kōtsu or kantsu take precedence over claims for shuntsu.

When it's not their turn, players have 3 seconds to claim a tile. If the most recent discard is claimed after the next player has picked a tile, but within three seconds after the discard, the picked tile is replaced in the wall.  
During their turn, players are not limited in time to play, but repeatedly taking an overlong time can be penalized for obstruction at the referee discretion.

By courtesy, East player is expected to wait until each player has sorted his hand before making his first discard.

5.4.2 Melded shuntsu

A tile can only be claimed for a shuntsu from the player on the left of the discarder. Claiming the last discarded tile for a shuntsu is done by clearly saying “chii” and placing the tile face-up along with the two tiles from the hand that complete the group.

5.4.3 Concealed shuntsu

A player can make a shuntsu with only self-drawn tiles. He must not declare it.

5.4.4 Melded kōtsu

Claiming the last discarded tile for a kōtsu is done by clearly saying “pon” and placing the tile face-up along with the two matching tiles from the hand.

5.4.5 Concealed kōtsu

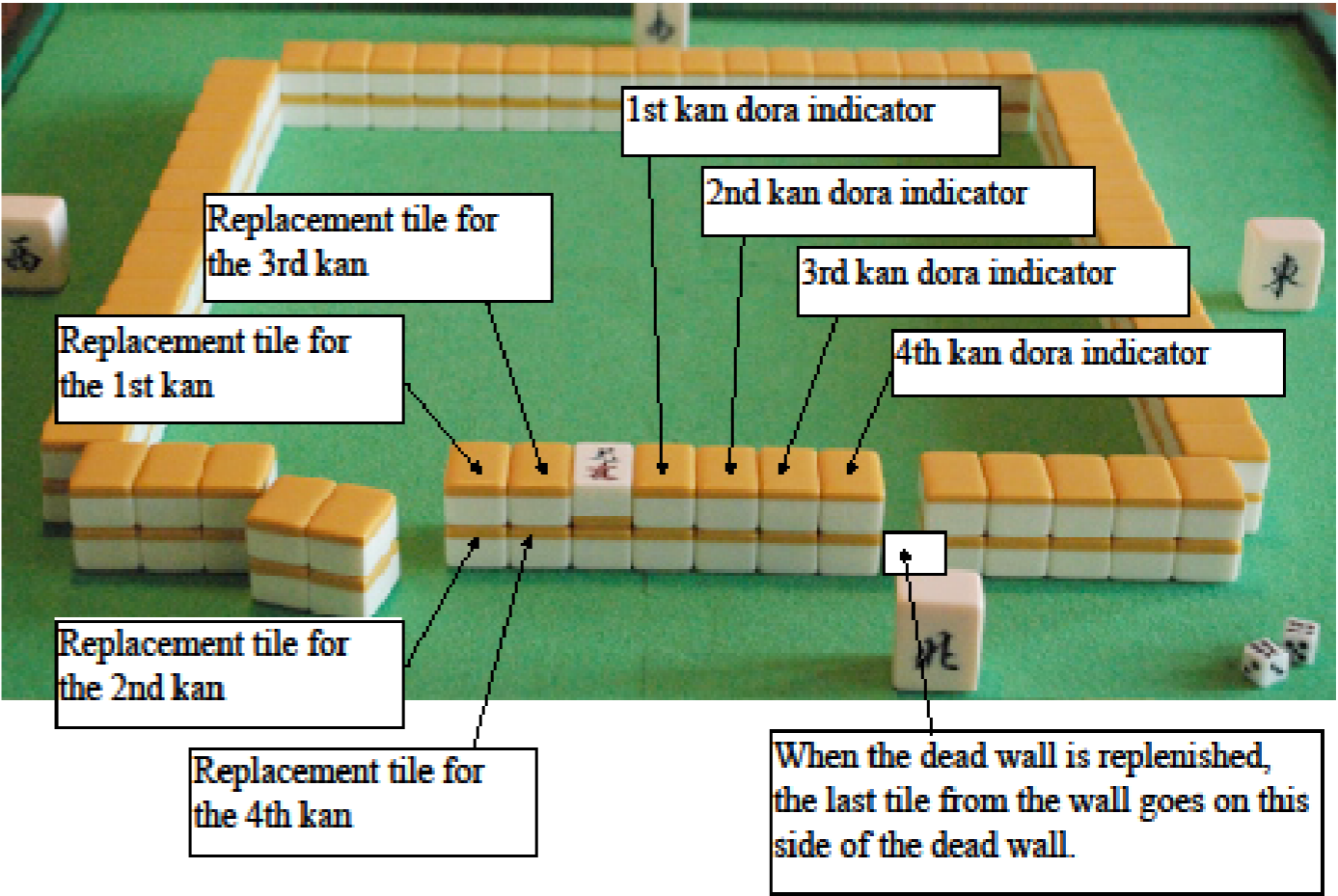
A player can make a kōtsu with only self-drawn tiles. He must not declare it.

5.4.6 Melded kantsu

Claiming the last discarded tile for a melded kantsu is done by clearly saying “kan” and placing the tile face-up along with the three matching tiles from the hand. After revealing a new kan dora, the player takes a replacement tile from the dead wall and continues his turn as if he had drawn a tile from the wall. The dead wall always comprises 14 tiles, so after a kantsu is made the dead wall is replenished with the last tile of the live wall.

5.4.7 Extending a melded kōtsu to a kantsu

A melded kōtsu may be extended to a melded kantsu in a player's turn after the player has taken a tile from the wall (as a normal draw or as a replacement tile), i.e. not in a turn where a tile was claimed for making a shuntsu or kōtsu. The player must say “kan” clearly, place the fourth tile by the rotated tile of the kōtsu, allow 3 seconds for other players' winning declarations, and then reveal a kan dora and take a replacement tile. The dead wall is replenished with the last tile of the live wall.



5.4.8 Concealed kantsu

A concealed kantsu may be declared in a player's turn after the player has taken a tile from the wall (as a normal draw or as a replacement tile), i.e. not in a turn where a tile was claimed for shuntsu or kōtsu. The player must say “kan” clearly, reveal the four tiles of the kantsu, then turn the two middle tiles face-down, reveal a kan dora and then take a replacement tile. The dead wall is replenished with the last tile of the live wall.  
A player still has a concealed hand after declaring a concealed kantsu, if the player has no open groups.  
A concealed kantsu cannot be robbed, except to win on the Thirteen Orphans yaku.

Note that four identical tiles only make a kantsu if they are declared as being a kantsu.

5.4.9 Fourth kantsu

Only four kantsu can be declared by hand. When the fourth kantsu is made the game continues, but no further kantsu may be declared. Under no circumstance can a fifth kantsu be made.

5.4.10 Displaying groups

Tiles in melded groups, as well as concealed kantsu, can not be rearranged to form other groups, and they can not be discarded.

After calling a tile, the relevant tiles from the hand are immediately exposed. It is allowed to make the discard before the claimed tile is taken. If the claimed tile is not taken within the next two opponents’ turns, i.e. before another two discards has been made, the player has a dead hand.

Melded groups and concealed kantsu 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.

- If the tile was discarded by the player sitting on the left, the claimed tile is put on the left side of the group.
- If the tile was discarded by the player sitting in front, the claimed tile is put in the middle of the group.
- If the tile was discarded by the player sitting on the right, the claimed tile is put on the right side of the group.

A daiminkan has one rotated tile. A shōminkan has two rotated tiles: the extending tile is placed by the previously rotated tile. A concealed kantsu hasn’t rotated tiles; instead the two central tiles are turned face-down.



5.5 Winning on a discard (ron)

A player who can form a valid hand with at least one yaku with the last discarded tile can win by clearly declaring “ron”, unless he is furiten.

5.6 Winning on self-draw (tsumo)

A player who can form a valid hand with at least one yaku with a tile just drawn from the wall or the dead wall can win by clearly declaring “tsumo”. The player should keep the winning tile apart from the rest of the hand, so it is clear to all players which was the winning tile. A player who is furiten can still win on self-draw.

If the player fails to keep the winning tile apart, his win is still valid but he will not score any minipoints or yaku requiring a particular wait. I.e. the pinfu yaku can not be awarded in such a case.

5.7 End of a hand

A hand can end in two ways: by exhaustive draw (no-one declares a win after the discard after the last tile) or by one or more players declaring a win. Chombo results in a re-deal and does not count as a hand. There is no abortive draws.

5.7.1 Last tile

The last tile can only be claimed for a win, not for a shuntsu, kōtsu or kantsu. In case a kantsu is declared at the second-to-last tile, the replacement tile becomes the last tile. It is not allowed to declare a concealed kantsu on the last tile. The fourteen tiles of the dead wall are not used.

5.7.2 Exhaustive draw

An exhaustive draw occurs if no-one declares a win after the discard after the last tile. After an exhaustive draw the players must announce if their hand is tenpai or noten. Tenpai hands must be shown (tiles turned face up). Noten hand must not be revealed. A player having a tenpai hand can choose to declare it noten and not reveal it, unless he had declared riichi. Players announce if they are tenpai or noten in order: East declares first, then South, then West, and finally North. It is permissible to declare out of turn, but the announce can not be changed.

Noten players pay a penalty to tenpai players.

The total noten penalty amounts to 3000 points, shared between players as follow:

Number of noten players	Penalty paid by each noten player	Points earned by each tenpai players
1	3,000	1,000
2	1,500	1,500
3	1,000	3,000
4	0	-

Players who have declared riichi are obliged to show their tenpai hand in case of an exhaustive draw. If they can’t, or won’t, they will be penalized for noten riichi (see the “wrong riichi declaration” section).

After an exhaustive draw, a continuance counter is placed on the table at East’s right-hand side.

5.7.3 Abortive draw

The World Riichi Rule does not recognize any abortive draw case.

5.7.4 Handling riichi bets after drawn games

In case of a drawn game, any riichi bets stay on the table to be claimed by the next player who declares a win.

5.7.5 Furiten

A furiten or temporary furiten player is not allowed to claim a win on a discard. He can still win by self-draw.

- A player is furiten if he can form a valid hand with one of his previous discards, even if the hand would not have any yaku. A furiten player can choose to change his hand to avoid being furiten, unless he has declared riichi.

- A player is temporarily furiten if he fails to claim a win on a discard completing a valid hand, even if the hand would not have any yaku. This also applies for missing an opportunity to rob a kantsu. The state of temporary furiten ends when the player draws a tile, unless he has declared riichi. It does not matter if the set of turns is interrupted by claims for shuntsu, kōtsu or kantsu: the player is still temporarily furiten until his next draw. If the player had declared riichi, he remains temporarily furiten until the end of the hand.

5.7.6 When a win is declared

When 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 possibility to score the hand, the highest-scoring possibility is always chosen. A player winning by self-draw receives payment from the three opponents. A player winning by calling a tile receives payment only from the player who has discarded the winning tile. If two or three players declare a win on the same discarded tile, only the player closer to the discarder, according to the turn order, will win and have his hand scored and paid. Other players are not paid and do not have to show their winning hands. Each hand can have only one winner.

East receives more points for a win, but also pays more in case of an opponent’s self draw. When east wins the hand, a continuance counter is placed on the table at East’s right-hand side.

5.7.7 Continuance counters

A continuance counter is placed on the table at East’s right-hand side after hands where East wins and after exhaustive draws.

Each continuance 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 continuance counter to the winner, in addition to the standard payment for the hand.  
All continuance counters are removed after a hand where another player than East wins.

5.7.8 Dealer rotation

After the end of a hand, it is determined whether the East player stays East or whether the privilege proceeds to the next player.  
East stays East if he wins or if he is tenpai when there is an exhaustive draw. Otherwise, the deal rotates, and the player who was South now becomes East, while West becomes South, North becomes West and East becomes North.  
In case of chombo there is no dealer rotation: East player stays East.

5.8 Continuation of the game

When the dealer rotation is resolved, the tiles are shuffled face-down, and a new hand begun.  
When the player who began the game as East, becomes East again after all opponents had at least one hand as East, the south round begins.  
When the player who began the game as East, becomes East again after all opponents have had at least one hand as East in the south round, the game ends.

5.9 End of the game

When the south round ends, the game is over. The final winner is the player who has the most points at the table for the session. 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 at the end of the session stay on the table. Nobody collect them.

5.9.1 No agari yame

East player can not stop the game if he wins the last hand when he has the most points at the table.

5.9.2 Session score and uma

At the end of the session, the session score is calculated as follow, without rounding:  
Session score = (points – 30,000) / 1,000 + uma

The uma depends on players’ ranking for the session: winner receives +15, second ranked player receives +5, third ranked player is penalized with -5 and the last player is penalized with -15.  
In case of ties, the points for the relevant places are split between the tied players. E.g. if two players tied at the first position, each gets a bonus of +10 ; third and fourth players get -5 and -15 respectively.

6 SCORING

6.1 Scoring a winning hand

Only wining hands are scored.  
All players at the table are responsible for ensuring that winning hands are scored correctly and to the maximum points.

First find the number of han (doubles): Add the number of han given by the yaku (at least one), the number of dora tiles, kan dora tiles, and in case of a riichi winning hand the number of ura dora. This sum is the han value of the hand.

Then the base value of the hand, the minipoints (fu), is calculated. Round the number of minipoints up to the next 10. (e.g. 32 minipoints are rounded up to 40). In case of a seven pairs hand, the hand worth 25 minipoints and there is no rounding up.

- For hands worth less than five han, the minipoints rounded up are doubled by the number of han plus 2, giving the base value of the hand.
- For hands with five or more han, the minipoints are irrelevant. The score should be read on the scoring tables:

Han	Name	Base value
5	Mangan	2000
6, 7	Haneman	3000
8, 9, 10	Baiman	4000
11 and more	Sanbaiman	6000

- For yakuman hands, the base value is 8000.  
There is no counted yakuman: a hand worth 13 or more han but not having a yakuman yaku is only rewarded sanbaiman.

- In case of winning on a self-draw, the base value is to be paid by all three opponents.  
For East, however, the value is doubled one more time. East receives double payment, but also pays twice the amount of the base value in case of an opponent’s self-draw.

- In case of winning on a discard, the discarding player must pay for all opponents, including East, i.e. four times the base value if the winner is not East, and three times the doubled base value if the winner is East.

Payments are rounded up to the next 100, though never exceeding the value of a mangan.

To the hand value are added 100 for each continuance counter on the table in case of self-draw, and 300 in case of winning on a discard.  
In addition, the riichi bets on the table are collected by the winner.

If a player score goes bellow zero, the game continues. The player will have a negative score and plays normally (he can declare riichi, he can pay the other players, ...).

6.2 Liability payment

When a player has two visible kōtsu and/or kantsu of dragons and another player feeds him a third melded kōtsu / kantsu of dragons, the feeding player is liable if the player wins with the Big Three Dragons yakuman.

When a player has three visible kōtsu and/or kantsu of winds and another player feeds him a fourth melded kōtsu / kantsu of winds, the feeding player is liable if the player wins with the Big Four Winds yakuman.

A kōtsu / kantsu is visible if it is melded or if it is a concealed kantsu.

If the player wins by self-draw, the liable player must pay the full value of the hand, including all continuance counters points.  
If the player wins by claiming a tile, the liable player shares the payment equally with the discarder of the winning tile. Only the discarder pays the continuance counter points.

6.3 Minipoints (Fu)





	Fu	
Winning	20	
Seven pairs	25	No other fu are added.
Winning on a discard on a concealed hand	10	
Winning by self-draw	2	Not counted in case of pinfu yaku.
Edge wait	2	Winning on the 3 or 7 tile of an 1-2-3 or 7-8-9 shuntsu.
Middle wait	2	Winning on the central tile of a shuntsu.
Pair wait	2	Winning on a tile completing a pair.
Open pinfu	2	Awarded when an open hand worth no minipoints beside the 20 minipoints for winning.

	Middle tiles	Terminals and honours	Valuable honour	Double wind
Shuntsu	0	0	-	-
Melded kōtsu	2	4	4	4
Concealed kōtsu	4	8	8	8
Melded kantsu	8	16	16	16
Concealed kantsu	16	32	32	32
Pair	0	0	2	4

If the winning tile finishes a kōtsu, it counts as a concealed kōtsu in case of self-draw, and it counts as a melded kōtsu in case of winning on a discard.



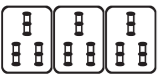
The two minipoints for edge, closed or pair wait can be claimed even if the hand is waiting for other tiles. Edge wait is 1-2 waiting for 3 or 8-9 waiting for 7. Closed wait is waiting for the centre tile of a chow. Pair wait is waiting to finish the pair.

When there is several ways to score the hand, the highest-scoring possibility must always be chosen.

In special cases like   , even though it is only possible to win on , no minipoints can be claimed since the tile finish neither an edge wait, a closed wait nor a pair wait.

6.4 Dora

The winning player gets one han for each dora in his hand.  
If several dora indicators points to the same tile, the dora is counted for each indicator.

For example, if the initial dora indicator is , and a kan dora indicaor is also , and the winning player have a  kotsu in his hand, then he have 6 dora, giving 6 han.

The active dora come from:

- The initial dora indicator.
- Kan dora indicators: i.e. dora indicators revealed for each kantsu, whatever the kantsu where made by the winning player or by another player.
- Ura dora indicators: i.e. dora indicators beneath other active dora indicators; only if the winning player has declared riichi.

When a kantsu is declared, the kan dora indicator must be revealed before the player discards.

- If a player wins by robbing a kantsu, there is no kan dora indicator for the robbed kantsu. Indeed, the robbed kantsu was not completed. If the dora indicator was already revealed before the win is declared, the indicator is turn-back face down.
- If a player wins on the replacement tile after a kantsu, the kan dora indicator is revealed.

6.5 Yaku list

Several yaku requires the hand to be closed. A closed hand can be won on a discard. If the discarded winning tile finishes a kōtsu, the kōtsu is considered melded when scoring the minipoints, but the hand as such is still closed.

The yaku are cumulative unless specified otherwise, so several yaku may be combined in the same hand.  
Yakuman yaku are not cumulative.

6.5.1 One han yaku  
RIICHI — RIICHI — [The hand must be closed]  
Closed waiting hand declared at 1000 points stake.

The player must declare riichi by clearly saying “riichi”, rotating the discarded tile sideways and paying 1000 points to the table by placing a stick by the discards.

If an opponent claims the rotated discard for winning, the riichi declaration is voided and the 1000 points are returned to the riichi declarer. If an opponent claims the rotated tile for a melded group, the riichi declarer must rotate his next discarded tile.  
A player is not allowed to declare riichi if there are less than four tiles left in the wall.

A player who declared riichi can no longer change his hand. However, he may declare a concealed kantsu if he draws a tile matching a concealed kōtsu, if this does not change the waiting pattern and if the three tiles can only be interpreted as a kōtsu in the original riichi hand. (E.g. in case of three consecutive kōtsu in the same suit, no kantsu may be declared, since the tiles can be interpreted as three identical shuntsu).

It is permissible for a player who is furiten to declare riichi.

IPPATSU — IPPATSU — [The hand must be closed]  
A player who declares Riichi will be rewarded for Ippatsu if he wins during the next uninterrupted set of rounds, including if he wins by self-draw on his next draw.  
Calls for shuntsu, kōtsu or kantsu, including concealed kantsu declarations, interrupt the round, making Ippatsu invalid. Riichi declarations do not interrupt the round.

DOUBLE RIICHI — DABURU RIICHI — [The hand must be concealed]  
A player who declares Riichi during the first un-interrupted set of turns will be rewarded for Double Riichi.  
Calls for shuntsu, kōtsu, kantsu and concealed kantsu declarations interrupt the round, making later Double Riichi invalid.  
Riichi declarations do not interrupt the round.

FULLY CONCEALED HAND — MENZEN TSUMO — [The hand must be closed]  
Winning on a self-draw on a closed hand.

PINFU — PINFU — [The hand must be closed]  
A pinfu hand is a hand worth no minipoints beside the 20 minipoints for winning and the 10 minipoints for winning on a discard on a closed hand. The 2 minipoints for winning by self-draw can be omitted to qualify as a pinfu hand in order to score the pinfu yaku.

The pinfu yaku is awarded for winning on a closed pinfu hand. I.e. a closed hand with four shuntsu and a pair that is neither dragons, nor seat wind, nor prevailing wind; the winning tile completing a shuntsu with a two-sided wait.

PURE DOUBLE SHUNTSU — I PEIKŌ — [The hand must be closed]  
Closed hand with two completely identical shuntsu, i.e. the same values in the same suit.

ALL SIMPLES — TANYAO CHŪ  
Closed hand with no terminals and honours.

YAKUPAI — YAKUPAI  
Kōtsu or kantsu of dragons, the player’s seat wind or the prevailing wind.  
Multiple yakupai combines.  
If the player’s seat wind is the same than the prevailing wind, a kōtsu or kantsu of this wind scores yakupai twice.

ROBBING A KANTSU — CHAN KAN  
Winning on a tile that an opponent adds to a melded kōtsu in order to make a kantsu. Since the kantsu is not declared successfully, no kan dora is revealed.  
Counts as a win on a discard.  
Robbing a Kantsu also applies when winning on Thirteen Orphans on a tile used by an opponent for making a concealed kong. A concealed kantsu can only be robbed in the case of Thirteen Orphans.

AFTER A KANTSU — RINSHAN KAIKŌ  
Winning on a replacement tile after declaring a kantsu.  
Counts as self-draw; the two minipoints for winning on self-draw are awarded.

LAST TILE DRAW — HAITEI  
Winning on self-draw on the last tile of the wall.  
If the last tile of the wall is a replacement tile drown after a kantsu, only After a Kantsu will be scored. I.e. you can not score Last Tile Draw and After a Kantsu together.

LAST TILE CLAIM — HŌTEI  
Winning by claiming the discard after the last tile of the wall.

6.5.2 Two han yaku  
SEVEN PAIRS — CHII TOITSU — [The hand must be closed]  
Closed hand with seven different pairs. Two identical pairs are not allowed.  
Seven Pairs always scores exactly 25 minipoints; extra minipoints for e.g. a pair of dragons is not awarded.

PURE STRAIGHT — IKKITSUKAN / ITSU — [Worth only one han if the hand is open]  
Hand with three consecutive shuntsu in the same suit.

MIXED TRIPLE SHUNTSU — SAN SHOKU DŌJUN — [Worth only one han if the hand is open]  
Hand with three shuntsu of the same numerical sequence, one in each of the three suits.

OUTSIDE HAND — CHANTA — [Worth only one han if the hand is open]  
All groups contain terminals or honours, and the pair is terminals or honours.  
The hand must contain at least one shuntsu.

ALL KŌTSU — TOITOI HŌ  
Hand with four kōtsu and/or kantsu and a pair.

TRIPLE KŌTSU — SAN SHOKU DOKŌ  
Hand with three kōtsu and/or kantsu, one in each suit, of the same number.

THREE CONCEALED KŌTSU — SAN ANKŌ  
Hand with three concealed kōtsu and/or kantsu.  
Note that the entire hand is not required to be closed.

THREE KANTSU — SAN KANTSU  
Hand with three kantsu.

ALL TERMINALS AND HONOURS — HONRŌTŌ  
Hand containing only terminals and honours.  
Add two yaku for All Kōtsu or Seven Pairs.  
Does not combine with Outside Hand.

LITTLE THREE DRAGONS — SHŌ SAN GEN  
Hand with two kōtsu and/or kantsu of dragons and a pair of dragons.  
Add the two yaku for the individual kōtsu / kantsu of dragons.

6.5.3 Three han yaku  
TWICE PURE DOUBLE CHOWS — RYAN PEIKŌ — [The hand must be closed]  
Closed hand with four shuntsu which two and two form Pure Double Shuntsu.  
Does not combine with Pure Double Shuntsu.

HALF FLUSH — HONITSU — [Worth only two han if the hand is open]  
Hand with tiles from only one of the three suits, in combination with honours.

TERMINALS IN ALL GROUPS — JUNCHAN — [Worth only two han if the hand is open]  
All groups contain terminals, and the pair is terminals.  
The hand must contain at least one shuntsu.  
Does not combine with Outside Hand.

6.5.4 Five han yaku  
BLESSING OF MAN — RENHŌ — [The hand must be closed]  
Winning on a discard in the very first un-interrupted set of turns, before the player has had his first turn.  
Calls for shuntsu, kōtsu or kantsu, including concealed kantsu declarations, interrupt the round, making later Renhō invalid. Riichi declarations do not interrupt the round.

6.5.5 Six han yaku  
FULL FLUSH — CHINITSU — [Worth only five han if the hand is open]  
Hand composed entirely of tiles from only one of the three suits, without any honours.  
Does not combine with Half Flush.

6.5.6 Yakuman yaku

BLESSING OF HEAVEN — TENHŌ — [The hand must be closed]  
East player winning on his initial dealt tiles.  
Not valid if the player declares a concealed kantsu.  
On the initial deal, all 14 tiles are considered to have been drawn at the same time. So minipoints for the wait can not be scored.

BLESSING OF EARTH — CHIHŌ — [The hand must be closed]  
Winning on self-draw in the very first un-interrupted set of turns.  
Calls for shuntsu, kōtsu or kantsu, including concealed kantsu declarations, interrupt the round, making later Chihō invalid. Riichi declarations do not interrupt the round.

THIRTEEN ORPHANS — KOKUSHI MUSŌ — [The hand must be closed]  
Closed hand with one of each of the thirteen different terminal and honour tiles, plus one extra terminal or honour tile.  
The hand can be completed on any tile; it does not need to be waiting on thirteen different tiles.

NINE GATES — CHŪREN PŌTO — [The hand must be closed]  
Closed hand consisting of the tiles 1112345678999 in the same suit plus any one extra tile in the same suit. The hand can be completed on any tile; it does not need to be waiting on nine different tiles.

FOUR CONCEALED KŌTSU — SŪ ANKŌ  
Hand having four concealed kōtsu and/or kantsu.  
I.e. a closed hand with four concealed kōtsu, completed by self-draw or by claiming a tile to complete the pair.

FOUR KANTSU — SŪ KANTSU  
Hand with four kantsu.

ALL GREEN — RYŪ IISŌ  
Hand composed entirely of green tiles. Green tiles are: green dragon and 2, 3, 4, 6 and 8 of bamboo. The hand is not required to include the green dragon.

ALL TERMINALS — CHINRŌTŌ  
Hand composed entirely of terminal tiles.

ALL HONOURS — TSŪ IISŌ  
Hand composed entirely of honour tiles.

BIG THREE DRAGONS — DAISANGEN  
Hand with three kōtsu and/or kantsu of dragons.  
A player feeding the last kōtsu or kantsu may be subject to liability payment.

LITTLE FOUR WINDS — SHŌSŪSHI  
Hand with three kōtsu and/or kantsu of winds and a pair of winds.

BIG FOUR WINDS — DAISŪSHI  
Hand with four kōtsu and/or kantsu of winds.  
A player feeding the last kōtsu or kantsu may be subject to liability payment.

7 FOULS AND PENALTIES

7.1 Types of penalties

NOT PENALIZED — For trivial offences.  
Repeated cases or refusal to follow requests may lead to obstruction penalty at the referee’s discretion.

POINT PENALTY — For minor offences or particular cases.  
The points are removed from the offending player’s overall score. They are not added to the opponents’ scores. It doesn’t change the table’s score.  
(1 overall score point is equivalent to 1000 points at the table.)

DEAD HAND — When the offending player’s hand can not continue normally.  
The offending player cans no longer chii, pon, kan, riichi nor win during this hand. This includes the interdiction to

declare a concealed kantsu. The hand is noten.

CHONBO — When other players’ hand can not continue normally.  
20 points penalty and the hand is re-dealt.  
Riichi bets are returned to the players who declared riichi. No continuance counter is placed, and the dealer does not rotate. There is no “mangan payment”.  
• If a chonbo occurs simultaneously with a win, the hand is not re-dealt: the offending player gets a 20 points penalty, the winning hand is scored, and the seat rotation is resolved normally.  
• If a chonbo occurs simultaneously with an exhaustive draw, there is no noten payment and no continuance counters are added.

DISQUALIFICATION — When the tournament cannot continue normally.  
The offending player is not allowed to play anymore for the whole tournament.  
He will not be listed in the ranking.  
Relevant organizations, like the national federation he depends on, will be informed.

7.2 Fouls

Empty call and changing a call:  
A player making a call, including riichi and concealed kantsu declarations, but being unable to perform the claimed action will be penalised for “empty call”.  
Calls can not be changed. If the player is unable to perform the first call, he will be penalised for “empty call”.

- |  |  |
|--|--|
| • Empty call for a shuntsu, kōtsu or kantsu: | Dead hand  |
| • Empty concealed kantsu declaration:        | Dead hand  |
| • Empty riichi declaration:                  | Dead hand  |
| • Empty call for a win:                      | Chonbo (even if the offending player has not shown his hand) |

Calling with a dead hand (including concealed kantsu and riichi declaration):  
• If the hand was not formally declared to be dead: Not penalized.  
• If the hand was formally declared to be dead: 20 points penalty, the game continues.

Wrong word:  
The valid terms for calling are: “chii”, “pon”, “kan”.  
The valid terms for declaring riichi are: “riichi”, “reach”.  
The valid terms for winning on a claimed tile are: “ron”.  
The valid terms for winning on a self-drawn tile are: “tsumo”.

- |   |                        |
|---|------------------------|
| • Using alternative terms like “chow”, “pung”, “kong” or “mahjong”: | One (1) point penalty. |
| • Using an incorrect term (e.g. saying “ron” instead of “tsumo”):   | One (1) point penalty. |

Claiming a false group (e.g. claiming an 1-bamboo tile for making an 1-circle kantsu):  
• Before the player discards a tile: Not penalized, the mistake can be corrected.  
• After the discard: Dead hand, the mistake cannot be corrected.

Wrong tile count:  
• Not taking a claimed tile it before the next two players have made a discard: Dead hand  
• Having too many or too few tiles: Dead hand

Wrongly revealing tiles:

	1 to 5 tiles	6 tiles or more
From the live wall	Not penalized	Chonbo
From the dead wall	Dead Hand	Chonbo
From the player’s own hand	Not penalized	Chonbo
From another player’s hand	Dead Hand	Chonbo

If six tiles or more are revealed due to no mistake on a player’s part, the hand is re-dealt without any point penalty. Wrongly revealed tiles are placed back where they came from.

Picking a tile from the wrong part of the wall:

- From the live wall: Not penalized
- From the dead wall: Dead hand

If the mistake is realized or pointed out before the discard, the mistake should be corrected.

Wrong riichi declaration:

- Not placing the 1000 points riichi bet: Not penalized, the mistake should be corrected.
- Not saying “riichi” or “reach”: Dead hand, the riichi declaration is voided.
- Not rotating the discard: Dead hand, the riichi declaration is voided.
- Declaring riichi on an open hand: Dead hand, the riichi declaration is voided.
- Declaring riichi on a noten hand (noten riichi): Chonbo. \*
- Invalid concealed kantsu after having declared riichi: Chonbo.

When a riichi declaration is voided, the player takes back his riichi bet and will not get a noten riichi penalty. Cases of noten riichi and invalid kantsu are only determined in case the player wins or there is an exhaustive draw.

\* The noten riichi penalty does not apply if the player’s hand is noten solely due to a dead hand penalty occurring after the riichi declaration. The player still pays for being noten.

Passing information:

Penalty at the referee discretion. Minor cases would not be penalized.

It is permissible to correct a player who is about to commit a minor irregularity or etiquette error. It is permissible to make it clear if a player has a dead hand.

Cheating:

A player caught cheating will be immediately disqualified.

Obstruction:

Penalty at the referee discretion.

Repeated obstructive behaviour can result in disqualification.

Being late for a session:

- Being late by one to ten minutes: One (1) point penalty per minute.
- Being late by more than ten minutes: Replacement by a substitute player for the session.

Missing a session and substitute players

Substitute players are scored normally and then not included in the ranking.

The player missing the session doesn’t get any point and will have a 30 points penalty. This penalty is not cumulative with the 10 points penalty for being late 10 minutes. A player who is late by ten minutes and is substituted will only have a 30 points penalty for missing the session.

At the head referee discretion, a player intentionally missing a session without good reason can be disqualified for obstruction; especially if he leaves the table when his score is bellows the penalty or if the penalty doesn’t make a real difference regarding his current overall score.

8 TOURNAMENTS

8.1 Tournament sessions

To ease tournaments schedules, a time limit can be applied to each session. The recommended time limit is 90 minutes. When the time ends, players must finish the current hand. If the walls are not set up or the dice not thrown when the time ends, the session ends immediately. In case of chonbo during the last hand, the hand is not re-dealt.

At the beginning of sessions, waiting for the signal to begin, players are allowed to build the walls, but the dice cannot be thrown and the deal cannot begin before the signal.

8.2 Score recording

Championship organizers are free to use any convenient way they like to keep the scores during sessions. When using scoring sticks, organizers must prepare a way to handle scores bellow zero and inform the players about it. For example, by having referees distributing extra scoring sticks when necessary and/or recording “debts” on a sheet. The game continues anyway.

When paying with scoring sticks, players should put the sticks on the table for anyone to see them.

			Han		
			Closed	Open	
Riichi	Riichi	立直	1		
Ippatsu	Ippatsu	一発	1		+ 1 han for Riichi.
Double Riichi	Daburu riichi	ダブル立直	1		+ 1 han for Riichi.
Fully Concealed Hand	Menzen tsumo	門前清自	1		
Pinfu	Pinfu	平和	1		
Pure Double Shuntsu	Ii peikō	一盃口	1		
All Simple	Tanyao chū	断么九	1	1	
Yakupai	Yakupai	役牌	1	1	
Robbing a Kantsu	Chan kan	搶槓	1	1	
After a Kantsu	Rinshan kaihō	嶺上開花	1	1	
Last tile draw	Haitei	海底摸月	1	1	
Last tile claim	Hōtei	川底撈魚	1	1	
Seven pairs	Chii toitsu	七対子	2		Seven different pairs.
Pure Straight	Ikkitsukan / Ittsu	一气通貫	2	1	
Mixed Triple Shuntsu	San shoku dōjun	三色同順	2	1	
Outside Hand	Chanta	全帯ヤオ	2	1	
All Kōtsu	Toitoi hō	対々和	2	2	
Triple Kōtsu	San shoku dokō	三色同刻	2	2	
Three Concealed Kōtsu	San ankō	三暗刻	2	2	
Three Kantsu	San kantsu	三槓子	2	2	
All Terminals and Honours	Honrōtō	混老頭	2	2	+ 2 han for All Kōtsu or Seven Pairs.
Little Three Dragons	Shōsangen	小三元	2	2	+ 2 han for the two Yakupai.
Twice Pure Double Shuntsu	Ryan peikō	二盃口	3		
Half Flush	Honitsu	混一色	3	2	
Terminals in all Groups	Junchan	純全帯	3	2	
Blessing of Man	Renhō	人和	5		
Full Flush	Chinitsu	清一色	6	5	
Blessing of Heaven	Tenhō	天和	Y		
Blessing of Earth	Chihō	地和	Y		
Thirteen Orphans	Kokushi musō	国士無双	Y		
Nine Gates	Chūren pōto	九蓮宝燈	Y		
Four Concealed Kōtsu	Sū ankō	四暗刻	Y		
Four Kantsu	Sū kantsu	四槓子	Y	Y	
All Green	Ryū iisō	緑一色	Y	Y	With or without green dragon.
All Terminals	Chinrōtō	清老頭	Y	Y	
All Honours	Tsū iisō	字一色	Y	Y	
Big Three Dragons	Dai san gen	大三元	Y	Y	
Little Four Winds	Shōsūshi	小四喜	Y	Y	
Big Four Winds	Daisūshi	大四喜	Y	Y	



East 親				Minipoints Fu			Non-East 子			
4 Han	3 Han	2 Han	1 Han				1 Han	2 Han	3 Han	4 Han
2600 all 7700	1300 all 3900	700 all 2000	400 all 1000	tsumo ron	20	tsumo ron	200/400 700	400/700 1300	700/1300 2600	1300/2600 5200
3900 all 11600	2000 all 5800	1000 all 2900	500 all 1500	tsumo ron	30	tsumo ron	300/500 1000	500/1000 2000	1000/2000 3900	2000/3900 7700
	2600 all 7700	1300 all 3900	700 all 2000	tsumo ron	40	tsumo ron	400/700 1300	700/1300 2600	1300/2600 5200	
	3200 all 9600	1600 all 4800	800 all 2400	tsumo ron	50	tsumo ron	400/800 1600	800/1600 3200	1600/3200 6400	
	3900 all 11600	2000 all 5800	1000 all 2900	tsumo ron	60	tsumo ron	500/1000 2000	1000/2000 3900	2000/3900 7700	

The “East” side gives the payments values when the East player wins.  
The “Non-East” side gives the payments values when the South, West or North player wins.

The “tsumo” lines give the points paid by each opponent to the winner, or the points paid by each non-East opponent / by East.  
The “ron” lines give the points paid by the discarder.

The value of continuance counters and riichi bets are added to the value found in the table.

