

Saikouisen Nihon Pro Mahjong Kyoukai

Competition Rules

Chapter 1 Basic Competitor Mindset

All players must follow the basic competitor mindset listed below during matches.

- All players must strive to be fair to everyone during a match
- All players must be obligated to have a referee mindset at all times
- The ruling of the judge/referee must be followed during a match
- You must play for your own benefit
- Every effort needs to be made to ensure that the game proceeds promptly

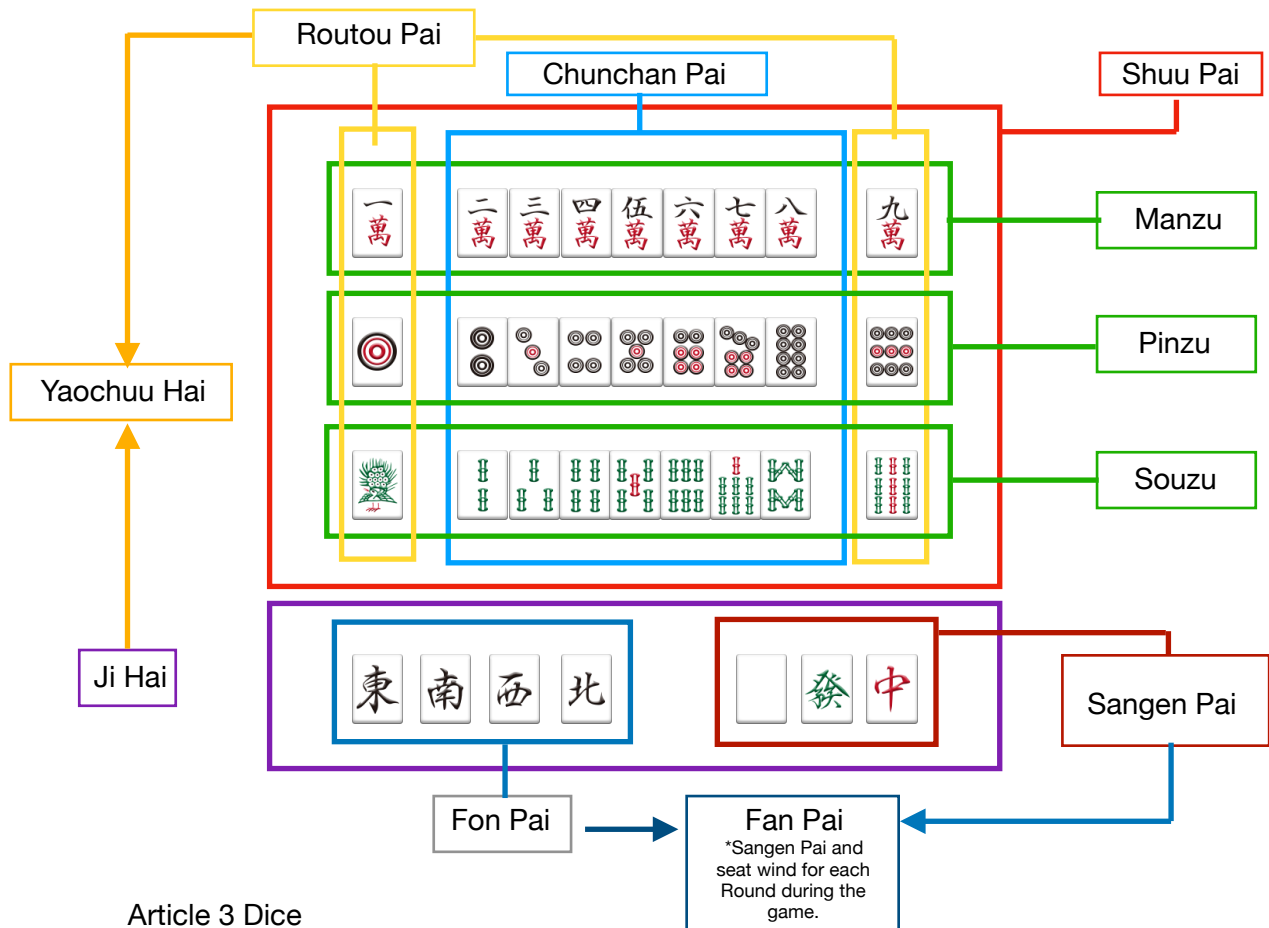
Chapter 2 Basics of the Competition

Article 1 Composition of the Competition

The competition will be done by 4 players and 1 table.

Article 2 Pai (Tiles)

2 full sets of 136 tiles are used. Each tiles are labeled and named as below.



2 six faced dice are used. The total value of the dice is called Deme and shows

1. “2, 6, 10” Shimocho (Player sitting to your right)
2. “3, 7, 11” Toicha (Player sitting across from you)
3. “4, 8, 12” Kamicha (Player sitting to your left)
4. “5, 9” Jicha (Yourself)

Article 4 Tenbo (Point Sticks)

Point sticks are used when points are moved and distributed.

Article 5 Jidoutaku (Automatic Table)

Tables used are equipped with a feature that automatically raises the wall tiles.

Article 6 Elevator Line

An elevator line is the name of the position where the wall tiles come up.

Article 7 Tachiainin (Judge/Referee)

A Tachiainin (Judge/Referee) is the person who rules the game. The Tachiainin's ruling must be obeyed, but the Tachiainin may appeal in writing by the next day.

Article 8 Shiipai (Shuffling Tiles)

Shiipai is the act of shuffling all the tiles by the players competing.

Article 9 Piipai (Wall Tiles)

Piipai is the name of the wall tiles in a stacked state.

Article 10 Ton

Ton is a unit consisting of 2 wall tiles (top and bottom).

Article 11 Kaimen (Starting the Game)

Kaimen is the name of the act of opening the place where the tiles are taken from the wall at the beginning of the game. Where to start this will be determined by the following.

1. The wall of the player based off of the dice roll is where the wall will break.
2. Looking from the middle of the table, leave the dice roll valued Ton from the left side of that player's wall.

Article 12 Wanpai (Deadwall)

The 14 tiles counting counter clockwise from the Kaimen location is called Wanpai (Deadwall).

1. Each time a Kan is declared, the current Haitei tile will be refilled into Wanpai.
2. The 4 tiles counting counter clockwise from the Kaimen location of the Wanpai is called the Rinshan Pai.
3. The order of taking the Rinshan tile is “1st Ton top tile → 1st Ton bottom tile → 2nd Ton top tile → 2nd Ton bottom tile”.

Article 13 Hou (Discard Pile)

Hou is the name of the area where the discarded tiles are placed.

Article 14 Haitei Hai (Haitei Tile)

The tile right before the Wanpai is called the Haitei Hai.

Article 15 Houtei Hai (Houtei Tile)

The last discarded tile of the game is called the Houtei Hai.

Article 16 Teban (Turn)

Teban is a player's turn that starts from the draw or call action until the discard.

Article 17 Combination of Tiles

The combination of tiles and designations are defined in the chart listed below.

Name		Explanation	Example
Mentsu	Shuntsu	Same suit in sequence	123
	Koutsu	Same suit in triplet	111
	Kantsu	Same suit in quadruplet	1111
Taatsu		1 tile missing from a complete Shuntsu	12, 13, 23
Toitsu		2 of the same tiles	11
Name		Explanation	
Koutsu	Ankou	Completed within your hand or by a tile your drew	
	Minkou	Completed by Pon or Ron	
Kantsu	Ankantsu	Completed by an Ankan (Concealed Kan)	
	Minkantsu	Completed by Daiminkan or Kakan	

Article 18 Haipai (Initial Handed Tiles)

Haipai is the name of the tiles distributed initially and before the first discard.

Article 19 Tehai (Your Hand)

Tehai is the name of your tiles, excluding Tsumo tiles, Rinshan Tsumo tiles and open called tiles.

Article 20 Touhai (Showing Your Hand)

Touhai is when you open and show your entire hand to everyone.

Article 21 Fuurohai (Called Tiles)

Fuurohai are tiles that are displayed Mentsu, Minkantsu tiles that are completed when adding the Kan tiles and/or Ankan tiles.

Article 22 Menzenchin

Menzenchin is the name of your hand situation when no tiles are called.

Article 23 Cha

1. The starting Dealer when the game starts is called Chiicha
2. Counter clockwise from the Dealer is called Toncha (East), Nancha (South), Shaacha (West), Peicha (North)
3. Toncha (East) is also called Chancha.
4. Players other than Toncha is called Sancha.
5. You are also called Jicha.
6. Players other than yourself is called Taacha.
7. The player sitting to your left is called Kamicha, the player sitting across from you is called Toicha, the player sitting to your right is called Shimocha.

Article 24 Dora

1. The player sitting in front of the Wanpai will place the Rinshan tile next to the second Rinshan tile.
2. After the previous step, flip the top tile of the third Ton counting from the end of the Wanpai. This flipped tile is called the Dora Hyoujihai (Dora Indicator).
3. Dora is determined based off of the indicator as the following.
 - (1) Shuu Pai (Numbered Tiles)
In the order of 1→2→ . . . →8→9, the next tile. But if 9, it will be 1.
 - (2) Fon Pai (Wind Tiles)
In the order of 東→南→西→北, the next tile. But if 北, it will 東.
 - (3) San Gen Pai (Dragon Tiles)
In the order of 白→發→中, the next tile. But if 中, it will be 白.
4. Each Dora used when winning a hand will award you an additional 1 Han.
5. Dora will increase each time there is a Kan. The first additional Kan will flip a new Dora next to the existing Dora Indicator (Opposite side of the last tile of the Wanpai). This process will repeat each time an additional Kan is made.
6. All Dora Indicators will be flipped by the player who has it in front of them.
7. Players who win via Riichi will have Ura Dora added to their hand. The tile beneath the Dora Indicator will be the Ura Dora Hyoujihai (Ura Dora Indicator).
8. All Dora cannot be forfeited.

Article 25 Mise Hai (Showing Tiles)

Showing tiles that are not supposed to be revealed during a game is called Mise Hai. If displayed, these tiles must be shown to all players, and placed back to its original location and the game will go on.

Chapter 3 Progress of the Competition

Article 26 Preparing the Hanchan

1. The 4 players will sit at random, and one of the players will gather 4 tiles; one of “東,南,西,北” and 2 tiles; one of “1,2” of Pinzu with a total of 6 tiles in total. These tiles will be faced down and shuffled, then lined up side by side.
2. The player sitting across from the player who shuffled these tiles will roll the dice. Temporary East will depend on what the value of the roll. The person sitting on the value of the roll will roll the dice again.
3. Place the 6 tiles faced up and put the Shuu Pai to the edge.



4. The player who was designated by the second dice roll in this Article will take the Fon Pai and the next one by next player in counter clock wise order. If the value of the dice roll is an odd number, take from the tile next to “1”. If the value of the dice roll is an even number, take from the tile next to “2”.
5. The player who falls under East will move and sit at temporary East. All other players will sit based off of their designated seating.
6. The player sitting at temporary East will roll the dice. Depending on what the value of the dice roll is, that player will now be temporary starting Dealer, and roll the dice again. The player sitting at the value of the dice roll at this point will be the starting Dealer.

Article 27 Progression of the Hanchan

1. A win or Tenpai declared by the Chancha (Dealer) will repeat the Dealer turn. This is called Renchan.
2. If a Sancha (Non-Dealer) wins a hand, or the Chancha is not in Tenpai (No-Ten), the Dealer will move to the next player in order. This is called Rinchan.
3. Once everyone has their Dealer turn and the last player ends their Dealer turn, this will be the end of the Ton-Ba (East Round), and the start of the second Chancha turn until the end of the last player’s Chancha turn is called Nan-Ba (South Round).
4. The name of the unit and progression of which the Chancha is moved will be the following:
東 1 局 → 東 2 局 → 東 3 局 → 東 4 局 → 南 1 局 → 南 2 局 → 南 3 局 → 南 4 局
East 1 → East 2 → East 3 → East 4 → South 1 → South 2 → South 3 → South 4
5. Both Ton-Ba and Nan-Ba combined is called a Hanchan. The points will be calculated at the end of each Hanchan.
6. The start and end of a Hanchan will be determined as listed below.
 - (1) The Hanchan will begin at the start of East 1.
 - (2) Renchan or Rinchan will continue until South 4.
 - (3) If South 4 ends without a Renchan, the Hanchan will end at this point.

Article 28 Progression of the Kyoku

1. Once the initial Haipai (Initial Handed Tiles) is sorted, the game will continue with a win, or with the game progressing with a draw or tile call until the 14 Wanpai (Deadwall) tiles are left.
2. Mouta (Drawing and discarding tiles) will start from the Chancha and going counter clockwise. The tiles from the wall will be drawn clockwise.
3. A Kyoku will start and end in the order listed below:
 - (1) The Chancha will press the Set Button, and the Kyoku will start once the wall comes up.
 - (2) As a basic foundation, the order to form the Igeta (pushing the wall into a # shape) is [Toncha · Shacha]→[Nancha · Peicha]
 - (3) The location of where to break the wall is done by the Chancha's dice roll.
 - (4) Take the tiles starting from the Chancha and then counter clockwise.
 - (5) While taking the tiles in the order listed above, drop the Rinshan tile and reveal the Dora Indicator tile.
 - (6) The Chancha will discard the first tile, and will then progress to the Shimocha's Mouta (Draw or call tiles and then discard). This process will be repeated.
 - (7) By confirming the points distributed when a win is declared or if there is no winner and goes into Ryukyoku, the Kyoku will end.

Article 29 In Between Kyoku

1. Perform Shiipai (Suffling Tiles). Shiipai will be initiated by the next Chancha.
2. The next Chancha will press the Set Button, and everyone will push their tiles into the table.
3. If anyone needs to leave their seat due to an emergency, the player can but must get permission by the judge between the end of the Kyoku and prior to the previously listed order.

Article 30 The Independency of Piipai (Wall Tiles)

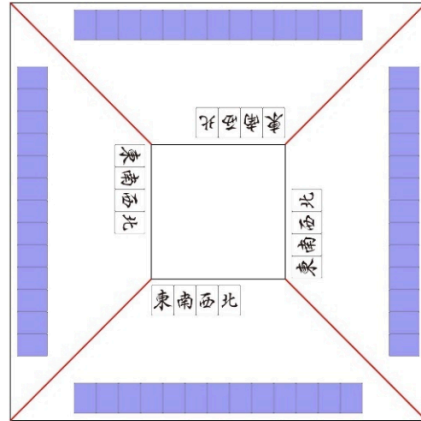
Players are not allowed to touch the wall tiles that are in front of other players unless it is to draw their tiles.

Article 31 The Responsibility to Judge

If there is a player that did not follow the correct order of the game, you are not allowed to progress the game. In any case this happens, you will need to call the judge.

Article 32 Permitted Range of Movement

You are not allowed to go beyond the area (see the red line in the image below) other than when it is your turn to draw a tile.



Article 33 Speaking During a Game

1. When speaking necessary to continue a game, it must be done in a way where all players sitting at the table can hear clearly.
2. Any talking during a game must be kept at a minimum to only contents needed to proceeding the game.

Chapter 4 Competition Actions

Article 34 Tori Dashi (Taking Your Initial Tiles)

1. Tori Dashi is the action where you take your Haipai (Initial Handed Tiles).
2. This is done from the Chancha and the counter clockwise.
3. Take the tiles from the wall clockwise.
4. Start taking your tiles once you confirm that the Kamicha's hand is back to their area.
5. Follow the order listed below.
6. Take 2 Ton (A unit consisting of 2 wall tiles. Top and bottom) each from where the wall is broken, and repeat this 3 times.
7. Chanchan will then take the top tiles of the 1st Ton and 3rd Ton.
8. Sancha will each take 1 tile each in order.

Article 35 Tsumo

1. The action where a player takes a tile from the Piipai (Wall Tiles) to add to their hand is called Tsumo.
2. Initiate your Tsumo when you verified that the Kamicha discarded their tile (if Riichi, when the Riichi Stick is placed), and their hand retracts past the Elevator Line.
3. The movement of your hand is considered your start of the Tsumo motion.
4. A player who initiated a Tsumo motion can not stop or change their action.
5. Tiles obtained via Tsumo is called Tsumo Hai.

Article 36 Dahai (Discarding Tiles)

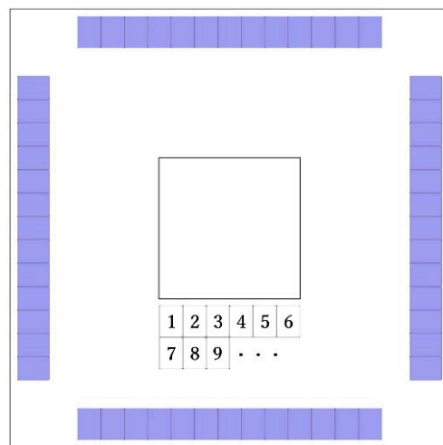
1. The action where a tile is discarded willingly from your hand or from the Tsumo Hai is called Dahai.
2. Tiles discarded must be placed in its designated location stated in Article 38.
3. The hands from the tiles discarded must be retracted in a timely manner so the discarded tiles can be visible to all players at the same time.
4. Once the discarded tiles touch the mat, the discard is deemed completed and you are unable to change the discarded tile.

Article 37 Mouta (Drawing and Discarding Tiles)

1. The action of the start of a Tsumo and until the Dahai is called Mouta.
2. Do not put your Tsumo tile in your hand prior to discarding a tile. You must also make it clear that the tile was not put in your hand prior to discard.

Article 38 Sutehai (Discarded Tiles)

1. Tiles that were discarded during a Dahai is called a Sutehai.
2. See the image below on where the first discard tiles are placed.



Your hand

3. A Sutehai will have 6 tiles for the first row, and the second row will be placed below the first row.
4. Do not touch the discarded tiles if not necessary.

Article 39 Riichi

1. Riichi will be completed as long as no one declares Ron on the Riichi Tile. The order to complete a Riichi is listed in step 13 of this article.
2. You are unable to retract a Riichi once past (3) of step 13 of this article.
3. You are only able to declare Riichi when in Menzen (Closed Hand).
4. You are able to declare Riichi even if it is a Furiten Riichi or even if you have no Tsumo turns left.
5. You are unable to declare Riichi on the Houtei Tile.
6. If someone calls your Riichi Tile, place the next tile you draw sideways.

7. If the tile you discarded in the previous step is also called, place the next tile sideways. Repeat this step until no one calls your tile anymore.
8. You must discard your Tsumo Tile once you declare Riichi. Except for when the Tsumo Tile is your winning tile, or if you can declare an Ankan (Closed Kan).
9. You can pass up a win after a Riichi, but it will be considered Furiten after.
10. Players who declared Riichi must declare Tenpai when Ryukyoku.
11. When in Ryukyoku, the Kyoutaku (Riichi Stick) must be placed on the right corner of the Chancha.
12. Any Kyoutaku left at the time will be collected by the next winner. But if no one is able to collect the Kyoutaku at the end of the Hanchan, the Kyoutaku will be left on the table.
13. The order of declaring Riichi is listed below:
 - (1) Say "Riichi"
 - (2) Pick up the tile you will discard, and proceed with the discard.
 - (3) Place the tile to its designated location, and place it sideways.
 - (4) Place a 1000 Point Stick as Kyoutaku.

Article 40 Fuuro (Calling Tiles)

1. The action where you take another player's Sutehai (Discarded Tiles) to complete a Mentsu is called Fuuro.
2. Chii · Pon · Daiminkan are the 3 types of Fuuro and the details are listed in Article 41 · Article 42 · Article 43.
3. If a tile is called at the same time, Pon and Daiminkan will be prioritized. But if a legitimate Chii is declared as listed in Article 41, and if an illegal Pon or Kan was declared as listed in Article 43, the Chii will be prioritized.
4. How to display the called tiles will be listed in Article 44.
5. You are unable to call the Houtei Tile.
6. You are unable to discard a tile that can form a Mentsu with the tile you called. (This is called Kuikae)

Article 41 Chii

1. The action where you take your Kamicha's discard tile to complete a Shuntsu (Sequence) is called Chii.
2. The order of declaring Chii is listed below:
 - (1) Declare "Chii" at the same timing you would if you were going to Tsumo a tile as listed in Article 35 Section 2.
 - (2) Display the Taatsu that is in your hand, and take the tile your Kamicha discarded to complete your Shuntsu.
 - (3) Place the completed Shuntsu from the previous section to the right corner of your area.
 - (4) Discard a tile. This completes the Chii process.
3. You can change your Fuuro Tiles if it is before your discard. But it will be considered as Mise Hai (Showing Tiles).
4. If a mistake is noticed after the discard, a revision can be approved if it can be recorded so and if everyone at the table agrees.

Article 42 Pon

1. The action where you take an opponent's discard tile to complete a Koutsu (Triplet) is called Pon.

2. The order of declaring Pon is listed below:
 - (1) Declare "Pon" the moment the discard is completed. If the discard is from your Kamicha, you are allowed to have a pause in between.
 - (2) Display the Toitsu that is in your hand, and take the tile your opponent discarded to complete your Koutsu.
 - (3) Place the completed Koutsu from the previous section to the right corner of your area.
 - (4) Discard a tile. This completes the Pon process.
3. You can change your Fuuro Tiles if it is before your discard. But it will be considered as Mise Hai (Showing Tiles).
4. If a mistake is noticed after the discard, a revision can be approved if it can be recorded so and if everyone at the table agrees.

Article 43 Kan

1. The action where you have 4 of the same tiles to complete a Kantsu is called Kan.
2. Ankan · Kakan · Daiminkan are the 3 types of Kan.
3. All Kans will increase 1 Dora the moment a Kantsu is completed. This is called Kan Dora.
4. A Kan is completed the moment when the Kan Dora is revealed.
5. The limit to how many Kans are allowed in a Kyoku is set to 4.
6. You are unable to declare Kan if you are unable to refill the Wanpai (Deadwall).
7. You can change your Fuuro Tiles if it is before your discard. But it will be considered as Mise Hai (Showing Tiles).
8. If Chankan, the Kan will not be completed. In this case, Kan Dora will not be added.
9. The action where the 4th tile to complete a Kantsu is from within your hand or the Tsumo Tile is called Ankan.
10. The order of declaring Ankan is listed below:
 - (1) Declare "Kan" after your Tsumo.
 - (2) Display the 4 tiles. During this time, it must be clear to everyone if a Tsumo Tile or a Rinshan Tsumo Tile is included in this Kan.
 - (3) Place the completed Kantsu from the previous section to the right corner of your area.
 - (4) Reveal the new Dora Indicator.
 - (5) Take the Rinshan Tile. This tile is called the Rinshan Tsumo Hai.
 - (6) Declare another Kan, discard a tile or declare a win.
11. Ankan after a completed Riichi is allowed if the requirements below are met:
 - (1) Only declare Ankan with a Tsumo Tile.
 - (2) The type of tiles that make your Mentsu do not decrease.
 - (3) Any combination of your waiting shape does not change.
 - (4) The increase or decrease in Yaku does not matter.
12. The action where you add the same tile to an already declared Koutsu via Pon to complete a Kantsu is called Kakan.
13. The order of declaring Kakan is listed below:
 - (1) Declare "Kan" after your Tsumo.
 - (2) Add the same tile to the Koutsu that is already called.
 - (3) Reveal the new Dora Indicator.
 - (4) Take the Rinshan Tile. This tile is called the Rinshan Tsumo Hai.
 - (5) Declare another Kan, discard a tile or declare a win.
14. The action where you add your opponent's discard tile to your Ankou to complete a Kantsu is called Daiminkan.

15. The order of declaring Daiminkan is listed below:
- (1) Declare “Kan” the moment the discard is completed. If the discard is from your Kamicha, you are allowed to have a pause in between.
 - (2) Display the Koutsu that is in your hand, and take the tile your opponent discarded to complete your Kantsu.
 - (3) Place the completed Kantsu from the previous section to the right corner of your area.
 - (4) Reveal the new Dora Indicator.
 - (5) Take the Rinshan Tile. This tile is called the Rinshan Tsumo Hai.
 - (6) Declare another Kan, discard a tile or declare a win.

Article 44 How to Display the Tiles

1. Chii

Place the called tile sideways on the left of your sequence. The order of the displayed tiles from your hand does not matter.



2. Pon

Place the the tiles sideways from where the tile was called from. (This is called the Shiji Hai)

From Kamicha From Toichia From Shimocha



3. Ankan

Flip 2 of the outside or inside tiles.



4. Kakan

Place the tile on top of the Shiji Hai sideways.

From Kamicha From Toichia From Shimocha



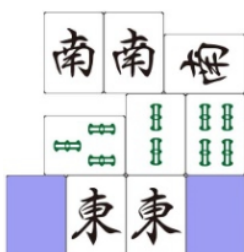
5. Daiminkan

Place the the tiles sideways from where the tile was called from.



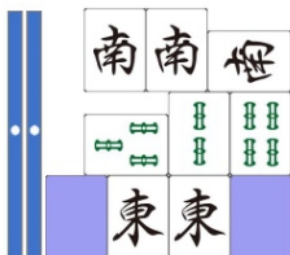
6. How to Place Your Called Tiles

Place the called tiles to your right and attach it to the corner of the table. Stack the later called tiles on top of the previously called tiles.



7. How to Place the Kyoutaku

Place the Kyoutaku to the left of the called tiles vertically.



Article 45 Agari (Definitions of a Winning Hand)

1. You are able to declare an Agari (Win) if you have a winning shape as listed in Article 46 as well as having at least a 1 Han Yaku that is listed in Article 48.
2. If you win by your own Tsumo, you are able to declare the win by saying "Tsumo" and showing your tiles. This is called a Tsumo Agari (Win via Tsumo).
3. If you win off of another player's discard, you are able to declare the win by saying "Ron" and showing your tiles. This is called a Ron Agari (Win via Ron). When declaring Ron, you will need to say it before the Shimocha of the person who discarded the tile touches the wall to draw their tile, or before the tiles are displayed in order to call the tile.
4. A winner is limited to 1 player per Kyoku. If 2 or more players declare a win, the priority of the order of a win will be Shimocha, Toimen, Kamicha from the order of the player who discarded the tile. This is called "Atama Hane" (Head Bump). Once after a Touhai (Showing your tiles to win) is done, a Head Bump will not be allowed.
5. If the winning tile is not clear to everyone, the win will not be permitted. Only Tenhou will be an exception.
6. Organize your hand prior to showing your tiles to other players.

7. In the case of a Tsumo win, declare your winning points in the order of Sancha (Non-Dealer) followed by the Chancha (Dealer), and if there are any Honba, add it to the winning points and repeat it in the same order.
8. In the case of a Ron win, declare the winning points, and if there are any Honba, add it to the winning points and declare it again.
9. Do not abbreviate the winning points when declaring a win.
10. Folding your hand will display that you acknowledge the win. The points being exchanged will happen after the win is acknowledged.
11. A win will be finalized once the 3 players other than the winner acknowledges the win.
12. All tiles must be left in place until the win is finalized.
13. Once the win is finalized, the winner can not accept the point sticks and Kyoutaku and place it in their tray until all players place their points on the table.
14. If an incorrect point declaration or exchange was noticed, it is possible to revise it if it is prior to the Chancha (Dealer) discards their first tile in the next Kyoku (If this is the last Kyoku of the game, then it will be prior to checking the final score for condition). In both scenarios, this will require everyone at the table to agree to do so.

Article 46 Shape of an Agari

The 3 shapes of a win are the following:

1. 4 Mentsu + 1 Toitsu
The Toitsu in this shape is called the Jantou.
2. Chiitoitsu
3. Kokushimusou

Article 47 Agariten (Winning Points)

1. The Agariten (Winning Points) will be determined with the combination of Yaku and/or Dora and its total Han value as listed in the chart below.

Dealer		20 Fu	25 Fu	30 Fu	40 Fu	50 Fu	60 Fu	70 Fu	80 Fu	90 Fu	100 Fu	110 Fu
1 Han	Ron	-	-	1500	2000	2400	2900	3400	3900	4400	4800	-
	Tsumo	-	-	500 All	700 All	800 All	1000 All	1200 All	1300 All	1500 All	1600 All	-
2 Han	Ron	-	2400	2900	3900	4800	5800	6800	7700	8700	9600	10600
	Tsumo	700 All	-	1000 All	1300 All	1600 All	2000 All	2300 All	2600 All	2900 All	3200 All	3600 All
3 Han	Ron	-	4800	5800	7700	9600	12000					
	Tsumo	1300 All	1600 All	2000 All	2600 All	3200 All	4000 All					
4 Han	Ron	-	9600	12000								
	Tsumo	2600 All	3200 All	4000 All								
5 Han	Ron	-	12000									
	Tsumo	4000 All										
6~7 Han	Ron	-	18000									
	Tsumo	6000 All										
8~10 Han	Ron	-	24000									
	Tsumo	8000 All										
11 Han +	Ron	-	36000									
	Tsumo	12000 All										

Non-Dealer		20 Fu	25 Fu	30 Fu	40 Fu	50 Fu	60 Fu	70 Fu	80 Fu	90 Fu	100 Fu	110 Fu
1 Han	Ron	-	-	1000	1300	1600	2000	2300	2600	2900	3200	-
	Tsumo	-	-	300 /500	400 /700	400 /800	500 /1000	600 /1200	700 /1300	800 /1500	800 /1600	-
2 Han	Ron	-	1600	2000	2600	3200	3900	4500	5200	5800	6400	7100
	Tsumo	400 /700	-	500 /1000	700 /1300	800 /1600	1000 /2000	1200 /2300	1300 /2600	1500 /2900	1600 /3200	1800 /3600
3 Han	Ron	-	3200	3900	5200	6400	8000					
	Tsumo	700 /1300	800 /1600	1000 /2000	1300 /2600	1600 /3200	2000/4000					
4 Han	Ron	-	6400	8000								
	Tsumo	1300 /2600	1600 /3200	2000/4000								
5 Han	Ron	-	8000									
	Tsumo	2000/4000										
6-7 Han	Ron	-	12000									
	Tsumo	3000/6000										
8-10 Han	Ron	-	16000									
	Tsumo	4000/8000										
11 Han +	Ron	-	24000									
	Tsumo	6000/12000										

2. If a Yakuman is finalized, any additional Yaku or Dora aside from the Yakuman value will not affect the winning points. The winning points are listed in the chart below.

Dealer	Yakuman	Double Yakuman	Triple Yakuman	Quadruple Yakuman
Ron	48000	96000	144000	192000
Tsumo	16000 All	32000 All	48000 All	64000 All

Non-Dealer	Yakuman	Double Yakuman	Triple Yakuman	Quadruple Yakuman
Ron	32000	64000	96000	128000
Tsumo	8000/16000	16000/32000	24000/48000	32000/64000

3. The winning points must be calculated at its maximum value.

Article 48 Yaku

In this article, “Shyoku” or “Suit” is used to differentiate Manzu · Pinzu · Souzu. Yaku that requires a Menzenchin (Fully Closed Hand) to win will be marked with ○. Yaku that will decrease 1 Han in value due to Chii · Pon · Daiminkan will be marked with △. Everything else will be marked with ●.

--- 1 Han Yaku ---

○門前清自摸和(メンゼンチンツモホー) Menzenchin Tsumohou (MenzenTsumo)

Win via Tsumo.

○立直(リーチ) Riichi

Finalize a win by declaring Riichi. But, this will not stack with Double Riichi.

○一発(イツパツ) Ippatsu

Winning your hand before your next Teban (Turn) after declaring Riichi. But, this will not be added if someone makes a Fuuro(Call Tiles) • Kakan • Ankan after your Riichi.

○平和(ピンフ) Pinfu

Winning a hand without any waiting shapes or partial shapes that adds Fu.

○一盃口(イーペーコー) Iipeikou

Both Suit and Number are the same for a Shuntsu (Sequence), and you have 2 sets of them. But, this will not combine with Ryanpeikou.

●断么九(タンヤオチュウ) Tanyaochuu (Tanyao)

Winning your hand that consists of Chunchan Pai (Number tiles between 2~8) only.

●翻牌(ファンパイ) Fan Pai (Honor/Wind Tiles)

Winning your hand using a Koutsu (Triplet) or Kantsu (4 of a kind) of a Fa Pai.

- If there are multiple Fan Pai Koutsu or Kantsu, a Yaku will be added for each set.
- If the Round Wind is the same as Seat Wind, the Koutsu or Kantsu will be counted as 2 Han.

●海底摸月(ハイテイモウユエ) Haitei Mou Yue (Haitei)

Winning your hand via Tsumo on the Haitei Tile.

●河底撈魚(ハウテイラオユイ) Houtei Rao Yui (Houtei)

Winning your hand via Ron on the Houtei Tile

●嶺上開花(リンシャンカイホウ) Rinshankaihou

Winning your hand via Tsumo on the Rinshan Tile.

●搶槓(チャンカン) Chankan

Winning via Ron on the tile that was used on a Kakan.

- - - - 2 Han Yaku - - -

○ダブル立直(ダブルリーチ) Double Riichi

Winning your hand by declaring Riichi on your first discard without any Fuuro or Ankan prior.

●対々和(トイトイホー) Toitai Hou (Toi Toi)

Winning your hand consisting of all Koutsu or Kantsu.

●三暗刻(サンアンコ) San Ankou

Winning your hand consisting of 3 Ankou or Ankantsu.

●三色同刻(サンショクドウコウ) Sanshyoku Doukou

Winning your hand consisting of having all 3 Suits and same number tile in a Koutsu or Kantsu.

●三槓子(サンカンツ) Sankantsu

Winning your hand consisting of 3 Kantsu.

●小三元(ショウサンゲン) Shosangen

Winning your hand using 2 Koutsu or Kantsu of the Sangen Pai and the remaining one as Jantou.

●混老頭(ホンロウトウ) Honroutou

Winning your hand that consists of Yaochuu Hai (1,9 Wind, Honor tiles) only.

△三色同順(サンショクドウジュン) Sanshyoku Doujun (Sanshyoku)

Winning your hand consisting of having all 3 Suits in the same Shuntsu number.

△一気通貫(イツキツウカン) Ikki Tsuukan (Ittsu)

Winning your hand consisting Shuntsu with “123” “456” “789” of a single Suit.

△混全帯么九(ホンチャンタイヤオチュウ) Hon Chantai Yaochuu (Chanta)

Winning your hand consisting of each Mentsu and Jantou containing Yaochuu Hai. But, this will not combine with Honroutou or Junchan.

○七対子(チートイツ) Chiitoitsu

Winning your hand by collecting 7 Toitsu.

- - - 3 Han Yaku - - -

○二盃口(リャンペーコー) Ryanpeikou

Winning your hand using 2 sets of Iipeikou.

△混一色(ホンイーソー) Honiisou (Honitsu)

Winning your hand consisting of 1 Suit and Jihai only. But, this will not combine with Chinitsu.

△純全帯么九(ジュンチャントイヤオチュウ) Junchantai Yaochuu (Junchan)

Winning your hand consisting of each Menstu and Jantou containing Routou Hai (1,9) tiles only.

- - - 6 Han Yaku - - -

△清一色(チンイーソー) Chiniisou (Chinitsu)

Winning your hand consisting of 1 Suit only.

- - - Yakuman - - -

○天和(テンホー) Tenhou

Winning your hand as the Chancha prior to the first discard. But, this will not be added if Ankan.

○地和(チーホー) Chiihou

Winning your hand as a Sancha and the first Tsumo. But, this will not be added if someone calls a tile or declares Ankan prior to the first Tsumo.

○国士無双(コクシムソウ) Kokushimusou (Kokushi)

Winning your hand by collecting one of each Yaochuu Hai, and one being a Toitsu.

○四暗刻(スーアンコ) Suu Ankou

Winning your hand consisting of 4 Ankou or Ankantsu.

○九蓮宝燈(チュウレンポウトウ) Chuurenpoutou (Chuuren)

Winning your hand by collecting “1112345678999” of 1 Suit and 1 additional tile of the same Suit.

- 大三元(ダイサンゲン) Daisangen

Winning your hand using all Sangen Pai as a Koutsu or Kantsu.

- 緑一色(リユーイーソー) Ryuuuisou

Winning your hand consisting “2,3,4,6,8” of Souzu and/or 發(Hatsu) only.

- 字一色(ツイーソー) Tsuiisou

Winning your hand consisting of Jihai Tiles only.

- 四喜和(スーシーホー) Suushiihou (Daisuushii/Shosuushii)

Winning your hand by using all 4 of the Fon Pai (Wind Tiles). But, this will not be added in the case of Chiitoitsu and Kokushimusou.

- 清老頭(チンロウトウ) Chinroutou

Winning your hand consisting of Routou Hai only.

- 四槓子(スーカンツ) Suukantsu

Winning your hand consisting of 4 Kantsu.

Article 49 Fu

1. Add the 5 elements listed below, and round up the ones to the tenth, which is called Rentei.

(1) Fuutei

All wins will be added 20 Fu.

(2) Ron Fu

Win via Ron will be added 10 Fu. But only in Menzen.

(3) Tsumo Fu

Win via Tsumo will be added 2 Fu.

(4) Machi Fu (Waiting Shape Fu)

Winning on a Penchan • Kanchan or Tanki wait will be added 2 Fu.

NAME	ADDED FU	SHAPE	EXAMPLE
RYANMEN (Double Sided)	0 Fu	Waiting on both ends of a Taatsu	23 + 3 Mentsu 1 Jantou
SHANPON (Two Pairs)	0 Fu	Waiting on a Koutsu	1122 + 3 Mentsu
KANCHAN (Middle Wait)	2 Fu	Waiting on the middle of a Shuntsu	13 + 3 Mentsu 1 Jantou
PENCHAN (Edge Wait)	2 Fu	Waiting 3 of 12, or 7 of 89	12 + 3 Mentsu 1 Jantou
TANKI (Pair Wait)	2 Fu	Waiting on a Jantou (Pair)	1 + 4 Mentsu

(5) Bubun Fu (Partial Shape Fu)

This will be added depending on the combination of the tile type. If there are multiple shapes, add each of them accordingly.

NAME	ADDED FU	
	CHUNCHANPAI	YAOCHUHAI
TOITSU	0 Fu	0 Fu (2 Fu for <u>Yakuhai</u> Only)
MINKOU	2 Fu	4 Fu
ANKOU	4 Fu	8 Fu
MINKANTSU	8 Fu	16 Fu
ANKANTSU	16 Fu	32 Fu

2. For the following 3 wins, disregard the previous Fu calculation and determine the Rentei.

(1) Win via Pinfu and Tsumo will be 20 Fu.

(2) Win via Chiitoitsu will be 25 Fu.

(3) Wins that do not add Fu other than the Fuutei will be 30 Fu.

Article 50 Honba

1. Honba will be added if the Chancha does not win or for each Ryukyoku
2. Add 300 Points per Honba for every win. But, in the case of a Tsumo win, 100 Points will be added to each player.
3. Honba will reset with each Sancha win.
4. Use the automatic table's Honba display unless told otherwise.

Article 51 Furiten

1. The following 3 Tenpai cases will be considered Furiten.
 - (1) A Tenpai where a win can be declared from your discards.
 - (2) A Tenpai where a win can be declared from discard or Kakan within the same turn. "Within the same turn" refers to the time from your discard until your next discard.
 - (3) A Tenpai where your winning tile is discarded or Kakan after Riichi.
2. A win in case of Furiten is only allowed via Tsumo.

Article 52 Ryukyoku

1. A Ryukyoku is determined if a win did not occur when the Houtei Tile is discarded.
2. When in Ryukyoku, declare Tenpai or No-Ten in the seat order of East • South • West • North.
3. Declare Tenpai by showing your tiles.
4. Declare No-Ten by folding your entire hand.
5. Aside from the player who Riichi, players have the option to declare Tenpai or No-Ten.
6. Determining Tenpai will be as listed below.
 - (1) Adding a tile to complete a winning hand as listed in Article 46.
 - (2) Fuurohai (Called Tiles) will be solidified with the shape they were displayed when called.
 - (3) If all 4 tiles are used in your hand or in the Fuurohai, this will not fulfill the “adding a tile” that was stated in section (1).
7. Exchange the Tenpai payment once verifying each others’ Tenpai or No-Ten.
 - (1) If all 4 players are in Tenpai, by saying “Hai” will confirm acknowledgement that everyone was in Tenpai.
 - (2) Players in Tenpai shall not put the awarded point sticks in their tray until everyone involved in the point exchange has put their point sticks on the table.
8. Tenpai payment exchange will be determined as listed below.
 - (1) 4 Players No-Ten : No Tenpai payment will be exchanged
 - (2) 1 Player Tenpai: No-Ten Players → Tenpai Player 1000 point each
 - (3) 2 Player Tenpai: No-Ten Players → Tenpai Players 1500 point each
 - (4) 3 Player Tenpai: No-Ten Player → Tenpai Players 1000 point each
 - (5) 4 Players Tenpai: No Tenpai payment will be exchanged
9. Ryukyoku will be finalized when all previously stated sections are completed.

Chapter 5 Bassoku (Penalties)

Article 53 Basic Penalty Guidelines

1. Actions listed in Article 55 will receive a penalty.
2. Actions that are intentionally made to receive a penalty will not be allowed. Players who do so will have their player eligibility questioned.
3. Once an action that is under this section has occurred, all players including the player who will be penalized must stop all movement and call the judge.
4. If a single player calls the judge, the remaining players must also stop all movement during this time.

5. Any information of a players' hand must not be revealed even during the conversation with the judge.
6. If the penalty ruling is to end the Kyoku, that hand will be considered a "no-game" and the same Kyoku will start over.
7. The ruling of the penalties will be determined based off of the progression order and priority order of the game.
8. All penalties given will be recorded by the judge, and depending on its contents and occurrences, the subject of disposal will be determined by the Court of Inquiry.

Article 54 Types of Penalties

1. Chonbo (End of Kyoku)
A deduction of 20 Points from the total points of the player with the penalty.
The Kyoku will end at that point with the game considered as a "no-game" and the same Kyoku will start over.
2. Sho-Chonbo (End of Kyoku)
A deduction of 10 Points from the total points of the player with the penalty.
The Kyoku will end at that point with the game considered as a "no-game" and the same Kyoku will start over.
3. Sho-Chonbo (Agarihouki/Deadhand)
A deduction of 10 Points from the total points of the player with the penalty.
The player with the penalty will be deemed No-Ten and will be unable to call tiles or declare Riichi until the end of the Kyoku.
4. Sho-Chonbo (Continue)
A deduction of 10 Points from the total points of the player with the penalty.
5. Chuui (Warning)
If 2 Warnings are issued within the same Hanchan, a deduction of 5 points from the total points of the player with the penalty.
6. Shidou (Guidance)
No deduction of points will be issued. But, each case will be recorded.

Article 55 Actions That Subject to Penalties

1. Chonbo (End of Kyoku)
 - (1) Go-Ron • Go-Tsumo (Declaring Ron/Tsumo by Mistake)
The same will apply when declaring Tsumo after putting your Tsumo Tile into your hand
 - (2) No-Ten Riichi at the time of Ryukyoku
 - (3) An illegitimate Kan at the time of Ryukyoku
 - (4) Actions that will be considered a Sho-Chombo (Agarihouki/Deadhand) after a Riichi
 - (5) Showing 5 tiles or more
 - (6) Incorrect Teban (Turn)

- (7) When destroying a Tehai (Hand) • Fuurohai (Called Tiles) • Sutehai (Discarded Tiles) • Piipai (Wall Tiles) before a Win or Ryukyoku is completed
 - (8) Other cases where the judge determined the action to be improper or unable to continue the game
2. Sho-Chonbo (End of Kyoku)
- (1) Amount of tiles taken from getting your Haipai is incorrect
 - (2) Incorrect Teban prior to the first discard of the Chancha (Dealer)
 - (3) Other cases where the judge deemed appropriate
3. Sho-Chonbo (Agarihouki/Deadhand)
- (1) Kui-kae
 - (2) Go-Pon • Go-Chii • Go-Kan (Declaring Pon • Chii • Kan by mistake)
 - (3) Retracting a Riichi prior to discarding the tile
 - (4) Drawing the wrong Tsumo Tile
 - (5) Taahai and Shohai
 - (6) Saki-Tsumo
 - (7) Saki-Chii
 - (8) Late Pon • Late Daiminkan calls
 - (9) Discarding a tile prior to showing your tiles when calling
 - (10) Discarding a tile and displaying the incorrect tiles when calling
 - (11) Calling tiles and declaring Riichi when a player is already in a state of Agarihouki
 - (12) Other cases where the judge deemed appropriate
4. Sho-Chonbo (Continue)
- (1) Showing 3~4 tiles
 - (2) Incorrect order of displaying tiles when in Ryukyoku.
 - (3) Not calling/voicing when calling tiles and calling incorrectly
 - (4) Declaring Tenpai when in No-Ten
 - (5) Other cases where the judge deemed appropriate
5. Chuui (Warning)
- (1) Showing 1~2 tiles
 - (2) When requesting to temporarily leaving mid-game
 - (3) Incorrect Shijihai (Tile that is placed sideways) when calling
 - (4) When the same Shidou (Guidance) has been issued multiple times and if the judge deemed appropriate.
 - (5) Other cases where the judge deemed appropriate
6. Shidou (Guidance)
- (1) Cases where the judge deemed appropriate

Revised on January 4th, 2023

Established by General Incorporated Association Saikouisen Nihon Pro Mahjong Kyokai

Translated by Kenji Baba