OKLAHOMA MAHJONG

Equinox In-Person League

This league is for Oklahoma Mahjong and will be played from September 23 to March 20. 1st place will receive a gold plated Riichi stick, 2nd place will receive a Nickel plated Riichi stick, 3rd place will receive a Copper plated Riichi Stick, and 4th place will receive a White Riichi stick. All are engraved with current Equinox League. A minimum of 6 games must be played.

Sign-Up Process

You can sign-up, starting now, using the Forms at https://forms.gle/hBVmm6CwdWnFAfeF8. No official scores from a game will count unless all involved in the game have signed up for the league, agreed to rules (Listed Below), and paid the fee ($20).

You may sign up anytime during the current league, although we are not responsible if you cannot make your 6 games within a shorter time frame than others.

The non-refundable entry fee will need to be paid for each league per person, per equinox before their scores will be registered. This amount will go towards supporting Oklahoma Mahjong, prize support, and Yakuman pins. If you have not paid, you are not eligible for the prizes or the Yakuman pins.

FEES will need to reach the current treasurer of OKM by any arrangement possible. Links will be provided in a confirmation email after sign-up.

(Currently, we accept Venmo/CashApp/PayPal/Square and cash.)

Game Amount Requirements

To qualify as the winner and receive the prizes, you must complete 6 games of eligible Hanchans (East/South Round) before the next equinox. You are free and encouraged to play more on top to further your score. There is no refund of the fee if you do not meet your 6 games. (Yakuman prizes will be awarded regardless of the number of games played, as long as you have paid and signed up.)

Game Rules

The rules used for the league are WRC based but with the following adjustments: Uma changes if traveling to another club for game (listed below), swap calling is allowed, double and triple ron used, Nagashi mangan used, counted yakuman allowed, and Open Riichi used (2 han).3 Red fives used (1 in each suit) can be used if all agree to it. Seats are determined by direct draw method. Each game should be played in a 90 minute period. If the time limit is reached, the current round is completed and 1 more round will be played. Verification of a Yakuman is needed in order to receive a Yakuman Pin by posting a picture in the Discord channel #in-person-leage. Each game must change at least one person.

Game Scoring

During the league, players will gain or lose points based on their performance in any Hanchans played with league members. For games to be eligible, they must consist of four league members (4-player games only), and be a full Hanchan. At the end of the game the scores will be recorded on the score sheet (included at the end of this sheet). Each player will print their name, sign and date, along with indicated whether or not they have traveled for the game then put a picture of the score sheet in the #in-person-league channel of the Discord.

League scoring will be done as Uma in a tournament. In a four-player game, a player's final score will be reduced by 30,000, divided by 1,000, and a modifier will be applied based on each player's placement: +15/+5/-5/-15 for local games, +15/+10/+5/+0 for short travel(one OKC area to another OKC area or Tulsa to Stillwater), and +20/+15/+10/+5 for long travel (OKC to Tulsa/Stillwater).

Final league scores will be a sum total of the 6 best consecutive Uma scores. You are encouraged to play as many games as you like beyond the required 6, however, only the top highest 6 games in a row you played will be added together for your final score.

Example: A player plays 8 games in the season. Sequentially, their scores are as follows: (-26.5, +20, +7.7, -2.1, +32.5, +18.2, -0.2, -15.2) The 2nd through 7th scores add up to be the highest number: 76.1. This will be the player's final score at the end of the season. This will be the player's score for determining final table.

At the end of the league the top 4 players will play a final game, with points reset to 0, to declare the champion.

Etiquette

Matches will be organized on a casual, "pickup game" basis and must be played in person. Please respect the concentration of other players during play. Move your walls forward so that everyone can reach the tiles. Do not slam or throw tiles on to the table. Do not reveal tiles in the wall after the hand has ended. Play at a reasonable speed. Keep discards orderly in rows of six. Keep your drawn tile separate from the rest of the hand. Do not incorporate it into your hand until you have discarded (acceptable areas are to the right or left of your hand or on top of your hand). Clearly enunciate calls. Place calls to the right of the hand. When making a concealed kan, make sure the tiles are revealed long enough to verify that it is valid. When discarding, ensure that all opponents can see the tile at the same time. Don't touch other people's walls, points or tiles, unless you are drawing a tile or checking uradora. If won by tsumo, show the winning tile first and keep it separate from the rest of your hand. If won by ron, do not take the winning tile, leave it in your opponent's discard area. Place your sticks on the table and not by hand so the amount can be verified by all players. At the start of all last, points should be counted and made known to the table.

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The Oklahoma Mahjong Board reserves the right to change these guidelines as the club changes and the league matures. We welcome all suggestions, questions, and concerns regarding the league and its guidelines so that we can make this a more enjoyable experience for all our members.

Good luck, and have fun!

Oklahoma Mahjong Equinox League

SCORE SHEET

East Player   [ ]   Final Score [ ]

Travel? Long [ ]   Short [ ]   (Print Name)

South Player   [ ]   Final Score [ ]

Travel? Long [ ]   Short [ ]   (Print Name)

West Player   [ ]   Final Score [ ]

Travel? Long [ ]   Short [ ]   (Print Name)

North Player   [ ]   Final Score [ ]

Travel? Long [ ]   Short [ ]   (Print Name)

East Signature [ ]   Date [ ]

South Signature [ ]   Date [ ]

West Signature [ ]   Date [ ]

North Signature [ ]   Date [ ]