



OKLAHOMA MAHJONG

2024 Oklahoma Mahjong Riichi State Tournament

Modified WRC Rules Summary

- Hanchan (East-South game), no extension to West
- 75 minute timer: When the timer expires, finish the current hand, and end the game. A hand is considered to end on declaration of a valid ron/tsumo, or after the last discard in the case of an exhaustive draw.
- 30,000 pts start
- 3 Red Fives: One per suit.
- Kuitan On: Open tanyao is allowed.
- Tobi Off: Players who go below 0 points will be given busting sticks in loans of 10,000 pts.
- Tenpai Renchan: The dealer repeats on a win or tenpai. Repeats are worth 300 pts, and noten payments are 3,000 pts split.
- Agariyame Off: A dealer win/tenpai in all last will not end the game, even if that player is in first. Riichi sticks left at the end of a game which finished in a draw go to no one.
- Abortive Draws Off: Kans cannot be made past the fourth kan.
- Headbump Off: Double and triple Rons allowed
- Riichi: Furiten riichi and overlooking wins to go into permanent furiten are allowed. Players may not riichi without at least 1 draw for themselves remaining.
- Kiriage Mangan On: 3 Han 60 fu + 4 Han 30 fu round to mangan.
- Nagashi Mangan On: Nagashi mangan is valid only if a player does not make any calls, and only if none of their discards are called on. At a draw, nagashi mangan is scored as a mangan tsumo and counts as win, canceling any noten payments. Winds will rotate accordingly.
- Swap calling is allowed: calling a tile and discarding another tile that completes the same meld
- Open Riichi is allowed (2 Han)
- Kandora: Flips immediately for all types of kans. Chankan does not flip a new dora.
- Kazoe Yakuman On: 13+ han is scored as a yakuman.
- Double Yakuman Off: There are no double yakuman.
- Chombo is -20 points applied after the hanchan: A chombo does not impact the in game score. For a list of chombos, see the next page.

Penalties:

Dead Hand: may not win, is not tenpai at a draw, may not call.

- Having too many or too few tiles
- Calling a win without showing hand
- Calling a tile while in riichi: Immediate dead hand. Must prove tenpai at exhaustive draw, but counts as noten. Does NOT incur the noten riichi chombo.
- Incorrect melds: May be corrected up until your discard is made, but if uncorrected after the discard, becomes a dead hand and must be kept as is, even if illegally made.
- Calling riichi with an open hand: Immediate dead hand.

Chombo(-20P applied to overall tournament score): re-deal with no added honba and retract any riichi bets made during the hand the chombo occurred. If in the final hand after time, do not re-deal, the game ends immediately.

- False ron/tsumo: A false win declaration, even if the hand is not shown, is a chombo.
- Noten riichi: a player's declared riichi is found to be noten at an exhaustive draw.
- Illegal kans while in riichi: chombo upon discovery at noten or win.
- Changing a tile in the hand after riichi: chombo at a draw, regardless of whether the hand is tenpai or not. Handled as a noten riichi.
- Drawing from the wrong wall: Drawing from the wrong wall and mixing it with your hand results in an immediate chombo.
- Knocking over tiles: Reversing 6 or more tiles may result in a chombo, please consult a Ref

Other:

- Obstructions: Refs reserve the right to give warnings for game obstructions, such as intentional slow play, discarding so that not everyone can see at the same time, chatting, excessive fidgeting, etc. Repeated offenses can be escalated to penalties. Players can receive penalties even outside of game time if they are being disruptive.
- Cheating: Instant disqualification. Purposefully committing a foul is cheating.

This is not a complete list of fouls and penalties. Please consult the WRC Rule book for a comprehensive list.

Manners:

- 1) Be understanding and courteous to your opponents regardless of the outcome of a match or any mistakes made. Rudeness will not be tolerated and may result in warnings, penalties, or expulsion.
- 2) Do not bluff with your speech or slow play to try and trick others. Do not give away information about your hand or give hints to others mid game. This will be considered cheating. The only talk at the table should be related to calling, scoring, and any rules discrepancies. Players disrupting tables by talking will be penalized.
- 3) Give your attention and respect to the game and other players. It is strictly prohibited to use phones, smart watches, and other communications devices at the table. Players may not have food at the table.
- 4) Play at a reasonable pace. Players seen to be intentionally slow playing may be warned or penalized. The same goes for players who are playing overly fast compared to the rest of the table. Be understanding of players who need more time.
- 5) Do not roll until the walls have been built. The dealer must break the wall, and the dora must be flipped by the wall owner where the dora is located. The rinshan tile should be dropped before the dora is flipped.
- 6) Do not touch other players' walls except when drawing. Do not back break or shift tiles around the dead wall.
- 7) The first discard should be made only after north has drawn their last tile. Giving players time to start sorting their hands is ok. To avoid long sorting, we suggest looking at your tiles as you get them.
- 8) Use only one hand to draw and discard. Do not sort your draw into your hand until after you have discarded. You will be penalized for repeated offenses of this.
- 9) When making any calls (chii, pon, kan, ron, tsumo) speak loud enough so everyone can hear you at the table. Silent calls are not accepted, and the player must call before revealing their tiles or they may be penalized.
- 10) When making a chii, pon, or kan: Vocalize, show the tiles, then take the tiles and discard.
- 11) Calls (chii, pon, kan) will be judged on reasonable timing. If a chii and a pon/kan are made simultaneously after a discard, the pon/kan will win. However, if a player waits to make sure no one calls pon/kan, then chiis, and a pon/kan is made as that happens or after that, the chii will win. It is unsportsmanlike and illegal to make jammer pons/kans in this manner. If you wish to jam a probable chii, you must decide to do so preemptively: before the chii is made. Below are some suggestions:
 - >Chiis should be made after a pause to prevent pon conflicts. Wait a breath, then chii.
 - >Pons should be called instantly to prevent conflicts with chiis. Keep your pons in mind. It is too late to call once you have touched your draw or the next draw has been made. If the tables agrees a player is drawing exceptionally fast, warn them, replace the drawn tile, and move forward with the call.
- 12) When declaring a win, make sure to use both hands to show it. Your tsumo tile should be kept separate from the hand, and if you ron the tile should be left in the discards. Please sort your hand before showing it.
- 13) At an exhaustive draw, players should say tenpai or noten in turn order starting with the dealer, not all at once.

Procedures:

- 1) The dealer marker is to be placed in the right hand corner of the initial dealer and kept there at all times. It should be placed flush to the corner, and not turned towards another player.
- 2) Dice are to be kept in the right hand corner of the current dealer and not in a player's points tray or off of the mat. Make sure to remove the dice from the center of the table after rolling.
- 3) Unclaimed riichi bets and honba are to be placed in the right hand corner of the active dealer or on the compass in the center of the table and easily visible to the other players.
- 4) Calls should be placed in the right hand corner only, and can be stacked vertically or horizontally as long as they are easy to see. If calls are horizontal, the players arms should not obscure the called tiles.
- 5) When a call is made, the player must first show the tiles that go with the called tile, and then may take the tile and discard.
- 6) When calling riichi, a player must declare riichi first, then discard sideways, and then place the riichi bet of 1,000 pts if the tile is not taken for a win. If a riichi declaration tile is called, the next tile the player in riichi discards should be turned sideways.
- 7) Upon winning a riichi, the ura dora should be flipped immediately after the hand is shown and must be visible to the table.
- 8) Any points exchanges should be open to the table. Place your points on the table near the player who will be taking them so everyone can see. Do not place points in another player's hand or tray directly. Try to keep payments separate, and do not grab change without permission.
- 9) If you need change for a riichi stick, ask kindly. Do not riichi with other point values. Try to request change to have the appropriate riichi stick between hands, rather than during the hand.
- 10) In all last, it is recommended that players calculate their points and let that amount be known to the table.
- 11) When the game is over, players will calculate their scores with the uma included. Consult a Ref if help is needed.
 - > Take the raw score and subtract 30,000
 - > Divide by 1,000
 - > Add or subtract the Uma for your placement (30/10/-10/-30). The final scores should sum to 0, excluding any leftover riichi sticks.
- 12) After the game is finished, leave the table in it's final state, deliver scores to a Ref, and exit to the waiting area.