



Australian Riichi Mahjong Open

GUIDELINES

This document covers some recommended actions and behaviours when playing Riichi Mahjong in a competitive environment. While these guidelines do not constitute any enforceable rules, we believe that following these guidelines will ensure that there is no chance a player will make any mistakes which affect the integrity of the game (whether unintentional or not). As a reminder, the organisers can exclude a player from the tournament if they are found to be cheating or in any way compromising the integrity of the event.

Do Not:

- Do not discuss your hand or any of your opponents' hands either whilst spectating or playing.
- Do not remove any tiles from the playing field.
- Do not touch any other players' tiles unless you are claiming that discard.
- Do not slam tiles on the table.
- Do not remove point sticks or tiles from the table.
- Do not throw point sticks or palm sticks to the other player.

Before/After The Game:

- At the start of a hanchan, check to make sure that the point sticks in front of you tally up to the correct starting total.
- Please turn all tiles face down before commencing shuffling.
- When announcing scores, it may be helpful to either announce yaku or declare han/fu count first before announcing any non-dealer/dealer payments. Please also assist other players counting their points if they are unfamiliar with han/fu. If there are any disputes with point counting, please raise your hand and call over a referee.
- When paying another player with point sticks, please gently place the sticks in front of them so they are clearly visible to all players. The player receiving the sticks will place any change required on the table in front of you before sticks are collected from the table.
- When paying other players with point sticks, try to minimise the number of sticks used to pay. As an example it is perfectly acceptable to pay a player 900 points using a 1000 stick rather than paying with 9×100 sticks.
- Please thank all the other players at the end of the hanchan.

During The Game:

- Avoid revealing any tiles in your hand unless claiming a tile or discarding a tile.
- Draw and discard with one hand only.
- Play your discard before putting your drawn tile into your hand, as this allows games to proceed much faster.
- In the case of chii/pon/kan/ron/tsumo, please announce clearly to the table before performing any other action.
- In the case of chii/pon/kan, reveal the tiles from your hand which will be used and separate them from the rest of your hand. At this point you can perform your discard before collecting the relevant tile from the discards.
- Called tiles (chii/pon/kan) should be placed to your right. Subsequent calls should be placed vertically above previous calls rather than horizontally towards the your hand.
- In the case of ron, reveal your hand without claiming the tile from the discard pool.
- In the case of tsumo, separate the tile which had just been drawn (and place on the right) and then reveal the rest of your hand.

Riichi:

- When declaring riichi, announce 'riichi' or 'reach' first. Afterwards, discard a tile from your hand and rotate that tile horizontally, after which a 1000 point stick is placed in front of your discards if another player does not declare ron on that tile.
- If the player immediately before you declares riichi, wait for them to place their riichi stick on the table before drawing your tile.
- After declaring riichi, please do not cover your hand face down on the table or show other players.