

## **Etiquette**

Good etiquette is also part of the game of mahjong. Here, we would like to present a list of the most important parts of the code of conduct and also give reasons why these etiquette rules exist. If you have any questions, please feel free to approach us and ask. Generally, there are three main reasons why good etiquette is important:

1. Harmony between the players should be preserved. To avoid unnecessary conflict and a bad mood at the table, it is imperative that we behave respectfully and politely and that we avoid doing things that could aggravate other players.
2. The flow of the game should not be slowed down. Mahjong is usually best when played with a decently fast pace and with faster games it is also possible to play more games within the same time which is useful for a game with higher variance and generally more fun.
3. Unintentional mistakes that could impact the game hugely or occurrences that could give the appearance of intentional cheating should be avoided. To ensure that procedures are done properly and correctly, we should avoid actions that could give the impression of sleight-of-hand or ones that cause confusion and therefore could lead to avoidable mistakes in the correct procedures.

### **Start of the game “Drawing Haipais (starting hands)”**

1. The wall should be slightly tilted to the right.  
→ This makes it easier for the others to draw and prevents the player on the left from missing the next tile to draw in that wall.
2. East/Oya starts the game by drawing their first four tiles. Oya can split and take themselves and does not have to wait for the person in front of the wall to do it. Oya takes their dice back themselves.  
→ The dice can either be taken back directly or after cutting their first tile.
3. Dora indicator and Rinshan tile should be flipped/put down by the person in front of the respective wall, as soon as East starts to draw.  
→ The Rinshan tile should be put down first, so that it does not get knocked over when the Dora indicator is flipped.
4. East can discard as soon as North sees their 13 tiles and the Dora indicator is visible.

### **Drawing and discarding tiles**

1. Every player should only play with one hand. This makes Tsumogiri/Tedashi easier to see for everyone and prevents any suspicion of cheating.  
→ In the following cases, two hands are allowed and should explicitly be used:
  - Moving the wall/tilting it,
  - Sorting your hand
  - Straightening your hand
  - Revealing your entire hand in case of Ron/Tsumo or Tenpai at draw.

2. Except in the case of drawing, discarding or claiming called tiles, no player's hand should reach over the table.
3. At no time should any tiles be outside of the playing field or in anyone's hand (unless for taking the tile to the other tiles in your hand)  
→ This could be seen as a form of cheating and will often be treated as such!
4. The discarded tiles should be arranged in rows of six. This makes it easy for everyone to have a good overview of the board state.
5. Everyone should always pay attention to Kamicha (left player) during the initial drawing of starting hands as well as during the actual game. As soon as they discarded, it's the own turn immediately and you should draw (or call), this explicitly goes for after a call from Kamicha as well. You should not wait until they take the called tile and arrange it off to the side but should draw immediately after their discard. Calls by other players have to interrupt this process of drawing, the ones who are drawing do not have to wait for any calls. This way, the flow of the game stays smooth.
6. After drawing, the discard should come first before sorting in the newly drawn tile. Tiles should be let go of immediately upon discarding. Discard in such a way that every player sees the tile as soon as possible. This is important for Tsumogiri/Tedashi information and to give everyone a fair chance to react to the discarded tile.
7. Tiles in player's hands should not be flipped down before the end of the round.  
→ Others could confuse it with the wall and draw from there by mistake. Exception for Hadaka Tanki (just one tile left). This one is allowed to be face down because it could be knocked over easily. Still, be extra careful that no one draws it.
8. Do not leak any information by direct or ambiguous statements.  
→ E.g.: "Ugh, this isn't going anywhere." "Someone is going for Honitsu, huh?" or "Should I call Pon/Chii? Hmm..."  
→ Bluffing should only ever be done with the tiles, not with words.
9. If the wall gets shorter, it should be moved, so that everyone can reach it easily.
10. No stalling for time by drawing and discarding in a slow manner.  
→ Draw and discard swiftly during your turn, consistently slow players should politely be asked to play faster if they interrupt the flow of the game.
11. The dead wall is NOT replenished upon calling Kan.  
→ Possibility for cheating or mistakes regarding the end of the wall and hand.

### **Calls and Revealing/Arranging Sets**

1. Calls should be clearly and audibly vocalized for everyone to hear.
2. Mind the order for calling sets! Pon/Chii: Call, reveal tiles, discard quickly, only then take the tile and arrange it on the side. Kan: Call, reveal, draw and discard quickly, only then (take and) arrange it on the side.

3. For Chii, one should wait a bit (approx. 1 second is enough), in case someone calls Pon.  
→ This protects against leaking information, since Pon takes precedence over Chii. A Pon call should happen instantly and fast. A late Pon after a Chii (jap.: “Jamapon”, Interference Pon) is technically allowed but regarded as inappropriate.
4. The sets should be arranged vertically on the right side of the table.  
→ Arranging them vertically allows for an easier overview for all players, especially Kamicha, because the hand of the player could obscure the called sets for them.

### **Riichi Declaration**

1. Declare “Riichi!” clearly and audibly → discard tile sideways, make sure no one declares “Ron!”, 1000-Point-Tenbou should only be placed in the middle afterwards. This order is important because if someone wins on the Riichi declaration tile, they do not get the 1000 points bet.
2. After declaring Riichi, you should draw and discard tiles swiftly and fast. Tiles that cannot be used for winning or declaring a concealed Kan cannot be kept at all, so the flow of the game should be kept as smooth and fast as possible here.

### **Manners upon winning a hand**

1. A win has to be declared clearly by calling “Ron!” or “Tsumo!”.
2. The winning tile should NOT be sorted into the hand upon calling Tsumo.  
→ Neither the Yaku “Pinfu” nor the 2 Fu for Tsumo can be awarded otherwise.
3. Do NOT take the winning tile from the other players’ discards in case of winning by Ron. This is to prevent any suspicion of cheating. Moreover, taking the tile is usually considered rude and can aggravate other players.
4. Upon winning, the tiles in your hand should be sorted clearly.  
→ This way, everyone can see immediately that the hand is valid.
5. Upon winning, all tiles in the hand should be revealed with both hands (unless for a single tile). This is a way of showing respect as opening the tiles with just one hand is considered rude.
6. (Kan)Ura Dora indicators should be flipped by the winning player THEMSELVES and put next to their winning hand where they are easily visible to all players.

### **After winning or upon Ryuukyoku**

1. The payments should be made so that as few Tenbou as possible have to be on the table and so that everyone can see it easily.  
→ E.g., 3900 points should be paid with a 5000 stick and not with 3× 1000 und 9× 100.

2. Tenbou should be placed in front of the players who get them.  
→ Putting them directly into the other players' hands or disrespectfully throwing them across the table is not acceptable because it makes it hard for the others to see and confirm the payment and is bad sportsmanship, respectively.
3. In case of Noten or losing, your hand should stay closed. (Exception for occasional wwyd) This is because opening and discussing a lot about them can take up a lot of time or be bad sportsmanship as well.
4. After a hand, no one should look at the next tiles in the wall, Ura Dora indicators or Rinshan tiles (or even at the hands of other players unsolicitedly). This is very time consuming and is often a sign of handling a loss badly.
5. Apart from practice matches, criticism should not be offered during the hanchan itself. This slows down the flow of the game and could aggravate some players.