

Australian Riichi Mahjong Open 2025



GAMEPLAY GUIDELINES & ETIQUETTE

This document covers some guidelines for 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 allow the tournament to proceed more smoothly, and minimise the chance that 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.
- Do not remove any tiles or point sticks 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 throw point sticks, or palm sticks to the other player.

Before 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.
- Lower the rinshan tile at the end of the dead wall. Do not separate the dead wall from the live wall, as this may cause confusion when a kan is called.
- Push your wall forward such that it is easier for other players to reach and draw tiles from.

During the game:

- Avoid revealing any tiles in your hand unless claiming a tile or discarding a tile.
- Avoid touching or moving any other players' walls or the dead wall unless you are drawing 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.

- When calling chii, pon, kan, ron, or tsumo, please announce it clearly to the table before performing any other action.
- In the case of chii, pon, or 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 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 (place on the right) and then reveal the rest of your hand.
- 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, raise your hand and call a referee.
- When paying another player with point sticks, please gently place them in front of you so they are clearly visible to all players. The player receiving the sticks will place any change required on the table too 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 x 100 sticks.

Riichi:

- When declaring riichi, clearly announce “riichi”, discard the tile from your hand and rotate it horizontally, and finally place the 1000 point stick 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, to ensure it is not forgotten.
- After declaring riichi, do not lay your hand face down on the table or show it to other players, including those who may also have declared riichi.

After the game:

- Thank all the other players at the end of the hanchan.
- Record your scores and call for the referee to check and sign your scoresheet before resetting the point sticks or leaving the table. All players are responsible for ensuring that scores are recorded accurately, as mistakes may be penalised.
- Reset the point sticks to the correct starting total. Place any excess sticks you may have in the middle of the table for other players to claim.
- Flip all tiles face down in preparation for the next hanchan, with the exception of one of each wind tile (東南西北), an odd-numbered tile, and an even-numbered tile (conventionally 1 pin and 2 pin).
- Quietly leave the play area. Do not loiter to chat or watch other tables as this distracts other players who have not yet finished.