

## アールト大学麻雀部 official ruleset for 4 player Riichi Mahjong

These rules are changes and additions to the EMA ruleset. In cases not covered by these rules, EMA rules are applied.

1. Before the game starts, all players choose a seat around the table. A token, with an East character on one side and a South character on the other side, is thrown onto the table. If it lands with the East character facing upwards, the player indicated by the bottom edge of the token is the first dealer. If the token lands with the South character upwards, the bottom edge indicates the player whose player wind will be south during the first round. The other winds are determined counter-clockwise in the order east-south-west-north.

TOURNAMENT VARIATION: The players' seat order is determined beforehand by the referees.

2. At the start of each round, two dice are rolled. The sum of the values of the dice is used to select the player whose wall the first tiles are drawn from, with number two corresponding to the player to the right from the dealer, and counting counter-clockwise. The player chosen by the dice selects one of the dice and rolls it again, leaving the other die as it is. The sum of the values of the dice indicates the position of the first rinshanpai, counting from the right edge of the player's wall.

3. All players start with 25000 points.

TOURNAMENT VARIATION: All players start with 0 points.

4. Tobi ari: If a player's points go negative, the game ends.

TOURNAMENT VARIATION: There is no lower bound for the points.

5. If no player has 30000 or more points when all rounds are played, the game continues to west rounds until a player reaches 30000 points. When a player reaches 30000, the game ends (sudden death rule). If none of the players reach 30000 during the west rounds, more rounds are played with the sudden death rule in the order north-east-south-west until a player has 30000 or more points.

TOURNAMENT VARIATION: The game ends when all rounds are played.

6. Uma ari: 1<sup>st</sup> +15000, 2<sup>nd</sup> +5000, 3<sup>rd</sup> -5000, 4<sup>th</sup> -15000.

7. Atozuke ari.

8. Kuikae ari.

9. Kuitan ari.

10. Akadora ari (1x 5man, 2x 5pin, 1x 5sou).

11. If the dealer is not tenpai at the end of a round, the dealer changes, the next round is started and a honba is added. If the dealer wins or has tenpai, the round is played again and a honba is added.

12. Agariyame ari: If the dealer is in first place with at least 30000 points after winning a hand or finishing in tenpai after the last round, the game ends. If the dealer doesn't have enough points but had tenpai or a winning hand, the last round is played again.

13. The winner takes any riichi bets remaining on the table after the game.

14. If the game ends with a tied score, the winner is decided by the player winds in the first round: east > south > west > north.
  15. A pair of the wind that is both the player wind and the round wind gives 4 fu.
  16. Rinshan tsumo gives 2 fu, like a regular tsumo.
  17. Ryanhan shibari ari: When there are 5 or more honba, ron and tsumo can only be declared with hands which have at least 2 yaku..
  18. In case of kyuushukyuuhai/4 players riichi/triple ron/4 kans (not by the same player)/suufonrenta the round is restarted and a honba is added. Chankan can be called on the 4<sup>th</sup> kan.
  19. Nagashi mangan ari, a mangan tsumo replaces the noten bappu, if the dealer is tenpai a honba is added and the round is played again.
  20. Daburon ari, the first player to the right from the responsible player takes any riichi bets on the table.
  21. If the dealer is one of the winners in a double ron, a honba is added and the round is played again.
  22. Pao ari for rinshan kaihou, daisangen and daisuushii (in case of tsumo the responsible player pays all, in case of ron the responsible player pays half of the points).
  23. A hand can be tenpai even if all the winning tiles have been discarded, but not if all the winning tiles are included in the hand.
  24. Riichi can only be declared when the player has 1000 or more points and there are at least 4 tiles left in the wall.
- TOURNAMENT VARIATION: Riichi can be declared even while having less than 1000 points.
25. If ron is called for the tile discarded immediately after riichi, the riichi bet is returned to the player who declared riichi.
  26. Furiten riichi ari.
  27. If a player in riichi does not call ron for a winning tile, the player is furiten until the end of the round.
  28. If a player in riichi cannot call ron due to ryanhan shibari, the player will be furiten after letting the tile pass.
  29. A player in riichi can only declare a kan that does not change any of the winning tiles or the any of the ways a completed hand could be divided into different sets.
  30. Kandora and kan-ura ari, for closed kan the kandora is flipped immediately and for melded kan the kandora is flipped after the next discard. In case of rinshan kaihou the kandora is flipped before calculating the value of the winning hand.
  31. A winning hand cannot be ippatsu if a tile has been called or a kan has been declared after the riichi.
  32. Players not in riichi are furiten when any of their winning tiles is discarded or used to complete a melded kan, regardless of whether they can call ron for that tile. In this case players are furiten until their next draw.

33. The haiteipai can only be called by ron.

34. Kazoe yakuman ari: any hand with 13 or more yaku is a yakuman. A hand with other yakuman cannot have kazoe yakuman.

35. Open riichi ari, the entire hand is shown when open riichi is declared. Dealing a tile into an open riichi is not forbidden, but will make the open riichi worth a yakuman unless the responsible player has declared riichi before the open riichi was declared. The yakuman for dealing into an open riichi is cumulative with any other yakuman except kazoe yakuman.

36. Paarenchan ari, a player has to win eight times in a row as the dealer. Any dealer winning hands with more than eight consecutive wins will also have paarenchan. The winning hands must have other yaku in addition to paarenchan. Winning hands with paarenchan are counted as yakuman before applying ryanhan shibari.

37. Players with a kokushimusou tenpai can call ron when a closed kan of the winning tile is declared.

38. Sanpuukou ari, three sets of any winds are accepted. Sanpuukou is cumulative with yakuhai.

39. Kiriage mangan ari: hands with 4 han 30 fu are counted as mangan.

40. Only the following yaku are accepted:

1 han yaku: riichi / ippatsu / tsumo / pinfu / iipeikou / tanyao / yakuhai / rinshan kaihou / chankan / haitei / houtei

2 han yaku: double riichi / open riichi / sanshokudoujun / ittsum / chanta / chiitoitsu / toitoi / sanankou / sankantsu / sanshokudoukou / honroutou / shousangen / sanrenkou / sanpuukou

3 han yaku: open double riichi / honiisou / junchan / ryanpeikou / isskokusanjun

6 han yaku: chiniisou

Yakuman: kokushimusou / suuankou / daisangen / shousuushii / tsuuiisou / ryuuiisou / chinroutou / chuurenputo / suukantsu / suurenkou / isskokuyonjun / daisharin / tenhou / chihou / renhou / toukanhou / paarenchan / shiisanputou / shiisuuputou / benikujaku / touhokushinkansen / touhokujidoushadou

Double yakuman: daisuushii / daichiisei / suuankoutanki / kokushi 13-men / junseichuuren

41. The following yaku can only be obtained with a closed hand: riichi / ippatsu / tsumo / pinfu / iipeikou / double riichi / open riichi / chiitoitsu / open double riichi / ryanpeikou / kokushimusou / suuankou / chuurenputo / daisharin / tenhou / chihou / renhou / toukanhou / shiisanputou / shiisuuputou / touhokushinkansen / daichiisei / suuankoutanki / kokushi 13-men / junseichuuren

42. The following yaku are worth 1 han less if the hand contains melded sets: sanshokudoujun / ittsum / chanta / honiisou / junchan / isskokusanjun / chiniisou

43. The following yaku combinations are not accepted:

iipeikou and ryanpeikou / honiisou and chiniisou / chanta and honroutou / chanta and junchan / any combination of riichi, double riichi, open riichi and open double riichi

Any other yaku combinations are accepted.

44. Yakuman are cumulative. The following yakuman combinations are not accepted:

kokushimusou and kokushi 13-men / suuankou and suuankoutanki / tsuuiisou and daichiisei / chuurenpouto and junseichuuren

Any other combinations of yakuman and double yakuman are accepted.

45. If the last drawn tile is added into the winning hand before declaring tsumo and showing the hand, the hand cannot have pinfu, suuankoutanki, kokushi 13-men or junseichuuren. The hand will also not receive any fu for an edge, pair or closed wait, so a hand with 4 sequences and a 0 fu pair will be 20 fu.

46. At the start of each round, the starting hand of each player consists of the first 13 tiles. The 14<sup>th</sup> tile drawn by the dealer is considered the first draw and not a part of the starting hand.

47. Mangan chombo for noten riichi/changing wait while riichi/furiten ron/tsumo or ron without sufficient yaku/showing 5 or more tiles from the wall or own hand/showing any number of tiles from other players' hands. Players that have declared riichi get their riichi bets back and the round is restarted without adding a honba.

48. Agari houki (dead hand) for calling an invalid set, declaring riichi with a hand containing melded sets, having an incorrect amount of tiles in one's hand or showing 1-4 tiles from the dead wall (does not apply to kandora indicators when a kan is made). A player with agari houki may not win a hand, be in tenpai, declare riichi or closed kan or call any tiles.

49. If a player calls pon, chii or kan but wishes to cancel the call before revealing tiles from their hand, the player deposits 1000 points on the table as a cancellation fee. These points are treated like a riichi bet left over from the previous round. If the player also reveals tiles from their hand, the player must either complete the call or receive agari houki. This rule also applies to invalid calls such as chii from shimo cha.

50. The chombo for invalid ron and tsumo is only applied if the player shows his hand, otherwise the player's hand becomes agari houki.

#### TOURNAMENT RELATED RULES:

51. The game has a time limit of 75 minutes. Players are notified when the time is up. After the notification the current round is finished, and one more round is played (unless a full game is already completed).