

Open European
Mahjong Championship
Copenhagen 2007



Regulations

OEMC 2007

Version January 23, 2007

European Mahjong Association
<http://mahjong-europe.org/>

1 Preface

The Open European Mahjong Championship 2007 is played by the Mahjong Competition Rules (MCR). The rules are described in detail in *Mahjong Competition Rules (The World Mahjong Organization, 2006)* which overrules the *Competition Mahjong Official International Rulebook (Takeshobo, 2002)* wherever the documents differ.

These regulations do not intend to be a rulebook or to define any new rules. Rule uncertainties and minor differences in rule implementation across Europe have been known to exist, therefore certain rules are clarified in these regulations.

These regulations are endorsed by the European Mahjong Association.

Thanks go to Tom Sloper for providing clear phrasings in English for some of the rules.

Throughout this document, everywhere one reads "he" or "his", one could equally well read "she" or "her".

Tina Christensen
Chairman of the OEMC 2007 Organizing Committee

2 Preliminaries

The official language of the championship is English.

All players are expected to be familiar with these regulations and with the Mahjong Competition Rules (MCR) as described in *Mahjong Competition Rules (The World Mahjong Organization, 2006)*.

Players all draw lots at the on-site registration desk which determine their seats at the playing tables in each session.

Players are advised to familiarize themselves with the design of the tiles, particularly flowers, bamboo one, winds and characters.

2.1 Timeliness

A signal is given 5 minutes before a sessions begins. A gong stroke marks the beginning and end of each session.

A player who is not present at the table when the session begins, is subject to a penalty. 10 points are deducted from his score for up to 10 minutes tardiness, and 20 points are deducted if a player is 11–15 minutes late.

Players who are not present at their table 15 minutes after the a session has begun, are replaced by substitute players. The player can resume playing in a later session.

2.2 Referees

The players are expected to take care of all elements of play, including scoring, by themselves.

In case of disagreement, a referee should be called immediately to settle the dispute. The decision of the referee must be respected.

2.3 Equipment

The organizers provide at each table:

- 144 mahjong tiles and 2 dice. (At OEMC 2007, the tiles are with no arabic numerals).
- score form and pen
- rule booklet or summary sheet or similar
- description of the procedure of seat change

The organizers provide in the playing hall:

- gong (or similar) which clearly indicates the beginning and end of session.
- large clock, visible for all players
- sign indicating the direction of east to use for seating

Players can bring their own rule summary sheets and booklets.

Players are not allowed to use electronic equipment during play. This includes **all** use of cell phones which must be switched off during play and left out of sight.

2.4 Definitions

Player's Hand The tiles of a player.

Turn A player's turn from a tile is acquired (either through a claim or by picking from the wall) and until the player has discarded a tile.

Hand Play phase from wall is built till someone goes mahjong or the tiles run out.

Round Play phase consisting of four hands. There are four rounds: East, South, West and North. Seats are exchanged between rounds.

Game 16 hands (four full rounds).

Session Play sessions are 120 minutes¹ in which the players will play as much as time allows of a full game of mahjong.

Dead Hand Certain irregularities will result in the player not being allowed to go mahjong. That player is said to have a **dead hand**.

3 Preparations to Play

3.1 Seating

Players are seated as defined² on the score form. The East player takes the east seat, following the direction marked as east by a sign poster in the tournament hall.

After breaking the wall, the dice are placed at East's right hand; in this way it is always clear to all players which player is East.

3.2 Beginning of Play

After the deal, East replaces flower tiles by calling **hua** or **flower**, placing the flower tiles in front of his concealed tiles clearly for all to see, and takes a replacement tile for each revealed flower tile. If there are flowers among the replacement tiles, these are replaced in the same way. When East is done, South replaces flowers and so forth. It is advisable that players when they are done replacing flowers, give a sign to the next player or say **mei you, mei hua** or **no (more) flowers**. When North is done, East can begin playing.

4 Playing

4.1 Discards

Discards are placed in orderly sequence left to right in rows of six tiles in front of each player.

4.2 Flowers

It is not compulsory to declare and replace flowers. Flowers can be kept in the player's hand or be discarded. Flowers kept in the hand can later be declared and replaced in a

¹OEMC 2007 will have 8 sessions of 120 minutes. Other tournaments may have 90–150 minutes sessions, but never less than 4 sessions.

²If seats are not predefined, the players, when all four are present, will draw lots using four wind tiles, throwing dice to decide who picks first.

player's turn after the player has taken a tile from the wall or a replacement tile, i.e. *not* in a turn where a tile was claimed for chow or pung.

4.3 Mahjong

The last discard can be claimed for winning the hand by clearly calling **hu** or **mahjong**. Winning on a self drawn tile is likewise announced by clearly calling **hu** or **mahjong**.

4.4 Melded Kong

The last discard can be claimed for a kong by clearly calling **kong** within 3 seconds after the discard. The player takes a replacement tile.

4.5 Extending Melded Pung to Melded Kong

A melded pung may be extended to a melded kong in a player's turn after the player has taken a tile from the wall or a replacement tile, i.e. *not* in a turn where a tile was claimed for chow or pung. The player must call **kong** clearly, place the fourth tile by the rotated tile of the pung, allow 3 seconds for mahjong declarations and then take a replacement tile.

4.6 Concealed Kong

A concealed kong may be declared in a player's turn after the player has taken a tile from the wall or a replacement tile, i.e. *not* in a turn where a tile was claimed for chow or pung. The player must call **kong** clearly, place the four tiles of the kong face-down without showing them and take a replacement tile. At the end of the hand, whether anyone goes mahjong or not, the player is obliged to show all the tiles of the kong.

4.7 Pung

The last discard can be claimed for a pung by clearly calling **pung** within 3 seconds after the discard.

4.8 Chow

The last discard can be claimed for a chow by the player whose turn it is, by clearly calling **chow** or **chi**. The player should allow a brief moment before the call, in case another player wants to claim the tile.

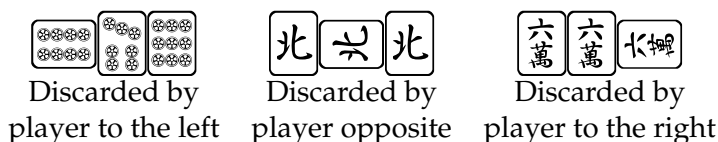
4.9 Precedence of claims

A claim for pung or kong takes precedence over a call for chow or chi. A claim for hu or mahjong takes precedence over any other call. If more than one player tries to claim a tile for hu or mahjong, the player first in turn takes precedence, and only this player wins the hand.

4.10 Exposing Melded Sets

After calling a tile for a set, the relevant tiles from the hand are immediately exposed.

It is allowed to make the discard before the claimed tile is taken. If the claimed tile is not taken within the next two opponents' turns, i.e. before another two discards has been made, the player has a **Dead Hand**. Claimed tiles are rotated in the exposed sets to show who discarded the tiles.



Melded sets are placed in front of the player's concealed tiles (between the player's concealed tiles and the wall or the discard floor) in such a way that all players can clearly see them³.

4.11 Discarding Tiles

When discarding, players must take care that all others can see the tile clearly. The player should make sure not to cover the discarded tile with the hand. The discarded tiles are not announced.

4.12 Taking a Tile

The next player cannot take a tile before all players have been able to see the last discarded tile.

4.13 Touched Tile Is Taken Tile

A player who, in his turn, has already touched the next tile in the wall, cannot change his mind and claim the last discarded tile. The touched tile must be taken. Reaching out without touching the tile is not considered an offense.

5 Scoring

5.1 Mahjong

When a player declares **hu** or **mahjong**, he immediately exposes all his tiles, making sure it is clear to all players which tile was the winning tile. If the winning tile is not clearly shown, points for Closed Wait, Edge Wait, Single Wait, Last Tile and Nine Gates cannot be claimed.

³It is essential that all players can see the melded sets. Should the wall cover the view, either move the wall, or if that's not feasible, place the melded sets in the player's right-hand corner.

5.2 Mix Tiles Only After Scoring Is Complete

Players should not turn over or mix tiles until scoring is complete. All exposed sets and discarded tiles should be visible during scoring, and tiles from the wall or from other players' hands should not be exposed and mixed with the discards, since it must be clear whether points for **Last Tile** can be claimed.

5.3 Scoring

The winner is responsible for accounting for the hand's value in a clear manner, announcing and pointing out all the scoring elements for which points are claimed. A counting frame is made from the discarded tiles: a tile face down represents 10 points and a tile face up represents 1 point. The other players should object if too many points are counted, but are not obliged to help otherwise⁴.

5.4 Recording the Score

When the winner has announced the hand's final value, the score is recorded on the form by one of the players, and the subtotal is calculated. Any penalties during this hand, which has not been recorded already, should also be recorded. All players are advised to pay attention when the scores are recorded and added. Normally the players will agree who among them should record the scores, but if no-one is willing, or agreement cannot be reached, the player starting the session as East must be the score-keeper.

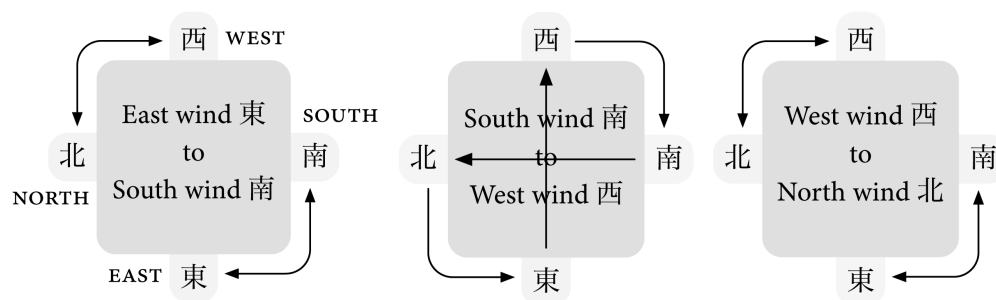
6 Seat Change

After each round the players change seats.

After the south wind round there is a short optional break. If one or more players at the table requests it, a brief break is held.

Round	Position			
	East	South	West	North
East Wind Round	A	B	C	D
South Wind Round	B	A	D	C
West Wind Round	C	D	B	A
North Wind Round	D	C	A	B

⁴There is no rule against the other players helping the winner by pointing out further scoring elements. This should be done when the winner has finished scoring, but before the score is recorded. After the score is recorded, players should not discuss the score further.



6.1 South Round: E swaps with S, W swaps with N

At the beginning of the south round, the player who was East swaps seats with the player who was South, and the player who was West swaps seats with the player who was North. The player who was South, starts the south round as East.

6.2 West Round: E to W, S to N, W to S, N to E

At the beginning of the west round, the player who was East takes the seat of the player who was West, the player who was South takes the seat of the player who was North, the player who was West takes the seat of the player who was South and the player who was North takes the seat of the player who was East. The player who was North, starts the west round as East.

6.3 North Round: E swaps with S, W swaps with N

At the beginning of the north round, the player who was East swaps seats with the player who was South, and the player who was West swaps seats with the player who was North. The player who was South, starts the north round as East.

7 End of a Session

When the signal sounds at the end of the session, playing stops immediately. If a player called mahjong or hu just before the signal, scoring of the hand is carried out.

8 Irregularities

8.1 Changing a Call

A player is not allowed to change a call of chow, pung or kong to another call. If tiles have been exposed, the call takes effect. If no tiles have been exposed, the empty call is considered a **minor offense**.

8.2 Faultily Melded Sets

If a player calls chow, pung or kong by mistake, e.g. because the exposed tiles does not form a set with the claimed discard, the player has committed a **minor offense**. If the

mistake is not caught before the player has discarded, the false set remains exposed and the player has a **dead hand**. If the mistake is discovered before a tile is discarded, the player is obliged to discard the faultily exposed tiles on his next turns.

8.3 False Mahjong

If player calls **hu** or **mahjong**, and realizes that the requirements of a valid mahjong hand are not met, he pays a penalty to each opponent and he has a **dead hand**. If the hand is a valid mahjong hand, but below the minimum 8 points requirement, the penalty is 10 points to each opponent, otherwise, if the hand is not a valid mahjong hand, the penalty is 20 points to each opponent.

8.4 Too Few Or Too Many Tiles

If a player has too few or too many tiles, he has a **dead hand**.

8.5 Dead Hand

A player with a dead hand is not allowed to win the current hand. A player with a dead hand can still claim tiles and replace flowers.

8.6 Exposing Tiles

There is no punishment for accidentally knocking over and exposing tiles. These are put back where they came from. Players are not obliged to discard tiles which have been accidentally exposed from the hand. A player who makes a false mahjong, is not obliged to discard the exposed tiles. Tiles exposed on purpose (e.g. in connection with faultily melded sets) must be discarded on the following turns, before any other tiles can be discarded from the hand. If a player falsely declares mahjong, and another player exposes his tiles, that player must discard the exposed tiles and has a **dead hand**.

8.7 Stalling for Time

Players are supposed to discard a tile within 10 seconds of picking or claiming a tile⁵. Upon claiming a tile, a player must immediately expose the revelant tiles. Stalling for time during a player's turn, when claiming a tile, during scoring, or otherwise, is normally a **minor offense**, but in severe or repeated cases can be seen as **obstruction**.

8.8 Minor Offenses

Normally a **minor offense** will not give rise to any penalty. If a player at a table have committed three or more **minor offenses**, opponents may report the incidences to a referee who will decide on the severity of the offenses and whether a penalty is appropriate.

⁵This should not be seen as a right to wait 10 seconds before discarding a tile. Waiting 10 seconds before discarding on every turn, may well be considered obstruction, especially late in the session.

8.9 Cheating and Obstruction

If a player is cheating or obstructing the game, this should immediately be reported to a referee who will take note of the incident and decide on the severity of the offense and whether a penalty is appropriate.

8.10 Penalties

For severe offenses, a referee can sentence a player to pay 10 points or more. For a very severe offense, or in case of repeated offenses, the team of referees can disqualify a player from the tournament.

9 Etiquette During Play

9.1 Don't discuss opponents' discards or strategy

Players should not comment on opponents' discards or their possible strategies for scoring elements or which tiles are dangerous or safe to discard.

9.2 During Scoring

All players should pay attention during scoring and the recording of points.

9.3 Language

Players should respect the official language, and should not use any other language during playing sessions. When a player with limited knowledge of the official language is present at a table, players should make their scoring clear by supplementary pointing and hand gestures.

10 Rule Clarifications

10.1 Implied Scoring Elements

When a particular scoring combination cannot possibly be made without also including another (lesser, inevitable) scoring element, the lesser element is said to be "implied", thus it is not permitted to combine the two (to add extra points).

10.2 Exclusionary Principle or Prohibition Against Repetitive Set Usage

Once two or three sets have been combined for a scoring pattern, any other sets in the hand may be combined with at most one of the already-scored sets, when creating additional two- or three-set patterns.

10.3 Scoring Elements With Implied Concealedness

Seven scoring elements are concealed by nature: **Lesser Honours and Knitted Tiles**, **Greater Honours and Knitted Tiles**, **Seven Pairs**, **Four Concealed Pungs**, **Nine Gates**, **Seven Shifted Pairs** and **Thirteen Orphans**. They cannot be combined with the score for **Concealed Hand**, but in case of self-drawn mahjong they can combine with **Fully Concealed Hand**.

10.4 Combinations With Seven Pairs

The scoring element **Seven Pairs** can be combined with elements such as **All Types**, **All Terminals and Honours**, **All Terminals** and **All Honours**. **All Even Pungs** is an element that must be formed with four pungs, and thus cannot combine with **Seven Pairs**.

10.5 Special Implied Scoring Elements

- **All Terminals and Honours**, **All Terminals** and **All Honours** do not combine with **All Pungs** or **Pung of Terminals or Honours**.
- **Nine Gates** does not combine with **Pung of Terminals or Honours**.

10.6 Combining Melded and Concealed Kongs

- **Two Melded Kongs** score 4 points.
- **One Melded Kong** combined with **One Concealed Kong** score 6 points.
- **Two Concealed Kongs** score 8 points.

10.7 Edge Wait, Closed Wait and Single Wait

A player can never claim more than one unique wait for a hand.

If a player completes a hand with a tile from the Knitted Straight, no points for unique wait can be claimed.

10.8 Tournament Rules

As a result of each session the players are awarded table points: 4 table points for winning the table, 2 table points for the second highest score at the table, 1 table point for the third highest score and no points for the lowest score. If two (or more) players tie for a position, they share equally the added points: e.g. 0.5 points each (half of 1+0) for two players sharing last position.

The overall classification in the tournament is determined by the accumulated table points. Equality in table points are resolved by comparing the players' accumulated score from all sessions.

Mahjong Competition Rules Scoring Chart

	Chow-based	Pung-based	Kong-Based	Suit-Based	Terminals/Honours	Going Out	Special Hands
88			Four Kongs	All Green Nine Gates	Big Four Winds Big Three Dragons		Seven Shifted Pairs Thirteen Orphans
64	Pure Terminal Chows 123 123 789 789 55	Four Concealed Pungs			All Terminals All Honours Little Four Winds Little Three Dragons		
48	Quadruple Chow 234 234 234 234	Four Pure Shifted Pungs 222 333 444 555					
32	Four Pure Shifted Chows 123 234 345 456 123 345 567 789		Three Kongs		All Term./Honours		
24	Pure Triple Chow 234 234 234	Pure Shifted Pungs 222 333 444		All Even Pungs Full Flush Upper Tiles Middle Tiles Lower Tiles			Seven pairs Greater Honours/Knitted
16	Pure Shifted Chows 234 345 456 123 345 567 Pure Straight 123 456 789 Three-Suit Term. Chows 123 789 123 789 55	Triple Pung 222 222 222 Three Concealed Pungs		All Fives			
12				Upper Four Lower Four	Big Three Winds		Knitted Straight 147 258 369 Lesser Honours/Knitted
8	Mixed Triple Chow 234 234 234 Mixed Straight 123 456 789	Mixed Shifted Pungs 222 333 444	Two Concealed Kongs			Last Tile Draw Last Tile Claim Replacement Tile Robbing the Kong	Reversible Tiles Chicken Hand
6	Mixed Shifted Chows 234 345 456	All Pungs	One Melded Kong And One Concealed Kong	Half Flush All Types	Two Dragons	Melded Hand	
4			Two Melded Kongs		Outside Hand	Fully Concealed Last Tile	
2	All Chows	Double Pung 222 222 Two Concealed Pungs	Concealed Kong	All Simples	Dragon Pung Prevalent Wind Seat Wind	Concealed Hand	Tile Hog
1	Pure Double Chow 234 234 Mixed Double Chow 234 234 Short Straight 234 567 Two Terminal Chows 123 789		Melded Kong	Voided Suit No Honours	Pung Term./Honour	Edge Wait Closed Wait Single Wait Self-Drawn	Flower Tile

