

香港麻雀協會  
HONGKONGMAHJONGASSOCIATION



香港麻雀協會  
Hong Kong Mahjong Association

# GGHK Mahjong Tournament Rulebook

## Classical Hong Kong Mahjong

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## General Rules

1. This rulebook is the instruction to the players and guidance for the referees.
  - 1.1. Participating in this competition implies agreement with the rulebook.
  - 1.2. Head referee and HKMA holds the power of final adjudications.
2. Players should obey the rules and compete fairly.
  - 2.1. Penalties specified in this rulebook apply to unintentional oversight.
  - 2.2. For rule violation on purpose, referees could impose heavier penalties.
3. For most of the rule violations and manner misbehaviour, adjudications and interference are made only if players complain.
4. Players should arise a rule violation instantly if noticed.
  - 4.1. If another player in the same game has already drawn a tile and mixed with their own concealed hand/ finished a melding, making the illegal action irreversible; the illegal action counts.
  - 4.2. If the illegal action is irreversible and correction cannot be made:
    - 4.2.1. Only If any player in the same game complains, the referee would penalise the rule-violating player.
    - 4.2.2. However, the loss of other players' turn being skipped is not compensated.
5. These principles apply to general rule violations that should be easily observed, and are not applicable in case of cheating and severe rule violations.
6. There would be a total of 3 series of game:
  - 6.1. Classical Mahjong (Hong Kong)
  - 6.2. 16-tile Modern Mahjong (Hong Kong style Taiwanese Mahjong)
  - 6.3. Riichi Mahjong (Japanese Mahjong)

# Mahjong Tiles

## 1. General setting

- 1.1. Adopts a set of 144-tile / 136-tile Mahjong:
  - 1.1.1. 144 tiles include Number tiles, Honour tiles and Flower tiles or,
  - 1.1.2. 136 tiles include Number tiles, Honour tiles.

## 2. Number tiles:

- 2.1. 3 suits including Dots, Bamboos, and Characters.
- 2.2. Each suit includes numbers from 1 to 9.
- 2.3. There are 27 types of number tiles in total. 4 copies of each.

## 3. Honour tiles:

- 3.1. Include “East”, “South”, “West” and “North” of the Wind suit; and “Red Dragon”,
- 3.2. “Green Dragon” and “White Dragon” of the Dragon suit.
- 3.3. 7 types in total. 4 copies of each.

## 4. Flower tiles:

- 4.1. Include “Spring”, “Summer”, “Autumn” and “Winter” of the Season suit;
- 4.2. and “Plum”, “Orchid”, “Chrysanthemum” and “Bamboo” (not the same as the bamboo suit) of the Flower suit.
- 4.3. 8 types in total. 1 copy of each.

# Goal of a Mahjong Game

- 1. Achieve an Agari (Hu)<sup>1</sup> through actions of drawing, discarding and melding. Before the game begins, “Position shuffling” is done to decide seating and the First Dealer. A specified number of games are played in each match.
- 2. Stages of each game are listed below.
  - 2.1. Tile shuffling, break, initial hand dealing.
  - 2.2. Drawing and discarding.
  - 2.3. When someone Agari (Hu), calculate the scores.
  - 2.4. When no tiles can be drawn from the wall, The game comes to a tie.
  - 2.5. Settlement stage, pass the dealer place or

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<sup>1</sup> Format: Terms or practice in Riichi Mahjong (terms or practice in other styles of Mahjong)

# Patterns of Mahjong

## Melds

1. Melds include sequences, triplets and quads.
2. **Sequence:** 3 consecutive numbers tiles of the same suit form a sequence. A sequence in a concealed hand is a concealed sequence. An open sequence can be archived by melding actions Chi/ Ron (Hu), e.g.



3. **Triplet:** 3 identical tiles form a triplet. A triplet in a concealed hand is a conceal triplet. An open triplet is formed by melding action Pong, e.g.



4. **Quad:** 4 identical tiles form a quad. A quad must be formed by calling a kan. 4 identical tiles in a concealed hand are not regarded as a quad, e.g.



5. **Pair:** 2 identical tiles are called a pair, e.g.



## Pattern of Agari (Hu)

1. **Basic Pattern of Agari (Hu):**
  - a. 4 or 5 melds and 1 pair (Also known as Head (Eye)).
2. **Special Pattern of Agari (Hu):**
  - a. "Seven Pairs", "Thirteen Orphans", "Nico Nico", "Sixteen Isolated"; adaptive to different styles of Mahjong rules.
3. An Agari (Hu) must fulfil patterns of Agari (Hu) in order to be declared.
4. For hands only fulfilling Faan patterns but not the patterns of Agari (Hu) are unable to declare an Agari (Hu) and are regarded as Chombo/False winning

## Stages of Mahjong game

A game of Mahjong is composed with the following 3 stages:

1. Initial Hand dealing Procedure,
2. Drawing, Discarding and Melding Procedure,
3. Settlement Procedure.

### Initial Hand Drawing Procedure (Dealing)

1. Dice rolling, shuffling, cutting and initial hand drawing. (Please refer to “Seating and Initial Hand” chapter)
2. Players should not execute any action that are under Drawing, Discarding and Melding Procedure (including drawing, discarding and melding; drawing of the first tile by the Dealer (also known as jumping) is allowed). Any violation that causes loss to other players (eg.: the chance of melding being skipped, incomplete initial hand, etc) would be penalised.
3. The following actions define the end of Initial Hand Drawing Procedure and the begin of Drawing, Discarding and Melding Procedure.
  - Make sure all players in the same game have complete initial hands. Including but not limited to: checking the head of the wall, counting the number of tiles held by other players. If an incomplete initial hand is observed, players could make a reminder; or forcefully enter Drawing, Discarding and Melding Procedure via the following means.
  - Before executing any actions of the player’s turn, the player expresses clearly that they are going to draw a tile/ discard a tile/ meld a tile. After waiting a reasonable reaction time, the player draws a tile/ discards a tile/ melds a tile. If no one by this time raises that the initial hand is incomplete, the moment is then considered as the beginning of Drawing, Discarding and Melding Procedure. However, the actions under Drawing, Discarding and Melding Procedure before the moment by other players are considered as illegal.
  - When the North player reaches their hand and touches the front Wall tiles/ discards a tile after melding, the moment that the East player discards the first tile is regarded subsequently as the beginning of Drawing, Discarding and Melding Procedure. Any antecedent actions under Drawing, Discarding and Melding Procedure are regarded as legal. Incomplete initial hand cannot be fixed anymore.

## In-game Procedure

1. After the Dealer discards the first tile, enter each players' turn, executing drawing, discarding and melding actions, until someone's Agari (Hu) or the game ties.
2. Agari (Hu) is an action under the Drawing, Discarding and Melding Procedure. Once the game enters the Settlement Procedure, all other late Agari (Hu) declarations are considered invalid.
3. The following actions defines the begin of Settlement Procedure:
  - 3.1. A player declares an Agari (Hu), and waited after a reasonable reaction time, the game then enters Settlement Procedure;
  - 3.2. When no more tile can be drawn from the live wall, Dealer waits for a reasonable reaction time and declares Tenpai or Neten (Riichi Mahjong rule); or 4 players wait for a reasonable reaction and start shuffling; the game then enters Settlement Procedure.
4. If a player hopes to have the right to Agari (Hu), declaration should be made during the in-game Procedure. Agari (Hu) declaration of a Chombo (False winning) also ends the in-game Procedure, making Agari (Hu) declaration afterward is invalid. Under the rule of Riichi Mahjong, players have the right to Agari under the Chombo of a head bumper, only as they also declared Agari within a reasonable reaction time.

## Settlement Procedure

1. When someone Agari /Hu, counts the scores according to the rules.
2. When no tiles can be drawn from the wall, the game comes to a tie.
3. When players confirm the settlement and count the score accordingly, Settlement Procedure is considered finished.

## Reaction Time

1. Reaction time is used in judging which procedure a game is in; and determining the validity of a declaration of an action.
2. Unlike thinking time, it is defined as:
  - a. When a player makes a declaration, another player notices and declares a counter-action (included but not limited to: Pong or Pon to intercept a Chi/ Head bump an Agari/ declaring a situation that the initial hand is incomplete) in approximately conditioned reaction time. Thinking time is not provided for declaration of a counter-action. All the thinking process (included but not limited to calculating the expected value of resisting a chi by a pong/ estimating the score of the hand of the agari declaring player), have to be processed with reaction time. Therefore, all melding declarations should be clear and quick. Unspecified wordings (eg.: wait, hey) that intervene in a game are not allowed.
3. For melding, a player has the right to wait for the discarding player to place the tile front side upward and have fingers totally moved away from the tile surface; before declaring a counter-action. If the discarder does not place the tile to a position that can be clearly seen, making the counter-action declarer cannot clearly see the discarded tile; this may

lead to a longer delay between the counter-action declaration and the antecedent action declaration. Under the circumstance, the counter-action declaration is considered valid.

## Seating and Initial Hand

### Position Counting

In the position shuffling and cutting process, position counting would be an essential procedure. Position counting works as follow:

1. Roll 2/3 6-face dice.
2. Anti-clockwise starting from the Dealer. 1 indicates himself, 2 indicates the right of the die-rolling player, 3 indicates the opposite of the die-rolling player, 4 indicates the left of the die-rolling player.
3. In other words:
  - The sum[5 / 9 / 13 / 17] indicates the die-rolling player.
  - The sum[6 / 10 / 14 / 18] indicates the die-rolling player's right player.
  - The sum[3 / 7 / 11 / 15] indicates the die-rolling player's opposite player.
  - The sum[4 / 8 / 12 / 16] indicates the die-rolling player's left player.

### Dealer and Wind Position

1. In a game, each player belongs to their own wind position following the order from East to South to West to North, anti-clockwisely.
2. **Position Wind:** The wind matching the wind position of a player. After dealer rotation (undermentioned), the position wind would rotate accordingly. (The wind positions of the players rotate according to dealer rotation and is not related to dice rolling and cutting)
3. **Dealer:** East player is the same as Dealer. All the other players are regarded as Non-dealer.
4. **Initial Dealer:** The player that draws the East tile during position shuffling is the initial dealer (dealer of the first game). They are responsible for dice rolling and cutting.
5. **Dealer rotation:** After each game, unless in some specified circumstances (eg. dealer wins the game), the dealer position is rotated anticlockwise. That means the south player of the previous game becomes the dealer of the coming game.
6. **Revolution:** When the dealer position has rotated four times and the initial dealer becomes dealer for the second time, that round of competition has proceeded a complete revolution.
7. **Prevailing wind:** Prevailing wind is adopted. The prevailing wind of the first revolution is East; for the second revolution is south; and so on. Prevailing wing and position wind can be double counted.

## Cutting(Break)

1. The Breaker is determined by counting dice rolled by the dealer .
  - 1.1. The sum of dice is regarded as the break number, count player in anticlockwise and the tiles in clockwise.
  - 1.2. The breaker counts the stack of tiles in front of them with the break number from right to left (clockwise direction),at this point:
    - 1.2.1. The last counted stack marks the tail of the Wall.
    - 1.2.2. The left uncounted tile stack is regarded as the head of the Wall.
  - 1.3. The breaker should separate the head from the tail of the wall.
2. The tile wall is drawn clockwise, which is different from the player turn order.
3. Position winds rotate as the dealer position rotates and are not affected by dice rolling and breaking.

## Initial Hand

1. The initial dealer is defined by position shuffling. The dealer position then rotates after each game.
2. After Break, players draw their initial hands(dealing).
  - 2.1. Each player takes turns to draw from the Wall according to the anti-clockwise (Dealer → South player → West player → North player) order. Each player draws 2 stacks 4 tiles in total each turn.
  - 2.2. Players draw their initial hands according to the method specified under the rule of respective style.
3. The following stage is flower substitution(Skip if flower tiles not adopted):
  - 3.1. Starting from the Dealer, each player displays their drawn flower tiles from their initial hand to the meld area and draws substitutional tiles from the tail of the Wall in order.
  - 3.2. Give/ say a clear posture/wording to the next player-in-line which the player knows that they could begin their own flower substitution process.
  - 3.3. If the substitution tiles are also Flower tiles, the player will do another substitution in the next turn.
    - 3.3.1. The player should let their right player do substitution first.
    - 3.3.2. After the current turn of flower substitution, there would be another round flower substitution, starting from the Dealer for those who get flower tiles from the substitution tiles.
  - 3.4. The process should repeat until no one has any flower tiles in hand.
  - 3.5. The initial hands are then completed.
  - 3.6. Depending on the rules, players might do specified declarations at this moment (eg. Heavenly Ting).

- 3.7. Dealer discards a tile. Then enter the turn of the south player.
4. During initial hand drawing, players should not look at or touch the head of the tiles. Otherwise, initial hand drawing errors might become irreversible and players might be penalised.

## Areas on the Table Surface

1. **Wall:**
  - 1.1. Four rows of stacks of undrawn tiles in front of the players form the Wall.
  - 1.2. 2 tiles with the head facing downward form a stack.
2. **River(discarding areas):**
  - 2.1. In the centre area of the table which surrounded by the Walls.
  - 2.2. Formed by discarded tiles.
    - 2.2.1. Tiles are arranged from left to right in front of each player with heads facing upward.
    - 2.2.2. In Riichi Mahjong, tiles in the river should be arranged 6 in a row,
      - 2.2.2.1. Other styles of Mahjong do not have row restriction.
3. **Concealed Hand:**
  - 3.1. Near the player and apart from the Wall.
  - 3.2. Formed by undiscarded and unexposed tiles of players.
  - 3.3. Arranged in a row standing upright in front of each player with the face facing the players who own the hand. should be unseen by other players
4. **Melded Tiles:**
  - 4.1. On the Right-hand corner of the table, near the player's concealed hand.
  - 4.2. Formed by melds and Flowers(if any).

## Drawing, Discarding and Melding

### Discarding

1. After Initial hands distribution, Dealer discards a tile, then enters the turn of the South Player.
2. **Turn:** A player finishes drawing and discarding. This is regarded as a turn. A turn consists of the following stages:
  - 2.1. **Drawing stage:** Draw a tile from the head of the Wall;
  - 2.2. **Managing Stage:** Player can declares Tsumo (Self-drawn), kan, reach (ting), or skip all these steps;

- 2.3. **Discarding Stage:** Discard a tile;
- 2.4. **Melding Stage:** Other players decide whether to meld the discarded tile or not.
3. **Round:** The period starting from the end of a player's turn to the end of their next turn of the same player is regarded as a round.
4. When someone melds, the game directly enters the discarding stage of the melding player. Then it comes to the turn of the right player of the melding player; or the discarding stage of the next melding player.
5. Every game follows the aforementioned stages until any player Agari (Hu) or the games come to a tie.

## Drawing and Discarding Rules

1. A player must not reach out their hands to draw a tile, or put their hands in the River blocking the vision of the other players; when the left player has not discarded their tile in that turn. Drawing before the left player's discarding own turn is not allowed and can be penalised.
2. The right player of the discarding player should only draw a tile after ensuring that the discarded tile is put in the correct position with head facing upward, as well as the discarding player's fingers have totally left the surface of the tile.
3. When the discarding player's hand touches the head of the wall, it is regarded as they give up melding; but other players still own their right to meld.
4. If a player forgets to draw a replacement tile after a kan, but they have already discarded a tile; they cannot draw the tile back after the melding player has already discarded a tile, or their right player has already drawn a tile and mixed it with the concealed hand. Before the melding player has already discarded a tile, or their right player has already drawn a tile and mixed it with the concealed hand, the player can draw the replacement tile back but this is considered as discarding before drawing (a rule violation).
5. When the right player of the discarding player has already drawn a tile and mixed it with the concealed hand, or discarded another tile to the river, or declared Agari (Hu) or kan; other two players then lose their right to meld the discarded tile.
6. Discarded tiles are placed in the middle area of the table which is enclosed by the wall (regarded as the river)
7. When the discarding player clearly discards the tile to the river, other players can then declare melding.
8. When the discarding player clearly discards the tile to the river, they cannot take the discarded tile back to the concealed hand.
9. **Tile drop into the river:** If a player accidentally drop a tile into the river, the tile is not considered as discarded. The player can take the tile back to their concealed hand, but there would be a penalty.
10. **Discarded tiles have to be arranged from left to right.** When the present row is full, open a new row **under** it. Do not leave spaces for melded tiles.
11. Reading out the name of the discarded tile is not encouraged. Reading out a wrong tile name might lead to mismelding of other players and will be penalised.

12. A discarding player does not need to expose the information that the discarded tile is the tile that was just drawn from the wall. They have the right to hide this information on purpose. Other players can observe the position that the discarding player takes out the tile to get the information and organise tactics. However, the player has to take the risk of using the information and that information cannot be used as legal basis. Cheating by using concealed hand arrangement and taking out discarded tiles from specific positions as signals is forbidden.

## Melding and Declarations

### Melding

1. **Melding:** The action that a player takes another player's discarded tile to complete a meld. Those actions included Ron (Hu on discard), chi and called kan. Melding should be declared in the melding stage of the discarding player. Then the game enters the discarding stage of the melding player.
2. Melding by Cantonese, Mandarin Chinese, English and Japanese (Cantonese, Mandarin Chinese and English) are accepted.
3. Only the latest discarded tile can be melded. When the right player of the discarding player draws a tile and mixes it with the concealed hand, no melding is allowed.
4. A meld that is completed by melding must be exposed and cannot be kept in concealed hand anymore.
5. Melding includes Ron (Hu on discard), chi, pong and called kan, undermentioned.
6. Only melding declaration wordings specified in this rule book is recognised. Other wording (eg. wait, excuse me) can be neglected.
7. All melding should be uttered out. Undeclared meldings are neglectable.

### Pong

1. When the discarded tile of another player is identical with a pair in a player's concealed hand, the player can then declare pong to meld.
2. These 3 identical tiles form a melded triplet, and have to be put in specified melded tile areas (the melded melds should be put properly so that they are clearly seen). Melding players should also put the melded melds in specified arrangements.
3. Pong is considered as skipping the drawing stage and managing stage. The game directly enters the discarding stage of the melding player.

### Chi

4. When the discarded tile of the left player can form a sequence with 2 concealed tiles of a player, the player can then declare chi to meld. Different from pong, chi can be declared only for melding the left player's discarded tile.
5. These 3 tiles then form a melded sequence, and have to be put in specified melded tile areas.
6. Chi is considered as skipping the drawing stage and managing stage. The game directly enters the discarding stage of the melding player.
7. Chi declaring player should utter out first; then expose the concealed tiles used; then

take the melded tile away; then discard a tile at last.

8. In a reasonable reaction time after a chi declaration, other players can still declare Pong or kan. Therefore, chi declaring players are advised to expose the tiles after waiting for a reasonable reaction time. After the exposure of the used tiles, the meld is confirmed and other players lose the right to Pong/kan. However, if the chi declaring does not wait for the reaction time to pass, or even expose their tiles without declaration, then Pong/kan declaration in a reasonable reaction time after the exposure is still recognised as legal.

## kan

9. 4 identical tiles form a quad by declaring kan. There are three types of kan including concealed kan, promoted kan and called kan. The former one forms a concealed quad while the latter two form melded quads.
10. **Concealed kan:** In managing stage, players can declare a kan and form a quad when there are 4 identical tiles in their concealed hands. Declaring a concealed kan is not allowed after melding (because that would lead to the discard stage instead of managing stage).
11. **Promoted kan:** Managing stage, when there is a tile in concealed hand that is identical to the player's melded triplet, the player can then declare kan and add the tile to the melded triplet to form a melded quad. Declaring a promoted kan is not allowed after melding.
12. Once a player discards a tile to the river, they cannot take the tile back to make a promoted kan. Therefore, kan declarations shall be made before actually placing out the tile. The tile should be unambiguously put in the melded tile area behind the concealed hand; and should not be placed next to or in front of the concealed hand. For those ambiguous movements without proper declarations, if the referee agrees that the actions can reasonably make other players misunderstand that as discarding instead of declaring kan, the referee can allow the respective right player to chi.
13. **Called kan:** When the discarded tile of another player is identical with a concealed triplet in a player's concealed hand, the player can then declare kan to meld for a quad.
14. All kan should be placed in the specified melded tile area. When the 4 tiles have formed a kan, they cannot be placed back in the concealed hand or form other melds with other tiles.
15. Drawing of replacement tile: A kan turns 4 tiles into a meld which requires 3 tiles only. Therefore, after a kan, the declaring player should draw a replacement tile to supplement the difference in the number of tiles. After drawing the replacement tile, the game enters the managing stage of the kan declaring player.
16. A player must expose all the kan tiles, let all players ensure that the kan is legal, then draw the replacement tile. Drawing before exposing is forbidden and can be regarded as tile overnumber (will be penalised).

## Robbing a kan

1. **Robbing a kan:** When another player declares a promoted kan, and the tile used is exactly the one that can form an Agari of a player (i.e. the gates that a player is waiting for); the player can then declare Ron, which is regarded as robbing a kan.
2. Only promoted kans can be robbed. Concealed kan cannot be robbed; with an exception that is 13-tile Classical Mahjong, robbing a concealed kan by thirteen orphan is allowed. For called kan, Ron is in higher priority according to the Priority of Melding

(undermentioned). The kan cannot be executed.

3. When the kan declaring player adds the tile to the melded triplet, the kan robbing player should immediately declare Ron. They should not wait for the kan declaring player to draw the replacement tile. The kan declaring player should also wait for a reasonable reaction time, confirming no one is robbing a kan, then to draw the replacement tile.
4. Discarding player who does not wish to declare a kan should unambiguously place the tile in the river that is in front of the concealed hand. They should not place the tile next to or behind the concealed hand. Otherwise, no matter whether a kan declaration is uttered or not, the referee might consider the action as a kan declaration.

## Agari (Hu)

1. **Tsumo (Self-drawn):** When the game comes to the drawing stage of a player, a tile that matches the waiting gates is drawn from the wall by the player. The player can then declare Tsumo (Zimo/Hu) and expose the entire concealed hand. The declaration of Tsumo (Zimo/Hu) can only be executed during the managing stage.
2. **Ron (Winning on Discard):** When another player discards a tile that matches the waiting gates of a player, or a promoted kan declaration uses a tile that matches the waiting gates of the player; the player can then declare Ron (Hu) and expose the entire concealed hand. This is regarded as Ron (winning on discard). The action of discarding a tile letting others to Ron (win) is regarded as chucking.
3. **An Agari (Hu) declaring player should expose the entire hand for all the other 3 players to check if the declaration is legal and calculate score. Before the score calculation is done, all players must not mess the tiles on the table. If the Agari (Hu) declaring player mess the tiles up themselves, the declaration might be considered as a chombo (false winning) and will be penalised.**

## Score Settlement

1. Agari (Hu) declaring players should arrange their tiles in under-mentioned order, make it clear and easy for other players to check the legality of the declaration and calculate score.
2. For Basic Agari (Hu) Pattern, arrange the tiles with different melds under pair separated.
3. For "Thirteen Orphans" and "All Isolated", arrange the tiles with different suits, wind and dragons separated.
4. For "Nico Nico" and "Seven Pairs", arrange the tiles with identicals neighbouring each other.
5. For Tsumo (Self-drawn), do not insert the drawn tile into the concealed hand. Expose the drawn tile before other concealed tiles and place the drawn tile horizontally. Do not take away the discarded tile under a ron (chuck).

## Priority of Melding

1. When more than one player declares melding for the same tile, by following the priority of melding as below, only the melding with the highest priority is valid.
2. The priority of melding: Ron (win on chuck) > Pong/kan > Chi
3. Only legal meldings enjoy the priority. Illegal meldings are neglected.
4. If a pong/kan declaring player would like to enjoy the priority, they should declare as

soon as possible. Chi declaring players shall wait for a reasonable reaction time after declaration before exposing the tiles. If the chi declaring player has already waited for a reasonable reaction time after declaration and then melded the tiles, the chi is confirmed valid. No more pong/kan is allowed. However, if the chi declaring player has not waited for a reasonable reaction time and instantly melded the tiles, pong/kan declaration can still be legally made within reasonable reaction time.

5. Chi declaring players should utter the declaration before discarding. Otherwise, if another player declares a pong/kan, the discarding tiles might lead to a tile undernumber and illegal exposure of concealed hand; both rule violations would be penalised.
6. If a legal melding is blocked by another melding with higher priority, although there might be an exposure of concealed tiles, this is not regarded as a rule violation and is not penalised.
7. If a player declares chi, another player declares pong/kan at the same time, the chi declaring player has the right to change the melding declaration to a ron(hu) and is not penalised.
8. If a player declares a melding with a higher priority after a reasonable reaction time, this can be regarded as a melding cancellation and will be penalised.

## Formation of Mahjong Tiles

1. Adopt 136 tiles, no flowers adopted.
2. 136 tiles include Number tiles and Honour tiles.
3. **Number tiles:** 3 suits including Dots, Bamboos, and Characters. Each suit includes numbers from 1 to 9. There are 27 types of number tiles in total. 4 copies of each.
4. **Honour tiles:** Include “East”, “South”, “West” and “North” of the Wind suit; and “Red Dragon”, “Green Dragon” and “White Dragon” of the Dragon suit. 7 types in total. 4 copies of each.

## Dealer, Cutting(Break) Initial Hand

1. The dealer has a benefit of drawing and discarding first, but no benefits on score calculation.
2. First dealer is determined by position shuffling. The dealers in the other games are determined by dealer rotation.

## Initial Hand Distribution

1. The Break is determined by the sum of dice rolled by the dealer.
2. The East player takes the first 2 stacks from the Break (head of the wall). Then south, west and north players take their turns in a counterclockwise order with the tile drawn in a clockwise order.
  - 2.1. Repeating the process 3 times until each player has 12 tiles as their concealed hands.
3. The Dealer takes the first and the fifth tile from the head (Jumping tiles). Then south, west, north players take 1 tile each.
  - 3.1. At this moment, the east player has 14 tiles, others have 13.
  - 3.2. Players should not touch or look at the front of the tiles before confirming that the initial hand drawing process has no error. Otherwise, there might be penalties when the initial hand drawing process has any error.
4. When the Initial hand is completed, the east player discards a tile.

## Melding Restrictions

1. If a discarded tile forms a triplet with a player’s concealed hand and was discarded twice in one(same) round,
  - 1.1. player can choose to Pon the latter copy of the same type of tiles in the same round.
  - 1.2. However, if liability (pao) was involved, Pon is forbidden.
2. If a player discards a tile from a concealed sequence, the latter can still chi another copy of the same type of tiles in the same round. However, if the chi involves liability (pao), the pon is forbidden.

## Melded Tiles Placement

1. Melded tile area is in the left bottom of the players with respectively , at the according corners of the table.
2. All exposed melds and Concealed kan of a player should be put in the melded tile area.
3. Independent melds cannot be mixed up.
  - 3.1. They should be put independently according to the order of melding (and kan as well).
  - 3.2. Otherwise, the player might face hu forbiddance.

## Robbing a kan

1. **Robbing a kan:**
  - 1.1. When a player declares a promoted kan:
    - 1.1.1. If the tile used is the tile that can form a Hu pattern with another player's hand (i.e. the gates that a player is waiting for);
    - 1.1.2. The latter player can declare Hu, which is regarded as Robbing a kan.
  - 1.2. Only promoted kans can be robbed.
  - 1.3. Concealed kan cannot be robbed.
  - 1.4. Privilege for thirteen prohans.
2. Robbing a kan counted as Self-Drawn:
  - 2.1. The player with kan being robbed is considered chucking, and is worth a Faan, but the score is calculated as the pao of self-drawn.
  - 2.2. The liability of other players are replaced.

## Hu

1. **Patterns of Hu** MUST be fulfilled in order to declare a Hu.
  - 1.1. **Basic Pattern of Hu:** 4 melds and 1 pair (Also known as Eye).
  - 1.2. **Special Pattern of Hu:** "Thirteen Orphans".
  - 1.3. For Hands only fulfilling the requirements of Faan patterns but not the patterns of Hu are unable to declare a Hu. (If so, might considered as a false winning)
2. **Self-Drawn:**
  - 2.1. In the drawing stage in a player's turn, the player draws a tile from the wall and then hu by this tile. This is regarded as Self-drawn.
3. **Win on chuck:**
  - 3.1. A player discards the required gate for another player(s) to achieve a state of Hu.

- 3.2. The latter player can declare “Hu” and use the discarded tile to Hu. This is regarded as a win on chuck.
  - 3.2.1. The discarding that let a hu happens is regarded as chucking.
- 3.3. If multiple players declare Hu on the same discarded tiles, all Hu are counted.
4. A Hu declaring player Must expose his entire concealed Hand to other players, it is to verify its legality and perform score calculation.
  - 4.1. Otherwise, it is considered a false winning.
5. A **minimum threshold** of 3 Faan:
  - 5.1. Only hands with 3 Faan or above can legally hu.
6. Generally, a Hu can be declared if it has fulfilled all Hu patterns and the Faan threshold.
  - 6.1. However, If in one round, a player’s waiting gate is being discarded(by anyone) and the waiting player has not declared Hu(Self-drawn/Chuck), they then cannot declare hu on chuck on the copy of the same type of tiles in the same round;

## Settlement and Calculation

1. Hu declaring player(s) should arrange their tiles in an order that allows other players check and verify easily, and to calculate a Hu’s score accordingly .
  - 1.1. For **Basic Hu** Pattern, arrange the tiles in independent melds and pairs .
  - 1.2. For **Special Hu** Pattern, arrangement method are shown below:
    - 1.2.1. **Thirteen Orphans**: Arrange the tiles with different suits, wind, dragons of the orphans as well as the independent meld separately.
2. Score calculation is the responsibility of the referee,
  - 2.1. All players are responsible for checking the referees’ calculation.
  - 2.2. When the referee has the confirmation of no miscalculation from the players, the referee will then mark down the score and give signals of shuffling.
  - 2.3. Players should not shuffle or mess the tiles before checking and the referee has given signals.
    - 2.3.1. Once a calculation has been confirmed and the tiles have been messed up or shuffled, any further requests on score correction are not accepted.
3. **Highest Faan Principle**:
  - 3.1. If there are different interpretations of a Hu hand,
    - 3.1.1. The interpretation that scores the highest should be adopted.

## Tie

1. If there are no tiles left that can be drawn from the wall, but no one has declared hu, the

game will come to a tie.

2. Dealer position rotates to the player next-in-line after a tie, even for the last game of the last revolution of the match.

## Fouls and Penalties

1. Players should follow the rules and compete fairly. The penalties specified in this rulebook apply to unintentional oversight. For rule violation on purpose, referees could impose extra penalties.
2. When a player violates a rule, the referee could make the following penalties according to the severity:
  - hu forbiddance;
  - deduction of Y points;
  - red card or yellow card;
  - disqualification and banishment;
  - blacklisting and banishment in other events;
  - Other penalties that are considered appropriate by the referee
3. **Hu Forbiddance:** When a player is forbidden for hu, they must not meld, ting or hu in the game. Otherwise it is considered a false win.
4. **First Fault:** The first violation to a specific rule within a match. The violations of different fouls are counted separately. Unless for red cards or extra penalties enforced by the referee, all the fault records will be reset.
5. **Yellow card:** When a player receives a yellow card, the card is valid until the end of the match. 24 points would be deducted after match settlement. When the player receives one more yellow card, it is regarded as receiving a red card.
6. **Red Card:** When a player receives a red card, the card is valid until the end of the day of the competition. 96 points would be deducted after match settlement. When the player receives one more red card, it is regarded as a false winning.

## Fouls during Initial Hand Drawing

1. **Dealer Rotation Error:** If a player rolls dice and does a dealer's job under the circumstances that they are not in the actual dealer position, other players should point that out before the false dealer jumps for completing the initial hand. The actual dealer would then replace the false dealer and jump. After jumping, the situation is considered as initial hand misnumbered. When the game enters the first round, dealer rotation error cannot be corrected, the false dealer becomes the dealer of the game. After this game, regardless of tenpai and hu conditions, the right player of the actual dealer becomes the dealer of the next game. If the false dealer has an extra dealer turn deal to the violation, their next turn of dealer would be skipped.
2. **Grabbing a Wrong Tile:** If a player grabs a wrong tile during initial hand drawing, they can place back the incorrect tiles and correct the error only if they have not looked at or touched the front of the tile. Otherwise, they must grab the tile and receive a yellow card.
3. **Initial Hand Misnumbered:** Having too much or too less tiles in an initial hand. The error can only be fixed during the initial hand drawing procedure. When the game enters the drawing, discarding and melding procedure, the misnumbering cannot be fixed. If the player has an initial hand under-numbered, they should draw tiles from the head of the wall. If the player has an initial hand overnumbered, they could put extra tiles back to the head of the wall only if those tiles' fronts have not been looked at or touched. If the

number of tiles with the fronts being looked at or touched exceeds the proper number of an initial hand, the player should put back all the tiles that can be legally put back and keep all those which cannot. The player continues the game with an overnumbered hand.

4. **Discarding during Initial Hand Drawing Procedure:** If a player discards a tile during initial hand drawing procedure, making another player miss a legal melding or have an initial hand undernumbered, the player with interests being damaged could complains to the referee. The referee would penalised all players that have already discarded tiles. Initial hand misnumderring can be fixed. The loss in melding chance is not compensated.
5. **Re-shuffling:** When initial hand drawing faces any irreversible errors that make the game unable to process, the referee could announce re-shuffling. Re-shuffling cannot be executed when the game has entered the drawing, discarding and melding procedure.

### Fouls during Drawing

1. **Flipping over Opponents Hand:** If a player flips over the hand of another player, they receive a red card.
2. **Forestall Drawing:** If a player draws a tile before the left player has discarded a tile, they receive a yellow card.
3. **Discarding before Drawing:** If a player discards a tile before drawing, the player could draw back a tile before the right player draws a tile or the melding player discards a tile. The player will receive a yellow card. Otherwise, the player has to continue with an undernumbered hand.
4. **Grabbing a Wrong Tile:** If a player draws a tile not from the head of the wall and has already looked at or touched the front of the tile, they cannot put the tile back and will receive a yellow card. If another player points out the error before the player discards, the player must discard the drawn tile. If the error is pointed out after the player discards, the error would become irreversible. The referee would then take the tile from the head of the wall and place that to the position that the tile is misdrawned from. The game then continues.
5. **Flipping over the Wall:** If a player flips over tiles on the wall, the first fault of flipping over 1 tile does not lead to any penalties. Flipping over more than one tile leads to a yellow card penalty.
6. **Illegal Exposure:** If a player exposes their hand not for legal discarding, those tiles are regarded as exposures. If exposures are kept in concealed hand after the round, they are regarded as illegally melded tiles. Illegally melded tiles cannot be used to form any melds, and leads to penalties specified below:

No. of Illegally Melded Tiles	Penalties
1	Yellow card
2	Red card
3 or above	Red card and yellow card
Half of the concealed hand or more	False winning

7. **Messing:** If a player severely messes the tiles on the table, or false winning on purpose, making the game impossible to process, 60 points are deducted after match settlement. The game restarts, dealer position would not rotate. Continuance counter remains.

## Misnumbered Hand

1. If a player's number of tiles in the concealed hand is different from the supposed number, and is discovered by another player, a misnumbered hand is confirmed.
2. If the number of tiles in the concealed hand is less than supposed, it is regarded as an undernumbered hand. It leads to hu forbiddance and a yellow card.
3. If the number of tiles in the concealed hand is more than supposed, it is regarded as an overnumbered hand. It leads to hu forbiddance and a yellow card. The player having an overnumbered hand will face a 24-point deduction for each overnumbered tile starting from the second one.
4. Once a misnumbered hand is confirmed, the player will be penalised. Even if the hand becomes no longer misnumbered later, the penalties will not be cancelled. The penalties apply to misnumbered hands due to unintentional oversight. For not discarding or discarding a lot on purpose, the referee could execute extra penalties.

## Fouls During Melding and Discarding

1. **Mismelding:** If a player declares a melding (except for ron) and exposed tiles, but the exposed tiles cannot form a legal meld (including shifting meld restriction), the player can take another tile that can legally meld. The exposed tiles are regarded as exposure.
2. **Shifting Melds:** Discarding a tile that is identical to the tile just melded, or a tile that can form a concealed sequence with the tile just meld are forbidden. If a player violates the rule, they can retrieve the illegally discarded tiles and discard a legal one. A player receives a yellow card each time for violating the restriction. The illegally discarded tiles would be considered as exposure. However, if the right player has already drawn a tile, or another player declares a legal meld on the illegally discarded tiles, the error then becomes irreversible. The violation player faces an hu forbiddance.
3. **Changing the Type of Melding:** If a player declares a meld but would like to change the type of melding, they will receive a yellow card. **If a player declares chi, another player declares pong/kan, the player could then declare hu without penalties if the hu declaration is legal.**
4. **Undeclared Melding:** If a player melds without declaration, the melding is considered invalid. Other players can neglect the melding. The melding could not enjoy its priority of melding. If other players allow that melding, the melding player will receive a yellow card.
5. **Tile Falling into the River:** If a player drops a tile unintentionally to the river, the tile will not be regarded as discarded. The player could take the tile back to concealed hand, but will receive a yellow card at the same time.
6. **Flipping Over Concealed Hand:** If a player flips over their concealed hands, they can take back the flipped tiles but will be penalised according to illegal exposure.
7. **Hu Declaration after kan Substitution:** If a player declares hu on the discarded tile that is being melded for called kan by another player, or robs the kan of another player, after the kan substitution, the player will be given a yellow card.
8. **Melding Cancellation:** If a player declares a melding but does not execute respective melding actions (except for ron), the player receives a yellow card.

9. **Wrong Melded Melds:** If a player declares a melding and exposed the tiles that cannot form a legal meld; but that is discovered after the right player draws a tile, or the player's discarding tile is melded, or the player draws a substitute tile, the wrong meld cannot be corrected. The player receives a yellow card and is forbidden in hu.
10. **False winning:** If a player exposed the whole entire concealed hand on purpose, but the hand cannot form a legal hu. No matter if the player is able to retrieve the tiles before being discovered or not. The action is considered a false win. If a player flipped over more than half of the concealed hands (regardless of purpose) so that another player remembers more than half of the concealed hand, this is also false winning. If a hu declaring player messes the tiles up, making it unable for other players to check if the hu is legal or not, this is also false winning. *A false winning player is penalised by a 512-point deduction. The game restarts. Dealer position is not being rotated.*
11. **Hu Cancellation:** If a player declares hu, but does not execute hu actions, they will receive a red card and their hu is forbidden in the game.
12. Checking if an hu declaration is legal is the responsibility of all players. Before the hu is confirmed legal, all players must not mess the tiles on the table. This can be penalised.

## Other fouls

1. During a game, players should not utter any words other than melding and communicating with the referee. If the referee thinks that any utterance causes nuisance, they can give out a yellow card or make more severe penalties.
2. Verbal attack and body nuisance are penalised. The referees can give out yellow cards or make more severe penalties.
3. If a player needs to use electronic communication devices during a game, they should ask for permission from and be monitored by the referee. Otherwise, the player can be penalised with a yellow card or more severe penalties.
4. Cheating and gambling are strictly forbidden. Violating players are disqualified and blacklisted immediately after being discovered. HKMA might reach law enforcement authorities if necessary.

# Score Calculation

## Basic Principles

1. Only Hu earns points. Other players pay according to the payment and receipt method undermentioned.
2. **Total Compound Principle:**
  - 2.1. Unless otherwise specified, a Faan item is counted when the requirements of that are fulfilled, including those Faan items that coexistence is certain.
    - 2.1.1. For example, the last tile from the wall can be counted together with self-drawn; big dragons can be counted together with a triplet of dragons.
3. Faan Threshold of 3 Faan:
  - 3.1. Only hands with at least 3 Faan can legally hu.
4. Faan limited to 10:
  - 4.1. For all Hu reaching Faan items and with Faan in total exceeding 10 are calculated as 10-Faan hands.

## Payment and Receipt

1. **Full Liability of Chuck:**
  - 1.1. The discarding player pays for the whole hand for chucking.
2. **Pao (Liability):**
  - 2.1. A player who discards a key tile that is meld by another player and that melding significantly assists the latter, hence Pao adopted in prevention.
  - 2.2. When a Pao is confirmed,
    - 2.2.1. the discarding player pays for the whole hand when the melding player wins on self-drawn(any moment later).
    - 2.2.2. If the melding player wins on chuck, it is still the chucking player who pays for the whole hand.
  - 2.3. The situation of Pao includes:
    - 2.3.1. Fourth meld: When a player has already melded (include concealed kan, same below) for 3 times, any player who discards a tile and lets the player to meld for the fourth time should bear the Pao.
      - 2.3.1.1. No one will pao if the fourth meld is a concealed kan.
    - 2.3.2. Big Dragon: When a player has already melded 2 dragon triplets/quads, another player who discards the remaining dragon and lets the player meld should Pao.
3. **Latter Replaces the Former:**

- 3.1. A hu hand is Pao by 1 player at any given moment.
- 3.2. If more than one condition of pao is triggered, the latest Pao is recognised replacing the former.

# List of Faan Items

## 1 Faan

### 1.1 All sequences

All 4 melds are sequences. No triplets / quads.

### 1.2 Closed Hand

No melded melds, hand is completely concealed. (Concealed kan are considered as melded melds)

### 1.3 Self drawn

The winning tile is drawn by the player.

### 1.4 Triplet of Dragons

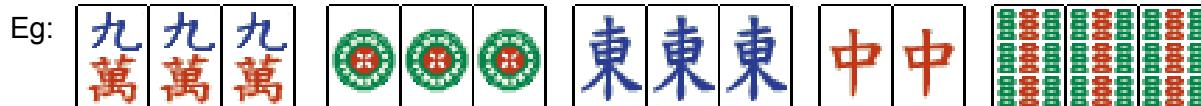
Get a triplet/quad of one of the (red/white/green) dragons.

### 1.5 Triplet of Winds

Get a triplet/quad of the wind matching the position or the prevailing wing of the revolution. When the wing of position and the wind of revolution overlaps, getting the triplet/quad of that wind scores 2 Faan.

### 1.6 All Terminals and Honours

The hand consists of only terminals and honours. It must be an all triplet hand.



### 1.7 Robbing a kan

The tile that another player uses to declare a promoted kan is the gate of a player. The player can then declare Hu and rob the kan tile. In most cases only promoted kan can be robbed. Only Thirteen Orphan hands to rob a concealed kan.

### 1.8 After kan

Declare Hu right at kan supplement.

### 1.9 Last Tile from Wall

Hu by Drawing the last tile from the wall.

## 3 Faan

### 2.1 Semi-Flush

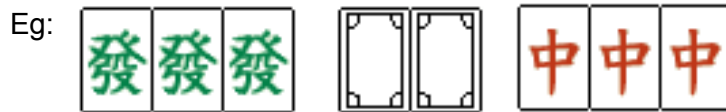
The hand consists of only one type of suit and honour tiles.

### 2.2 All Triplets

The hand consists of only triplets and quads. No sequences

### 2.3 Small Dragons

2 triplets/quads and a pair of eyes using the 3 types of dragon. The Faan of the 2 dragon triplets will be counted also, making it 5 Faan in total.



## 5 Faan

### 4.1 Big Dragons

3 triplets/quads of dragons. The Faan of the 3 dragon triplets will be double counted, making a total of 8 Faan.

## 7 Faan

### 5.1 Flush

The hand consists of only one type of suit. No Honours.

## Ceiling Reaching (10 Faan)

### 6.1 All Honours

The hand consists of only honours. No suits.

### 6.2 Small Winds

3 triplets/quads and a pair of eyes using 4 types of wind.



### 6.3 Bid Winds

4 triplets/quads of Winds.

### 6.4 All Concealed Triplets

An All Triplets hand with all triplets concealed. No triplets are pong or hu from other players. No quads. In other words, a two pair waiting must be self-drawn; while a single eye waiting can either hu from other players or self-drawn.

### 6.5 All Quads

The hand with 4 quads. No triplets and sequences.

### 6.6 All Terminals

The hand consists of only the terminals.



### 6.7 Bless of Heaven

The dealer Hu from the Initial hand without declaring any concealed kan.

### 6.8 Bless of Earth

A non-dealer hu on the first discard of the dealer under the circumstance that the dealer has not declared any concealed kan.

### 6.9 Thirteen Orphans

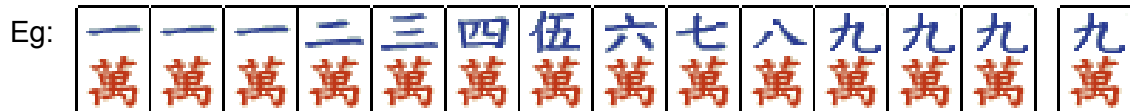
Get one of each terminals and honours. One of the terminal / honour tiles forms a pair.

### 6.10 After Consecutive Kan

Declare another Kan right at a Kan supplement process, and then declares hu from that Kan Supplement.

### 6.11 Nine Gates

The hand consists of 1112345678999 and another tile of the same type of suit, and is totally concealed. If it is hu on another player's discard, the hand must be waiting for nine gates. If it is a self-drawn, the hand that is not waiting for nine gates can also be considered as a Nine Gates Hand.



## Faan to Score Table

Faan	Score	
	Chuck	Self-Drawn
3	32	16 x 3
4	64	32 x 3
5	96	48 x 3
6	128	64 x 3
7	192	96 x 3
8	256	128 x 3
9	384	192 x 3
10	512	256 x 3

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