

Saikouisen Nihon Pro Mahjong Kyoukai

Competition Regulations

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Section 1 - Match Basics

Article 1 - Match Configuration

A match occurs between 4 players at 1 table.

One match is a hanchan consisting of 2 wind rounds.

In a hanchan, the first wind round is east, and the second wind round is south.

Article 2 - Equipment

1. A complete set of 136 mahjong tiles.
2. Two 6-sided dice.

Article 3 - Shibari

Winning always requires yaku worth at least 1 han.

Article 4 - Bazoro

All wins are calculated with an additional 2 han.¹

Article 5 - Dice Rolls

When using an automatic table, dice are rolled once when breaking the wall.

When building walls by hand, dice are rolled twice when breaking the wall.

Article 6 - Declarations

In order to announce game events to other players, make the following declarations.

1. Chii
2. Pon
3. Kan
4. Riichi
5. Ron
6. Tsumo

Article 7 - Trouble

1. If there is any doubt during a match, act according to the judge's ruling.
2. Matters that have been resolved during a match cannot be revisited.

¹Translator's note: This is the base 2 han that all winning hands contain, similar to the base 20 fu that all winning hands are awarded. In modern times, these base 2 han are usually included in the scoring calculation without being referenced. However, this document explicitly mentions them, including in the scoring section.

Section 2 - Hand Tiles, Dead Wall, Haitei Tile, Houtei Tile, Rinshan Tile, Dora Tiles

Article 8 - Hand Tiles

A hand normally contains 13 tiles. This number is increased by 1 for each kan.

Article 9 - Dead Wall

The 14 tiles at the end of the wall are left as the dead wall.

Article 10 - Haitei Tile

The last tile before the dead wall is the haitei tile. The player who draws the haitei tile cannot declare a kan.

Article 11 - Houtei Tile

The player who draws the haitei tile or the player who declares a kan when the last tile in the wall was the haitei tile must discard a tile if that player cannot declare a win. This discarded tile is the houtei tile. Players cannot chii, pon, or kan the houtei tile.

Article 12 - Rinshan Tile

Upon making a kan, that player draws a replacement tile from the end of the wall. That replacement tile is a rinshan tile. Rinshan tiles are drawn from the end of the dead wall in order. Rinshan tiles cannot be drawn without the declaration of a kan.

Article 13 - Dora Tiles

1. Original Dora

After the wall is broken at the start of a hand, the third tile from the end on the top row of the dead wall is turned faceup. This is the dora indicator and the tile after that in order (for the dragon tiles, the order is haku, hatsu, chun) becomes dora. The player sitting in front of the dead wall turns the dora indicator faceup and should place the first rinshan tile down before doing so. If the incorrect tile is turned faceup, that tile becomes the dora indicator. In this case, this dora indicator and the tile that should have been the dora indicator should have their places exchanged so that the faceup tile is in the correct position.

2. Kan Dora

The number of dora increases when a kan is declared. The tile next to the previous dora indicator (in the case of the first kan, this is the fourth tile from the end on the top row of the dead wall), is turned faceup to become a new dora indicator. This process may be repeated up to the fourth kan.

3. Ura Dora

Players who declare riichi are awarded ura dora. All of the tiles beneath the dora indicators become ura dora indicators. All dora are worth 1 han each.

Section 3 - Match Progression

Article 14 - Seating Arrangements

The 4 players start by sitting in arbitrary positions. One player takes 1 of each of the wind tiles and 1 each of 1pin and 2pin (1sou and 2sou or 1man and 2man are also acceptable), shuffles the 6 tiles facedown, and lines them up in a horizontal row. The player across from this player rolls the dice. The spot shown by the face of the dice becomes temporary east, and the player sitting at temporary east rolls the dice.

The 6 tiles are turned faceup, and the number tiles (1pin and 2pin) are moved to the left and right sides of the row of tiles without changing the order of the other tiles. See the examples below.

東南①②北西 → ①東南北西②

南②西北①東 → ②南西北東①

The wind tiles are then given to each player in a counterclockwise order starting from the player whose spot was shown by the face of the dice. If the face of the dice add up to an odd number, start from the side of the row of tiles with the 1pin. If the face of the dice add up to an even number, start from the side of the row of tiles with the 2pin.

The player with the east tile is seated at the spot that was determined to be temporary east. Each of the other players are then seated according to their wind tiles.

Article 15 - Shuffling Tiles and Building the Walls

1. Mixing the tiles well is called shuffling.
2. Shuffling should occur while all tiles are facedown (when shuffling by hand).
3. After shuffling, each player should construct 2 rows with the tiles that are 17 tiles long and stack them to form the walls. This is called building the walls.

Article 16 - Deciding the Starting Dealer

The player sitting at temporary east, as determined in Article 14, rolls the dice. The player shown by the face of the dice becomes temporary dealer and rolls the dice. The player shown by the face of the dice becomes the starting dealer.

Article 17 - The Start, Divisions, and End of a Match

1. The match begins when the starting dealer rolls the dice for the first time.
2. A single hand begins when the dealer rolls the dice.
3. A single hand ends with a win, ryuukyoku, or chombo.
4. A wind round consists of each player being each wind once. A hanchan ends after the second wind round is over.

Article 18 - **Breaking the Wall and Starting Hands**

1. Roll the dice once (see Article 5).
2. In the event that the wall is broken in the wrong place, if it is recognized before the dealer takes their second set of 4 tiles, the hand should be redone starting from shuffling the tiles and building the walls. If the mistake is not recognized in time, proceed with the hand as usual.
3. Before making their first discard, the dealer should confirm that all players have drawn their entire starting hands, the rinshan tile is put down, and the dora indicator is revealed.

Article 19 - **Dealer Order**

Dealership rotates counterclockwise beginning from the starting dealer. If a mistake occurs with the dealer order during a match, it should be fixed immediately after being recognized. Any hands that occurred after the mistake are nullified, and if points were exchanged during that time, the points should be put back to how they were before the mistake occurred.

The judge should administer an official warning in this case.

Article 20 - **Ways to Get a Tile**

The 5 ways to get a tile are as follows.

1. Tsumo
2. Chii
3. Pon
4. Kan
5. Agari (win)

Article 21 - **The Actions of Drawing and Discarding**

1. Regarding the procedure for a turn, drawing must come first, and discarding must be done last.
2. One round of turns is from after a player's discard up until right before the next time that player gets a tile.
3. Players may not have another tile in their hand while drawing or discarding.
4. The actions of drawing and discarding must be done with the player's dominant hand.

Article 22 - **Drawing**

1. Drawing is the act of taking 1 tile from the wall.
2. When a player makes the motion to draw with the intent of drawing a tile, that is regarded as the start of the act of drawing. When a player touches a tile in the wall, that player can no longer declare a chii, pon, kan, or ron.
3. A player who starts the act of drawing a tile cannot stop midway.
4. The act of drawing a tile should start only after the player has confirmed that their kamicha (the player to their left) has completed discarding their tile.
5. If the other 3 players agree that a player performed a sakizumo (drawing a tile before their kamicha completed discarding their tile), the player who performed the sakizumo is penalized with a dead hand.

Article 23 - **Discarding**

1. The act of discarding is placing 1 tile from the hand into the discard area after either drawing a tile or completing a chii, pon, or kan.
2. When a tile touches the discard area, it is considered to be discarded and cannot be taken back.

Article 24 - **Discarded Tiles**

1. Discarded tiles should be placed in order from left to right.
2. Discarded tiles should be placed in rows of 6. The second row of discards should be below the first, and the third row of discards should be below the second.
3. Players should not touch discarded tiles without a reason.

Article 25 - **Ryuukyoku and Heikyoku**

1. A ryuukyoku is a hand that has no winner.
2. A heikyoku is a hand that has no winner after only the dead wall remains.²

Article 26 - **Renchan and Rinchan**

1. A renchan is when another hand is played with the same dealer.
2. A rinchan is when dealership moves from the previous hand's dealer to the next player counterclockwise.
3. Renchan occur when the dealer wins or is tenpai (at ryuukyoku); all other cases results in rinchan.
 - Note: In the event of a chombo, the hand is completely redone, regardless of whether the player who committed the chombo was dealer or nondealer.
4. Players may choose whether or not to declare tenpai (at ryuukyoku). Players may declare noten even if they have a hadaka tanki (4 calls with 1 tile left in hand).
 - The definition for tenpai specifies that a tenpai hand must not contain all of its own winning tiles.

Article 27 - **Tsumiba (Honba)**³

1. In the event of a renchan or heikyoku, the next hand becomes a tsumiba. The number of tsumiba increases with the number of times this occurs.
2. In order to mark the number of tsumiba, the dealer places 100-point sticks on their right-hand corner equal to the number of tsumiba.
3. For each tsumiba, 300 points is added to the value of a win.
4. If a nondealer wins, all tsumiba are removed.

²Translator's note: Heikyoku specifically refers to exhaustive draws, whereas ryuukyoku refers to any drawn hands. Under this rule set, a ryuukyoku and a heikyoku are the same because tochuu ryuukyoku (abortive draws) are not used.

³Translator's note: "Tsumiba" is the proper term for what are commonly called "honba" in English-speaking circles. "Honba" comes from the Japanese counter used for tsumiba (ex. "nihonba" or "2 honba").

Section 4 - The Match

Article 28 - **Game Actions**

1. Regarding game actions that require a declaration, the declaration is the start of the game action, and the completion of the game action is its end.
2. All players must confirm all other player's game actions and have a mutual responsibility to ensure that the match progresses smoothly.

Article 29 - **Priority**

The order of priority for game actions is as follows.

1. Agari (win)
2. Pon or kan
3. Chii

Article 30 - **Chii**

1. To perform a chii, first confirm that the kamicha's discarded tile was not claimed for a pon, kan, or ron. Second, declare "chii." Third, reveal the tiles from the hand that would complete the sequence. Fourth, take the discarded tile and complete the melded sequence according to Article 34, placing it on the right-hand side. Lastly, discard a tile from the hand.
2. After a player properly declares a chii, other players may not declare pon, kan, or ron against that same discarded tile.
3. If the declarations for a chii and another call occur at the same time, follow the order of priority (Article 29). A chii that cannot become completed due to this does not become an empty chii.

Article 31 - **Pon**

1. To perform a pon, immediately declare "pon" in response to another player's discarded tile. Then, reveal the matching pair of tiles from the hand. Take the discarded tile and complete the minkou (melded triplet) according to Article 34, placing it on the right-hand side. Lastly, discard a tile from the hand.
2. After a player starts to perform a pon, another player may not declare a ron that would easily be considered far too late by the other players.
3. If the declarations for a pon and another call occur at the same time, follow the order of priority (Article 29).

Article 32 - **Kan**

There are 2 types of kan: ankan (concealed kan) and minkan (melded kan).

1. To perform an ankan, after drawing a tile, first declare "kan." Second, reveal the 4 tiles for the kan. Third, turn 2 of the 4 tiles facedown and place the kan on the right-hand side. Lastly, draw a rinshan tile. An ankan may be performed after riichi if it does not change the shape of the hand (the ankou (concealed triplet) used to make the ankan must only be considered an ankou and not part of another shape); a change in the yaku of the hand is not considered.

2. Minkan

- ① Kakan (shouminkan, added kan) - First, declare “kan.” Then, add the matching tile to the melded triplet. Lastly, draw a rinshan tile.
 - ② Daiminkan (melded kan) - Immediately declare “kan” in response to another player’s discarded tile. Then, reveal the matching triplet from the hand. Take the discarded tile and complete the melded kan according to Article 34, placing it on the right-hand side. Lastly, draw a rinshan tile.
3. After a player starts to perform a kan, another player may not declare a ron that would easily be considered far too late by the other players.
 4. If the declarations for a kan and another call occur at the same time, follow the order of priority (Article 29).
 5. During a single hand, there may be a total of up to 4 kan declarations.
 6. A kan dora indicator is revealed immediately after a kan is confirmed. In the case of a chankan, the kan is not completed, so no kan dora indicator is revealed.

Article 33 - **Indication Tile**

1. If the indication tile (the sideways tile for a melded set) for a chii, pon, or kan is found to be incorrect during a match, it can be corrected if all players agree. If there is no agreement on how to correct the indication tile, treat the current state of the indication tile as correct and proceed with the match.
2. If any trouble occurs while the indication tile is in an uncorrected state, treat the current state of the indication tile as correct when dealing with the problem.

Article 34 - **Melded Tiles**

Melded tiles are tiles displayed on the right-hand side for a chii, pon, or kan. The method by which melded tiles should be displayed is as follows.

1. Melded sequence (the tile called for the chii should be sideways)



2. Melded triplet

From kamicha



From toimen (player across)



From shimocha (right player)



3. Melded kan (from a daiminkan)

From kamicha



From toimen



From shimocha



4. Added kan (the added tile should be placed above the indication tile)

From kamicha



From toimen



From shimocha



5. Ankan (Note: The tiles in an ankan are not considered melded tiles)



6. Melded tiles should be placed on the player's right-hand side. Melded sets should be arranged vertically in the order in which they were made. The first melded set should be closest to the player, with additional melded sets being placed above the previous ones.

Article 35 - Riichi

1. A riichi is valid if the riichi declaration tile is not called for a ron.
2. To make a riichi declaration, first declare "riichi," then discard a tile sideways. After that, place 1 1,000-point stick as a riichi deposit above and parallel to your discarded tiles. (These 3 actions must occur together in this sequence. If the other players determine that even 1 of these actions did not occur properly, the riichi is invalid.)
3. A player may declare riichi if their hand is closed.
 - Players may declare riichi if they are furiten or if they have no remaining draws left. (The player who draws the haitei tile may not declare riichi.)
4. If a player's riichi declaration tile is called for a chii, pon, or kan, that player should place their next discard sideways.
5. The next player who wins is awarded any riichi deposits. (However, in the event of a heikyoku in South 4, riichi deposits remain on the table and are not included in the final scores).
6. A player who declared riichi must reveal their hand in the event of a ryuukyoku.
7. A riichi declaration cannot be taken back.
8. If a player passed on a win after declaring riichi, that player is considered to be in furiten from that point on.

Section 5 - Agari

Article 36 - Agari

1. The 7 possible winning shapes are as follows.
 - ① 11, 123, 123, 123, 123
 - ② 11, 123, 123, 123, 111 (In this and the following, 111 can be replaced by 1111.)
 - ③ 11, 123, 123, 111, 111
 - ④ 11, 123, 111, 111, 111
 - ⑤ 11, 111, 111, 111, 111
 - ⑥ AA, BB, CC, DD, EE, FF, GG
 - ⑦ Thirteen yaochuu (terminal and honor tiles)

2. The 2 ways to win are as follows.
 - ① Tsumo - Winning on one's own draw.
(Note: Winning on a rinshan tile is always treated as a win by tsumo)
 - ② Ron - Winning on another player's discarded tile. The player who discarded the winning tile or whose kan was robbed for a chankan is the player who dealt in.
3. There may only be 1 winning player per hand. (If 2 or more players declare a win on the same discarded tile, the order of priority with regards to the player who dealt in is: shimocha, toimen, kamicha.) This is called atamahane (head bump).
4. A player cannot choose between multiple winning tiles in the same turn.

Article 37 - **Win Declaration**

1. The winning player should declare "tsumo" if they win by tsumo and "ron" if they win by ron. The hand should not be disturbed until the other players confirm the win.
2. In the case of a win by tsumo, the winning player should first reveal the winning tile. If the winning tile was placed inside the hand before declaring a win, that win may be accepted, but it will not earn fu for the tenpai shape or the pinfu yaku.

Article 38 - **Confirmation of a Win**

1. When another player declares a win, players should not disturb the hands, discarded tiles, or the wall until all players can confirm the win.
2. Another player's win and winning point declaration are regarded as being confirmed and acknowledged when a player gives verbal confirmation ("okay") and puts their own hand facedown.

Article 39 - **Yaku Combinations**

Combinations of compatible yaku are allowed.

Ex. rinshan kaihou and haitei raoyue cannot be combined.

Article 40 - **Furiten**

1. A player's tenpai is considered furiten if any of their discarded tiles would complete their winning shape.
2. In the case of furiten, that player may only win by tsumo.

Section 6 - Calculations (Point Exchanges and Hand Values)

Article 41 - **Starting Points**

Every player starts with 30,000 points, and these are the starting points. (Every player has the responsibility of confirming that they have 30,000 points at the start of a match.)

At the end of the hanchan, if the sum of the points held by all 4 players is less than 120,000 points, treat those points as valid. If the sum is greater than 120,000 points, subtract the extra points from the player in 1st place after confirming placements.

Article 42 - Point Notation

In-game points are converted to “total points” at a rate of 100 to 0.1, and these total points noted in relation to the starting points as either plus or minus.

Ex. 35,800 in-game points in 2nd place → +5.8 + 10.0 (placement bonus) = +15.8

Article 43 - Placement Bonuses

1. Points above 30,000 points are plus, and the shortage of points below 30,000 is minus.
2. Placement bonuses are total points added or subtracted to a player’s total points according to their placement in a hanchan. The placement bonuses are as follows.

1st +30 2nd +10 3rd ▲10 4th ▲30

Article 44 - Point Calculations (1)

1. Base fu, closed ron fu, shape and set fu, and tsumo fu.
 1. Base fu · · · · · 20 fu
 2. Closed ron fu · · · · · 10 fu
 3. Penchan, kanchan, and tanki · · · · 2 fu
 4. Tsumo fu · · · · · 2 fu

(Note: Tsumo fu applies in all cases except a closed pinfu win by tsumo.)
5. Fu awarded based on sets in the hand is as follows.

		Simple Tiles	Terminal Tiles Guest Wind Tiles	Yakuhai (Value tiles)
Pair		0	0	2 fu
	Minkou	2 fu	4 fu	4 fu
Triplet	Ankou	4 fu	8 fu	8 fu
	Minkan	8 fu	16 fu	16 fu
Kan	Ankan	16 fu	32 fu	32 fu

2. Fu calculation

Fu calculation involves the above sources of fu and is as follows.

 1. Closed ron
Base fu + closed ron fu + shape and set fu
 2. Closed tsumo
Base fu + tsumo fu + shape and set fu
 3. Open ron
Base fu + shape and set fu
 4. Open tsumo
Base fu + tsumo fu + shape and set fu

3. At the end of the fu calculation, round up to the nearest 10.
4. In accordance with point calculation customs, an open hand with a pinfu shape won by ron is given an additional 10 base fu.

Article 45 - Point Calculations (2) - Han Calculations

Determine the hand value by multiplying the number reached according to Article 44 by 2 to the power of the number of han.

The number of han is supplemented by the 2 han from bazoro (Article 4).

Article 46 - Point Calculations and Point Exchanges

1. A hand must always be scored as its highest possible value.
2. All players have a responsibility to confirm the exchange of point sticks so as to prevent any mistakes.
3. If a player wins by ron, the player who dealt in is the only player responsible for paying. If a player wins by tsumo, the other 3 players must each pay their own share.
4. The point calculations and exchange of point sticks must occur before beginning to shuffle the tiles for the next hand.
5. The winning player should be the one to make the winning point declaration.
6. When a player wins by tsumo, that player should declare the points paid by a nondealer, then the points paid by the dealer. If there are any tsumiba, then an additional point declaration should be made including the added value.
 Ex. If there is 1 tsumiba: "1300, 2600 is 1400, 2700."
7. If there is a mistake with the exchange of point sticks, if it is found before the end of the hanchan, the players may correct the mistake if they all agree. The judge should administer an official warning in this case.

Article 47 - Match Placement

Match placement is determined by each player's total points including placement bonuses.

Article 48 - Mangan

The types of mangan are as follows.

- | | | | |
|--------------|-----------------|-----------------------------------|----------------------|
| 1. Mangan | • • • • • • • • | • 5 han 60 fu, 6 han 30 fu, 7 han | |
| | | Nondealer 8,000 points | Dealer 12,000 points |
| 2. Haneman | • • • • • • • • | • 8 han, 9 han | |
| | | Nondealer 12,000 points | Dealer 18,000 points |
| 3. Baiman | • • • • • • • • | • 10 through 12 han | |
| | | Nondealer 16,000 points | Dealer 24,000 points |
| 4. Sanbaiman | • • • • • • • • | • 13 or more han | |
| | | Nondealer 24,000 points | Dealer 36,000 points |
| 5. Yonbaiman | • • • • • • • • | • Yakuman | |
| | | Nondealer 32,000 points | Dealer 48,000 points |

Section 7 - Penalties

Article 49 - Types of Penalties

1. The 2 types of penalties are chombo and dead hand.
2. A player with a dead hand cannot make any declarations; doing so would upgrade the penalty to a chombo.
3. The identification of a dead hand should occur as soon as possible. The dead hand becomes official so long as none of the other players disagree (on approval from the judge).

Article 50 - Taahai and Shouhai

1. Disregarding any kan declarations, a hand is shouhai if it has 12 or less tiles, and a hand is taahai if it has 14 or more tiles.
2. A player who is taahai or shouhai is penalized with a dead hand.

Article 51 - Sakizumo

A player who performs a sakizumo is penalized with a dead hand (on approval from the judge).

Article 52 - Declaring Tile Names

1. Players should not declare the tile names as they discard them.
2. In the event that a player declares the incorrect tile name and someone declares a win on that tile, if the win is invalid, the player who declared the win is penalized with a chombo.

Article 53, Item 1 - Empty Calls

1. An empty call is when the declaration is made, but no meld is completed.
2. An empty chii, pon, or kan is penalized with a dead hand. (Kuikae (swap calling) also carries this same penalty.)
3. An empty tsumo or ron declaration is penalized with a dead hand if the hand is not revealed.

Article 53, Item 2 - Mistaken Declarations

If a player declares "tsumo" when they should declare "ron," or vice versa, that player should be corrected and receive an official warning from the judge.

A mistaken declaration of a chii, pon, or kan is penalized with a dead hand.

Article 53, Item 3 - Voiceless Calls

If a player performs the actions for a call without any declaration, that player is penalized with a dead hand.

If a player performs the actions for a call and makes the necessary declaration exceedingly late, that player is penalized with a dead hand.

Article 54 - **Invalid Calls**

1. An invalid call is when a player attempts to make a meld that does not constitute a valid meld. (If the mistake is caught before that player discards a tile to complete the action, it may be corrected without penalty.)
2. An invalid chii, pon, or kan is penalized with a dead hand.

Article 55 - **Chombo**

1. If a player declares a win that is invalid and reveals their hand, that player is penalized with a chombo. (Noten riichi is penalized with a chombo once revealed at ryuukyoku.)
2. If a player causes the current hand to become unplayable, that player is penalized with a chombo.
3. In the event of a valid win, if the winning hand cannot be confirmed by the other players because the hands, discarded tiles, or wall were disturbed, the player who disturbed the tiles is penalized with a chombo.
4. If a chombo and a valid win occur at the same time, the player who would have been penalized with the chombo is not penalized.
5. If a player commits multiple violations that would result in multiple chombo penalties, they receive all appropriate chombo penalties.
6. A player penalized with a chombo, regardless of if they were dealer or nondealer, loses 40.0 total points.
7. A chombo causes the hand to be completely redone, regardless of whether the player penalized with the chombo was dealer or nondealer. (The tsumiba do not increase.)

Section 8 - Pao

Article 56 - **Pao (Liability Payment)**

There are no liability payments.

Section 9 - Yaku

Article 57 - 1 Han Yaku

1. Menzen tsumo ◎
2. Riichi ◎
3. Ippatsu ◎ (Ippatsu is not a normal yaku and is attached to riichi. Ippatsu can be combined with chankan because the kan is not completed, but by that same logic, a new kan dora indicator is not added. Invalid calls remove ippatsu.)
4. Yakuhai
5. Pinfu ◎ (In the event of a win by tsumo, the yaku for menzen tsumo is also applied, but the tsumo fu is not applied and the fu calculation only considers the 20 base fu.)
6. Tanyao
7. Iipeikou ◎
8. Haitei raoyue
9. Houtei raoyui
10. Chankan
11. Rinshan kaihou

Note: Yaku with the ◎ mark are limited to closed hands only. (This also applies below.)

Article 58 - 2 Han Yaku

1. Double riichi ◎
2. Renpuuhai (double wind tile)
3. Toitohou
4. San ankou
5. Sanshoku doukou
6. San kantsu
7. Shousangen (not including the yakuhai)
8. Honroutou
9. Sanshoku doujun ※
10. Ikkitsuukan ※
11. Chanta ※
12. Chiitoitsu ◎ (The base value is 1,600 for nondealer and 2,400 for dealer.)

Note: Yaku with the ※ mark are subject to kuisagari and become 1 han in an open hand.

Article 59 - 3 Han Yaku

1. Ryanpeikou ◎
2. Honitsu ※
3. Junchan ※

Note: Yaku with the ※ mark are subject to kuisagari and become 2 han in an open hand.

Article 60 - **6 Han Yaku**

Chinitsu ※

Note: Yaku with the ※ mark are subject to kuisagari and become 5 han in an open hand.

Article 61 - **Yakuman**

1. Tenhou ◎
2. Chiihou ◎
3. Kokushi musou ◎
4. Suu ankou ◎
5. Daisangen
6. Ryuuuisou (may not include hatsu)
7. Tsuuuisou
8. Shousuushii
9. Daisuushii
10. Chinroutou
11. Suu kantsu
12. Chuuren poutou ◎

Note: The ◎ mark indicates yakuman that are limited to closed hands only.

Article 62 - **Highest Possible Value for a Single Hand**

The highest possible value for a single hand is limited to 32,000 for nondealer and 48,000 for dealer (not including tsumiba).

Additional Rules

1. Players should strive to understand these rules so that they may act as judges.
2. Players should always endeavor to ensure that matches progress smoothly.
3. Players should try not to leave their seats during a match.
4. Players should not act in a disgraceful or unsightly manner during a match.
5. If there is any trouble during a match, act according to the judge's ruling.
6. Judges must wield the understanding to be able to handle any kind of trouble.
7. When building the walls by hand, if the dice are thrown and land outside of the discard area in the middle of the walls, the dice should normally be thrown again. However, if all players agree, the game may proceed with the current roll.
8. There are no rules regarding tiles that are accidentally revealed. However, players should endeavor to reduce any mistakes that would cause tiles to be revealed accidentally.
9. Saikouisen players should strive to have serious and fair competition in accordance with this organization's rules and regulations. Players who ignore these rules and regulations and commit unethical acts will be subject to warnings, suspension, and expulsion.
10. The dealer's first discard signals the start of the game. This action that begins the game carries great responsibility. Additionally, players should always exhibit an earnest attitude while playing.

How to Properly Use an Automatic Table

1. During a hand, if the tiles on the table are disturbed beyond repair, and if a player is clearly responsible, then that player is penalized with a chombo.
2. Dice must be thrown after the walls are raised onto the table. If the dice are thrown before that point, or if the dice do not land correctly, redo the dice roll if requested by another player.
3. The dealer for the next hand should only press the set button after confirming that any exchange of point sticks has been settled and that the next set of tiles is finished shuffling. Then, players should move to the next hand promptly.
4. A player who declares riichi should place their riichi stick conscientiously and in a way that makes it clear who declared riichi. If there is no indicator for the current dealer on the table, use something like a poker chip to mark the current dealer.

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Established by: Saikouisen Nihon Pro Mahjong Kyoukai