

Tournament rules

1. General information

- 1.1. Official tournament name: «Moscow Open Riichi Tournament»
- 1.2. Date of the tournament: 13 may, 2012.
- 1.3. Location: Moscow, Business Center «Japan House» - Savvinskaya nab, 15.
- 1.4. Participant capacity: up to 40.
- 1.5. Quota for guests from outside of Moscow: 20.
- 1.6. A valuable prize.
- 1.7. Participation fee: 600 rub (~15 €).
- 1.8. The current tournament rules are subject to change until 28 april 2012. Any changes will be officially announced.

2. Participant registration

- 2.1. Pre-registration for visitors from outside of Moscow opens on 20 march 2012.
- 2.2. Pre-registration for visitors from Moscow opens one week later, on 27 march 2012.
- 2.3. Pre-registration is done by filling the application form on <http://tesuji-club.ru>, with your first and second name exactly as stated in your passport, location, phone number and e-mail.
- 2.4. Once 40 participants are pre-registered the rest are added to the waiting list. They will be able to participate in case the people above them in the list are unable to participate in the tournament.
- 2.5. A participant becomes officially registered the moment he pays the entrance fee on the day of the tournament. Participants who have pre-registered have priority when registering.
- 2.6. If a participant's skills are doubted, he/she may be not allowed to complete the registration. The organizers have a right to cancel a registration without explaining further reasons.

3. Requirements

- 3.1. Playing skill requirements
 - 3.1.1. A participant must have fine knowledge of the modern Japanese mahjong rules and have decent practical game skills.
 - 3.1.2. Knowledge of rules includes: Understanding of the general game rules (yaku, dora, riichi, furiten), ability to correctly calculate a hand value (using printed scoring tables is allowed).
 - 3.1.3. Practical skills include knowledge of actions on the table: building and taking apart the wall, quick and clean plat, with no more than 10 seconds for each turn.
 - 3.1.4. If organizers are unsure of a player's skills, he will be asked to participate in personal and group qualification. Qualification games for players from Moscow can be done personally on any day. People from elsewhere are to be qualified distantly.
 - 3.1.5. Qualification must be done until 29 April 2012. Number of tries is unlimited.
 - 3.1.6. If participant's skills are unsatisfactory contrary to their claims, they can be disqualified. Entrance fee is not refunded in this case.
- 3.2. Other requirements

- 3.2.1. A participant must notify the organizers about chronic or any other diseases that might affect their ability to participate in the tournament.
- 3.2.2. Participants affected with drugs or alcohol are not allowed to participate in the tournament.
- 3.2.3. There is a no smoking rule during the tournament, you can smoke outside during the breaks.
- 3.2.4. It is unadvisable to be overly loud, emotional, use profanity, or distract other participants in any way.

4. Tournament Schedule

- 4.1. The duration of the tournament is 1 day, 13 May 2012, and it consists of 4 game sessions.
- 4.2. Schedule:
 - 9:00 - 9:30 – registration of participants
 - 9:45 - 11:15 – first game session
 - 11:15 - 11:30 - break
 - 11:30 - 13:00 – second game session
 - 13:00 - 14:45 – lunch break
 - 14:45 - 16:15 – third game session
 - 16:15 - 16:30 - break
 - 16:30 - 18:00 – fourth game session
 - 18:00 - 18:15 – processing of the final results
 - 18:15 - 18:30 – award ceremony.
- 4.3. People who have not officially registered by 9:30 will not be allowed to participate in the tournament.
- 4.4. Interim tournament results are announced only after the 2nd and 3rd game sessions.

5. Referees:

- 5.1. Referees:
 - 5.1.1. General referee of the tournament: Dmitry Konishchev.
 - 5.1.2. General referee may have one or several assistants.
 - 5.1.3. At least one of the referees must be present in the game room at all times.
 - 5.1.4. Assistant referees' decisions may be appealed at the general referee.
 - 5.1.5. General referee's decisions may not be appealed.
 - 5.1.6. General and assistant referees may not participate in the game sessions.
- 5.2. Illegal actions and penalties:
 - 5.2.1. Building the wall specifically using revealed tiles is forbidden. First offense results in a warning, the tiles should be mixed again. Second offense results in disqualification.
 - 5.2.2. Any illegal actions related to tile manipulation result in disqualification.
 - 5.2.3. Any technical assistance is forbidden. Mobile phones must be turned off for the duration of game sessions.
 - 5.2.4. Interrupting a current hand is not allowed.
 - 5.2.5. Leaving the table is allowed for no more than 5 minutes, and only between consecutive hands.
 - 5.2.6. Any accidental illegal action that make it impossible to continue the hand, as well as illegal win declarations and invalid riichi calls result in a chombo (penalty) the size of a mangan (8000/12000 points).
 - 5.2.7. Any accidental illegal actions that still allow the hand to be continued result in a dead hand for the offending player. A player with a dead hand is not allowed to take additional tiles if he is missing any, or discard additional tiles if he has too many, he also may not make any calls - any of these is punished by a chombo, as in 5.2.6.

- 5.2.8. If players are unable to resolve a conflicting situation, they should call for a referee.
- 5.2.9. All penalty pays should be supervised and noted by a referee.
- 5.2.10. A player must wait for no less than 2 seconds before taking a tile from the wall during their turn.
- 5.2.11. When a winning hand is declared, the winning tile should be clearly displayed and not put inside the hand, tiles should not be put in the hand when a player has called riichi.

6. Specific tournament rules

6.1. Game sessions

- 6.1.1. Each game session takes exactly 90 minutes.
- 6.1.2. There will be screens with timer displayed.
- 6.1.3. 10 minutes before the end of a game session, a “red zone”.
- 6.1.4. Hands are only to be finished in the “red zone”, no new hands should start. A hand started in the “red zone” is considered illegal and should not be counted.
- 6.1.5. If a hand is not finished by the end of the “red zone”, it should be finished using the break time as a time compensation.

6.2. Counting player score for game sessions

- 6.2.1. No blanks are used during the game sessions.
- 6.2.2. All payments are done using the counting sticks.
- 6.2.3. Each player starts with 25000 points and is responsible for their safety.
- 6.2.4. A player may not touch other players counting sticks except at the end of each hand when the payments are done.
- 6.2.5. Players are allowed to have negative score.
- 6.2.6. Players must inform others about their score on demand.
- 6.2.7. If a player’s score becomes negative, he should call a referee. The player will be given black counting sticks which count as negative points.
- 6.2.8. At the end of each session each player personally counts his counting sticks and puts his final score in a blank.

6.3. If no players have any claims and the total score is 100000, each player signs the blank.

6.4. Assignment of players’ positions after the game

- 6.4.1. The primary criterion is the average place.
- 6.4.2. The secondary criterion is total score.
- 6.4.3. In case of conflicting position after the first two criteria are applied, the general referee will personally decide the winner, generally favoring lower variance in position and score.

7. Game rule specifics

7.1. Seating and designating the initial dealer

- 7.1.1. Seating is decided by drawing wind tiles: four wind tiles are mixed by the oldest player at the table, the other players each pick a tile, not showing them until all are taken. Then the tiles are revealed simultaneously and the players take seats according to the winds they have picked; the player who has picked east is designated as temporary dealer.
- 7.1.2. The initial dealer for the game is decided by the temporary dealer rolling 2 dice.
- 7.1.3. 2 dice are rolled again by the dealer to decide the position of the dead wall.

7.2. Game rules

- 7.2.1. The basic rule set is JPML-B, with some differences.
 - 7.2.1.1. Open tanyao (all simples) – allowed.
 - 7.2.1.2. Red-fives – not used.
 - 7.2.1.3. Double yakuman hands – not used.
 - 7.2.1.4. Pao rule is used for Daisangen, Shosushi, Daisushi, Suukantsu.

- 7.2.1.5. Kuikae (chow switch) – allowed (only specifically for switching chows).
- 7.2.1.6. Uma – not used.
- 7.2.1.7. Oka – not used.
- 7.2.1.8. Atama hane rule is used for multiple ron calls.
- 7.2.1.9. Renchan counter is placed after dealer's win and after every draw, abortive included.
- 7.2.1.10. Ryanhanshibari rule (2 yaku necessary to score after 5 renchans) only applies to the dealer.
- 7.2.1.11. After making a concealed kong, new dora is revealed immediately, in another cases dora is opened after making a discard.
- 7.2.1.12. Rinshan kaihou after making an open kong is treated as ron and a player who discarded the fourth tile for the kong pays the full value of the hand.
- 7.2.2. Open riichi is allowed on the tournament, under the following rules
 - 7.2.2.1. Open riichi costs 2 han.
 - 7.2.2.2. Entire hand is opened when open riichi is called.
 - 7.2.2.3. The player must not be in furiten.
 - 7.2.2.4. Open riichi can only be called when no other riichi are called.

8. Observers and mass media:

- 8.1. Media representatives need an official permission to observe the tournament.
- 8.2. Other spectators are not allowed.
- 8.3. Once 40 participants are registered, additional tables may be set up if there are more people willing to participate. Priority will be given to the players according to the order of pre-registration.
- 8.4. People who have registered and arrived in time, but were unable to participate due to the player limit, can stay as substitute players.