



Additional Rules - SanMatsuri 2026

The aim of this ruleset is to be an extension for the current EMA 2025 rules, found here: <http://mahjong-europe.org/portal/images/docs/Riichi-rules-2025-EN.pdf>

These are subject to change up until the date of the tournament, currently scheduled for 12th September 2026.

If you have any suggestions for rule changes then please reach out to Seb on Discord, @Arwith.

Starting Points: 30,000 (for ease using borrowed sets)

Standing Bonus / Uma: 1st: +15,000; 2nd: +0; 3rd: -15,000

Red Fives / Akadora: 1x 5-pinzu, 1x 5-souzu. 1 Han value.

Time Limit: 45 minutes per Hanchan + final hand

North Winds / Kita: North wind tiles can be called from your hand and increases the Han count by 1 per tile called (Nukidora). A replacement tile is drawn from the dead wall.

Important notes:

- If the North tile is also the dora, it is still counted. For instance, a called North tile will count for 1 Han as Nukidora, and 1 Han as Dora, for a total of 2 Han.
- Kita invalidates / nullifies Ippatsu, Double Riichi & Blessing of Earth (Chiihou)
- If a North tile is someone's (A) winning tile, and another player (B) were to make a Kita call, the tile can be taken by player A to win. There is **no** increase in Han for winning off this tile, unlike Robbing a Kan.
- After a Kita, a tile is taken from the end of the dead wall, much like a Kan. Drawing a winning tile from this **does** award Rinshan Kaihou (After a Kan), thus increasing the size of the win by 1 Han.
- North winds / Kita cannot be played immediately after a pon (only), you must wait for the turn to come back around (Kans can be followed by Kita).
E.g. can't Pon, Kita, Discard.
A player must Pon, Discard, then on their next turn Draw, Kita etc.
- Kita does not lead to furiten waiting on North tiles.
- Kita is separate from the hand and therefore does not interrupt or contribute to the yaku of the hand, e.g. Tanyao, Chinitsu, Suushiihou etc.
- If North wind tiles are part of your hand while in Riichi, you cannot Kita them. You can, however, Kita a drawn North tile.
- Kita cannot be called if there are no tiles left to draw, similar to Kan.

Calls: Calls for Chii are not permitted. Only these calls are permitted: Pon, Kan, Kita, Riichi, Ron, Tsumo.

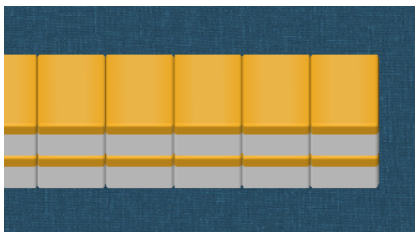
Tiles: 2-8 Manzu are not used. 1 Manzu as Dora indicator leads to 9 Manzu being a Dora tile.

Tile Wall Etiquette

Walls are built to 18 tiles.

Dealer Draws

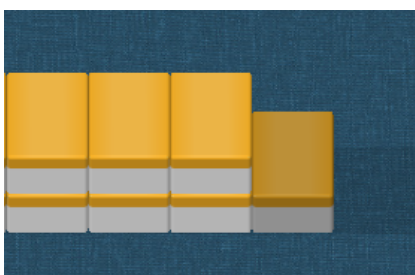
As in 4 player Riichi, the Dealer will start the game with their first draw, by drawing two tiles from the wall during setup. Unlike 4 player rules however, for simplicity in seeing when another player has yet to draw their 13th tile, the dealer will take the two tiles adjacent to each other on top of the wall, as shown in the following examples:



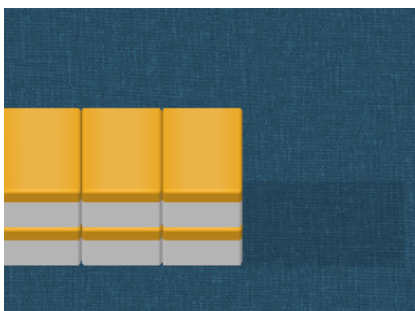
1) Front of wall before dealer draw



2) Dealer draws their 13th and 14th tiles



3) South player draws their 13th tile



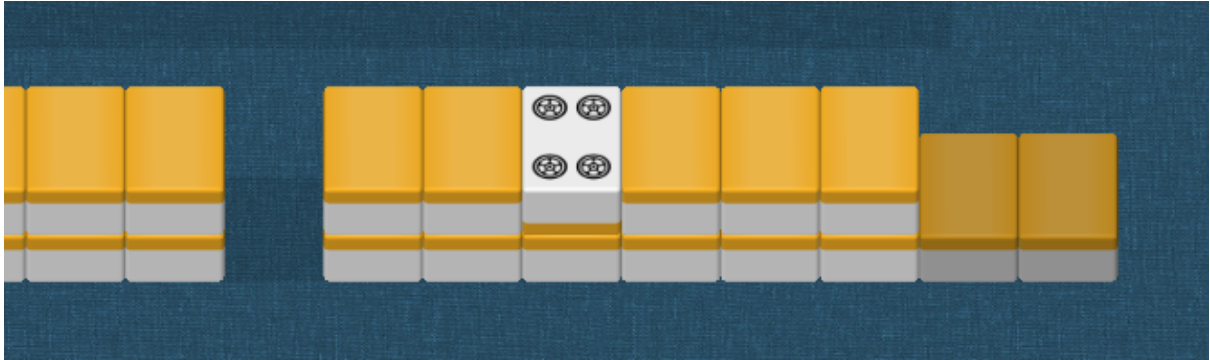
4) West player draws their 13th tile. The game can begin.

DIDCOT

RIICHI MAHJONG CLUB

Dead Wall

The dead wall continues to comprise of 14 tiles. As such, the game starts with the 5th tile from the end being revealed as the dora, and 8 tiles for collection from Kans and Kitas. Pictured is an examples starting dead wall:



Following EMA 4 -player rules, the wall splitting should occur towards the end of the game to ensure the split is made in the correct place. Players should avoid splitting the dead wall early to prevent constant upkeep of the dead wall length as Kans and Kitas occur.

Scoring Adjustments

Tsumo Scoring

We will be playing with Tsumo Loss / Disadvantage, similar to online clients. This simplifies scoring to scoring with the same denominations as used in 4 player games. Therefore, please follow the score sheets provided and scoring that would be used in 4 player games.

Examples:

- Dealer Mangan Ron = 12,000 points
- Dealer Mangan Tsumo = 4,000 each = 8,000 points total
- Non-Dealer 3 Han 30 Fu Ron = 3,900 points
- Non-Dealer 3 Han 30 Fu Tsumo = 1,000 / 2,000 each = 3,000 points total

Honba / Repeat Payments

When paying out Honba / Repeat bonuses, for Ron the player dealing in pays 200 points per Honba / Repeat Counter. For Tsumo, each paying player pays 100 per Honba / Repeat Counter.



Noten Payments

Noten payments will add up to 2,000 on the table, thus payments of 1,000 to each player as opposed to 1,500.

Nagashi Mangan

Nagashi mangan is allowed. This is where a player's Discard pile consists only of terminals and honours, where no Discard has been called by another player. The player must also make no calls themselves during the round.

Dora in the hand or Discard pile do not contribute to the score, neither do kita. The Nagashi Mangan is always treated as a Mangan Tsumo regardless of Dora. Honba payments do apply however.