

# 麻将竞赛规则

于志远

世界麻将组织 编



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禁無断転載

入局斗牌，必先炼品，  
品宜镇静，不宜躁率，  
得牌勿骄，失牌勿吝，  
顺时勿喜，逆时勿愁，  
不形于色，不动乎声，  
浑涵宽大，品格为贵，  
尔雅温文，斯为上乘。

—— 麻将的旨意与精神

麻将源于中国属于世界  
于光远

麻将源于中国属于世界  
于光远

# 序

麻将是人类休闲和游戏智慧的创造物，也是休闲与游戏中的玩耍活动。

一切玩耍活动都有游戏规则，麻将游戏也不例外。遵守游戏规则，体现一种教养、一种学问、一种智慧、一种德行、一种秩序；体现对他人的尊重、对自我的尊重、对礼仪的尊重、对公正的尊重。

国际《麻将竞赛规则》的编译与出版，是实践“健康、科学、友好的麻将文化”的基础，是麻将游戏的入场券。

麻将与任何游戏品类一样，是智慧相约，是人格相守，是友谊长存，是相互扶助，是解危济困。同其他游戏一样，麻将游戏与规则应得到我们的呵护和遵守。

中国休闲研究中心

2006年9月



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## 前言

麻将文化博大精深,是人类游戏中智慧的结晶,由于其丰富多彩的文化内涵,及其趣味性、益智性、竞技性、联谊性,使它很早就成为世界各国人民的休闲娱乐和智力运动项目。

2005年10月,在北京由中国、日本、美国、德国、法国、丹麦、荷兰、匈牙利等国麻将组织共同倡议下,成立了世界麻将组织。随着智力竞技麻将运动的发展,其成员和爱好者不断增加。

弘扬奥林匹克精神,倡导健康、科学、友好的麻将文化,增进各国和地区之间智力竞技麻将运动的交流与发展,在各国麻将组织建议和参与下,共同编译了国际《麻将竞赛规则》(以下简称《规则》)。

本规则有中、英、日三种文字合订版本及中文版本,世界麻将组织成员,经世界麻将竞赛中心认定资质后,有权将规则翻译成本国文字。如因翻译和对《规则》的理解不同而出现的差异,以中文版本解释为准。

本规则版权属世界麻将竞赛中心(WORLD MAHJONG CONTEST CENTER,简称WMCC)。

世界麻将组织



## 第一章 总 则

### 第一条 宗 旨

1.1.1 弘扬奥林匹克精神,倡导健康、科学、友好的麻将文化,增进各国和地区人民之间的友谊与交流,创办文明、规范、高级、高尚、高雅的麻将竞赛,促进智力竞技麻将运动的普及和提高。

### 第二条 规则说明

1.2.1 本规则适用于世界麻将组织举办、认可的赛事,以及其成员所举办的各种麻将赛事和授权网上举行的赛事。

1.2.2 本规则执行期间如有变动,由世界麻将竞赛中心另作规定。

1.2.3 本规则解释权属世界麻将竞赛中心。

## 第二章 行为准则

### 第三条 须 知



- 2.3.1 凡拥护并遵守世界麻将组织竞赛宗旨及本规则的各国、各地区的麻将组织与爱好者均可报名参赛。
- 2.3.2 参赛者应以品为上、遵守公德、公平竞争、服从裁判、尊重他人、益智强身。
- 2.3.3 参赛人员必须着装整洁、文明礼貌，竞赛场地严禁吸烟；不得佩戴、携带影响竞赛的物品。
- 2.3.4 裁判员及竞赛工作人员应经过系统培训取得资质，依据竞赛规则、规程和裁判法的规定，严肃、认真、公正、准确地执行竞赛任务。

## 第三章 竞赛通则

### 第四条 基本术语及一般规定

- 3.4.1 轮：行牌一周为一轮。
- 3.4.2 盘：每次从起牌到和牌或荒牌为一盘。
- 3.4.3 圈：四人各坐一次庄为一圈。
- 3.4.4 局：每打完四圈或达到规定的时间为一局。
- 3.4.5 圈风：每局竞赛圈数的标志。第一圈为东风圈，第二圈为南风圈，第三圈为西风圈，第四圈为北风圈。
- 3.4.6 门风：选手每盘座位的标志。庄家为东风，下家为南风，对家为西风，上家为北风。
- 3.4.7 定位：选手按赛会规程抽签或编排所确定的桌号及方位。
- 3.4.8 庄家、旁家：门风东者为庄家，其余均为旁家。无论是否和牌，庄家不连庄。
- 3.4.9 换位：选手在竞赛过程中按规程的规定进行位置调换。



- 3.4.10 手牌：标准数为13张。包括摆亮在门前的顺子、刻子、杠；未亮明的手牌为立牌；开杠多出的牌及花牌不计算在13张标准牌数内。
- 3.4.11 将牌：按规定牌型和牌时必须具备的单独组合的对子。
- 3.4.12 顺子：三张同花色序数相连的牌。
- 3.4.13 刻子：三张相同的牌。碰出的为明刻，未碰出的为暗刻。
- 3.4.14 对子：两张相同的牌。
- 3.4.15 字牌：指风牌和箭牌。风牌为东、南、西、北，箭牌为中、发、白。
- 3.4.16 幺九牌：序数牌中的一、九牌及字牌。
- 3.4.17 吃牌：上家打出牌后，报吃牌者把自己的两张牌取出，加在一起组成一副顺子摆亮在立牌前。
- 3.4.18 碰牌：他家打出牌后，报碰牌者把自己的对子取出，加在一起组成一副刻子摆亮在立牌前。
- 3.4.19 杠牌：四张相同的牌。
- 3.4.20 补花：拿到花牌后，摆亮在立牌前，并从牌墙末端补牌（先上后下）。
- 3.4.21 听牌：只差所需要的牌张即能和牌的状态。
- 3.4.22 和牌：符合规定的牌型条件，达到起和分8分的标准。
- 3.4.23 自摸和：拿牌后成和牌。
- 3.4.24 点和：和他家打出的牌。
- 3.4.25 报牌：行牌者宣布吃牌、碰牌、杠牌、补花或和牌。
- 3.4.26 番种：具有一定分值的各种牌张组合的形式或和牌方式的称谓。
- 3.4.27 罚张：被判定受处罚的牌张。
- 3.4.28 单放：自摸成“和”的那一张牌，不可随意放入立牌中，应单独摆放，以便核查。
- 3.4.29 多张、少张：手牌数多于或少于规定的牌数。
- 3.4.30 荒牌：每盘拿完第144张牌后，打出的牌仍无人和牌。
- 3.4.31 错和、诈和：不符合和牌规定而宣布的和牌。
- 3.4.32 牌墙、牌城：四人各自在门前码成18墩牌，即称牌墙。四道牌墙左右相接称牌城。
- 3.4.33 牌池：即四道牌墙围起的区域。



## 第五条 竞赛程序

3.5.1 抽签编排: 采用科学的方法, 按照公开、公平、公正的原则, 进行抽签、组织竞赛。未到抽签现场的队, 由赛事委员会指定专人代替抽签, 所抽之签有效。也可采用同国家、同地区选手尽量避开的原则合理编排、组织竞赛。

3.5.2 竞赛形式: 竞赛采用每桌四人制, 以桌为竞赛小组进行比赛。

3.5.3 竞赛项目: 个人赛, 参赛队和团体赛排名。

3.5.4 竞赛方法: 可采用循环制、淘汰制、循环淘汰混合制等方式进行; 每次竞赛应不少于六局。

3.5.5 竞赛器材、场地及设施: 由世界麻将组织(包括世界麻将组织成员)举办或认可的各种竞赛的器材、场地及设施必须健康卫生环保、安全可靠, 具有世界麻将竞赛中心颁发的认证书或符合下述标准, 并由世界麻将组织认可的赛事组委会审定或确认。

1. 麻将牌: 质地坚实、光滑平整, 大小、厚薄均匀, 牌面图案花纹及字迹清晰工整, 色彩鲜明, 背面色泽纹路一致。

(1) 全副牌共有6类42种图案144张。

(2) 序数牌合计108张。

① 万子牌: 从一万至九万, 各4张, 共36张。例如:



② 饼子牌: 从一饼至九饼, 各4张, 共36张。例如:



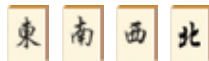
③ 条子牌: 从一条至九条, 各4张, 共36张。例如:



(3) 字牌合计28张。



① 风牌: 东、南、西、北, 各4张, 共16张。例如:



② 箭牌: 中、发、白, 各4张, 共12张。例如:



(4) 花牌: 8种不同图案各一张, 共8张。所选用的图文须符合本规则宗旨, 并与其他牌张有明显区别。例如:



(春、夏、秋、冬、梅、兰、竹、菊)

2. 骰子: 立方体, 手掷骰子的规格为1~1.5厘米, 质地坚实, 平整光滑, 六个面分别刻有1~6个点; 1的背面为6, 2的背面为5, 3的背面为4; 骰体为实心, 重心在中心点。其中1点和4点为红色, 其余为蓝色或黑色, 各点着色鲜明。

3. 场地: 场地面积应能够容纳竞赛规程规定的选手公平出场比赛, 场地环境安静清洁、通风良好、室内明亮, 选手背后不得有镜子或其他反光物体, 比赛场地必须具备安全疏散通道。

4. 牌桌: 桌面为正方形, 边长为80~95厘米, 高度适中, 平稳牢固, 桌面铺设的桌垫厚度不高于0.3厘米; 或使用经过世界麻将竞赛中心审定的自动麻将桌。

5. 座椅: 大小、高低应与牌桌相适应。

6. 计分器具: 可采用竞赛成绩记录表或组委会审定的电子计分器等记录竞赛成绩。

7. 计时器具: 竞赛现场应在明显位置设置计时器具; 行牌计时可用秒表或自动计时器具。

8. 场地标志:





(1) “东”：竞赛场地应在自然方向的东方设置“东”字标识，以便确定选手就座的方位。

(2) “品”：品德高尚、诚信公正。

(3) “静”：竞赛场地环境安静、秩序井然、无喧哗、无噪声。

3.5.6 竞赛时间：每局竞赛时间不超过150分钟（中场休息不超过15分钟）。每局结束前15分钟，裁判长报时提醒选手。竞赛在规定时间内完毕，本局结束；竞赛已到规定时间、尚在进行的竞赛应立即终止，按已取得的分数计算成绩。

3.5.7 赛前检录与竞赛：

1. 检录：选手按竞赛规定时间，到指定地点报到、检录。

2. 选手入场就座：选手按规定时间提前入场，依抽签序号或按编排的号码、轮次表、桌次对号入座，由裁判员检查定桌、定位。总裁判长宣布竞赛开始前，选手按指令起立，相互致敬，礼毕就座。除比赛用语外，赛场应保持肃静。比赛结束时，选手及裁判员相互致谢。

3. 洗牌步骤：

(1) 选手一起把牌全部反扣，使牌面朝下。

(2) 选手双手搓动牌，使牌均匀而有序地运动，避免相同的及相连的牌集拢在一起。洗牌时搓动自己面前的牌，然后把牌推向中央，在牌桌中央搓动。

(3) 裁判员认为洗牌不够均匀，可要求选手继续搓动。使用自动麻将桌除外。

4. 码牌：每人码36张牌，两张牌上下摞在一起成一墩，为18墩，码成牌墙摆在自己门前，四人的牌墙左右相接成方形。如选手对码成的牌有疑义，可举手示意裁判员，一次性调整后开始。

5. 掷骰与开牌：

(1) 采用两次掷骰。掷骰者必须一手持两个骰子，从牌桌中央上空10~20厘米高度掷出。

(2) 庄家首先掷骰，掷得的点数，既是开牌的基数，也是确定第二位掷骰者的点数。庄家掷点、以庄家为第一位，顺序按逆时针方向，庄为东，占数为5、9点；庄下家为南，占2、6、10点；庄对家为西，占3、7、11点；庄上家为



北，占4、8、12点。根据庄家掷骰的点数，再由占点数者第二次掷骰。

(3) 第二掷骰者掷点后，两次掷骰的点数之和作为开牌点数。开牌前，庄家应及时收回骰子。

(4) 开牌：在第二次掷骰者所码的牌墙处，从右向左依次数到与开牌点数相同的那一墩，由庄家开始拿下两墩牌，按牌墙的顺时针方向拿取，直至每个人拿三次共12张牌，此时由庄家先拿上层一张牌，隔一墩再拿上层一张牌，其他人依次各拿一张。庄家共有14张牌，其他人各有13张牌。

6. 理牌、补花：整理手中的牌，先由庄家补花，如补上花牌可继续补花，再由南家、西家、北家依次补花，然后庄家打出第一张牌。全部时间不得超过20秒。

## 第六条 行牌规定

3.6.1 语言规范：行牌过程中只能用“吃牌”、“碰牌”、“杠牌”、“补花”、“和牌”，或简称用“吃、碰、杠、花、和”报出行牌要求。报牌必须用中文或中文语音。出牌不报牌名。禁止闲话和用各种语言及其他形式交流。

3.6.2 行牌：打牌进行的过程，包括拿牌、出牌、吃牌、碰牌、杠牌、补取花牌直至和牌（或荒牌），其顺序依座次的逆时针方向进行。

3.6.3 拿牌：按逆时针方向进行，顺序是庄家、南家、西家、北家。上家打出牌归入牌池后，才能拿牌。

3.6.4 出牌：凡是拿进牌张或“吃、碰、杠、花”后，不和牌便要打出一张牌。出牌的时限为10秒。允许同时打出与吃进（或碰进）相同的牌。打出的牌应先放在自己立牌前亮明，然后归入牌池内。归入牌池内的牌要有序地从左向右摆放，放置到第六张后，再向后另起一行依次摆放。

3.6.5 摆牌：凡吃、碰、杠上家的牌，要横放在亮出牌的左边；碰、杠对家的牌，要横放在亮出牌之间；碰、杠下家的牌，要横放在亮出牌的右边。

3.6.6 吃牌：上家打出的牌，如与自己手中的牌可以组成一副顺子，便可以报吃牌，报吃牌应稍慢些。可以“吃、碰、和”跟张打出的牌。





3.6.7 碰牌: 他家打出的牌, 如与自己手中的对子相同可以组成一副刻子, 便可以报碰牌, 并组成一副刻子。碰(杠)牌比吃牌优先, 碰(杠)牌要快, 要在3秒之内报出。

3.6.8 杠牌: 报杠牌后, 应立即在牌墙末端补一张牌; 吃、碰牌时, 手中有杠牌不能报杠牌, 再拿牌后才能杠牌。杠分以下两种:

1. 明杠: 别人打出一张与手中暗刻相同的牌时, 即可报“杠”; 或者拿进一张与明刻相同的牌时, 也可报“杠”, 并摆亮在立牌前。
2. 暗杠: 自己拿到四张相同的牌时, 即可报“杠”, 并扣放在立牌前。但在和牌或荒牌后必须亮明, 以便其他家核查。暗杠不影响“门前清”。

## 第七条 和牌的规定

3.7.1 和牌的程序: 和牌者必须先报和牌, 并将手牌整理后亮明, 所和的牌张要及时取回单独摆放。在报出自己 and 牌番种的同时, 用打出的牌张码放计分(或电子计分), 并经其他家公认, 有异议请裁判审定。其他家在和牌被确认前, 不得将自己的立牌亮明。和牌优先于“吃、碰、明杠”。

3.7.2 和牌的要求: 和牌者的牌型必须符合下列牌型之一:

1. 和牌的基本牌型:

- (1) 11、123、123、123、123。
- (2) 11、123、123、123、111(或1111)。
- (3) 11、123、123、111、111(或1111)。
- (4) 11、123、111、111、111(或1111)。
- (5) 11、111、111、111、111(或1111)。

2. 和牌的特殊牌型:

- (1) 11、11、11、11、11、11、11(七对)。
- (2) 1、1、1、1、1、1、1、1、1、1、1、1(十三幺)。
- (3) 1、1、1、1、1、1、1、1、1、1、1、1(全不靠)。

(注: 1=单张, 11=将牌、对子, 111=刻子, 1111=杠牌, 123=顺子。)



3. 和牌的方式:

- (1) 自摸和: 拿牌后成和牌。
- (2) 点和: 和他人打出的牌(包括抢杠和)。

4. 和牌者: 如有一人以上同时表示和牌时, 从点和者按逆时针方向, 顺序在前者为和牌者。

## 第八条 番种定义与分值

本规则认定的番种共有81种, 分为9个系列, 即: 字牌系列、序数牌系列、刻系列、七对系列、花色组合系列、全带系列、不靠系列、和牌方式系列和特殊系列(见附件八)。分值是以比赛分为单位, 对不同难度组成的番种的量化评价。分值分为12级, 依次为: 88、64、48、32、24、16、12、8、6、4、2、1分。在符合和牌条件时, 不同系列的番种可以按照计分原则, 相互组合计分。

### 3.8.1 番种定义分值表

分值	序号	番种	定义
88	1	大四喜	和牌中, 有东、南、西、北四副刻子(杠)。
	2	大三元	和牌中, 有中、发、白三副刻子(杠)。
	3	绿一色	由“23468条”及“发”字中的任何牌组成的和牌。



分值	序号	番种	定义
88	1	大四喜	和牌中，有东、南、西、北四副刻子（杠）。
	2	大三元	和牌中，有中、发、白三副刻子（杠）。
	3	绿一色	由“23468条”及“发”字中的任何牌组成的和牌。
	4	九莲宝灯	由一种花色序数牌按“1112345678999”组成的特定牌型，见同花色任何一张序数牌即成和牌（自摸加计不求人分）。
	5	四杠	和牌中，有四副杠牌（暗杠加计）。
	6	连七对	由一种花色序数相连的七个对子组成的和牌（自摸加计不求人分）。
	7	十三幺	由三种序数牌的一、九牌，七种字牌及其中一对作将牌组成的和牌（自摸加计不求人分）。
64	8	清幺九	由序数牌一、九刻子（杠）、将牌组成的和牌。
	9	小四喜	和牌中，有风牌的三副刻子（杠）、另一种风牌作将牌。
	10	小三元	和牌中，有箭牌的两副刻子（杠）、另一种箭牌作将牌。



分值	序号	番种	定义
64	11	字一色	由字牌的刻子（杠）、将牌组成的和牌。
	12	四暗刻	和牌中，有四副暗刻（暗杠）（自摸加计不求人分）。
	13	一色双龙会	一种花色的两个老少副、5作将牌。
48	14	一色四同顺	一种花色四副序数相同的顺子。
	15	一色四节高	一种花色四副依次递增一个序数的刻子（杠）。
32	16	一色四步高	一种花色四副依次递增一个或两个序数的顺子。
	17	三杠	和牌中，有三副杠牌（暗杠加计）。
	18	混幺九	由字牌和序数牌一、九的刻子（杠）、将牌组成的和牌。
24	19	七对	由七个对子组成的和牌（自摸加计不求人分）。
	20	七星不靠	必须有七个单张的东、南、西、北、中、发、白，加上三种花色数位按147、258、369中的七张序数牌组成的没有将牌的和牌（自摸加计不求人分）。
	21	全双刻	由2、4、6、8序数牌的刻子（杠）、将牌组成的和牌。



分值	序号	番种	定义
24	22	清一色	由一种花色序数牌组成的和牌。
	23	一色三同顺	和牌中，有一种花色三副序数相同的顺子。
	24	一色三节高	和牌中，有一种花色三副依次递增一个序数的刻子（杠）。
	25	全大	由序数牌7、8、9组成的和牌。
	26	全中	由序数牌4、5、6组成的和牌。
	27	全小	由序数牌1、2、3组成的和牌。
16	28	清龙	和牌中，有同花色123、456、789相连的序数牌。
	29	三色双龙会	两种花色两个老少副、另一种花色5作将牌的和牌。
	30	一色三步高	和牌中，有一种花色三副依次递增一个或两个序数的顺子。
	31	全带五	每副牌及将牌中必须有5的序数牌。
	32	三同刻	和牌中，有三副序数相同的刻子（杠）。
	33	三暗刻	和牌中，有三副暗刻（暗杠）。



分值	序号	番种	定义
12	34	全不靠	由三种花色147、258、369不能错位的序数牌及东、南、西、北、中、发、白中任何14张单张牌组成的和牌（自摸加计不求人分）。
	35	组合龙	和牌中，有三种花色的147、258、369不能错位的序数牌（特殊顺子）。
	36	大于五	由序数牌6、7、8、9组成的和牌。
	37	小于五	由序数牌1、2、3、4组成的和牌。
	38	三风刻	和牌中，有三副风刻（杠）。
8	39	花龙	和牌中，有三种花色的三副顺子连接成123、456、789。
	40	推不倒	由牌面图形没有上下区别的牌组成的和牌。包括“1234589饼”、“245689条”、“白板”。
	41	三色三同顺	和牌中，有三种花色三副序数相同的顺子。
	42	三色三节高	和牌中，有三种花色三副依次递增一个序数的刻子（杠）。
	43	无番和	和牌后，数不出任何番种分（花牌不计算在内）。
	44	妙手回春	自拿牌墙上最后一张牌和牌（不计自摸分）。



分值	序号	番种	定义
8	45	海底捞月	和打出的最后一张牌。
	46	杠上开花	杠牌时，从牌墙补上一张牌成和牌。杠牌加计，不计自摸；杠来花牌再补花成和，不计杠上开花，可计自摸分。
	47	抢杠和	和他人自拿开明杠的牌（不计和绝张）。
	48	双暗杠	和牌中，有两副暗杠。
6	49	碰碰和	由四副刻子（杠）、将牌组成的和牌。
	50	混一色	由一种花色序数牌及字牌组成的和牌。
	51	三色步步高	和牌中，有三种花色三副依次递增一个序数的顺子。
	52	五门齐	由三种花色序数牌、风牌、箭牌组成的和牌。
	53	全求人	四副牌组全是吃、碰（明杠），和他家打出的牌。
	54	双箭刻	和牌中，有两副箭刻（杠）。
4	55	全带幺	每副牌及将牌中都有幺九牌。
	56	不求人	没有吃牌、碰牌、明杠，自摸和牌。



分值	序号	番种	定义
4	57	双明杠	和牌中，有两副明杠（一明杠与一暗杠计6分）。
	58	和绝张	和牌池、桌面已亮明三张所剩的第四张相同的牌。
2	59	箭刻	由中、发、白三张相同的牌组成的刻子（杠）。
	60	圈风刻	与圈风相同的风刻（杠）。
	61	门风刻	与本门风相同的风刻（杠）。
	62	门前清	没有吃牌、碰牌、明杠，和他家打出的牌。
	63	平和	由四副顺子及序数牌作将牌组成的和牌。
	64	四归一	和牌中，有四张相同的牌（不包括杠牌）。
	65	双同刻	和牌中，有两副序数相同的刻子（杠）。
	66	双暗刻	和牌中，有两副暗刻（暗杠）。
	67	暗杠	自拿四张相同的牌开杠。
	68	断幺	和牌中没有一、九及字牌。



分值	序号	番种	定义
1	69	一般高	由一种花色的序数相同的顺子组成。
	70	喜相逢	由两种花色的序数相同的顺子组成。
	71	连六	由一种花色六张序数相连的顺子组成。
	72	老少副	由一种花色的123、789的顺子组成。
	73	么九刻	由三张相同的一、九序数牌，字牌组成的刻子（杠）。
	74	明杠	他家打出一张与暗刻相同的牌开杠；或拿进一张与明刻相同的牌开杠。
	75	缺一门	和牌中缺少一种花色序数牌。
	76	无字	和牌中没有字牌。
	77	边张	只能听和123的3或789的7。
	78	坎张	只能听和顺子中间的牌。
	79	单调将	调单张牌作将和牌。
	80	自摸	拿牌后成和牌。
	81	花牌	每张花牌计1分，不计在起和分内，和牌后才能计分。补花成和牌计自摸，不计杠上开花分；未补的花牌允许打出。



## 第九条 竞赛成绩的计算

### 3.9.1 盘的计分：

每盘计分以和牌为前提条件，以比赛分为基本计算单位，根据计分原则，参照分值表进行计分。

#### 1. 和牌的前提：

- (1) 必须符合规则规定的牌型。
- (2) 番种分值之和至少为8分。
- (3) 符合规定的和牌方式。

#### 2. 和牌分数的组成结构：由底分、基本分及罚分组成。

- (1) 底分：指和牌后，未和牌方必须向和牌方所付的比赛分，分值为8分。
- (2) 基本分：指和牌后，各个番种分数的总和。
- (3) 罚分：指裁判员对选手在竞赛时犯规所判罚的分，应在每盘或每局结束时结清或扣除。

#### 3. 分数的计算：每盘和牌后按以下公式计算分数：

- (1) 自摸：（底分 + 基本分）×3方（未和牌方）。
- (2) 点和：底分×3方（未和牌方）+ 基本分×1方（点和方）。

#### 4. 计分程序：自报、公认。如有异议，裁判核定。和牌者或他人不得再重新审核或追补漏报番种。裁判员按规定要求，在《麻将竞赛成绩记录表》中记录竞赛有关事项，并要选手、裁判员签字。

#### 5. 计分形式：可采用《麻将竞赛成绩记录表》，也可选用由世界麻将竞赛中心认定的，或授权举办赛事的组委会认定的比赛计分器具，以公开公正、科学准确的方法记录统计各项竞赛成绩。

#### 6. 计分原则：《番种定义分值表》是和牌计分的依据。和牌后，首先确定主体番种，并对无必然联系的各个番种进行组合，累加计分。其原则如下：

- (1) 不重复原则：当某个番种，由于组牌条件所决定，在其成立的同时，必然并存着其他番种，则其他番种不重复计分。
- (2) 不拆移原则：确定一个番种后，不能将其自身再拆开互相组成其他番种计分。



- (3) 不得相同原则: 凡已组合过某一番种的牌, 不能再同其他一副牌组成相同的番种计分。
- (4) 就高不就低原则: 有两副以上的牌, 有可能组成两个以上的番种, 而只能选其中一种计时, 可选择分值高的番种计分。
- (5) 套算一次原则: 如有尚未组合过的一副牌, 只可同已组合过的相应的一副牌套算一次。

### 3.9.2 局的计分:

1. 局分: 一局竞赛中, 每盘得失的比赛分之和为局分; 局分不带入下一局竞赛。
2. 标准分: 4、2、1、0制。即每局竞赛同组的四人按比赛分的高低排序, 分别获得该局的标准分4分、2分、1分、0分。
3. 每局结束后, 选手、裁判员须签字确认。

## 第十条 名次及品级的认定

- 3.10.1 名次的认定原则: 按竞赛规定, 竞赛局数标准分之和较高者列前, 标准分相同时比赛分之和较高者列前。
- 3.10.2 品级的认定原则: 参加世界麻将组织认可的竞赛并获得一定名次和达到规定的技术标准的选手, 经本人申请, 授权机构认定即授予相应的品级证书。品级认定权(包括网上)由世界麻将竞赛中心认可的机构发放。

## 第十一条 犯规与处罚

选手在竞赛中违反本规则或有关规定时, 将视情节给予警告、罚分、停和、停赛、取消录取名次或比赛资格及通报的处罚。

3.11.1 警告: 有违例、犯规或干扰竞赛的言行, 由裁判员当场给予警告。

### 3.11.2 罚分:

1. 迟到: 宣布竞赛开始后, 迟到10分钟以内扣罚10分、15分钟以内扣罚20分。超过15分钟按自动弃权处理, 本局为0分。



2. 违例: 违例者被判罚的分数, 应在每盘积分中扣除。依据情节轻重, 分别扣除5、10、20、30、40、50、60分七种罚分。

3.11.3 停和: 即取消本盘和牌的权利。

3.11.4 停赛: 即取消继续参加本次比赛的资格, 严重者给予通报。停赛的决定由裁判员、裁判长向赛事委员会提出报告。

3.11.5 取消录取名次或比赛资格: 是对犯规情节严重或非法获得利益的选手做出的处罚。

3.11.6 违例行为及处罚: 行使处罚时, 应依《规则》规定视违规情节的轻重给予处罚。

1. 换牌、偷牌、藏牌或其他作弊行为: 裁判员有权处以此类行为者停赛的处罚。
2. 错吃、错碰、错杠、错补花: 判该盘停和陪打。
3. 空吃、空碰、空杠、空补花: 一盘之内第一次警告、第二次扣罚5分、第三次扣罚10分、第四次扣罚20分, 以此类推。
4. 拿牌: 上家打出的牌归入牌池后, 才能拿牌。如提前拿牌一盘之内第一次警告、第二次扣罚5分、第三次扣罚10分、第四次扣罚20分, 以此类推。拿错牌张者未放入立牌的, 归回原位; 已放入立牌的, 该盘停和陪打。
5. 碰牌: 超过三秒钟碰牌视为犯规, 一盘之内第一次警告、第二次扣罚5分、第三次扣罚10分、第四次扣罚20分, 以此类推。
6. 错和与诈和的处罚:
  - (1) 错和: 和牌没有达到起和8分、或误以为他人打出的牌是自己的和牌, 而宣布和牌者, 判该盘停和陪打, 并向每家各罚付10分。
  - (2) 诈和: 尚差一张(或以上)才能听牌, 却误以为已经听牌, 在他人打出牌时宣布和牌者、判该盘停和陪打, 并向每家各罚付20分。
7. 暴露张的处罚:
  - (1) 在行牌过程中, 将手中立牌明显暴露于桌面的牌张须作为罚张, 应在轮到自己出牌时, 将罚张打出。
  - (2) 在他人报和牌时, 将自己手中立牌推倒亮明者, 如报和牌成立, 给予警告; 如和牌不成立, 则须将所暴露的牌张依次打出, 并判该盘停和陪打。





别人和牌后,按规定付分。如有人将手牌或牌墙推乱,致使本盘竞赛无法继续进行的,经裁判确认后,向每家各罚付30分。

(3) 在行牌过程中,将他人手中立牌暴露于桌面的,视情节轻重判罚责任者5~60分给该人,并由裁判员裁决本盘是否继续比赛。

(4) 报和牌者如和牌不成立,所亮之牌不按暴露张处理。

8. 牌张数目错误:如果手牌多于或少于规定张数,该盘停和陪打。

9. 非法信息:在行牌过程中,选手以提示、表情、动作、说明等方式向同桌其他选手进行暗示、诱惑或传递信息的,无论是否获益,本盘都可给予罚分或本盘停和陪打的处罚。

10. 严重干扰竞赛:有明显犯规,经劝告仍不服从裁判并无理取闹者,将取消比赛资格并给予通报。

11. 其他规定:

(1) 吃、碰、开明杠的牌张应及时取回,如果此后有他家打出的牌张放入了牌池,则不能再取回,判该盘停和陪打。

(2) 所和的牌张应在算分前取回,否则按错和处理。

(3) 报吃、碰、杠又改报和牌者,或未用规范语言报和牌者,该盘停和陪打。

(4) 先亮手中立牌后报和牌者,判该盘停和陪打。

(5) 已伸手进入牌池拿牌者,即为放弃吃牌、碰牌(杠)、和牌的权利。

(6) 和牌后,应用牌池里打出的牌张计算番种分值,明放一张牌表示1分、扣放一张牌表示10分。如将所和的牌与其他牌张混在一起计算分的,经裁判确认后,判该盘停和陪打。

(7) 不追溯原则:竞赛中,发现问题应及时指出并申请裁判解决,事后追溯无效。

(8) 每局提前结束比赛的选手须尽快离开赛场,不要围观、影响其他桌的比赛正常进行。违规者裁判有权警告,对于影响其他桌比赛正常进行的,裁判有权做出罚分处理。



## 第十二条 申诉

3.12.1 选手的申诉权:选手或其领队对裁判员在其比赛桌上所作的任何裁决,有提出申诉的权利。

3.12.2 申诉时限:对于裁判员的裁决或相关事宜的所有申诉,均必须在本局比赛结束后的30分钟有效时限内。由当事人以书面形式提出,并交200美元(或组委会指定等值货币)申诉费,胜诉全额退款,败诉全款上缴。

3.12.3 申诉材料:申诉材料必须书面提出并由当事人及负责人签字方为有效。

3.12.4 申诉方式:所有申诉材料可直接呈报仲裁委员会。

## 第十三条 申诉案件处理程序

3.13.1 与规则有关的申诉:凡涉及本规则或竞赛规定一类的申诉,由(总)裁判长听取申诉并裁决。若对裁决不服,可书面形式向仲裁委员会提出上诉。

3.13.2 其他申诉:所有其他申诉,由赛事委员会指定有关部门处理。

3.13.3 对上诉的裁决:在裁决上诉时,仲裁委员会可行使本规则赋予裁判长的一切权利进行复核,但不得否决裁判长根据本规则和竞赛规程以及为维持纪律所做的判罚。





## 附件一

## 番种定义、牌例、分值与计分

- ① 番种定义是本规则所规定的番种组合条件。
- ② 所列举的牌例计分只限牌例，不包含番种组合的其他变化，如有其他变化，则按计分原则计分。
- ③ 在定义后面所列的不计番种，是组成该番种必然并存的番种，所以不计分。

## 1. 大四喜（88分）：

和牌中，有东、南、西、北四副刻子（杠）。不计三风刻、碰碰和、圈风刻、门风刻、幺九刻分。

牌例1:

此牌可加计混一色分。

牌例2:

此牌可加计混幺九、混一色分。

牌例3:

此牌可加计字一色分。



## 2. 大三元 (88分) :

和牌中, 有中、发、白三副刻子 (杠)。不计双箭刻、箭刻分。

牌例1:

此牌可加计混一色分。

牌例2:

此牌可加计混幺九、缺一门分。

牌例3:

此牌可加计字一色分。

## 3. 绿一色 (88分) :

由“23468条”及“发”字中的任何牌组成的和牌。可加计清一色、混一色分。

牌例1:

此牌可加计一色三节高、碰碰和、混一色、箭刻分。

牌例2:

此牌可加计一色三同顺、清一色、断幺分。

牌例3:

此牌可加计七对、混一色、不求人分。



## 4. 九莲宝灯 (88分) :

由一种花色序数牌按“1112345678999”组成的特定牌型, 见同花色任何一张序数牌即成和牌 (自摸加计不求人分)。不计清一色、门前清、幺九刻分。

牌例:

此牌可加计清龙、不求人、四归一分。

## 5. 四杠 (88分) :

和牌中, 有四副杠牌 (暗杠加计)。不计单调将分。

牌例1:

此牌可加计五门齐、箭刻分。

牌例2:

此牌可加计大三元、字一色分。

## 6. 连七对 (88分) :

由一种花色序数相连的七个对子组成的和牌 (自摸加计不求人分)。不计清一色、门前清、单调将分。

牌例:

此牌可加计断幺分。



## 7. 十三幺（88分）：

由三种序数牌的一、九牌，七种字牌及其中一对作将牌组成的和牌（自摸加计不求人分）。不计五门齐、门前清、单调将分。

牌例：

## 8. 清幺九（64分）：

由序数牌一、九刻子（杠）、将牌组成的和牌。不计碰碰和、全带幺、幺九刻、无字分。

牌例1：

此牌可加计两个双同刻分。

牌例2：

此牌可加计三同刻分。

## 9. 小四喜（64分）：

和牌中，有风牌的三副刻子（杠）、另一种风牌作将牌。不计三风刻、幺九刻分。

牌例1：

此牌可加计混一色、全带幺分。

牌例2：

此牌可加计字一色、箭刻分。



## 10. 小三元（64分）：

和牌中，有箭牌的两副刻子（杠）、另一种箭牌作将牌。不计双箭刻、箭刻分。

牌例1：

此牌可加计幺九刻、缺一门分。

牌例2：

此牌可加计混幺九、混一色分。

## 11. 字一色（64分）：

由字牌的刻子（杠）、将牌组成的和牌。不计碰碰和、全带幺、幺九刻分。

牌例1：

此牌可加计三风刻、箭刻分。

牌例2：

此牌可加计小三元分。

## 12. 四暗刻（64分）：

和牌中，有四副暗刻（暗杠）（自摸加计不求人分）。

牌例1：

此牌可加计幺九刻、单调将、无字分。

牌例2：

此牌可加计不求人、幺九刻分。



## 13. 一色双龙会（64分）：

一种花色的两个老少副、5作将牌。不计七对、清一色、平和、无字、一般高、老少副分。



## 14. 一色四同顺（48分）：

一种花色四副序数相同的顺子。不计一色三节高、四归一、一般高分。



此牌可加计全带幺、平和、缺一门分。

## 15. 一色四节高（48分）：

一种花色四副依次递增一个序数的刻子（杠）。不计一色三同顺、碰碰和分。



此牌可加计清一色、幺九刻分。



## 16. 一色四步高（32分）：

一种花色四副依次递增一个或两个序数的顺子。不计连六、老少副分。



此牌可加计平和、断幺、缺一门分。



此牌可加计平和、缺一门分。

## 17. 三杠（32分）：

和牌中，有三副杠牌（暗杠加计，三暗杠加计三暗刻分）。



此牌可加计碰碰和、双同刻、断幺分。

## 18. 混幺九（32分）：

由字牌和序数牌一、九的刻子（杠）、将牌组成的和牌。不计碰碰和、全带幺、幺九刻分。



此牌可加计五门齐、双同刻、箭刻分。



19. 七对 (24分) :

由七个对子组成的和牌（自摸加计不求人分）。不计门前清、单调将分。

牌例：

此牌可加计不求人、四归一、缺一门、无字分。

20. 七星不靠（24分）：

必须有七个单张的东、南、西、北、中、发、白，加上三种花色数位按147、258、369中的七张序数牌组成的没有将牌的和牌（自摸加计不求人分）。不计五门齐、门前清分。

牌例：    三萬 六萬 九萬 東 南 西 北 中 發 自摸 

此牌可加计不求人分。

21. 全双刻（24分）：

由2、4、6、8序数牌的刻子（杠）、将牌组成的和牌。不计碰碰和、断幺分。

牌例1:     

此牌可加计双同刻分。

牌例2:      

此牌可加计三同刻、大于五分。



22. 清一色（24分）：

由一种花色序数牌组成的和牌。不计无字分。

牌例1:

此牌可加计七对分（自摸加计不求人分）。

牌例2: 

此牌可加计清龙、平和分。

牌例3:     

此牌可加计么九刻、连六分。

23. 一色三同顺（24分）：

和牌中，有一种花色三副序数相同的顺子。不计一色三节高、一般高分。

牌例：

此牌可加计全带五、平和分。

24. 一色三节高（24分）：

和牌中，有一种花色三副依次递增一个序数的刻子（杠）。不计一色三同顺分。

牌例：

此牌可加计推不倒、碰碰和、箭刻分。



## 25. 全大（24分）：

由序数牌7、8、9组成的和牌。不计无字分。



此牌可加计三色三同顺、平和、一般高分（或喜相逢分）。



此牌可加计双同刻、四归一、喜相逢分。

## 26. 全中（24分）：

由序数牌4、5、6组成的和牌。不计断幺分。



此牌可加计一色三节高、缺一门分。



此牌可加计七对分（自摸加计不求人分）。

## 27. 全小（24分）：

由序数牌1、2、3组成的和牌。不计无字分。



此牌可加计三色三同顺、平和、一般高分（或喜相逢分）。



此牌可加计三色三节高、碰碰和、双同刻、幺九刻分。



## 28. 清龙（16分）：

和牌中，有同花色123、456、789相连的序数牌。



此牌可加计平和、喜相逢分。



此牌可加计箭刻、缺一门分。

## 29. 三色双龙会（16分）：

两种花色两个老少副、另一种花色5作将牌的和牌。不计平和、无字、喜相逢、老少副分。



## 30. 一色三步高（16分）：

和牌中，有一种花色三副依次递增一个或两个序数的顺子。



此牌可加计无字分。



此牌可加计平和、断幺、喜相逢、缺一门分。





## 31. 全带五（16分）：

每副牌及将牌中必须有5的序数牌。不计断幺分。



此牌可加计三色三步高、平和、喜相逢分。



此牌可加计全中、三色三同顺、四归一分。

## 32. 三同刻（16分）：

和牌中，有三副序数相同的刻子（杠）。







## 36. 大于五（12分）：

由序数牌6、7、8、9组成的和牌。不计无字分。



此牌可加计喜相逢分。



此牌可加计七对分（自摸加计不求人分）。

## 37. 小于五（12分）：

由序数牌1、2、3、4组成的和牌。不计无字分。



此牌可加计平和、两个喜相逢分。



此牌可加计碰碰和、双同刻、幺九刻分。

## 38. 三风刻（12分）：

和牌中，有三副风刻（杠）。



此牌可加计缺一门分。



此牌可加计碰碰和、混一色分。



## 39. 花龙（8分）：

和牌中，有三种花色的三副顺子连接成123、456、789。



此牌可加计平和、一般高分。



此牌可加计无字分。

## 40. 推不倒（8分）：

由牌面图形没有上下区别的牌组成的和牌。包括“1234589饼”、“245689条”、“白板”。不计缺一门分。



此牌可加计平和、一般高分。



此牌可加计碰碰和、箭刻、双同刻、幺九刻分。

## 41. 三色三同顺（8分）：

和牌中，有三种花色三副序数相同的顺子。



此牌可加计无字分。



此牌可加计平和、断幺、连六分。



## 42. 三色三节高（8分）：

和牌中，有三种花色三副依次递增一个序数的刻子（杠）。



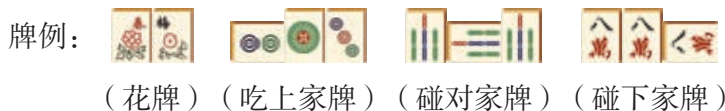
此牌可加计无字分。



此牌可加计碰碰和、双同刻、断幺分。

## 43. 无番和（8分）：

和牌后，数不出任何番种分（花牌不计算在内）。



说明：可加计花牌分；所“和”的2或5条不能是绝张与自摸。

## 44. 妙手回春（8分）：

自摸牌墙上最后一张牌和牌。不计自摸分。

牌例：略

## 45. 海底捞月（8分）：

和打出的最后一张牌。

牌例：略



## 46. 杠上开花（8分）：

杠牌时，从牌墙补上一张牌成和牌。杠牌加计，不计自摸；杠来花牌再补花成和，不计杠上开花，可计自摸分。

牌例：略

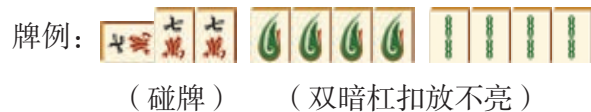
## 47. 抢杠和（8分）：

和他人自拿开明杠的牌。不计和绝张分。

牌例：略

## 48. 双暗杠（8分）：

和牌中，有两副暗杠。



此牌可加计和绝张、四归一、幺九刻、缺一门、无字、自摸分。

## 49. 碰碰和（6分）：

由四副刻子（杠）、将牌组成的和牌。



此牌可加计三同刻、五门齐、箭刻分。



## 50. 混一色（6分）：

由一种花色序数牌及字牌组成的和牌。



此牌可加计一色三步高、连六分。

## 51. 三色步步高（6分）：

和牌中，有三种花色三副依次递增一个序数的顺子。



此牌可加计平和、断幺分。

## 52. 五门齐（6分）：

由三种花色序数牌、风牌、箭牌组成的和牌。



此牌可加计箭刻、幺九刻分。

## 53. 全求人（6分）：

四副牌组全是吃、碰（明杠），和他家打出的牌。不计单调将分。



（花牌）（碰上家牌）（杠对家牌）（碰下家牌）（吃牌）



此牌可加计四归一、断幺、明杠、缺一门、花牌分。



## 54. 双箭刻（6分）：

和牌中，有两副箭刻（杠）。不计箭刻分。



此牌可加计老少副、缺一门分。

## 55. 全带幺（4分）：

每副牌及将牌中都有幺九牌。



此牌可加计平和、老少副、两个喜相逢分。



此牌可加计箭刻、老少副、喜相逢、缺一门分。

## 56. 不求人（4分）：

没有吃牌、碰牌、明杠，自摸和牌。



此牌可加计平和、断幺、连六、坎张、喜相逢分。



## 57. 双明杠（4分）：

和牌中有两副明杠（一明杠与一暗杠计6分）。



此牌可加计碰碰和、双同刻、箭刻、幺九刻、缺一门分。

## 58. 和绝张（4分）：

和牌池、桌面已亮明三张所剩的第四张相同的牌。



此牌可加计四归一、连六、无字、缺一门分。

## 59. 箭刻（2分）：

由中、发、白三张相同的牌组成的刻子（杠）。



## 60. 圈风刻（2分）：

与圈风相同的风刻（杠）。



说明：东风圈坐北；此牌可加计碰碰和、箭刻、缺一门分。

## 61. 门风刻（2分）：

与本门风相同的风刻（杠）。



说明：南风圈坐南；此牌可加计混一色、圈风刻分。

## 62. 门前清（2分）：

没有吃牌、碰牌、明杠，和他家打出的牌。



此牌可加计平和、断幺、两个连六分。

## 63. 平和（2分）：

由四副顺子及序数牌作将牌组成的和牌。不计无字分。



此牌可加计三色三步高、连六分。



## 64. 四归一（2分）：

和牌中，有四张相同的牌（不包括杠牌）。



此牌可加计大于五、三色三同顺分。

## 65. 双同刻（2分）：

和牌中，有两副序数相同的刻子（杠）。



此牌可加计碰碰和、断幺分。

## 66. 双暗刻（2分）：

和牌中，有两副暗刻（暗杠）。



此牌可加计门前清、老少副、单调将、缺一门、无字分。

## 67. 暗杠（2分）：

自拿四张相同的牌开杠。



开明示)



## 68. 断幺（2分）：

和牌中没有一、九及字牌。



此牌可加计三色三步高分。

## 69. 一般高（1分）：

由一种花色的序数相同的顺子组成。



## 70. 喜相逢（1分）：

由两种花色的序数相同的顺子组成。



## 71. 连六（1分）：

由一种花色六张序数相连的顺子组成。



## 72. 老少副（1分）：

由一种花色的123、789的顺子组成。





## 73. 幺九刻（1分）：

由三张相同的一、九序数牌，字牌组成的刻子（杠）。

例如：或或（在不是圈风、门风时）

## 74. 明杠（1分）：

他家打出一张与暗刻相同的牌开杠；或拿进一张与明刻相同的牌开杠。

例如：（明杠下家打出的牌）

## 75. 缺一门（1分）：

和牌中缺少一种花色序数牌。

牌例：

此牌可加计清龙、箭刻分。

## 76. 无字（1分）：

和牌中没有字牌。

牌例：

此牌可加计花龙、幺九刻分。



## 77. 边张（1分）：

只能听和123的3或789的7。

牌例：

此牌可加计全带幺、老少副、两个喜相逢分。

说明：类似于和不计边张分。

## 78. 坎张（1分）：

只能听和顺子中间的牌。

牌例：

此牌可加计花龙、五门齐、箭刻分。

说明：类似于和不计坎张分。

## 79. 单调将（1分）：

调单张牌作将和牌。

牌例：（碰牌）（吃牌）

立牌：

此牌可加计双箭刻、喜相逢、缺一门分。

说明：类似于和不计单调将分。





## 80. 自摸（1分）：

拿牌后成和牌。

牌例：略

## 81. 花牌（1分）：

每张花牌计1分，不计在起和分内，和牌后才能计分。补花成和牌计自摸，不计杠上开花分；未补的花牌允许打出。

牌例：略

说明：漏补的花牌不许打出，错补了花牌停和陪打。



## 附件二

## 誓 约 书

本人在参加\_\_\_\_\_麻将赛的全过程中，保证做到：

1. 遵守举办地的各项法律、法规。
  2. 遵守世界麻将组织宗旨，弘扬奥林匹克精神，倡导健康、科学、友好的麻将文化。
  3. 在参加赛事活动中，遵守大会的有关规定并服从大会组委会的赛事指导。
  4. 遵守体育竞赛道德，不参与任何与赌博有关的游戏、娱乐等活动。
  5. 本人身体状况良好并经医生诊察认可，完全胜任此次赛事活动。
  6. 在比赛期间如因本人原因发生的意外和突发性疾病引起的费用，与主办机构无关，责任自负。
  7. 同意组委会、宣传媒体，在直播、转播及各类宣传健康、科学、友好麻将文化的报道中使用本人的姓名、照片等资料。
  8. 个人安全、财产责任完全自负；并负责赔偿由于本人的原因造成他人生命及财产的损失。
  9. 参赛、旅行中所需的各类保险，自己办理并且费用自负。
- 本人充分理解上述文件的内容和法律意思。如有违反，一切后果由本人及担保人承担。
- 参赛者本人或其监护人签字：
- 身份证或护照号码：

年 月 日

注：为了确保参赛者的身体健康安全，如有需要向赛事委员会说明个人身体病史及有关药物过敏情况的，请向赛事委员会外联接待委员会书面说明。





## 附件三

编 组 表									
第一局					第二局				
桌次	参 赛 号				桌次	参 赛 号			
第三局					第四局				
桌次	参 赛 号				桌次	参 赛 号			
第五局					第六局				
桌次	参 赛 号				桌次	参 赛 号			
第七局					第八局				
桌次	参 赛 号				桌次	参 赛 号			



## 附件四

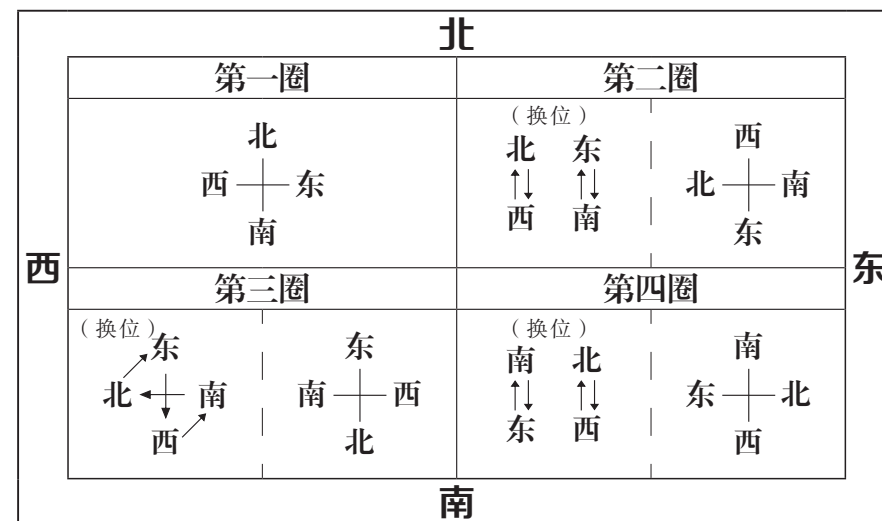
## 座位调换表

每打完一圈按以下座位调换表调换一次座位。使每家都坐一次东、南、西、北位置。

圈 数	方 位			
	东	南	西	北
第一圈（东风圈）	东（1）	南（2）	西（3）	北（4）
第二圈（南风圈）	南（2）	东（1）	北（4）	西（3）
第三圈（西风圈）	西（3）	北（4）	南（2）	东（1）
第四圈（北风圈）	北（4）	西（3）	东（1）	南（2）

说明：东家：第1圈坐东、第2圈坐南、第3圈坐北、第4圈坐西；  
 南家：第1圈坐南、第2圈坐东、第3圈坐西、第4圈坐北；  
 西家：第1圈坐西、第2圈坐北、第3圈坐东、第4圈坐南；  
 北家：第1圈坐北、第2圈坐西、第3圈坐南、第4圈坐东。

## 座位调换表示意图





## 附件五

### 麻将竞赛成绩记录表

第 局 (Round) 第 桌 (Table) 20 年 月 日

说明：认真记录仔细核对——正分负分相抵为“0”。(Please calculate it carefully)

裁判员签名：

裁判长签名:



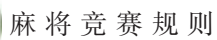
## 附件六

### 竞赛处罚记录表

局 组 桌

裁判员 \_\_\_\_\_

日期 \_\_\_\_\_



## 竞赛成绩统计公布表

## 附件七

[illegible]

## 附件八

### 番种分类分值表

系 列 \ 分 值		88	64	48	32
字牌系列		大四喜 大三元	小四喜 小三元 字一色		
序数牌系列	步步高类				一色四步高
	同顺类			一色四同顺	
	龙类				
	老少类		一色双龙会		
刻系列	刻类		四暗刻 清幺九	一色四节高	混幺九
	杠类	四杠			三杠
七对系列		连七对			
花色组合系列		绿一色 九莲宝灯			
全带系列					
不靠系列					
和牌方式系列					
特殊系列		十三幺			
合计		7	6	2	3



## 附件九

## 麻将品级认定制度

## 1. 总则

制定并执行本制度的宗旨是：

1.1 麻将的旨意与精神：“入局斗牌，必先炼品，品宜镇静，不宜躁率，得牌勿骄，失牌勿吝，顺时勿喜，逆时勿愁，不形于色，不动乎声，浑涵宽大，品格为贵，尔雅温文，斯为上乘。”

1.2 麻将是人类智慧的结晶，是非物质文化的活化石，其文化博大精深。以弘扬奥运精神，倡导健康、科学、友好的麻将文化为原则，继承和发扬麻将蕴含的文化道德理念，规范智力竞技麻将竞赛，推动科学的智力竞技麻将竞赛制度和认定制度，促进智力竞技麻将的普及和提高，让麻将为世界各国人民的友好交流服务。

1.3 以世界麻将组织颁布的国际《麻将竞赛规则》为依据，制定规范和统一的智力竞技麻将水平评定标准和认定方法，使广大智力麻将爱好者及选手的竞技水平和成绩获得公开、公平、公正的评定和确认，对其在麻将方面的成就和造诣给予充分的肯定。

1.4 鼓励智力竞技麻将爱好者和选手积极参与各种正式比赛，认真钻研牌艺，努力创造优异成绩，提高竞技水平和竞赛能力，并且养成良好的比赛作风和道德，不断增进文化修养，塑造良好的形象，共同促进智力竞技麻将运动健康、科学、友好地发展。

## 2. 品级定义

2.1 品（Pin），含义是：性质、等级、甄别和区分。

它表示麻将应有的文化、道德理念的追求。

它是麻将选手及爱好者的技艺水平的证明。

24	16	12	8	6	4	2	1
		三风刻		双箭刻		箭刻 圈风刻 门风刻	
	一色三步高			三色三步高		平和	
一色三同顺			三色三同顺				一般高 喜相逢
	清龙	组合龙	花龙				连六
	三色双龙会						老少副
一色三节高 全双刻	三同刻 三暗刻		三色三节高	碰碰和		双同刻 双暗刻	幺九刻
			双暗杠		双明杠	暗杠	明杠
七对							
清一色				五门齐 混一色			缺一门 无字
全大、全中 全小	全带五	大于五 小于五			全带么		
七星不靠		全不靠					
			杠上开花 抢杠和 妙手回春 海底捞月	全求人	和绝张 不求人	门前清 断么	边张 坎张 自摸 单调将
			无番和 推不倒			四归一	花牌
9	6	5	10	6	4	10	13



2.2 品级认定，是对智力麻将爱好者和选手的竞技水平和成就进行公正评价的一项制度。

### 3. 品级的构成

3.1 品，一共分为九级，分别为：一品，二品，三品，四品，五品，六品，七品，八品，九品；九品为最初级别，一品为最高级别。

3.2 凡是品级获得者，行为准则应符合国际《麻将竞赛规则》第2.3.1，2.3.2和2.3.3条的要求。

3.3 凡是品级获得者，都表明在智力竞技麻将文化和道德方面有良好的修养和追求。无论品级高低，在麻将文化和道德修养等方面的要求是一致的。

品级的高低，仅表明在竞技水平、比赛成绩和学术方面的成就不同，并不等于文化和道德修养有所差别。

3.4 根据国际《麻将竞赛规则》的规定，品级的评定包括三个技术标准：标准分、比赛分、比赛名次。

3.5 品级标准分为适用于常规比赛记录的“品级标准”，和适用于网络比赛记录的“网络品级标准”；由于比赛方法不同，因此两种标准是各自独立的，不能等同。

### 4. 品级认定标准的计算方法

4.1 标准分：是选手在历次正式竞赛中获得标准分的总和。

4.2 比赛分：是选手在历次正式竞赛中获得比赛分（正分）的总和。

4.3 比赛名次：是选手在正式竞赛中的排名，是选手比赛成绩的指标。

4.4 以上积分和成绩，必须是在世界麻将竞赛中心注册或授权认可的赛事上获得，并在世界麻将竞赛中心有存档记录，方为有效。

4.5 当选手的各项标准达到一定水平，即可申请相应品级的认定。各项标准不能缺少或互相替代。



### 4.6. 品级标准一览表：

NO.	品级	累计标准分	累计比赛分	比赛个人、团体、参赛队名次
1	9品	20		
2	8品	30		
3	7品	40		
4	6品	60	1000	个人前16名或团体、参赛队季军成员
5	5品	80	1500	个人前12名或团体、参赛队亚军成员
6	4品	100	2000	个人前8名或团体、参赛队冠军成员
7	3品	120	3000	A级比赛个人前6名
8	2品	160	4000	A级比赛个人前3名
9	1品	200	5000	A级比赛个人第1名
说明：	1. 比赛分只累计正分，负分不计。 2. 以上1品至6品的3项标准应同时达到，不能缺少或互相替代。			

### 4.7. 网络品级标准一览表：

NO.	网络品级	网络比赛积分	获得网络个人比赛名次
1	网络9品	1000	
2	网络8品	3000	
3	网络7品	5000	
4	网络6品	10000	前24名
5	网络5品	15000	前16名
6	网络4品	20000	前12名
7	网络3品	30000	前8名
8	网络2品	40000	前6名
9	网络1品	50000	前3名
说明：	1品至6品的比赛积分和名次应同时达到，不能缺少或互相替代。		



## 5. 关于比赛等级

世界麻将竞赛中心将注册或认可的麻将比赛划分为A、B、C三级；各级比赛都须执行国际《麻将竞赛规则》。

### 5.1 A级：

5.1.1 参赛人数不少于80人，比赛局数不少于8局。

5.1.2 是世界麻将竞赛中心主办、授权或注册认可的世界锦标赛、洲际锦标赛或世界性比赛。

### 5.2 B级：

5.2.1 参赛人数不少于60人，比赛局数不少于6局。

5.2.2 是世界麻将竞赛中心授权或注册认可的洲内或多国之间的比赛，国家级的比赛，国家之间的双边、多边比赛。

### 5.3 C级：

5.3.1 参赛人数不少于40人，比赛局数不少于6局。

5.3.2 是各国国内地区性的比赛和地区间、国际间双边的友谊比赛。

5.3.3 在世界麻将竞赛中心注册或授权的网络比赛。

5.3.4 网络比赛必须在公开的互联网络上进行。

## 6. 品级认定机构

6.1 世界麻将竞赛中心设立麻将品级委员会；品级委员会由取得资质的麻将竞赛专家组成。

6.2 品级委员会负责受理品级认定工作。

6.3 品级委员会负责研究制定、修订和解释品级认定标准。



## 7. 品级认定程序

7.1 选手可以在任何时间以邮件方式或比赛后书面向品级委员会提出品级认定申请。

7.2 选手申请品级认定时，须填写《智力竞技麻将选手品级认定申请表》（以下简称《申请表》），并按规定提供比赛组委会有资质裁判签署的比赛成绩证明（复印件或传真件）。

《申请表》和相关文件复印件可以通过信函、传真或电子邮件送交各成员组织技术品级委员会。

7.3 接到选手申请后，各成员组织技术品级委员会根据选手申请的品级，核对《申请表》和相关成绩证明，对照品级标准，作出选手品级认定结果。四品以下的品级证明由各成员组织颁发证书。

7.4 选手申请一二三品级认定申请获准后，世界麻将竞赛中心向选手颁发证书，建立技术档案，通过世界麻将组织网站公布。网络品级由被授权的网站负责颁发证书。

## 8. 本认定制度解释权属世界麻将竞赛中心技术规则品级委员会

世界麻将竞赛中心



# 智力竞技麻将选手品级认定申请表

本人在下述比赛中获得的成绩有：

姓名	性别	年龄	国家（地区）	证件号码			联系方式				
				竞赛 级别	竞赛 人数	竞赛 局数	标准分	比赛分	个人 排名	团体 排名	队伍 排名
赛事名称	竞赛时间		竞赛地点								
申请级别	品	申请时间		品级积分合计							

请认定。

本人承诺，将积极弘扬奥林匹克精神，倡导健康、科学、友好的麻将文化，反对赌博、冒伪劣行为，为促进智力竞技麻将运动的发展，做力所能及的工作。请审核。

申请人：

审核单位：

年 月 日 年 月 日



## 后 记

在世界麻将组织主席于光远先生主持下，在众多国际麻将爱好者热切关注参与下，世界麻将组织于2006年颁布了国际《麻将竞赛规则》中英文版。此后于光远主席建议国际《麻将竞赛规则》要不断完善，使参与者体验到竞技中智力的角逐。2007年首届世界麻将锦标赛期间举行的世界麻将组织会议，一致通过中、英、日文为大会官方用语。经过近几年比赛的实践和完善，按照世界麻将组织会议决议，颁布了国际《麻将竞赛规则》中英日文版。

国际《麻将竞赛规则》中英日文版由世界麻将竞赛中心主持，在各成员组织和麻将爱好者的关注参与下，总结吸取了历年来麻将竞赛实践的经验，征询、采纳了专家、学者和广大麻将爱好者的意见，并搜寻归纳了网上反馈的意见，科学地规范了智力麻将的竞技比赛。编译的国际《麻将竞赛规则》中英日文版本的出版，扩大了世界各国和地区人民国际间的文化体育交流，增进了了解和友谊。在此，谨向积极弘扬奥林匹克精神，倡导健康、科学、友好麻将文化的，各国和各地区麻将组织及爱好者表示衷心感谢，并对为本规则编译作出贡献的世界麻将组织技术规则品级委员会、中华麻将公开赛组委会及各界参与人员表示感谢。

麻将文化蕴含丰富，博大精深。我们将继续努力，在实践中使国际《麻将竞赛规则》更趋完善。

世界麻将竞赛中心  
2013年



Before playing Mahjong, you must refine your character. You should keep a serene character, without being impetuous. Neither be proud when you win, nor be stingy when you lose. Neither be happy when in a favorable situation, nor be anxious when in adversity. Do not show your emotional changes through voices and facial expression. Keep a broad mind and be generous. Moral character is the most important and the best is to gentle, kind and cultivated in playing the game.

—— The Tenet and Spirit of Mahjong



Mahjong comes from China, belongs to the world.

Yu Guangyuan

## Foreword

Mahjong is a game which evolved over centuries. It is both a game of strategy and a pleasurable social activity.

Rules are necessary for all games, Mahjong is no exception. Conscientiously following the rules reflects wisdom, integrity, mutual respect among all players, and a sense of Justice and proper etiquette.

The translation and publication of the international Mahjong Competitive Rules serves as the basis for the “healthy, scientific and friendly Mahjong culture”. It is the gateway to Mahjong.

Same as other games, Mahjong is a game of promoting wisdom, integrity, life long friendships, and mutual assistance. Mahjong’s rules should be treated with respect and dignity.

China Leisure Research Center

2006.09



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## Preface

Mahjong is an intellectual game evolved from a long history of wisdom and culture. Owing to its intrinsic interest, competitiveness, social nature, and mutual stimulation, it has become widely played around the world for many years.

In October 2005, with the joint proposals from the Mahjong Organizations of China, Japan, USA, Germany, France, Denmark, the Netherlands and Hungary, the World Mahjong Organization was established in Beijing. With the sponsorship of competitive games through out the world, the understanding and popularity of Mahjong has increased substantially.

With the participation of Mahjong organizations all over the world, we have edited and translated the international Mahjong Competition Rules.

The Rules exist in a bound Chinese edition with translation in English and Japanese. Members of the World Mahjong Organization may translate it into their own language upon authorization by the World Mahjong Contest Center. Disputes arising out of faulty translation or different understandings must be settled according to the original Chinese edition.

“Mahjong Competition Rules” copyright is reserved to the World Mahjong Contest Center (WMCC).

The World Mahjong Organization



## Chapter One: General Rules

### 1.1. General Purpose

1.1.1 The Rules are intended to encourage the Olympic spirit, the rational and vigorous Mahjong culture, host regulated and standardized Mahjong competitions, enhance the knowledge and level of play and engender the appreciation of Mahjong culture.

### 1.2. The Explanation of General Purpose

1.2.1 The General Purpose applies to all the various contests hosted by the World Mahjong Contest Center and approved by the World Mahjong Organization or hosted by member countries, and contests on the internet authorized by the World Mahjong Organization.

1.2.2 Any changes will be incorporated by the World Mahjong Contest Center when necessary.

1.2.3 The World Mahjong Contest Center is the final authority for the interpretation of the Rules.

## Chapter Two: Code of Conduct during Competitions

### 2.3. Requirements



- 2.3.1 All Mahjong organizations and players from various countries or regions who abide by the competition rules and regulations of the World Mahjong Contest Center are welcome to sign up and join the competitions.
- 2.3.2 All players should follow the rules and regulations, obey the judgement of the referees, and respect other players during games.
- 2.3.3 All players should dress appropriately and behave politely. Smoking is prohibited. Players may not wear or use products which may affect the gameplay of others.
- 2.3.4 The referees and staff members of the competitions should be qualified through special training, and execute their tasks accurately, honestly, fairly and in a timely fashion according to the regulations.

### Chapter Three:

## The General Rules for the Competition of International Mahjong

### 3.4. Basic Glossary and General Regulations

- 3.4.1 **One go-around (Lun):** Everyone discards a tile in turn.
- 3.4.2 **A hand (Pan):** Everything that occurs between a deal and either someone declaring “Hu” or nobody winning (Draw Game). A round usually consists of four hands of Mahjong. (In English, the term “hand” is also used to refer to the tiles belonging to one player at a table.)
- 3.4.3 **Round (Quan):** Everybody has been dealer once. There are four rounds in a complete game of Mahjong.
- 3.4.4 **A complete game (Ju):** Four rounds, or in the case of a tournament, the allotted time to play four rounds has run out. In a tournament setting, a complete game (four rounds or the allotted time has run out) may also be called a “session.”



- 3.4.5 **Prevalent wind:** A complete game consists of four rounds, named according to the four winds. The first round is called the East Round, the second round the South Round, the third round the West Round, and the last round the North round.
- 3.4.6 **Seat Wind:** The indicator of the player’s seat in each hand (also named according to the four winds). The dealer’s Seat is called East, the player to the dealer’s right is South, the player opposite to the dealer is called West, and the player to the dealer’s left is called North.
- 3.4.7 **Seating:** The placement of the players around the table (based on table number). The places at the table are determined either by drawing lots or by previous arrangement according to the Regulations.
- 3.4.8 **Dealer and non-dealer:** The “dealer” is the player sitting in the seat currently designated as East. The other players are “non-dealers” (or simply “players”). After completion of the hand, the dealer should pass the dice to the right, regardless of whether s/he wins the hand or not.
- 3.4.9 **Seat Rotation:** Players change seats during playing the game according to the Rules.
- 3.4.10 **Tiles in the hand:** There are thirteen tiles altogether after the deal, including any melded Chows, Pungs, and Kongs. The Standing Tiles are those concealed tiles which are not discarded by the player. The player’s thirteen tiles do not include Kong replacements or Flowers. The tiles which have not been melded prior to declaring Mahjong (“Hu”) are called “concealed.”
- 3.4.11 **The Pair:** When you succeed in making a complete normal-structure hand (as described in section 3.7.2.1), the hand includes one pair (“The Pair”).
- 3.4.12 **Chow:** (Noun.) Three sequentially-numbered tiles of the same suit.
- 3.4.13 **Pung:** (Noun.) Three same-number tiles of the same suit (includes both concealed and melded Pung) .
- 3.4.14 **A Pair:** Any two identical tiles.
- 3.4.15 **Honor Tiles:** The Wind Tiles and Dragon Tiles, taken together, are called “Honors.” There are four different Wind Tiles, of which there are four each: East, South, West and North. There are three different Dragon Tiles, of which there are four each: the Red Dragon, the Green Dragon and the White Dragon.



- 3.4.16 **Terminal Tiles:** The Tiles at the ends of a suit (in other words the One and Nine of a suit) and the Honor Tiles.
- 3.4.17 **Chow (“Chi Pai”):** (Verb.) To take the tile discarded by your left player and meld it with two of your standing tiles to make a Chow in front of your concealed tiles after you declare “Chi” (Chi Pai).
- 3.4.18 **Pung (“Peng Pai”):** (Verb.) To take the tile discarded by any other player, and meld them with a pair from your standing tiles to make a Pung after you declare “Pung” (Peng Pai).
- 3.4.19 **Kong (“Gang Pai”):** (Verb.) To make an exposure consisting of four identical tiles. The term “Kong” is also used as a noun to refer to a meld of four identical tiles.
- 3.4.20 **Flower Replacement (“Bu Hua”):** When you take a Flower Tile, you may expose it, declaring “Flower” (“Hua”) and take a replacement tile from the back end of the wall, until there are no more Flower Tiles in your hand.
- 3.4.21 **Waiting:** The state of waiting for one tile to complete the hand.
- 3.4.22 **Winning, or going Mahjong (“Hu”):** The state of success: After you take a discarded tile or take a tile by yourself, the fourteen tiles of your hand form a proper and complete structure as the Rules prescribe, and the hand scores eight or more points.
- 3.4.23 **Self-Drawn:** To win by taking a fresh tile from the wall.
- 3.4.24 **Win by Discard:** To win on a tile discarded by another player.
- 3.4.25 **Declare:** You should declare (vocalize) “Chi” (when you Chow), “Pung” (“Peng”), “Kong” (“Gang”), “Hua” (“Flower replacement”) or “Hu” (when declaring Mahjong), before you act.
- 3.4.26 **“FAN”:** The names of 81 kinds of scoring file combinations or the forms of winning (Hu).
- 3.4.27 **Obligatory Discard:** A tile that is obliged to be discarded on the subsequent turn due to erroneous exposure.
- 3.4.28 **The Winning Tile:** The tile you take for Mahjong (Hu) must be set apart from your row of tiles for examination by others. It is forbidden to put the final tile among



- your other tiles prior to exposure of the complete hand.
- 3.4.29 **Wrong Tiles:** When it's not a player's turn, s/he must always have thirteen tiles in his/her hand (not counting exposed Flowers). When there are more than or less than thirteen tiles in the player's hand between turns, this is an error that disqualifies the player from declaring “Hu.”
- 3.4.30 **Draw Game:** When the wall has been completely depleted and nobody has made a winning Mahjong hand.
- 3.4.31 **False Hu (False Mahjong):** When a player declares “Hu,” but it is determined that s/he doesn't have a valid winning hand according to the rules.
- 3.4.32 **The Wall:** After lining up the stacks of tiles, everybody has eighteen stacks of tiles before him/her. The four players' walls are collectively called The Wall (or sometimes The Great Wall).
- 3.4.33 **The Floor:** The square area surrounded by the walls (tiles) of the four players.

### 3.5. Procedures for Competitions

- 3.5.1 **Draw Lots:** The contest should be organized in a rigorous way, according to the principles of being public, fair, and impartial. For the teams not present when lots are drawn, the Organizing Committee will appoint a specific person to draw lots in their place, and the lot is to be considered valid. It also can be arranged on the principle of avoidance, therefore the players from the same counties and regions will not meet at the same table.
- 3.5.2 **Competition Form:** There are to be four players per table. Each table plays as an independent group.
- 3.5.3 **Competition Events:** Individual, Team and Group Ranking
- 3.5.4 **Competition Methods:** There are three types of competition: Elimination Game, Round Robin, and Mixed Way. Each tournament can only be one and only one of these three types. There must be a minimum of six games or sessions played in a regulation tournament.



**3.5.5 Competition equipment and site facilities:** Mahjong equipment and site facilities used in the competitions sanctioned by the World Mahjong Organization and its member organizations, should meet health and safety standard, and have Certificate of Recognition from the World Mahjong Contest Center, approved by Organizing Committee of the competition.

1. **The Mahjong tiles:** Solid and firm, neat and smooth, even-distribute in body size, number and pictures on tile surface should be clearly visible, color in vivid form, same color and lines should be present at the back of tiles.

(1) A complete set of tiles is comprised including 6 types of 42 patterns (Characters, Dots, Bams, Winds, Dragons, and Flowers). There are a total of 144 pieces.

(2) There are 108 numbered suit tiles divided into 3 suits.

① Characters (Wan), from 1-9, 4 tiles each for a total of 36 tiles.



② Dots (Tong), from 1-9, 4 tiles each, for a total of 36 tiles.



③ Bamboo or Bam (Tiao), from 1-9, 4 tiles each, for a total of 36 tiles.

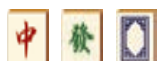


(3) There are 28 Honor Tiles divided into 2 suits.

① Winds: East, West, South, North: 4 tiles each, for a total of 16 tiles.



② Dragons: Red, Green, and White, 4 tiles each, for a total of 12 tiles.



(4) **Flowers:** Eight tiles each with different picture on it.

Usually labeled Spring, Summer, Autumn, Winter; Plum, Orchid, Bamboo and Chrysanthemum. There is only 1 of each flower tile for a total of 8 tiles.



2. **The Dice:** The two dice are cubes (regulation size is 1-1.5 centimeters on a side), solid, smooth and hard built. They are marked with dots numbering 1, 2, 3, 4, 5, 6, carved into the 6 faces of the cube. The 1 face is opposite the 6 face, the 2 face is opposite the 5 face, the 3 face opposite the 4 face. The center of gravity must be at the cube's center. On Chinese dice, the "1 dot" and "4 dots" are painted red, while the others are painted blue or black. All the dots and colors should be bright, clear and easy to read.

3. **The site:** The in-door site should be big enough to accommodate all the players at the same time. The background should be quiet, well ventilated, brightly lit. There should be no mirrors or other reflective surfaces behind the players' seats, and there must be emergency exits.

4. **The game table:** The game table must be square and of a stable nature, the square's side length is 80-95 centimeters, and of an appropriate height. The surface of table should be covered with felt or other cloth no more than 0.3 centimeters thick; or using automatic Mahjong tables sanctioned by the World Mahjong Contest Center.

5. **Chairs:** The chairs must be present and suitable for the use of the table.

6. **Scores recording equipments:** Competition Score Sheet or electronic recorder sanctioned by World Mahjong Contest Center or Organizing Committee can be used.

7. **Timer:** There should be a timer easily visible to all the players in the hall; a stopwatch or automatic timer may be used during the competition.

8. **The site signs**

(1) "Dong (East)", there should be a sign of "East" on the natural direction of East on the hall wall, to determine players' seating.





(2) “Pin”, means high moral character and integrity of justice.

(3) “Jing (Quiet)”, to remind everybody to keep the noise down.

**3.5.6 Time limits:** A game or session is limited to no more than 150 minutes (break for no more than 15 minutes). When there is only 15 minutes left in a game session, the head referee notifies the players. The current session is over when all Hands are played; the ongoing hand should end immediately when time is up. Score is calculated on previously finished Hands.

### 3.5.7 Sequence of events

1. **Sign-in and registration:** The players should come to the designated place to sign in and register at the designated time.

2. **Enter the contest hall, and sit at the designated table:** The players should come into the hall in advance of the designated time, and sit down at the assigned table; The referee will inspect the tables to verify that the players are present and correctly seated. When head referee announces the start of the session, all players should stand up and bow to each other, then be seated afterward. Keep silence in the contest hall, only the words for contest is exception. Players and referees should thank each other after a session is finished.

### 3. Mixing the tiles

- (1) All the players should turn all the tiles face down.
- (2) Players mix them with both hands so that the tiles are thoroughly and randomly mixed. Each player should mix the tiles in front of him/her first, and then push them into the middle, then continue mixing.
- (3) If the referee considers that the tiles are not mixed enough, s/he has the right to order the players to continue mixing. Automatic machines, if available, are the exception.
4. **Building walls:** Each players should take 36 tiles, piling 2 tiles into a stack, using 18 stacks to make a wall before him/herself; the four walls make a square on the table. If players have any objection to how tile wall formed, they can raise hand to call a referee. The current hand should begin after one time rebuilding the Tile Wall.



### 5. Throwing the dice and starting the game

- (1) The dice must be thrown twice. The two dice should be grasped in one palm and thrown by the dealer into the Floor between the walls, from 10-20 centimeters above the center of the table.
- (2) The dealer is the first to throw the dice; the resulting number is used to determine who will roll the dice the second time. Count the number from the dealer anticlockwise (the sum of 5 or 9 means the dealer will throw the dice again; 2, 6, or 10 means the player to the dealer's right, South, will roll; 3, 7, or 11 means the player opposite to the dealer, West, will roll; 4, 8, or 12 means the player to the dealer's left, North, will roll).
- (3) The number from the second throw of the dice will be added to the number from the first throw to determine where the wall will break.
- (4) Counting from the right-hand end of the player's (who throw the dice second time) wall, the wall is broken after the stack indicated by the two rolls of the dice. The dealer takes the first 4 tiles (2 stacks) clockwise from the break; the next player, South, takes the next 4 tiles to the left of the gap, and so on. After all 4 players have taken 4 tiles 3 times for a total of 12 tiles, the dealer continues to take tiles, but this time s/he takes the upper tile from the first stack on the end of the wall, and the upper tile from the third stack (“one and three”). The other three players take one tile each in turn, starting from the first stack the dealer took from, and ending with the bottom of the second stack. When the deal has been completed, the dealer has 14 tiles altogether, while each of the other players hold 13.
6. **Arranging tiles and making Flower replacements:** Each player may arrange the taken tiles by type, suit, and number order. The players may then check for any Flower Tiles. If a player has any Flower Tiles, expose them between the wall and one's standing tiles, and take replacement tiles from the back end of the wall. The dealer replaces flower tiles first until the replaced tile isn't the flower tile, then other players follow anticlockwise in turn, until no player has any more Flower tiles concealed in the hand. After Flower replacements, if the dealer cannot declare “Hu”,



s/he will discard one unwanted tile. The time from limit rearranging tiles to the dealer's first discard is no more than 20 seconds.

### 3.6. How to Play

- 3.6.1 Regulations of verbal calls:** During the process of a game, the player must verbalize all claims for discards, to make a Chow, Pung, or Kong, and when picking a Flower or declaring Mahjong. When declaring Chow (Chi Pai) the player must say "Chi." When declaring Pung (Peng Pai), the player must say "Pung." When declaring Kong (Gang Pai), the player must say "Kong" (or "Gang"). When declaring Mahjong (Hu Pai), the player must say "Hu." When taking a Flower replacement (Bu Hua), the player must say "Hua." He should not call out the names of the tiles when discarding, and is forbidden to discuss, gossip or communicate in his/her native language or other foreign languages.
- 3.6.2 The order of turns:** A play process includes: taking tile, discard, Chow (Chi), Pung (Peng), Kong (Gang), taking a Flower replacement, till declaring Mahjong (Hu) or Draw Game. Players should take turns in counterclockwise order, starting with the dealer.
- 3.6.3 How to take a tile from the wall:** Players take a fresh tile in counterclockwise order. The order is: Dealer, South, (the player to the right of the dealer), West, North. After the player to the left discards a tile and puts it into the Floor, the next player may take a fresh tile from the wall.
- 3.6.4 How to discard a tile:** After a player takes a new tile from the wall, or makes a Chow, Pung, or Kong, or replaces a Flower, if the hand is not a complete Mahjong hand, s/he must discard one tile within 10 seconds. It is permissible to discard a tile identical to one which has been Chowed or Punged. The discarded tile must be shown to others in front of your concealed hand, then put it into the the Floor inside the walls; You should place your discarded tiles one by one, from left to right in rows of 6, The first row is closer to the center of the table and the last row is closer to the outer edge of the table.



- 3.6.5 How to make exposures (melds):** When a discard is taken, the completed set or element must be laid flat, exposed to the view of the other players. The taken discard should be rotated 90 degrees from the others, and placed within the exposure in such a way as to indicate which player had discarded it. When taken from the upper player (the player to the left), the taken tile is placed to the left side of the exposure (Chow, Pung, or Kong). When taken to make a Pung or Kong from the opposite player, the taken tile should be placed between the other tiles of the meld. When taken to make a Pung or Kong from the lower player (the player to the right), the taken tile should be placed to the right side of the meld. Exposures should be placed before the player's hand (between the hand and the center of the table).
- 3.6.6 How to Chow:** When a tile discarded by the upper player may be used to form a Chow with two of your concealed tiles, say "Chi." Expose your two tiles before the concealed portion of your hand, and take the discard, turning it 90 degrees and placing it to the left of the other two tiles. Note that you should allow a brief moment before speaking your claim, to be sure that nobody else claims it for Pung or Kong. You are permitted to Chow, Pung, or win on the same kind of tile which you discarded previously, or which was just discarded by another player.
- 3.6.7 How to Pung:** When a tile discarded by another player matches a pair among your concealed tiles, you can call "Pung." Then expose your two tiles before the concealed portion of your hand, and take the discard, turning it 90 degrees, and placing it in such a manner as to indicate from whom it was taken (as per section 3.6.5). Calls for "Pung" or "Kong" must occur within 3 seconds of discarding. Calls for Pung (Kong) trump calls for Chow.
- 3.6.8 How to Kong:** When you Kong (meld a set of 4 identical tiles), you must take a replacement tile from the back end of the wall. You may not Kong in the same turn as one in which you have melded a Chow or a Pung.
- There are two ways to Kong:**
- 1. Melded Kong:** When you have three identical tiles concealed within the hand, you can call a matching discard; say "Kong." Meld your three tiles, then take the



discard, rotating it 90 degrees and place it within the meld to indicate which player discarded it (as per section 3.6.5). Then take a replacement tile from the end of the wall. With a Melded Kong, the hand is no longer concealed (even if there are no other melds in your hand).

2. **Concealed Kong:** When you have four identical tiles concealed within the hand, you can call “Kong,” putting the 4 tiles face down before your standing tiles, and take a replacement tile from the back end of the wall. At the end of the hand, you are obliged to reveal the Concealed Kong to the others. With a Concealed Kong, the hand can be considered to be Concealed (if nothing else is melded).

### 3.7. How to Make a Complete Mahjong Hand

**3.7.1 Procedure for Making Mahjong:** When one player succeeds in making a winning hand, s/he must declare “Hu” or “Hu Pai”, exposing his/her hand. Then s/he must announce what Fan his/her hand contains, and how many points s/he earns, using already discarded tiles (or digital devices) to count winning hand, for the referee and other 3 players to check and confirm. The other 3 players shouldn’t expose their hands before confirmation. A call for “Hu” takes priority over claims for Kong, Pung, or Chow.

#### 3.7.2 Requirements for a Complete Mahjong Hand

1. **The basic type of Mahjong hand is structured with four sets and a pair, in which a set is a Chow, a Pung, or a Kong, as follows:**

- (1) 11, 123, 123, 123, 123;
- (2) 11, 123, 123, 123, 111 (or 1111);
- (3) 11, 123, 123, 111, 111 (or 1111);
- (4) 11, 123, 111, 111, 111 (or 1111);
- (5) 11, 111, 111, 111, 111 (or 1111).

2. **The special types of Mahjong hands, utilizing pairs or single tiles as follows:**

- (1) 11, 11, 11, 11, 11, 11, 11 (Seven Pairs hands);
- (2) 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 11 (Thirteen Orphans)



- (3) 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1 (Lesser/Greater Honors and Knitted Tiles)
- (Note: 1 = a single tile; 11 = a pair; 111 = a Pung; 1111 = a Kong; 123 = a Chow)

### 3. Two ways to make Mahjong

- (1) Self-Drawn (to make Mahjong by taking a fresh tile from the wall yourself, including the replacement tile when you Kong or get a flower tile ).
- (2) By discard (to make Mahjong with a tile discarded by another, including Robbing the Kong).
4. **The Winner:** Only one player can win current hand. When more than one person declares “Hu” on a discard, the nearest next player following the discarder is the winner.

### 3.8. The Definition of Kinds of “Fan” and their Relevant Points

There are 81 kinds of different scoring elements ( “Fan” ) altogether. They belong to nine Series: Series of Honor Tiles; Series of Number Tiles; Series of Pungs; Series of Seven Pairs; Series of Tile Types Composition (Flower tiles except); Series of All Involved; Series of Broken; Series of Way of Making Mahjong and Special Series. Point values are based on the degree of difficulty. There are twelve point grades: 88, 64, 48, 32, 24, 16, 12, 8, 6, 4, 2, and 1. More than one Fan can be scored for a winning hand.

#### 3.8.1 The 81 “Fan”

Pts.	Fan no.	Fan name	Description
88	1	Big Four Winds	Pungs (or Kongs) of all four Wind Tiles.
	2	Big Three Dragons	Pungs (or Kongs) of all three Dragon Tiles
	3	All Green	A hand in which the Chows, Pungs and pair(s) are made up solely of "green" tiles: 2 Bam, 3 Bam, 4 Bam, 6 Bam, 8 Bam, and Green Dragon.



Pts.	Fan no.	Fan name	Description
88	4	Nine Gates	A special hand holding the 1,1,1,2,3,4,5,6,7,8,9,9 tiles in any one of the suits, creating the nine-sided wait of 1,2,3,4,5,6,7,8,9. (Fully Concealed Hand may be combined if Self-Drawn).
	5	Four Kongs	Any hand that includes four Kongs. They may be concealed or melded.
	6	Seven Shifted Pairs	A hand formed by seven pairs of the same suit, each shifted one up from the last. (Fully Concealed Hand may be combined if Self-Drawn).
	7	Thirteen Orphans	A hand created by singles of any 12 of the 1, 9, and Honor tiles, along with a pair of the 13th. (Fully Concealed Hand may be combined if Self-Drawn).
64	8	All Terminals	The pair(s), Pungs (or Kongs) are all made up of 1 or 9 Number Tiles, without Honor Tiles.
	9	Little Four Winds	A hand that includes three Pungs (or Kongs) of Wind Tiles, and a pair of the fourth Wind.
	10	Little Three Dragons	A hand that includes two Pungs (or Kongs) of the Dragon Tiles, and a pair of the third Dragon.
	11	All Honors	The pair(s), Pungs (or Kongs) are all made up of Honor Tiles.
	12	Four Concealed Pungs	A hand that includes four Concealed Pungs (or Kongs) (achieved without melding). (Fully Concealed Hand may be combined if Self-Drawn).
	13	Pure Terminal Chows	A hand consisting of two each of the lower and upper terminal Chows in one suit only, and a pair of fives in the same suit.
48	14	Quadruple Chow	Four Chows of the same continuous number sequence in the same suit.



Pts.	Fan no.	Fan name	Description
48	15	Four Pure Shifted Pungs	Four Pungs (or Kongs) in the same suit, each shifted one up from the last.
32	16	Four Pure Shifted Chows	Four Chows in one suit, each shifted up 1 or 2 numbers from the last, but not a combination of both.
	17	Three Kongs	A hand containing three Kongs. (Points for concealment may be added).
	18	All Terminals and Honors	The Pair(s), Pungs (or Kongs) are all made up of 1 or 9 Number Tiles and Honor Tiles.
24	19	Seven Pairs	A hand formed by seven pairs. (Fully Concealed Hand may be combined if Self-Drawn).
	20	Greater Honors and Knitted Tiles	A hand is formed by seven single Honors and Singles of suit tiles belonging to separate Knitted sequences (for example, 1-4-7 of Bamboos, 2-5-8 of Characters, and 3-6-9 of Dots). Fully Concealed Hand may be combined if Self-Drawn.
	21	All Even Pungs	A hand formed with Pungs (or Kongs) of 2, 4, 6, and 8 Number Tiles, with a pair of the same.
	22	Full Flush	A hand formed entirely of a single suit.
	23	Pure Triple Chow	A hand with three Chows of the same numerical sequence and in the same suit.
	24	Pure Shifted Pungs	A hand with three Pungs (or Kongs) of the same suit, each shifted one up from the last.
	25	Upper Tiles	A hand consisting entirely of 7, 8, and 9 Number Tiles.
	26	Middle Tiles	A hand consisting entirely of 4, 5, and 6 Number Tiles.
	27	Lower Tiles	A hand consisting entirely of 1, 2, and 3 Number Tiles.



Pts.	Fan no.	Fan name	Description
16	28	Pure Straight	A hand using one each of all the numbers 1 through 9 from any one suit, forming three consecutive Chows.
	29	Three-Suited Terminal Chows	A hand consisting of 1-2-3 and 7-8-9 in one suit (Two Terminal Chows), 1-2-3 and 7-8-9 in another suit, and a pair of fives in the remaining suit.
	30	Pure Shifted Chows	Three Chows in one suit, each shifted either one or two numbers up from the last, but not a combination of both.
	31	All Fives	A hand in which every set (Chow, Pung, Kong, pair) includes the number "5".
	32	Triple Pung	Three Pungs (or Kongs) of the same number in each suit.
	33	Three Concealed Pungs	Three Concealed Pungs (or Kongs) (achieved without melding).
12	34	Lesser Honors and Knitted Tiles	A hand formed by single Honors, and singles of suit tiles belonging to separate Knitted sequences (for example, 1-4-7 of Bamboo, 2-5-8 of Characters, and 3-6-9 of Dots - each of the 3 suits must belong to a different Knitted sequence, but not necessarily in this order). Fully Concealed Hand may be combined if Self-Drawn.
	35	Knitted Straight	A special Straight which is formed not with standard Chows but with three different Knitted sequences. For example, 1-4-7 of Dots, 2-5-8 of Characters, and 3-6-9 of Bamboos - but not necessarily in the order of this example.
	36	Upper Four	A hand created with suit tiles 6 through 9.



Pts.	Fan no.	Fan name	Description
12	37	Lower Four	A hand created with suit tiles 1 through 4.
	38	Big Three Winds	A hand that includes one Pung (or Kong) of each of the three Winds.
8	39	Mixed Straight	A Straight (tiles 1 through 9) formed by Chows from all three suits.
	40	Reversible Tiles	A hand created entirely with those tiles which are vertically symmetrical, which means the carved designs look the same if you turn them upside-down. These tiles are the 1,2,3,4,5,8, and 9 Dots, the 2,4,5,6,8, and 9 Bams, and the White Dragon.
	41	Mixed Triple Chow	Three Chows of the same numerical sequence, one in each suit.
	42	Mixed Shifted Pungs	Three Pungs (or Kongs), one in each suit, each shifted up one number from the last.
	43	Chicken Hand	A hand that would otherwise earn 0 points (excluding the Flower Tiles).
	44	Last Tile Draw	Going out (making Mahjong) on a pick of the very last tile of the wall. (Points for Self-Drawn may not be combined.)
	45	Last Tile Claim	Going out (making Mahjong) on the discard which is the last tile in the game.
	46	Out with Replacement Tile	Going out (making Mahjong) on the replacement tile drawn after achieving a Kong (not on a Flower replacement). When a Flower Tile is taken after Konging, and upon winning on the Flower replacement, points for Self-Drawn may be added (but Out With Replacement Tile does not apply in this case).



Pts.	Fan no.	Fan name	Description
8	47	Robbing the Kong	Winning off the tile that somebody adds to a melded Pung (to create a Kong). (The points for Last Tile may not be combined.)
	48	Two Concealed Kongs	A hand that includes two Concealed Kongs.
6	49	All Pungs	A hand formed by four Pungs (or Kongs) and one pair.
	50	Half Flush	A hand formed by tiles from any one of the three suits, in combination with Honor tiles.
	51	Mixed Shifted Chows	Three Chows, one in each suit, each shifted up one number from the last.
	52	All Types	A hand that is composed of all five different types of tiles (Characters, Bamboos, Dots, Winds, and Dragons).
	53	Melded Hand	Every set in the hand (Chow, Pung, Kong, and pair) must be completed with tiles discarded by other players. All sets must be exposed, and the player goes out on a single wait for another discard.
	54	Two Dragons Pungs	Two Pungs (or Kongs) of Dragon tiles.
4	55	Outside Hand	A hand that includes terminals and Honors in each set, including the pair.
	56	Fully Concealed Hand	A hand that a player completes without any melds, and wins by Self-Draw.
	57	Two Melded Kongs	A hand that includes two Melded Kongs. (One Melded Kong and one Concealed Kong are 6 points).
	58	Last Tile	Winning on a tile that is the last of its kind. (It must be clear to all players based on the discards and exposures.)



Pts.	Fan no.	Fan name	Description
2	59	Dragon Pung	A Pung (or Kong) of Dragon Tiles.
	60	Prevalent Wind	A Pung (or Kong) of the Wind Tile corresponding to the current Prevalent Wind.
	61	Seat Wind	A Pung (or Kong) of the Wind Tile corresponding to the player's seat position at the table. (Dealer is East; proceeding counter-clockwise from the Dealer, other players' seats are South, West, North.)
	62	Concealed Hand	Having a concealed hand (no melded sets) and winning by discard.
	63	All Chows	A hand consisting of all Chows, with no Honors.
	64	Tile Hog	Having all four of a single suit tile, without using them as a Kong.
	65	Double Pung	Two Pungs (or Kongs) of the same number in two different suits.
	66	Two Concealed Pungs	Two Pungs (or Kongs) achieved without melding.
1	67	Concealed Kong	Created when four identical tiles, all self-drawn, are declared as a Kong.
	68	All Simple	A hand formed without Terminal or Honor Tiles.
	69	Pure Double Chow	Two identical Chows in the same suit.
	70	Mixed Double Chow	Two Chows of the same numbers but in different suits.
	71	Short Straight	Two Chows in the same suit that run consecutively after one another to make a six-tile straight.
	72	Two Terminal Chows	Chows of 1-2-3 and 7-8-9 in the same suit.





Pts.	Fan no.	Fan name	Description
1	73	Pung of Terminals or Honors	A Pung (or Kong) of Ones, Nines, or Winds. (A Dragon Pung scores 2 points.)
	74	Melded Kong	A Kong claimed from another player's discard or promoted from a melded Pung.
	75	One Voided Suit	A hand that uses tiles from only two of the three suits (it lacks any tiles from one of the three suits).
	76	No Honors	A hand formed entirely of suit tiles, without Winds or Dragons.
	77	Edge Wait	Waiting solely for a 3 to form a 1-2-3 Chow, or solely for a 7 to form a 7-8-9 Chow. Not valid if waiting for more than one tile. Not valid if the edge wait is combined with any other waits.
	78	Closed Wait	Waiting solely for a tile whose number is "inside" (in the middle) to form a Chow. Not valid if waiting for more than one tile. Not valid if the closed wait is combined with other waits.
	79	Single Wait	Waiting solely for a tile to form a pair. Not valid if waiting for more than one tile (for example, holding 1-2-3-4 and waiting on the 1 and 4).
	80	Self-Drawn	Going out (making Mahjong) with a fresh tile picked from the wall.
	81	Flower Tiles	Each tile carved with Chinese word of Spring(or Summer, Autumn, Winter, Plum, Orchid, Bamboo, Chrysanthemum) will award you one point when you succeed in Hu. The point of Self-Drawn can be added if Flower Replacement makes Mahjong (Hu), but Out With Replacement Tile does not apply to this case. The Flower tile not replaced is permissible to discard.



### 3.9. How to Add Points during Competitions

#### 3.9.1 How to Score A Winning Hand

Precondition for scoring is a winning hand that has been declared. The Competition Points are used as basic calculating units, according to Scoring Principle, and recorded on the Score Sheet.

##### 1. Prerequisites for declaring "Hu" (Mahjong)

- (1) The structure of hand types must be in accordance with the Rules. (see section 3.7.2).
- (2) The sum of all the Fan points must reach at least 8 points.
- (3) The method of obtaining the final winning tile must be in accordance with the permissible methods outlined in the rules.

##### 2. The Points structure of a winning Hand: The total points are composed of Extra Points, Basic Points and Penalty Points.

- (1) Extra Points: The 8 points Non-winning players must pay to the winner;
- (2) Basic Points: The points, based on the Fan claimed by the winning player;
- (3) Penalty Points: If a player has fouled during the play of the hand, the relevant points must be subtracted after the Hand or a complete Game (Session) has been finished.

##### 3. How to calculate the points after a hand is finished: A following formula should be followed when count points

- (1) **The calculation of the points:** A following formula should be used to count points after a hand is finished.
- (2) Winning by discard:  $\text{Extra Points} \times 3 + \text{Basic Points} \times 1$  (Discarder pays winner Basic Points + Extra Points, and the other two players pay the winner Extra Points only).

##### 4. The procedure for recording of points: The winner him/herself must declare (adding up the Fan Points of his/her hand), then the other players may check. If there is an objection, the referee verifies. After this, nobody should question the result afterwards. The objections must be made during the accounting process. The referee will record the result on the Score Sheet and require the 4 players to sign.

##### 5. The method for recording of points: Score Sheet can be used or Scoring Equipments authorized by World Mahjong Contest Center or Organizing Committee of



authorized competitions. The contest results must be recorded fairly, scientifically and correctly.

**6. Principles for counting the basic points:** The Chart above lists all of the 81 kinds of Fan. First, determine the primary Fan, which is the highest scoring Fan. Then add lesser Fans according to the following principles:

- (1) **The Non-Repeat Principle:** When a Fan is inevitably implied or included by another Fan, the latter may not be scored repeatedly.
- (2) **The Non-Separation Principle ("Unbreakable"):** After combining sets to create a Fan, it is forbidden to rearrange those same sets to create a different Fan.
- (3) **The Non-Identical Principle:** Once a set has been used to create a Fan, it is not allowed to use the same set together with other sets to create the same Fan.
- (4) **Freedom to Choose the Highest Points ("The High-Score Fan Priority Principle"):** If you can use a set to form both a high-score Fan and a low-score Fan, it is your right to choose the high-score Fan.
- (5) **The Count-Once Principle ("Exclusionary rule"):** When you have combined some sets to create a Fan, you can only combine any remaining sets once with a set that has already been used.

### 3.9.2 Calculating the points of a complete game (Four rounds)

1. **Session Points:** The total Table Points in one session; it will not bring into next Session.
2. **Competition Points:** It breaks into 4, 2, 1, 0 points. The four players of the same group will get relevant points base on their final standing.
3. **Players and referees should sign their names on the Score Sheet after a session is ended.**

### 3.10. Players' Ranking and Mahjong Pin System

**3.10.1** Players are ranked according to the Table Points gained during the competition. In a case in which multiple players have equal Table Points, the player who earned the most Contest Points ranks higher. (Contest Points are the sum of all scores earned



by the player during each game session.)

**3.10.2 Mahjong Pin System:** When players have achieved certain level of ranking in Mahjong competitions sanctioned by the World Mahjong Organization, they must apply for Pin Certificate themselves. After the conformation of an authorized organization, a Pin Certificate will be given the applicants. The Pin (include Net Pin) approving right is given by the Organization authorized by the World Mahjong Contest Center.

### 3.11. Fouls and Penalties

A player who violates the rules or regulations will be penalized with a warning, and/or forfeiture of points, and/or loss of right to win the current hand, and/or loss of the right to enter future competitions, and/or cancellation of rank or grade, cancellation of contest qualification, and/or open criticism.

**3.11.1 Warning:** For a minor infraction or for a first infraction, a player who fouls, violates the rules, or disturbs others during a competition may receive a warning from an referee.

#### 3.11.2 Forfeiture of points

**1. Being late:** After a competition has begun, the player is docked 10 Contest points if late by 10 minutes or less; 20 points if late by 11-15 minutes. The player is considered to have forfeited the current session if s/he is late by more than 15 minutes, but is still eligible for later sessions during the tournament.

**2. Rules violation:** The player violating rules may be respectively docked 5, 10, 20, 30, 40, 50, or 60 contest points depending on the seriousness of the infraction (at the discretion of the referees), which are not to be added to the other players scores.

**3.11.3 Loss of right to win current hand:** For certain infractions as per the rules and as determined by the referee, the player's penalty may be the loss of the right to declare Mahjong during the current hand.

**3.11.4 Loss of right to enter later competitions:** For infractions as decided by the



referees and judges, an offending player may be disqualified from entering further competitions and open criticism will follow when the infractions are serious. The length of time to be excluded from contests is decided by the referee and General referee and is reported to the Organizing Committee.

**3.11.5 Forfeiture of competition ranking and disqualification:** For serious fouls or illegal benefit from the contest, a player may lose competition rank and may be disqualified from the competition, or even from further competitions.

**3.11.6 Specific violations and relevant penalties:** The severity of the penalty varies according to the criteria of the Rule System.

1. **Cheating:** The referee has the right to disqualify a player when s/he replaces a concealed standing tile by stealing or hiding, or other cheats.
2. **False Chow, Pung, Kong or Flower replacement:** When a player has erred in making Chow, Pung, Kong, or Flower replacement, the player forfeits the right to declare Mahjong during the current hand.
3. **Empty calls of Chow, Pung, Kong or Flower replacement:** Players are not permitted to call a tile for exposure and then decide not to take the tile. This “change of mind” is known as making an “empty” call. The player will be warned the first time s/he makes an empty Chow, Pung, or Kong in one Hand (Pan); the second time he'll forfeit 5 points; the third time s/he'll forfeit 10 points; the fourth time s/he'll forfeit 20 points, and so on.
4. **Touching the Tile:** Touching the wall tile before an upper player has discarded a tile is a foul. The player will be warned the first time in one Hand (Pan), s/he will forfeit 5 points the second time; 10 points the third time; 20 points the fourth time; and so on. When a player has erred in taking a tile and the tile is not revealed, the offending player may replace the tile to its original position. If the tile is revealed, s/he may not “Hu” during the current Hand, but must accompany the rest of the players to completed the current Hand.
5. **Late Pung call:** Declaring Pung after the 3 seconds allotted after the discard is a foul. In any one Hand (Pan), the player will be warned the first time; and will forfeit 5



points the second time 10 points the third time; 20 points the fourth time, and so on.

## 6. Errors of False Hu

When a player calls “Hu,” it's required that the hand fully utilize 14 tiles (not counting Flowers and the 4th tile in a Kong) to make a valid hand, and that the hand be worth 8 points or more (not counting the points for Flowers). Failure to meet these requirements is known as “False Hu” or “False Mahjong.”

- (1) **Below Minimum Score:** If a player declares Mahjong but the hand is worth less than 8 points, or if s/he mistakenly considers the discarded Tile to be his/her Waiting Tile, s/he forfeits 10 points to each of the other three players respectively, and is not permitted to win the current hand.
- (2) **Erroneous Call for “Hu”:** If a player is not yet waiting and mistakenly calls “Hu” on a discard (perhaps s/he thought s/he was waiting already, but s/he actually needed Chi or Pung once at least for Waiting), s/he forfeits 20 points to the other three players respectively, and is forbidden to win the current hand.

## 7. How to cope with erroneously exposed tiles

- (1) A standing tile exposed during the process of the game will be obliged to be discarded on the player's next turn.
- (2) If a player exposes all his/her tiles when somebody declares Hu, s/he is making a foul. If the declarer indeed won the hand, the player showing his/her tiles will get a warning. If the declarer's hand is not valid, the player who exposed the tiles forfeits his/her right to be win the current hand, and s/he is obliged to discard the shown tiles one by one to the other players who may then use the tiles, until all are discarded and replaced by fresh tiles. In addition, if a player pushes down his/her hand tiles or the wall tiles, so that the current hand can't proceed continuously, and if a referee verifies the above to be the case, the offending player forfeits 30 points to each of the remaining players.
- (3) A player who knocks over another player's tile forfeits 5-60 points to the offended player according to the referee's discretion. And the referee shall decide whether s/he may continue or not.



- (4) If the player who declares “Hu” is found not to have “Hu,” it will not be penalized according to 3.11.6.7
8. **Wrong Tile number:** If a player has more than 13 or less than 13 tiles between turns, s/he or she may not declare “Hu” during that hand. The player may continue to pick, discard, and claim tiles, but cannot win that hand.
9. **Passing information:** The player commits a serious foul if s/he tips another player, or transfers information (true or false) by hint, facial expression, explanation, or other overt behaviors. No matter whether the recipient of the information benefits or not, the information giver forfeits the right to win the current hand.
10. **Serious disturbance to the competition:** For an obvious disturbance violation, the player who persists in disobeying the referee’s demands will be disqualified from the competition, and be subjected to open criticism.
11. **Other rules**
- (1) After calling “Chi,” “Pung,” or “Kong” the called-for discard should be taken promptly. It can not be taken after other player puts a new tile into the floor, s/he has to continue playing, with no right to declare Mahjong, to the end of the hand.
- (2) After calling “Hu,” the called-for tile should be taken before counting points. Failure constitutes False Hu.
- (3) A player must not declare “Chi,” “Pung,” or “Kong,” followed immediately by the declaration of “Hu.” When a discarded tile completes the hand, the player must say “Hu” only. Commission of this error, or errors involving “Hu” declarations in nonstandard ways, or failure to reveal his/her standing concealed tiles, prohibits his/her winning on the present hand. If a player shows his/her tiles but neglects to declare “Hu,” s/he forfeits the right to win, and must continue playing.
- (4) Revealing one’s tiles before declaring “Hu” forfeits the player’s right to win the current hand.
- (5) Stretching out one’s hand across the discard floor to take a fresh tile from the wall forfeits his/her right to take the present discard. If a player stretches out his/her hand in this manner, yet takes the discard anyway, s/he shall be forbidden to Chow,



- Pung, and Kong and win the current hand.
- (6) After declaring “Hu”, the player should use discarded tiles from the discard floor to tally the points. Each face-up tile represents 1 point; one face-down tile represents 10 points. If tiles from the player’s hand become mixed with other tiles used for tallying the points, this is a foul. After the referee verifies the error, the player’s call of Hu is declared invalid; the hand continues but the player lose the right of Hu.
- (7) No Late Appeal: When a question arises, it should be reported to referees immediately. It is not permitted to ask for consultation after the game has resumed.
- (8) Players should leave competition ground after finishing their current session. Referees should give warnings or penalties if the players have caused distractions to the players at the other tables.

### 3.12. Appeals

- 3.12.1 **Right of Appeal:** A player or his/her team’s leader may appeal any judgments made by an referee.
- 3.12.2 **Time limits for appeals:** Any appeal should be submitted in written form within 30 minutes after the end of the game session in question. The party who appeals should render a complaint fee of 200 USD or equivalent local currency in cash. If the appeal wins, the fee will be returned; otherwise the fee is not.
- 3.12.3 **The written appeal:** The appeal should be offered in writing, with the signatures of the player and/or his/her team leader.
- 3.12.4 **The way of appeal :** All written appeals are directly given to the Arbitration Committee.

### 3.13. Procedures for Appeals

- 3.13.1 **Appeals concerning the rules:** Appeals concerning the rules and the competition regulations, the chief referee is responsible for judgment. If one is unsatisfied with



the conclusion, s/he may give the written appeal to the Arbitration Committee.

**3.13.2 Other appeals:** Other appeals should be settled by related departments appointed by the Contest Committee.

**3.13.3 Judgment on appeals:** The Arbitration Committee has the right of chief referee, which is given by the Rule System, to check and review, but it has no right to deny the the chief referee's judgment made according to the requirement of the Rule System and other regulations of the contest.



## Appendix 1

### The Definition of Kinds of Fan, their Points and Examples

1. The Fan are defined according to the descriptions in this rule book.
2. The combinations of tile examples include only the shown tile examples, but not the other changes of the Fan combination. If there are any changes, addition (calculation) is made according to the principle of the addition.
3. Below Fan definitions, inclusion/exclusion examples are given. When one Fan must inevitably coexist with another Fan, it is not permitted to claim and score for both.

### 88-Point Fan

#### 1. Big Four Winds (88 points)

The hand includes Pungs (or Kongs) of all four Wind Tiles. Does not combine with Big Three Winds, All Pungs, Prevalent Wind, Seat Wind, or Pung of Terminals or Honors.

Example 1:

Combined with Half Flush.

Example 2:

Combined with All Terminals and Honors, and Half Flush.

Example 3:

Combined with All Honors.



## 2. Big Three Dragons (88 points)

The hand includes Pungs (or Kongs) of all three Dragon Pungs tiles. Does not combine with Two Dragons Pungs or Dragon Pung.



Combined with Half Flush.



Combined with All Terminals and Honors, and One Voided Suit.



Combined with All Honors, Prevalent Wind or Seat Wind if it exists.

## 3. All Green (88 points)

A hand is composed entirely of any of the 2,3,4,6,8 of Bamboo and/or Green Dragon. Combined with Full Flush and Half Flush.



Combined with Pure Shifted Pungs, All Pungs, Half Flush and Dragon Pung.



Combined with Pure Triple Chow, Full Flush hand All Simples.



Combined with Seven Pairs, Half Flush and Fully Concealed Hand.



## 4. Nine Gates (88 points)

A special type of hand holding the 1,1,1,2,3,4,5,6,7,8,9,9 tiles in one suit, creating the nine-sided wait of 1,2,3,4,5,6,7,8,9. Does not combine with Full Flush, Concealed Hand, and Pung of Terminals or Honors. (Combines with Fully Concealed Hand if Self-Drawn.)



Combined with Pure Straight, Fully Concealed Hand and Tile Hog.

## 5. Four Kongs (88 points)

A hand that includes four Kongs. (Points for Concealed Kongs may be added.) Does not combine with Single Wait.



Combined with All Types and Dragon Pung..



Combined with Big Three Dragons, and All Honors.

## 6. Seven Shifted Pairs (88 points)

A hand is composed of seven pairs in the same suit, each shifted one up from the last. (Combines with Fully Concealed Hand if Self-Drawn) Does not combine with Full Flush, Concealed Hand, or Single Wait.



Combined with All Simples.



**7. Thirteen Orphans (88 points)**

A hand is composed of 6 singles of 1 and 9 Number Tiles from three suits and 7 single Honors, waiting for one of the 13 tiles to form a pair. (Combines with Fully Concealed if Self-Drawn). Does not combine with All Types, Concealed Hand, or Single Wait.

**8. All Terminals (64 points)**

The pair(s), Pungs (or Kongs) are all made up of 1 or 9 Number Tiles, without Honor Tiles. Does not combine with All Pungs, Outside Hand, Pung of Terminals or Honors and No Honors.



Combined with Double Pung (times two).



Combined with Triple Pung.

**9. Little Four Winds (64 points)**

Does includes three Pungs (or Kongs) of Winds, and a pair of the fourth Wind. Does not combine with Big Three Winds, or Pung of Terminals or Honors.



Combined with Half Flush, and Outside Hand.



Combined with All Honors and Dragon Pung.

**10. Little Three Dragons (64 points)**

A hand includes Pungs (or Kongs) of two Dragons and a pair of the third Dragon. Does not combine with Two Dragon Pungs or Dragon Pung.



Combined with Pung of Terminals or Honors, and One Voided Suit.



Combined with All Terminals and Honors, and Half Flush.

**11. All Honors (64 points)**

The Pair(s), Pungs (or Kongs) are all made up of Honor Tiles. Can be formed with Pungs or Kongs, any of which may be concealed or melded. Does not combine with All Pungs, Outside Hand, and Pung of Terminals or Honors.



Combined with Big Three Winds and Dragon Pungs.



Combined with Little Three Dragons.

**12. Four Concealed Pungs (64 points)**

A hand includes four Pungs (or Kongs) achieved without melding. (Does combine with Fully Concealed Hand if Self-Drawn).



Combined with Pung of Terminals or Honor, Single Wait, and No Honors.



Combined with Fully Concealed Hand, and Pung of Terminals or Honors.

**13. Pure Terminal Chows (64 points)**

A hand consists of two sets of the lower and upper terminal Chows in one suit, with a pair of fives in the same suit. Does not combine with Seven Pairs, Full Flush, All Chows, No Honors, Pure Double Chow, or Two Terminal Chows.

**14. Quadruple Chow (48 points)**

A hand with four Chows of the same numerical sequences in the same suit. Does not combine with Pure Shifted Pungs, Tile Hog, or Pure Double Chow.



Combined with Outside Hand, All Chows and One Voided Suit.

**15. Four Pure Shifted Pungs (48 points)**

There are four Pungs (or Kongs) in the same suit, each shifted one up from the last. Does not combine with Pure Triple Chow or All Pungs and Pung of Terminals or Honors.



Combined with Full Flush.

**16. Four Pure Shifted Chows (32 points)**

A hand includes four Chows in one suit, each shifted up 1 or 2 numbers from the last, but not a combination of both. Does not combine with Short Straight, and Two Terminal Chows.



Combined with All Chows, All Simples, and One Voided Suit.



Combined with All Chows and One Voided Suit.

**17. Three Kongs (32 points)**

A hand contains three Kongs. May combine with Concealed Kong, and Three Concealed Pungs are combined if the three Kongs are all concealed.



Combined with All Pungs, Double Pung, and All Simples.

**18. All Terminals and Honors (32 points)**

The pair(s), Pungs (or Kongs) are all made up of 1 or 9 Number Tiles and Honor Tiles. Does not combine with All Pungs, Outside Hand, and Pung of Terminals or Honors.



**19. Seven Pairs (24 points)**

A hand consisting of seven pairs. Does not combine with Concealed Hand or Single Wait. May combine with Fully Concealed Hand if Self-Drawn.



Combined with Fully Concealed Hand, Tile Hog, One Voided Suit, and No Honors.

**20. Greater Honors and Knitted Tiles (24 points)**

A hand is formed by 7 single Honors (one of every Wind and Dragon), and 7 singles of suit tiles belonging to separate Knitted sequences (for example, 1-4-7 of Bamboos, 2-5-8 of Characters, and 3-6-9 of Dots). (May be combined with Fully Concealed Hand if Self-Drawn.)



Combined with Fully Concealed Hand.

**21. All Even Pungs (24 points)**

A hand formed with Pungs (or Kongs) of even-numbered suit tiles, and a pair of the same. Does not combine with All Pungs or All Simple.



Combined with Double Pungs.



Combined with Triple Pung and Upper Four.

**22. Full Flush (24 points)**

All the tiles are in the same suit. Does not combine with No Honors.



Combined with Seven Pairs (and Fully Concealed Hand if Self-Drawn).



Combined with Pure Straight, and All Chows.



Combined with Pung of Terminals or Honors, and Short Straight.

**23. Pure Triple Chow (24 points)**

A hand includes three Chows of the same numerical sequence and in the same suit. Does not combine with Pure Shifted Pungs or Pure Double Chow.



Combined with All Fives, and All Chows.

**24. Pure Shifted Pungs (24 points)**

A hand with three Pungs (or Kongs) of the same suit, each shifted one up from the last. Does not combine with Pure Triple Chow.



Combined with Reversible Tiles, All Pungs, and Dragon Pung.

**25. Upper Tiles (24 points)**

A hand consisting entirely of 7, 8, and 9 tiles. Does not combine with No Honors.



Combined with Mixed Triple Chow, All Chows and either Pure Double Chow or Mixed Double Chow (not both).



Combined with Double Pung, Tile Hog and Mixed Double Chow.

**26. Middle Tiles (24 points)**

A hand consisting entirely of 4, 5, and 6 tiles. Does not combine with All Simples and No Honors.



Combined with Pure Shifted Pungs, and One Voided Suit.



Combined with Seven Pairs (and Fully Concealed Hand if Self-Drawn).

**27. Lower Tiles (24 points)**

A hand consisting entirely of 1, 2, and 3 tiles. Does not combine with No Honors.



Combined with Mixed Triple Chow, All Chows, and either Pure Double Chow or Mixed Double Chow (not both).



Combined with Mixed Shifted Pungs, All Pungs, Double Pung, and Pung of Terminals or Honors.

**28. Pure Straight (16 points)**

A hand using one of every number, 1-9, in three consecutive Chows, in the same suit.



Combined with All Chows, and Mixed Double Chow.



Combined with Dragon Pung, and One Void Suit.

**29. Three-Suited Terminal Chows (16 points)**

A hand consisting of 1-2-3 + 7-8-9 in one suit (Two Terminal Chows), 1-2-3 + 7-8-9 in another suit, and a pair of fives in the third suit. Doesn't combine with All Chows, No Honors, Mixed Double Chow, or Two Terminal Chows.

**30. Pure Shifted Chows (16 points)**

There are three Chows in one suit, each shifted up either one or two numbers from the last, but not a combination of both.



Combined with No Honors.



Combined with All Chows, All Simples, Mixed Double Chow, and One Voided Suit.

**31. All Fives (16 points)**

A hand in which every set (Chow, Pung, Kong, Pair) includes the number 5. Does not combine with All Simple.



Combined with Mixed Shifted Chows, All Chows, and Mixed Double Chow.



Combined with Middle Tiles, Mixed Triple Chow, and Tile Hog.

**32. Triple Pung (16 points)**

A hand with three Pungs (or Kongs) of the same number, in each suit.



Combined with Outside Hand, No Honors, and Pung of Terminals or Honors (times 3).



Combined with All Pungs and All Simple.

**33. Three Concealed Pungs (16 points)**

A hand includes three Pungs (or Kongs) achieved without melding.



Combined with Concealed Hand, All Simple, All Pungs and One Voided Suit.



Combined with All Types, Fully Concealed Hand, Dragon Pung, and Pung of Terminals or Honors.

**34. Lesser Honors and Knitted Tiles (12 points)**

A hand made of 14 singles of the following tiles: Any Honors, along with Suit tiles that belong to different Knitted sequences (for example, 1-4-7 of Characters, 2-5-8 of Bamboos, and 3-6-9 of Dots - each of the 3 suits must belong to a different Knitted sequence, but not necessarily in the order listed here). May combine. (May combine with Fully Concealed Hand if Self-Drawn.) Does not Combine with All Types and Concealed Hand.



Combined with Fully Concealed Hand.



Combined with Knitted Straight.

**35. Knitted Straight (12 points)**

A special Straight which is formed not with standard Chows but with 3 different Knitted sequences. For example, 1-4-7 of Dots, 2-5-8 of Characters, and 3-6-9 of Bamboos - but not necessarily in this order.



Combined with All Types, Concealed Hand, Dragon Pung and Single Wait.



Combined with All Chows and Flower Tiles.



**36. Upper Four (12 points)**

A hand created solely with suit tiles 6 through 9. Does not combine with No Honors.



Combined with Mixed Double Chow.



Combined with Seven Pairs (May combine with Fully Concealed Hand if Self-Drawn).

**37. Lower Four (12 points)**

A hand created with suit tiles 1 through 4 only. Does not combine with No Honors.



Combined with All Chows, and Mixed Double Chow (times 2).



Combined with All Pungs, Double Pung, and Pung of Terminals or Honors.

**38. Big Three Winds (12 points)**

A hand includes Pungs (or Kongs) of three of the Winds.



Combined with One Voided Suit.



Combined with All Pungs, Half Flush.

**39. Mixed Straight (8 points)**

A hand includes three Chows in three suits making nine continuous numbers (1-9).



Combined with All Chows and Pure Double Chow.



Combined with No Honors.

**40. Reversible Tiles (8 points)**

A hand created entirely with those tiles which are vertically symmetrical (1,2,3,4,5,8,9 Dots, 2,4,5,6,8,9 Bams, and White Dragon). Does not combine with One Voided Suit.



Combined with All Chows, and Pure Double Chow.



Combined with All Pungs, Dragon Pung, Double Pung, and Pung of Terminals.

**41. Mixed Triple Chow (8 points)**

A hand includes three Chows of the same numerical sequence, one in each suit.



Combined with No Honors.



Combined with All Chows, All Simples, and Short Straight..



**42. Mixed Shifted Pungs (8 points)**

A hand consists of three Pungs (or Kongs), one in each suit, each shifted up one number from the last.



Combined with No Honors.



Combined with All Pungs, Double Pung, and All Simples.

**43. Chicken Hand (8 points)**

A hand that would otherwise earn 0 points (excluding Flowers).



Note: This hand may combine with Flower Tiles. The 2 and 5 Dots can not be Last Tile and Self-Drawn.

**44. Last Tile Draw (8 points)**

Going out (making Mahjong) on a pick of the very last tile of the wall. (Points for Self-Drawn may not be combined.) Example: Omitted

**45. Last Tile Claim (8 points)**

Going out (making Mahjong) on the discard which is the last tile in the game. Example: Omitted

**46. Out with Replacement Tile (8 points)**

Going out (making Mahjong) on the replaced tile drawn after achieving a Kong (not on a Flower replacement). The hand may combine with Melded Kong (or Concealed Kong), but doesn't combine with Self-Drawn. When a Flower Tile is taken after Konging, and upon winning on the Flower replacement, points for Self-Drawn may be added (but Out With Replacement Tile does not apply in this case).

**47. Robbing the Kong (8 points)**

Winning off the tile that somebody adds to a melded Pung (to create a Kong). (The points for Last Tile may not be combined.) Example: Omitted

**48. Two Concealed Kongs (8 points)**

A hand includes two Concealed Kongs.



Example: With two concealed Kongs, Pung Characters 7, then Self-Drawn Characters 7.

Combined with Last Tile, Tile Hog, Pung of Terminals or Honors, One Voided Suit, No Honors, and Self-Drawn.

**49. All Pungs (6 points)**

A hand includes four Pungs (or Kongs) and a pair.



Combined with Triple Pung, All Types, and Dragon Pung.

**50. Half Flush (6 points)**

A hand is formed by tiles from any one of the three suits, in combination with Honors.



Combined with Pure Shifted Chows and Short Straight.

**51. Mixed Shifted Chows (6 points)**

A hand with three Chows, one in each suit, each shifted up one number from the last.



Combined with All Chows and All Simples.

**52. All Types (6 points)**

A hand in which each of the five sets belongs to a different type of tiles (Characters, Bamboos, Dots, Winds, and Dragons).



Combined with Dragon Pung and Pung of Terminals or Honors.

**53. Melded Hand (6 points)**

Every set in the hand, including the pair, Chow, Pung (or Kong), must be completed with tiles discarded by other players. Does not combine with Single Wait.



Example: (Flower) (Pung from the upper) (Kong from the opposite) (Pung from the right) (Chow from the lower) Combined with Combined with Tile Hog, All Simples, Melded Kong, One Voided Suit, and Flowers.

**54. Two Dragons Pungs (6 points)**

A hand consists of two Pungs (or Kongs) of Dragon tiles. Does not combine with Dragon Pung.



Combined with Two Terminal Chows and One Voided Suit.

**55. Outside Hand (4 points)**

A hand includes Terminals and Honors in each set, including the Pair.



Combined with All Chows, Two Terminal Chows, and Mixed Double Chow (times 2).



Combined with Dragon Pung, Two Terminal Chows, Mixed Double Chow and One Voided suit.

**56. Fully Concealed Hand (4 points)**

A hand that a player completes without any melds and Self-Draws to win.



Combined with All Chows, All Simples, Short Straight, Closed Wait, and Mixed Double Chow.



**63. All Chows (2 points)**

A hand consists of all Chows and no Honors. It is not combined with No Honors.



Combined with Mixed Shifted Chows and Short Straight.

**64. Tile Hog (2 points)**

Using all four of a single suit tile, without using them as any kind of Kong.



Combined with Upper Four, and Mixed Triple Chow.

**65. Double Pung (2 points)**

A hand includes two Pungs (or Kongs) of the same number in two different suits.



Combined with All Pungs, and All Simple.

**66. Two Concealed Pungs (2 points)**

A hand includes two Pungs (or Kongs) which are achieved without melding.



Combined with Concealed Hand, Two Terminal Chows, Single Wait, One Voided Suit, and No Honors.

**67. Concealed Kong (2 points)**

A Concealed Kong is created when four identical tiles, all self-drawn, are declared as a Kong.



Must put four tiles face down before your standing tiles. You must reveal the Concealed Kong to the others after the Hand is ended.

**68. All Simple (2 points)**

A hand is formed without any Terminal or Honor Tiles.



Combined with Mixed Shifted Chows.

**69. Pure Double Chow (1 point)**

Two identical Chows in the same suit.

**70. Mixed Double Chow (1 point)**

Two Chows of the same numbers but in different suits.

**71. Short Straight (1 point)**

Two Chows in the same suit that run consecutively after one another to make a six-tile straight.



**72. Two Terminal Chows (1 point)**

Chows of 1-2-3 and 7-8-9 in the same suit.

**73. Pung of Terminals or Honors (1 point)**

A Pung (or Kong) of Ones, or Nines, or Winds. (A Dragon Pung scores 2 points.)



When a Pung of the Wind Tiles is neither Prevalent Wind nor Seat Wind, it is Pung of Terminals or Honors..

**74. Melded Kong (1 point)**

A Kong that is claimed from another player's discard or promoted from a melded Pung.

**75. One Voided Suit (1 point)**

A hand that uses tiles from only two of the three suits (it lacks any tiles from one of the three suits).



Combined with Pure Straight, and Dragon Pung.

**76. No Honor Tiles (1 point)**

A hand formed entirely of suit tiles, without Winds or Dragons.



Combined with Mixed Straight, and Pung of Terminals or Honors.

**77. Edge Wait (1 point)**

Waiting solely for a 3 to form a 1-2-3 Chow, or solely for a 7 to form a 7-8-9 Chow. Not valid if waiting for more than one tile. Not valid if the Edge Wait is combined with any other waits.



Combined with Outside Hand, Two Terminal Chows, and Mixed Double Chow (times 2).



Does't combine with Edge Wait.

**78. Closed Wait (1 point)**

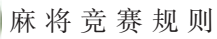
Waiting solely for a tile whose number is "inside" (in the middle) to form a Chow. Not valid if waiting for more than one tile. Not valid if the Closed Wait is combined with other waits.



Combined with Mixed Straight, All Types, and Dragon Pung.



Does't combine with Closed Wait.



Waiting solely for a tile to form a pair. Not valid if waiting for more than one tile (for example, holding 1-2-3-4 and waiting on the 1 and 4).

Example:  waiting for 

Combined with Two Dragons Pungs, Mixed Double Chow, and One Voided Suit.

Note:  with  or  with 

Does't combine with Single Wait.

## 80. Self-Drawn

Going out (making Mahjong) with a fresh tile picked from the wall. Example: Omitted

**81. Flower Tiles (1 point)**

Each tile carved with Chinese word of Spring(or Summer, Autumn, Winter, Plum, Orchid, Bamboo, Chrysanthemum) will award you one point when you succeed in Hu. If Flower Replacement makes Mahjong, the point of Self-Drawn can be combined, but Out With Replacement Tile does not apply to this case. The Flower tile without replacement is permissible to discard.

Example: Omitted

Note: The Flower Tile forgotten to be replaced is not permissible to discard, wrong Flower replacement leads to forfeit the right to declare Mahjong (Hu) of the current hand.



## Appendix 2

## The Player's Oath

In the whole process of participating The \_\_\_\_\_ Mahjong Competition,

I promise

1. I will obey the laws and the regulations of the host country.

2. I will obey the tenets of the World Mahjong Organization, develop and expand the Olympic spirit, and advocate a healthy, scientific and friendly Mahjong culture.

3. I will obey all the regulations and instructions made for the contest.

4. I will obey the sports moral, I will never play the game for gambling.

5. I'm in a healthy state, which is guaranteed by the doctor. I'm competent to the contest.

6. For the expenses of the accidental injury, sudden disease and the other trouble caused by me, I agree that I am responsible.

7. I agree that my name and photos can be used as a source for promoting the healthy, scientific and friendly Mahjong culture, in the reports by the Organizing Committee and the media, broadcasting through TV.

8. I'm responsible for my own belongings and private safety. I will pay for the loss of other's belongings and safety which are caused by me.

9. I'm responsible for dealing with the insurance in contest and traveling, I will pay for the fee of insurance.

I can fully understand the items above, and I admit that the items above are legal. If there is any violation, all responsibility will be taken by myself and the guarantee.

The player's signature

Date of signature:

ID card or passport number:

Note: If you think it necessary to tell the special disease and allergic state to the Organization Committee, you'd better write them clearly to the Reception Department of the Organization Committee.





## Appendix 3

## Chart for Table Rotation

Table Rotation									
Game One					Game Two				
Table #	Player Numbers				Table #	Player Numbers			
Game Three					Game Four				
Table #	Player Numbers				Table #	Player Numbers			
Game Five					Game Six				
Table #	Player Numbers				Table #	Player Numbers			
Game Seven					Game Eight				
Table #	Player Numbers				Table #	Player Numbers			



## Appendix 4

## Procedure for Seat Rotation

Seats rotate after every round (Quan) according to the following Seat Rotation Chart, so that everybody has a chance to sit in every position, and everybody has a chance to be dealer, and to sit in each other player's upper position.

Round	Position			
	East	South	West	North
1(East Wind Round)	East(A)	South(B)	West(C)	North(D)
2(South Wind Round)	South(B)	East(A)	North(D)	West(C)
3(Western Wind Round)	West(C)	North(D)	South(B)	East(A)
4(North Wind Round)	North(D)	West(C)	East(A)	South(B)

## Explanation:

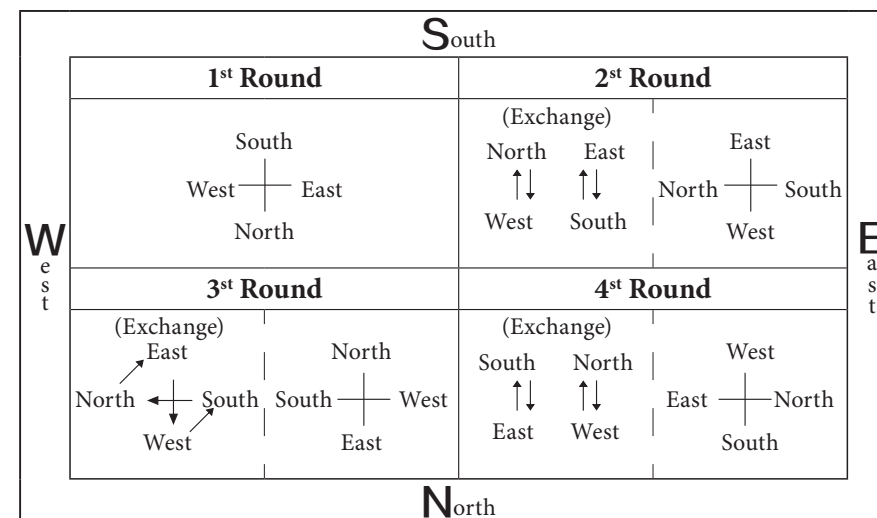
East Side: First Round (East), Second Round (South), Third Round (North), Fourth Round (West)

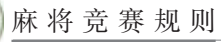
South Side: First Round (South), Second Round (East), Third Round (West), Fourth Round (North)

West Side: First Round (West), Second Round (North), Third Round (East), Fourth Round (South)

North Side: First Round (North), Second Round (West), Third Round (South), Fourth Round (East)

## Exchange of Position

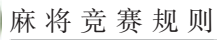




**Time:** From \_\_\_\_\_ to \_\_\_\_\_

Sum the total points carefully, write down clearly, then verify and sign. Results are final once signed!

Date \_\_\_\_\_



## Sheet for Tabulating Final Results of Competitions

[illegible]MAHJONG COMPETITION RULES  
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points series		88	64	48	32	24	16
Series of Honor Tiles		Big Four Winds	Little Four Winds				
			Little Three Dragons				
		Big Three Dragons					
			All Honors				
Series of Number Tiles	Shifted Chows				Four Pure Shifted Chows		Pure Shifted Chows
	Same Chows			Quadruple Chow		Pure Triple Chow	
	Straights						Pure Straight
	Top Chows		Pure Terminal Chows				Three-Suited Terminal Chows
Series of Pungs	Pungs		Four Concealed Pungs	Four Pure Shifted Pungs	All Terminals and Honors	Pure Shifted Pungs	Triple Pung
			All Terminals				All Even Pungs
	Kongs	Four Kongs			Three Kongs		
Series of Seven Pairs		Seven Shifted Pairs				Seven Pairs	
Series of Tile Type Composition		All Green Nine Gates				Full Flush	
Series of All Involved						Upper Tiles	All Fives
						Middle Tiles	
						Lower Tiles	
Series of Broken						Greater Honors and Knitted Tiles	
Series of Way of Making Mahjong							
Special Series		Thirteen Orphans					
Total		7	6	2	3	9	6



## Appendix 9

### Mahjong Pin-Ranking System

#### 1. General Principles

Tenet for Making and Executing Pin System

##### 1.1 Tenet and Spirit of Mahjong

Before playing Mahjong, you must refine your character. You should keep a serene character, without being impetuous. Neither be proud when you win, nor be stingy when you lose. Neither be happy when in a favorable situation, nor be anxious when in adversity. Do not show your emotional changes through voices and facial expression. Keep a broad mind and be generous. Moral character is the most important and the best is to gentle, kind and cultivated in playing the game. The Tenet and Spirit of Mahjong

1.2 Mahjong is the fruit of human wisdoms as well as living fossils of intangible culture heritage. Mahjong culture is extensive and profound. The Mahjong System is to advocate Olympic spirit, to promote the healthy, scientific and friendly Mahjong culture, to inherit and develop the culture moral concepts containing in Mahjong, to normalize the intellectual Mahjong competition, and to popularize the scientific, intellectual Mahjong competition system and Pin-Ranking system, so that the Mahjong competition will contribute to the friendship and communication among peoples of the world.

1.3 Based on the international <Mahjong Competition Rules> issued by the World Mahjong Organization, both the normal, unified judging standard and the confirming method of the Mahjong competitive level, have to be formulated for the purpose of giving the players' skilled performances an objective, public and fair judgment.

1.4 The standardized rules and Pin System Encourage players to participate in all Mahjong competitions, to improve their skills, to achieve greater success, to have good behavior and appearance during the game, and to promote healthy, scientific and friendly Mahjong culture together.

#### 2. The Definition of Pin

##### 2.1 Pin: Character, rank, screening and difference

It represents the pursuit of due culture and our morals.

It represents skill level of Mahjong fans and players.

12	8	6	4	2	1
Big Three Winds		Two Dragon Pungs		Dragons Pung	
				Prevalent Wind	
				Seat Wind	
		Mixed Shifted Chows		All Chows	
	Mixed Triple Chow				Pure Double Chow
					Mixed Double Chow
Knitted Straight	Mixed Straight				Short Straight
					Two Terminal Chows
	Mixed Shifted Pungs	All Pungs		Double Pung	Pung of Terminals or Honors
				Two Concealed Pungs	
	Two Concealed Kongs		Two Melded Kongs	Concealed Kong	Melded Kong
		All Types Half Flush			One Voided Suit No Honors
Upper Four			Outside Hand		
Lower Four					
Lesser Honors and Knitted Tiles					
	Out with Replacement Tile	Melded Hand	Last Tile	Concealed Hand	Edge Wait
	Robbing the Kong				Closed Wait
	Last Tile Draw		Fully Concealed Hand	All Simples	Self-Drawn
	Last Tile Claim				Single Wait
	Chicken Hand			Tile Hog	Flower Tiles
	Reversible Tiles				
5	10	6	4	10	13



**2.2 Mahjong Pin System:** A system that fairly determines the skill level of Mahjong fans and players.

### 3. The structure of the Pin System

**3.1** The Pin System is graded into nine classes: Pin 1, Pin 2, Pin 3, Pin 4, Pin 5, Pin 6, Pin 7, Pin 8 and Pin 9. Pin 1 is the highest while Pin 9 is the lowest.

**3.2** All the Pin Holders' standard of behavior should accord with the Articles 2.3.1, 2.3.2 and 2.3.3 of <Mahjong Competition Rules>.

**3.3** Every Pin Certificate Holder has high level of understanding of Mahjong culture and self-cultivation. It is same on all levels of Pin holders.

The level of Pin only represents the difference of holders' competition and playing skill, not the difference on moral standards.

**3.4** According to international <Mahjong Competition Rules>, there are three technical aspects in determining one's Pin: "Table Points, Competition Points, the place in competition."

**3.5** Pin Table Points fall into regular competition's "Pin Standard" and web play of "Web Pin Standard"; those two standards are separate and not the same.

### 4. Computational Method of Mahjong Pin System

**4.1** Pin Table Points: Sum of all Table Points in all the formal competitions.

**4.2** Competition Points: Sum of all Competition Points (positive scores) in all the formal competitions.

**4.3** The Place in Competition:

It represents the player's Rank in the formal competitions, and it is the Index of player's contest results.

**4.4** The above Points and results must be awarded and recorded in the Mahjong competitions, which is registered or authorized by the World Majong Contest Center.

**4.5** When a player's points reaches a definite level, s/he can apply the corresponding Pin. The application must satisfy all the three standards of points (TP. CP. Rank). It is not allowed to substitute one another.



### 4.6 The List of Pin Standard

NO.	Pin	Accumulated Standard Points	Accumulated Competition Points	Acquired Rank Individual, Team, Group
1	Pin 9	20		
2	Pin 8	30		
3	Pin 7	40		
4	Pin 6	60	1000	Top 16 of the individual, the third place of the Team
5	Pin 5	80	1500	Top 12 of the individual, the second place of the Team
6	Pin 4	100	2000	Top 8 of the individual, the Champion of the Team
7	Pin 3	120	3000	Top 6 of the individual in Class A competition
8	Pin 2	160	4000	Top 3 of the individual in Class A competition
9	Pin 1	200	5000	Top 1 of the individual in Class A competition
Note:	1: Accumulate only the positive Scores as the final result of the Competition.			
	2: All the three standards must be satisfied for Pin1 -Pin 6 applicants, and the three standards, may not be lacked or substituted one another.			

### 4.7 The List of Web Pin Standard

NO.	Web Pin	Accumulated Standard Score	Acquired Rank (Individual)
1	Web Pin 9	1000	
2	Web Pin 8	3000	
3	Web Pin 7	5000	
4	Web Pin 6	10000	Top 24 of the web competition
5	Web Pin 5	15000	Top 16 of the web competition
6	Web Pin 4	20000	Top 12 of the web competition
7	Web Pin 3	30000	Top 8 of the web competition
8	Web Pin 2	40000	Top 6 of the web competition
9	Web Pin 1	50000	Top 3 of the web competition
Note:	Both the Standard Score and Rank should be reached for Pin1 to Pin 6 applicants, any standard may not be lacked or substituted by the other.		



## 5. Class of Competition

The Mahjong competitions registered or approved by the World Mahjong Contest Center are divided into three classes: Class A, Class B, Class C. The international <Mahjong Competitions Rules> must be executed in the competitions of all classes.

### 5.1 Class A competition

5.1.1 The players: not less than 80, and the sessions: not less than 8.

5.1.2 The World Mahjong Championship, intercontinental Mahjong Championship or World Mahjong Competitions, which is hosted, authorized, registered and approved by the World Mahjong Contest Center.

### 5.2 Class B competition

5.2.1 The players: not less than 60, and the sessions: not less than 6.

5.2.2 The Continental Mahjong Competitions or multi-country Mahjong Competitions, national Mahjong competitions, bilateral or multi lateral Mahjong competitions between countries, authorized, registered and approved by the World Mahjong Contest Center.

### 5.3 Class C competition

5.3.1 The players: not less than 40, and the sessions: not less than 6.

5.3.2 The regional Mahjong competitions, in a country or the bilateral friendly Mahjong competitions between two regions or two countries.

5.3.3 Web Mahjong competitions registered or authorized by the World Mahjong Contest Center.

5.3.4 Web Mahjong competitions must be held in the public internet.

## 6. The Institute of Pin Confirmation

6.1 Mahjong Pin Committee is founded under the World Mahjong Contest Center; it is composed of qualified experts.

6.2 Mahjong Pin Committee is responsible for confirming Pin Levels.

6.3 Mahjong Pin Committee is responsible for drafting, revising and interpreting of Mahjong Pin System.



## 7. Procedure of Confirmation of Mahjong Pin Level

7.1 Players can apply for Mahjong Pin Level through E-Mail anytime or in writing after contests to Mahjong Pin Committee.

7.2 Players should fill out <Application for Mahjong Pin Level> and present certificated competition results signed by qualified referee when applying for Mahjong Pin Level.

Application and other copy of certificates can be mailed, faxed or E-mailed to the Mahjong Pin Committee of the member organization.

7.3 After receiving the application, the Mahjong Pin Committee of the member organizations will verify the players' applications and competition results and confirm the Pin level. The member organizations can award Pin Certification below Pin Level 4.

7.4 After the applicant's Pin Level 3 and up is confirmed, the World Mahjong Contest Center will issue Pin Certifications to him/her, create his/her file, and publish on the website of the World Mahjong Organization. Web Pin certificate is awarded by the authorized website.

**8. The right of interpretation of Mahjong Pin System is reserved to Technical Rules and Pin Committee of the World Mahjong Contest Center.**

**World Mahjong Contest Center**





Application Table for Pin Level

My own results in the following competitions:

Name	Sex	Age	Nationality	Certificate No.			Contact Info				
				Class	Players	Sessions	TP	CP	Individual Rank	Group Rank	Team Rank
Competition Name		Time	Place								
Applying Pin	Pin	Applying Time	Sum of Points								

Please confirm.

I promise to develop the Olympic spirit, initiate the healthy, scientific and friendly Mahjong culture, oppose gambling, and cheating. I will do my best to help the development of competitive Mahjong sports. Please check and verify.

Applicant: \_\_\_\_\_ Date: \_\_\_\_\_ Check Unit: \_\_\_\_\_ Date: \_\_\_\_\_



Postscript

The Chinese and English edition of the international “Mahjong Competition Rules” was proposed in 2006 under the direction of Yu Guangyuan, the President of the World Mahjong Organization, with the support and participation of Mahjong players around the world. President Yu Guangyuan also suggested that the “Mahjong Competition Rules” should be refined continuously and players would experience a contest of intellect through the competitions. During the First World Mahjong Championship in 2007, the World Mahjong Organization conference passed a resolution making Chinese, English and Japanese the official languages of the organization. After a few years of international competitions and improvement, the Chinese, English and Japanese edition of the international “Mahjong Competition Rules” was formally adopted by the World Mahjong Organization.

This edition incorporated the practical experience gathered from various contests as well as ideas gathered from website feedback, which later were revised and summarized by specialists in the field. The Rules standardize, regulate and serve as the guidelines for Mahjong competitions.

Publishing the Chinese, English and Japanese edition of the international “Mahjong Competition Rules” will expand the international communications of different cultures around the world, and increase the understanding and friendship among each other.

We wish to express our gratitude to all Mahjong organizations and players from various countries and regions who have been fostering and disseminating the Mahjong culture for such a long time, especially the Technical Committee of the World Mahjong Organization, the Organization Committee for Open Contest of Chinese Mahjong, and all players of the games.

Mahjong culture is extensive, profound and rich in content. We will further improve the international “Mahjong Competition Rules” in the future.

The World Mahjong Contest Center

2013