

Translated by Flowingcloud

Updated on 12/21/2023

Fundamental Rules

1. [Kuitan](#) (open tanyao) and [atozuke](#) (yaku upon winning) are allowed.
2. [Kuikae](#) (call swapping) is NOT allowed.
3. No ippatsu, uradora and kandora.
4. Noten is 3000 points.
5. The dead wall has 14 tiles.¹
6. Win is granted to the closest wind ([atamahane](#)).
7. The dice is rolled only once to determine the point of wall break.²
8. No [agariyame](#).³

Riichi

1. You cannot take back a riichi.
(This refers to after you finish the entire riichi process. If you declare riichi and do not actually want to commit to the actual riichi, you will be considered dead hand, however, you will not be in riichi.)
2. You can choose to win after a riichi.
(After you pass a win, you will be in [furiten](#).)
3. Riichi while not in tenpai is a chombo at the end of the hand ([ryuukyoku](#)).
4. Remaining riichi deposits after South 4 are lost.
5. You can riichi without any remaining draws left.
6. You cannot declare riichi on the final discard; giving up your win on the last tile will cause your hand to be treated as not tenpai.

Renchan and Ryuukyoku

1. Dealer in noten results in the dealership moving on.
2. You can declare a [keishiki tenpai](#).
3. There are NO hand aborts.

Kan

1. No kandora nor kan uradora.
2. [Rinshan kaihou](#) immediately after an [open kan](#) will NOT result in [sekinin barai](#) (pao).
3. You CANNOT win kokushi-musou through [chankan on a closed kan](#).
4. Rinshan kaihou and haitei do not overlap.
5. If the structure of your hand does not change after a riichi, you can choose to close kan. The increase of hand value via kan will be recognized (i.e. increase in fu or yaku).

¹ The game ends with 14 tiles remaining.

² Ichidofuri (一度振り): To roll the dice only once to determine the point of wall break. Prior to automatic tables, two dice rolls were more common. Credit: <https://mahjong-ny.com/features/terminology/>

³ Winning a hand or taking tenpai as dealer shall not end the game in first place.

Yakuman Pao

1. The player responsible for dealing a called tile that results in a confirmed big three dragons, big four winds, or four kans shall be responsible for the full payment in the case of a tsumo win, and be responsible for half the payment in the case of a ron (won off another player).

(The player who deals in will be responsible for the honba, however, in the case of a won double yakuman via tsumo, honba will be paid by everyone; the player dealing in is responsible for all honba when won via ron (as well during a double yakuman).)

Furiten, Chombo

1. Winning within the same turn is not allowed.⁴

2. You are allowed to furiten riichi.

3. JUST declaring an incorrect ron and tsumo will result in a chombo.

(Misleading motions may also be a chombo depending on the discretion of the observer.)

4. An incorrect chii, incorrect pon, too many tiles in hand, or too little tiles in hand will result in a chombo.⁵

Winning Points

1. 4 han 30 fu hands will not be [rounded up](#) (kiriage) and will remain as 7,700 non-dealer and 11,600 dealer.

2. Hands 11 han and up are scored as sanbaiman; there is no [kazoe yakuman](#).

3. In the case of a multiple yakuman, they shall be recognized as a double yakuman, triple yakuman, and so forth.

4. Wind pairs that are both your round wind and seat wind are counted as 2 fu.

5. You gain fu for tsumo when winning with the kan replacement tile ([rinshanpai](#)).

6. [All green](#) (yakuman) do not have to incorporate 'hatsu'.

Placement Points (Uma)

2 people positive

1st: +8 | 2nd: +4 | 3rd: -4 | 4th: -8

1 person positive

1st: +12 | 2nd: -1 | 3rd: -3 | 4th: -8

3 people positive

1st: +8 | 2nd: +3 | 3rd: +1 | 4th: -12

In the case of players having the same number of points, placement points are divided. If someone is perfectly +/- 0, they are considered positive.

⁴ One turn is defined as your draw until your next draw.

⁵ JUST declaring an incorrect pon, chii, or kan will result in a dead hand.

Source: http://www.ma-jan.or.jp/guide/game_rule.html

Things listed in parentheses are either Japanese terminology to help an English reader understand more easily, or explanations to further clarify the rules. Additionally, rules that are struck out are old JPML A rules that have been revised in 2023.

Please contact Flowingcloud for any issues.

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Previous JPML Rules (Before 2023)

Fundamental Rules #2: [Kuikae](#) (call swapping) is allowed.

Renchan and Ryuukyoku #3: [9 terminals abort](#), [4 winds abort](#), 4 riichi abort, and 4 kan abort will result in an [abortive draw](#).

Kan #2: [Rinshan kaihou](#) immediately after an [open kan](#) results in [sekinin barai](#) (pao).

Kan #3: You can win kokushi-musou (13 orphans) through [chankan on a closed kan](#).

Winning Points #4: Wind pairs that are both your round wind and seat wind are counted as 4 fu (2 fu each).

Winning Points #5: You do not gain fu for tsumo when winning with the kan replacement tile ([rinshanpai](#)).

Winning Points #6: [All green](#) (yakuman) must have 'hatsu'.