

Etiquette at tournaments

Written by Manuel Schlich, the 13th of october 2018, Version 2

The provided document gives an overview of the most important etiquette guideline we would like to let you know. It does not provide a complete guide as such a guide may never be complete. For further interest, take a look at our homepage <https://www.riichi-cologne.de/en/etiquette>. The etiquette listed is also explained to the reader to provide better understanding WHY it is done this way.

We really appreciate your time and effort to read this document carefully and hope you enjoy it. It should be of value to all of us to enjoy the game.

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1. Beginning of the game

- 1.1. **Each player should be responsible for the wall in front of him! The wall should be placed slightly rotated counter-clock-wise and can be divided into compartments of 6-11 or 6-5-6. East should break the wall himself.**

Why? East splits the wall himself drawing the first four tiles. This makes it a lot easier for him to count. Also, a tilted wall makes it much more comfortable for the player on the opposite side to draw. Last, the player on the left side can clearly see where to draw the next tile because it does not get obscured by the wall itself.

- 1.2. **The rinshan tile should be put down first before the dora indicator tile is flipped**

Why? Doing it the other way around poses risk of the rinshan tile falling down revealing information.

2. Drawing and discarding of tiles

- 2.1. Players should play with one hand. The unused hand should rest on the lap

OK to use both hands

- Sorting of tiles at the beginning,
- tilting the wall (here, players should let their hands see to show that no tiles had been taken)
- opening hand after a win,

Why? For most cheating techniques, two hands are necessary like switching tiles from your own hand into the wall and taking other ones from the other side with the other hand.

- 2.2. **Do not take tiles outside the playing area**

Why? Looks suspicious. Players could have spare tiles hidden in their pockets or elsewhere.

- 2.3. **A tile should be let go immediately after discard so that every player can see it at the same time**

Why? Every player is allowed to give the same time and chance to claim a tile

2.4. No passing of information with direct or unambiguous statements

Why? Can be seen as obstruction and instrument to cheat or divert players. Only terms like pon, kan, chii, riichi, tsumo and ron should be used during play.

2.5. Do not explicitly try to get more time by slow drawing or discarding

Why? Buying time is not appreciated while time limits are set. Everyone profits from a quick play.

2.6. The dead wall shouldn't be separated, back broken or replenished when a kan is declared!

GOOD practice: Ask the person in front of it, how many tiles are left to draw.

Why? While separation at the beginning of the game is unnecessary, backbreaking the dead wall leaves two walls with an incorrect number of tiles and therefore could imply cheating. Separating it wrong can lead to a wrong end of a drawn game. Also replenishing the dead wall involves tile switching which could look suspicious to cheating.

Example: The wall has been separated incorrectly, especially after a kan declaration; player can mistakenly assume the game has already ended. Opening the hand for tenpai without the round having finished results in a chombo!

3. Calling and revealing tiles/sets

3.1. Placing sets on the right side of the table, each set over another is appreciated

Why? Some right handed players leave their hand on the table. This could obscure sets, when placed aligned.

3.2. The kan dora indicator should be flipped by the person in front of the dead wall

Why? It is easiest accessible for this person, minimises risk of tiles falling down and speeds up the game.

4. Riichi Declaration

4.1. Place the Riichi stick in the centre AFTER you declared Riichi.

Why? If someone declares ron on your Riichi discard, the 1000 pts. do NOT belong to the winning player as the Riichi declaration did not went through. This could lead to an erroneous claim and loss of the 1000 pts. and this cannot be in the interest of the player.

5. Behaviour at winning

5.1. Do not take the winning tile from the pond of another player in case of ron nor put it in your hand when tsumo

Why? Suspicious to cheating and getting ones hand scored lower. While taking a tile from other players can be used for cheating by switching tiles, putting the tile into the hand when tsumo will not reward two fu for tsumo nor the yaku pinfu.

5.2. Arrange the tiles in your hand when winning. Reveal all tiles with two hands at the same time.

Why? Speeds up the game. Players should see the completion of the hand immediately upon opening.

5.3. Do not touch other players tiles at a win

Why? Looks suspicious. If one is unsure if the hand is valid, ask the player to kindly explain.

5.4. Let the winner reveal (kan-) ura dora indicators themselves, place them near your winning hand not on top of the wall

Why? Looks suspicious and prevents cheating by switching tiles.

6. Behaviour after winning and in case of a drawn game

6.1. Payments have to be clear and transparent. Do not throw points at the winner and never grab into a players point deposit.

GOOD practice: Place the points you have to pay near the winner on the table

Why? Prevents cheating. Do not give the point sticks into a player's hand. In the end, it's also unsportive manners

6.2. In case of a drawn game, close your hand. Do not discuss how beautiful your hand or wait was

Why? Speeds up the game. A beautiful hand does not award you with exceptionally points at a drawn game.

6.3. Do not look at tiles there were to come, ura dora indicators or the rinshan tile

Why? Speeds up the game.

7. General behaviour especially at tournaments

7.1. Introduce yourself at the table. Wish for a nice, competitive and sportive play

7.2. Never argue or discuss with a referee

7.3. Congratulate the winner

7.4. Reset the tiles face down and pick out the four winds after a hanchan is finished

7.5. Reset the points to 30.000 for every player