



Arizona Riichi Mahjong

Tournament Regulations

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Chapter 1 General Provisions

1.1 Scope

These regulations apply to tournaments sanctioned or organized by Arizona Riichi Mahjong (AZRM), unless the tournament's Event Supplement specifies otherwise. Gameplay, penalties, and player conduct during a hanchan are governed by the [AZRM Competitive Rules and Penalties](#) (CR&P) unless this document provides otherwise.

1.2 Rules hierarchy

The following documents apply to an AZRM-sanctioned tournament, in descending order of precedence:

1. The tournament's Event Supplement;
2. These AZRM Tournament Regulations;
3. The AZRM Competitive Rules and Penalties;
4. The WRC Rules and applicable clarifications identified by the AZRM Competitive Rules and Penalties.

A higher-precedence document may modify or supersede a lower-precedence one. Where a provision can reasonably be read without conflict, the documents should be interpreted together.

1.3 Event Supplement

Each tournament must publish an Event Supplement (ES) before it begins. The ES sets the tournament format and any modifications to these regulations or the AZRM Competitive Rules and Penalties. It must specify:

- The name and date of the tournament;
- Any modifications to the gameplay rules;
- The number of scheduled hanchan;
- The time limit and end-of-time procedure;
- The tournament scoring system;
- The pairing and seating method;
- Any cut, playoff, or final stage format;
- Any score carryover or score reset procedure;
- The applicable tiebreakers;
- Check-in and attendance requirements;
- The Tournament Organizer and Head Judge; and

- Any eligibility requirements for prizes, qualification points, or advancement.

If the ES does not modify a provision of these regulations, the provision in this document applies.

1.4 Tournament Points

Tournament Points (TP) measure a player's performance within a tournament. One Tournament Point equals 1,000 table points; for example, a table-point equivalent of 32,500 is written as +32.5P. Within a tournament, references to Season Points (SP) or Points (P) in CR&P mean Tournament Points (TP).

Chapter 2 Tournament Officials

2.1 Tournament Organizer

Each tournament must designate a Tournament Organizer (TO). The TO is responsible for the tournament's overall administration, including:

- Registration and check-in;
- Scheduling;
- Pairings and seating assignments;
- Staffing and substitutes;
- Equipment and venue arrangements;
- Collection and publication of results;
- Administration of cuts and advancement;
- Prizes and awards; and
- Final tournament reporting.

The TO may delegate these responsibilities to other tournament staff, but does not overrule the Head Judge on gameplay rulings or interpretations of the competitive rules. Whenever practical, the TO should not simultaneously serve as Head Judge.

2.2 Head Judge

Each tournament must designate a Head Judge. The Head Judge has final authority during the tournament over:

- Interpretation of gameplay rules;
- Assessment of gameplay penalties;
- Appeals from other judges;
- Tournament integrity;

- Disqualification for violations of the competitive rules; and
- Resolution of situations not expressly covered by the rules.

The Head Judge may consult other judges or tournament officials before making a ruling. A ruling by the Head Judge regarding gameplay is final for the tournament once issued.

2.3 Floor Judges

The TO must provide enough judges to address incidents promptly and consistently. A Floor Judge may issue rulings and penalties within their authority and must apply the same standards at every table. A player who disagrees with a Floor Judge's ruling may request review by the Head Judge under §8.1.

2.4 Conflicts of interest

An official should not adjudicate a matter in which they have a substantial personal conflict of interest when another qualified official is available. If recusal is not practical, the official must still make a good-faith effort to apply the rules impartially.

Chapter 3 Registration and Attendance

3.1 Registration and check-in

Players must satisfy all registration, payment, eligibility, and check-in requirements set by the tournament. A registered player who cannot attend should inform the TO as soon as reasonably possible. Players are responsible for arriving early enough to be seated and ready to play at the announced start time.

3.2 Lateness

A player is late when they are not present and ready to play once their hanchan is officially started. Unless the Event Supplement provides otherwise:

- A player up to 10 minutes late receives a 1P penalty for each minute of lateness.
- A player more than 10 minutes late is replaced by a substitute for that hanchan and receives the substitute result under §3.3.

Lateness is determined by the official tournament clock. No lateness penalty applies when the delay was caused by tournament staff, an approved accommodation, or other circumstances the TO or Head Judge determines make a penalty inappropriate.

3.3 Substitutes

The TO should maintain enough substitute players to cover absences. A substitute plays the hanchan normally and must follow all applicable competitive rules.

Unless the ES provides otherwise, when a substitute replaces an absent player before the hanchan begins:

- The absent player receives a tournament score of –30P for that hanchan;
- The substitute's table result determines the placement and uma of the other three players; and
- The substitute's own result is not entered into the tournament standings.

Once a substitute has begun a hanchan in place of a late player, the late player may not take over that seat during the hanchan. A person formally admitted as a replacement competitor before a hanchan begins is no longer a substitute for later hanchan.

A substitution needed after a hanchan has already begun is handled by the Head Judge according to the circumstances and Chapter 10 of CR&P.

3.4 Withdrawal

A player who wishes to withdraw must notify the TO. Results from hanchan completed before the withdrawal remain part of the tournament record unless the Head Judge determines that a serious rules violation requires voiding a result. A withdrawn player's remaining seats may be filled by substitutes.

The ES may specify how withdrawn players appear in the final standings and their eligibility for prizes or other awards. Intentionally abandoning a hanchan without authorization can result in disqualification under the Head Judge's discretion.

Chapter 4 Pairings and Seating

4.1 Pairing method

The tournament's pairing method must be established before play begins. The ES must identify the general pairing system used, and, when practical, that system should minimize repeated encounters between the same players.

Tournament staff may adjust pairings for withdrawals, substitutions, administrative errors, or other operational needs. Players may not exchange tables or seats without staff authorization.

4.2 Seating

Seat winds are determined by the procedure the ES or tournament staff specifies. Where players meet repeatedly, staff should try to vary their relative seat positions. Once seating is confirmed, players may not change seats without authorization.

4.3 Pairing or seating errors

A player who believes they were assigned to the wrong table or seat must notify staff immediately. An error found before play begins should be corrected whenever practical. An error found after play has begun requires the players to stop and call a judge; the Head Judge or TO decides whether the hanchan continues as seated or another remedy applies. A completed hanchan is not normally replayed solely for a pairing or seating error.

Chapter 5 Tournament Scoring and Standings

5.1 Hanchan score

Unless the ES specifies otherwise, tournament scores use the starting points, break-even point, and uma established by CR&P. A player's hanchan score is calculated by:

1. Subtracting the break-even point from the player's final table score;
2. Dividing the difference by 1,000; and
3. Adding the applicable uma.

Under the default AZRM rules, the break-even point is 25,000 and uma is +30/+10/-10/-30.

For example, a player finishing first with 34,700 table points receives:

$$(34,700 - 25,000) / 1,000 + 30 = +39.7P.$$

Tournament penalties are deducted after the hanchan score is calculated and do not affect the player's placement at the table.

5.2 Tied table scores

When two or more players finish a hanchan with the same table score, the uma corresponding to the tied positions is divided equally among those players. For example, under +30/+10/-10/-30 uma, two players tied for first receive +20P uma each.

5.3 Cumulative tournament score

A player's tournament score is the sum of all their hanchan scores and tournament penalties. Standings run from highest to lowest tournament score. Scores should be kept to 0.1P without unnecessary rounding.

5.4 Tiebreakers

Ties in the standings are resolved in the following order:

1. Greater number of first-place finishes;
2. Greater number of second-place finishes;
3. Greater cumulative final table score before uma;
4. Random determination conducted by tournament staff.

For a cut or advancement decision, the applicable tiebreaker is applied after all relevant results and penalties have been entered.

5.5 Cuts and advancement

If a tournament uses a cut or playoff, the ES must specify:

- When the cut occurs;
- How many players advance;
- How ties at the cut line are resolved;
- Whether scores are retained, reduced, or reset;
- The pairing or seating procedure after the cut; and
- How final placement is determined.

5.6 Score carryover and penalties

When tournament scores are reduced, reset, or otherwise transformed at a cut, the ES should state how previously assessed penalties are treated. If no procedure is specified, penalty points already assessed are not reduced and remain applicable at their original value.

Chapter 6 Tournament Round Procedures

6.1 Start of a hanchan

Players may prepare the table before the scheduled start but must not begin play before the hanchan officially starts, as controlled by the official tournament clock. Players should verify they are at the correct table and seat before play begins.

6.2 Timekeeping

The ES must specify the time limit and end-of-time procedure for each stage of the tournament. All tables in the same competitive grouping should use equivalent timing conditions.

Tournament staff should give reasonable time warnings; failing to hear or receive one does not change the official time limit. The official tournament clock takes precedence over personal watches, phones, or other timekeeping devices. Automatic and manually shuffled tables should not be mixed within the same competitive grouping except due to equipment failure or another exceptional circumstance.

6.3 Score verification

At the end of each hanchan, all four players are responsible for verifying the final table scores. Players must not reset point sticks, leave the table, or otherwise destroy information needed to verify the result until the score is accepted through the tournament's reporting procedure.

All four players should verify:

- Each player's final table score and placement;
- Any outstanding Riichi deposits or other table adjustments;
- Any penalties that must be reported; and
- The total score of the table.

If a discrepancy exists, a judge must be called before the result is submitted whenever possible.

6.4 Result reporting

Results must be submitted using the official score sheet or other procedure the TO establishes. A result becomes provisionally official once the players have verified it and staff have accepted it. Players remain responsible for the accuracy of a submitted result, as provided in Chapter 8 of CR&P. Staff should publish updated standings and subsequent pairings as soon as reasonably practical after each hanchan.

6.5 Leaving the play area

A player who finishes early must not interfere with hanchan still in progress. Players must remain quiet near active tables and must not give information, commentary, coaching, or other assistance to players who are still playing. Tournament staff may designate waiting areas for players who have completed their hanchan.

Chapter 7 Tournament Penalties and Disqualification

7.1 Gameplay penalties

Warnings, Minor Chombo, Chombo penalties, and other gameplay penalties are assessed according to CR&P.

7.2 Disqualification

Disqualification (DQ) removes a player from the current tournament. A player may be disqualified for:

- Cheating;
- Collusion;
- Deliberately manipulating tournament results for another person's benefit;
- Serious or repeated obstruction;
- Serious misconduct;
- Refusal to comply with tournament officials;
- Conduct that threatens the safety or integrity of the event; or
- Other conduct for which the Head Judge determines that continued participation would be inappropriate.

Cheating established under CR&P §9.4 results in immediate Disqualification.

A disqualified player must immediately stop participating in the tournament and is ineligible for prizes, awards, advancement, or qualification benefits from that event.

7.3 Effect of Disqualification on completed results

Results of hanchan completed before a player's Disqualification normally remain valid for the other players. The Head Judge may void, correct, or adjust affected results when there is sufficient reason to believe cheating or another serious violation compromised their integrity; any such adjustment should disturb completed results no more than reasonably necessary.

A disqualified player may remain in tournament records for administrative and reporting purposes but is not assigned an eligible final placement.

Chapter 8 Rulings, Appeals, and Corrections

8.1 Appealing a judge's ruling

A player who disagrees with a Floor Judge's ruling may immediately request review by the Head Judge, made before play resumes whenever reasonably possible. The Head Judge may affirm, modify, or reverse the original ruling. The table stays stopped while the appeal is considered; once the Head Judge rules, play resumes and the ruling is final for the tournament. Players may not repeatedly appeal the same ruling or use the appeal process to delay play.

8.2 Failure to raise an issue

Players are expected to raise gameplay errors and rules concerns as soon as they become known. A player generally may not wait until a hanchan's outcome is known before contesting an incident that could reasonably have been raised earlier. This does not prevent later investigation of cheating, concealed misconduct, incorrect recorded results, or other matters that could not reasonably have been identified at the time.

8.3 Administrative and scoring corrections

Tournament staff may correct clear arithmetic, transcription, or administrative errors when reliable information is available. A player who discovers an incorrect recorded result must notify staff as soon as possible.

Corrections affecting standings or pairings should be made before the next hanchan begins whenever practical. If an error is found after later pairings have already been played, completed hanchan are not normally invalidated solely because the corrected standings would have produced different pairings.

8.4 Final standings

Standings shown during the tournament are provisional until the TO finalizes them. Before finalizing, staff should verify that:

- All hanchan results have been entered;
- All applicable penalties have been recorded;
- Any pending rulings have been resolved;
- Any applicable cut or score transformation has been correctly applied; and
- Tiebreakers have been correctly resolved.

Once final standings have been announced and awards distributed, they should not be changed except to correct a clear administrative error, respond to subsequently established misconduct, or satisfy a requirement of a governing or certifying organization.

Chapter 9 Miscellaneous

9.1 Accommodations

Accommodation requests are governed by CR&P §11.1. When practical, players should contact tournament staff about anticipated accommodations before the tournament so arrangements can be made.

9.2 Rules publication and changes

The applicable rules, tournament format, and ES should be available to competitors before the tournament. Once play has begun, substantive changes to the rules or format should be made only when reasonably necessary to preserve fair, safe, and practicable competition, and must be communicated to all affected players as soon as reasonably possible. A clarification meant only to resolve ambiguity should alter existing results only when necessary to correct an error or prevent an unfair outcome.

An [up-to-date version](#) of this document is available online.

9.3 Tournament records

Tournament staff should keep enough records to reconstruct the tournament results, including, as applicable:

- Player registration and attendance;
- Table assignments;
- Results from each hanchan;
- Tournament penalties;
- Disqualifications;
- Significant judge rulings;
- Withdrawals and substitutions; and
- Final standings.

Serious incidents should be documented with sufficient detail for later disciplinary or organizational review.

9.4 Unaddressed situations

When a tournament situation is not expressly addressed by the rules hierarchy in §1.2, officials should resolve it consistent with fairness among competitors, the integrity of the tournament, the intent of the applicable rules, consistency with previous rulings, and minimizing unnecessary disturbance to completed play.

9.5 No circumvention of tournament regulations

The prohibition on circumventing rules (CR&P §11.4) extends to tournament-specific mechanisms such as pairings, tiebreakers, and substitute procedures. A player may make any strategic decision intended to improve their own tournament result, provided it otherwise complies with the rules.

9.6 Contact

For questions, concerns, or comments, or reports regarding these regulations, please contact competitive@azriichi.org.

Revision History

Rev	Date	Changes
0.1	September 20, 2026	Initial release.



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