

# Sparrow's Nest HK League Rules

## Overview

⚠️ WIP, Assumed basic knowledge. Rules form still missing basic gameplay (defining terms, how to play etc)

### Game Setup

4 Players

All 4 Rounds (East, South, West & North)

144 Tiles (including flower tiles), 18 Tile Wall, 13 Tile Hand

No dead wall- Game ends when all tiles are drawn

3 faan minimum, 10 faan cap

No dealer repeat when dealer wins

After a draw game, each player puts up 4 points toward a pot for the next winner. Reimburse pot if draw game on last hand.

Shuffle players between tables each round

### Notable Rules During Play

Flower Replacement-After players draw their initial tiles, each player will reveal all flowers they have and replace them with tiles from the back of the wall starting with the East player going counterclockwise.

If a player draws another flower tile from their replacement tile, they must wait until everyone has had the opportunity to replace flowers, then start a new round of replacement, starting with the East player going counterclockwise.

If a player draws a flower during the game, they must reveal it and replace it with a tile from the back of the wall. If there are no more tiles in the wall when a player needs to replace a tile, the game ends in a draw.

All four tiles are revealed for Gong.

Sik>Pung/Gong>Soeng

If a player passes on an opportunity to call Pung or Sik Wu, they may not make that same call again on a tile of the same kind until their next draw.

Similarly, if a player passes on an opportunity to call Sik Wu, they may not make that call again until their next draw, even if it is a different tile, unless the value of the hand is greater.

If a player calls Pung or Soeng, they may not then discard the same tile they claimed from the other player.

If no winner is decided after the last tile is discarded with no tiles left in the wall, the hand results in a draw.

Players cannot Pung, Soeng or Gong the last tile discarded with no tiles left in the wall.

## Scoring Conditions

**No Flowers:** 1 faan

Scored when the hand has no flower tiles.

**Matching Flower:** 1 faan

Scored for each flower that matches the player's seat position.

**Set of Flowers:** 2 faan

Scored when having all four Flower Tiles or all four Season tiles.

*Includes faan from Matching Flower*

**Flowers Hand:** 3 faan

Upon drawing a seventh flower, the turn player may choose to immediately win a 3 faan self draw regardless of the tiles in hand. If declined, the player cannot go back.

*Does not stack with anything.*

**Big Flowers Hand:** 8 faan

After declining Flowers Hand, and the player draws the eighth flower tile, they may choose to immediately win an 8 faan self draw.

*Does not stack with anything*

**Closed Hand:** 1 faan

Scored when no Pung, Seong or Gong was declared.

*Cannot be scored with a "closed" gong*

**Self Draw:** 1 faan

Scored when the winning tile is drawn by the player.

- **Self Draw After Gong:** 2 faan

Self draw with the replacement tile from a Gong.

*Includes faan from Self Draw*

- **Self Draw After Consecutive Gong:** 8 faan

Self draw with the replacement tile from a second or more consecutive Gong.

*Not scored if there is a flower replacement between Gongs*

**Last Tile:** 1 faan

Scored when winning off the last draw or last discard.

*Not scored if the last tile is drawn for a replacement from a flower tile or from calling Gong*

**Robbing Gong:** 1 faan

If a tile that a player is waiting to go out on is used to create a quad with a triplet previously revealed from calling Pung, that player may score Robbing Gong and claim that tile as their winning tile. The hand is valued as a self draw except the player who called Gong is responsible for all three payments.

*Cannot win in this manner from closed gong with the exception of completing Thirteen Orphans*

**Heavenly Hand:** 10 faan

Scored when the dealer self draws a winning hand at the start of the game.

*Not scored after calling a Gong at the start*

*May be scored after replacing flowers on the first turn*

**Earthly Hand:** 10 faan

Scored when a non dealer wins by discard from the dealer's first discard.

**Dragon Triplet:** 1 faan

Scored for each triplet/quad of a dragon.

- **Little Three Dragons:** 5 faan

Two triplets/quads of dragon tiles and a pair of the third dragon.

*Includes the 2 faan from Dragon Triplets*

- **Big Three Dragons:** 8 faan

A triplet/quad of each dragon.

*Includes the 3 faan from Dragon Triplets*

**Matching Wind Triplet:** 1 faan

Scored for each triplet/quad of the Round Wind or Seat Wind.

- **Little Four Winds:** 6 faan  
Three triplets/quads of three different winds and a pair of the fourth wind.  
*Includes any faan from Matching Wind Triplet*  
*Will also additionally score either Half Flush or All Honors for a minimum total of 9 faan*
- **Big Four Winds:** 10 faan  
A triplet/quad of each wind.  
*Includes any faan from Matching Wind Triplet and All Triplets*

**All Sequences:** 1 faan  
Four sequences and a pair.

**All Triplets:** 3 faan  
Four triplets/quads and a pair.

- **Terminals and Honors:** 4 faan  
Four triplets/quads and a pair that are all terminals or honors.  
*Includes faan from All Triplets*
- **Four Concealed Triplets:** 8 faan  
Four triplets/quads and a pair without having made any Pung or Gong calls.  
Scored when winning by self draw or discard to complete the pair but not scored when winning by discard to complete a triplet  
*Includes faan from All Triplets*
- **All Honors:** 10 faan  
Four triplets/quads and a pair that are all honors.  
*Includes faan from All Triplets*
- **All Terminals:** 10 faan  
Four triplets/quads and a pair that are all terminals.  
*Includes faan from All Triplets*
- **Four Gongs:** 10 faan  
Four quads and a pair.  
*Includes faan from All Triplets*

**Half Flush:** 3 faan  
All tiles are from a single suit or are honor tiles.

- **Full Flush:** 7 faan  
All tiles are from a single suit.
- **Nine Gates:** 10 faan  
Scored when all tiles are from a single suit with the tiles numbered 1112345678999 and one more tile from that suit.  
*Cannot have made any Pung, Soeng or Gong calls*  
*Includes faan from Full Flush and Closed Hand*

**Thirteen Orphans:** 10 faan

One of each terminal and honor and one additional terminal or honor.

## Scoring

The value of a hand differs depending on whether it is won by discard or by self draw.

Payment for winning by discard comes solely from the player who discarded the winning tile to the player who declared a win.

Payment for winning by self draw comes from each other player to the player who declared a win.

Simultaneous wins: If two or more players claim a win on the same tile, the player who discarded the winning tile pays each winner the full value of their respective hands.

Self Draw		Discard
Points	Faan	Points
4 x 3	3	8
8 x 3	4	16
12 x 3	5	24
16 x 3	6	32
24 x 3	7	48
32 x 3	8	64
48 x 3	9	96
64 x 3	10	128

## Liability Payments

If a player becomes liable for another player's hand, they are responsible for paying the value of that player's hand if it completes.

A player maybe become liable in the following ways

- **12 Tile Insurance**

If a player with three revealed groups then claims a tile to form a fourth revealed group by calling Pung/Soeng/Gong, the player who discarded the claimed tile becomes responsible for this player's hand only if it wins by self draw.

- **Big Three Dragons**

If a player with two revealed dragon triplets/quads then calls Pung/Gong on the third dragon, the player who discarded the claimed tile becomes responsible for this player's hand. If this hand is won by discard from a player other than the liable player, both the liable player and the player who discarded the winning tile split the payment for the hand evenly.

- **Self Draw After Gong**

If a player makes a Gong call on another player's discard and then self draws their winning tile, the player who discarded the claimed tile becomes responsible for this player's hand. This liability applies even if there is a flower replacement between the Gong call and self draw.

Once a player is liable for another's hand, no player will become liable for that same hand if another liability condition is met.

A player will not become liable for a hand if the tile they discard is the same tile last discarded by the player whose hand they would become liable for.

## Penalties

### **False Mahjong:**

Penalty for a false mahjong is a reverse limit hand self draw payment.

### **Missing/Extra Tiles:**

If it is discovered that a player is missing a tile from their hand or has an extra tile, they must continue playing but are not allowed to win their hand or make any calls.