

Mahjong Soul Team Championship (EN server)

Season 1 Player Manual V1.3

Welcome to the first season of Mahjong Soul EN server's Team Championship!

1. Registration

How to apply

Players will need to create a team, and then submit the team profile to the organizers. Please note that 1. Only EN server accounts will be accepted 2. Registering and participating in this Team Championship signifies your agreement and acceptance of our [TERMS OF SERVICE](#) and [PRIVACY POLICY](#).

Team creating/joining phase

From 2021/8/5 0:00 till 2021/8/31 23:00 (UTC-7), players will be able to create or join a team through the match entrance: <https://mahjongsoul.yo-star.com/tournament>.

During this phase, a team-forming sub-channel (#mjstc-find-teammates) will be enabled in our official discord <https://discord.gg/mahjongsoul>. Players can find and join teams there.

Application phase

From 2021/9/1 0:00 till 2021/9/2 23:59 (UTC-7), team leaders will be able to apply for the Mahjong Soul Team Championship.

Team requirements

A team must contain 3 regular members (At least one player who is Master 1 or higher and at least two other players who are Expert 1 or higher) and 1 wild card team member (no rank requirement). There shall be 4 team members in total.

Rank information refers to the player's rank in Mahjong Soul 4-player games at **2021/8/31 23:00 (UTC-7)**.

Selection standard:

After the application phase starts, **only the FIRST 8 or 16 teams** which have submitted the registration and met the requirements will be qualified for this championship.

Please note:

- 1) **2021/8/31 23:00 (UTC-7) is also the deadline of team registration, the application will be submitted according to the team information at this time. After the deadline, please do not make changes to the team members; If the final member information does not match the member information in the deadline time, the application will be rejected.**
- 2) **The rank information will be updated once players log in to the official tournament page: <https://mahjong soul.yo-star.com/tournament>. And all player rank information will be automatically updated daily at 23:00 (UTC-7) by our system on the tournament page.**

For qualified team leaders, please check the official emails and uses the information in them to enter the discord channel for the match, to be informed of match arrangements and to contact the operators.

2. Match format

The Mahjong Soul Team Championship will take different formats according to the number of applied teams:

If $8 \leq$ applied team number < 16 . Then the 8-team match format will be used.

If applied team number ≥ 16 . Then the 16-team match format will be used.

3. 8-team match format

The Mahjong Soul Team Championship will be in three stages; The detailed match schedule will be announced before each match stage.

Stage 1

The first stage contains four out of seven rounds in a triple round-robin among 8 teams (i.e. after seven rounds, each team will have faced every other team 3 times).

This stage contains four out of the seven rounds. The two rounds on each day will start at the same time; Every round contains 3 hanchans of the same four teams.



Stage 1	Day 1	Round	Team A	Team B	Team C	Team D	Round	Team E	Team F	Team G	Team H
		Round 1	A1	B1	C1	D1	Round 1	E1	F1	G1	H1
		Round 2	A2	C2	E2	G2	Round 2	B2	D2	F2	H2
		Round 3	A3	B3	F3	G3	Round 3	C3	D3	E3	H3
	Day 2	Round	Team A	Team B	Team F	Team G	Round	Team B	Team C	Team G	Team H
		Round 4	A4	D4	E4	F4	Round 4	B4	C4	G4	H4
		Round 5	A1	B1	E1	H1	Round 5	C1	D1	F1	G1
		Round 6	A2	C2	F2	H2	Round 6	B2	D2	E2	G2

Stage 2

The second stage contains the rest three out of the seven rounds in a triple round-robin among 8 teams. The two rounds on the first day will start at the same time and the two matches on the second day will also start at the same time; Every round contains 3 hanchans of the same four teams. At the end of Stage 2, the total score of each team will be calculated and the four teams with the lowest scores will be eliminated; The rest of the teams will be promoted to the final, inheriting 50% of the total score from the first two stages.

Stage 2	Day 1	Round	Team A	Team B	Team E	Team H	Round	Team C	Team D	Team F	Team G
		Round 5	A1	B1	E1	H1	Round 5	C1	D1	F1	G1
		Round 6	A2	C2	F2	H2	Round 6	B2	D2	E2	G2
	Day 2	Round	Team A	Team D	Team G	Team H	Round	Team B	Team C	Team E	Team F
		Round 7	A3	D3	G3	H3	Round 7	B3	C3	E3	F3
		Round 5	A1	B1	E1	H1	Round 5	C1	D1	F1	G1
		Round 6	A2	C2	F2	H2	Round 6	B2	D2	E2	G2

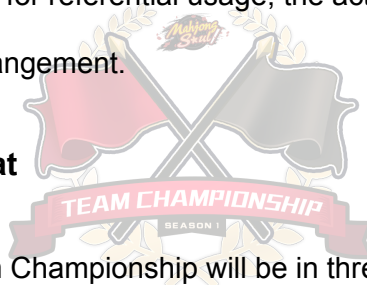
Stage 3 (Finals)

The Finals contains four rounds. The two rounds on each day will start at the same time; Each round contains three hanchans of the same four teams. At the end of Stage 3, calculate and rank the four teams based on the total scores, and determine a champion, second-place and third-place accordingly.

Stage 3	Day 1	Round	Final team A	Final team B	Final team C	Final team D
		Round 1	Final A1	Final B1	Final C1	Final D1
		Round	Final team A	Final team B	Final team C	Final team D
		Round 2	Final A2	Final B2	Final C2	Final D2
	Day 2	Round	Final team A	Final team B	Final team C	Final team D
		Round 3	Final A3	Final B3	Final C3	Final D3
		Round	Final team A	Final team B	Final team C	Final team D
		Round 4	Final A4	Final B4	Final C4	Final D4

*The above table is only for referential usage, the actual schedule will be decided based on the team leader's arrangement.

4. 16-team match format



The Mahjong Soul Team Championship will be in three stages; The match schedule will be announced before each match stage.

Stage 1

16 teams will be divided into 1/2/3/4 four groups by lots. Each group has four rounds. The two rounds on each day will start at the same time; Each round contains 2 hanchans of the same four teams (For example, team A/B/C/D in the same group will play four rounds in Stage 1, each round contains 2 hanchans). At the end of Stage 1, the total score of each team will be calculated and the two teams in each group with the lowest scores will be eliminated. The rest of the teams will be promoted to the next stage (teams in group 1 and 2

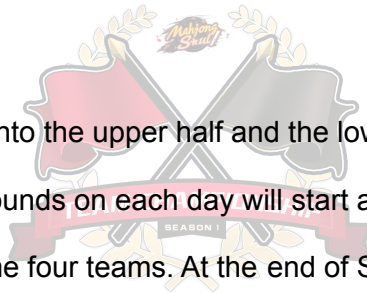
will be promoted to upper-half, teams in group 3 and 4 will be promoted to the lower-half).

Players will not inherit the score from Stage 1.

Stage 1	Day 1	Group 1					Group 2				
		Round	Team A	Team B	Team C	Team D	Round	Team E	Team F	Team G	Team H
		Round 1	A1	B1	C1	D1	Round 1	E1	F1	G1	H1
		Round 2	A2	B2	C2	D2	Round 2	E2	F2	G2	H2
	Day 2	Round	Team A	Team B	Team C	Team D	Round	Team E	Team F	Team G	Team H
		Round 3	A3	B3	C3	D3	Round 3	E3	F3	G3	H3
		Round 4	A4	B4	C4	D4	Round 4	E4	F4	G4	H4
		Round 4	A4	B4	C4	D4	Round 4	E4	F4	G4	H4
	Day 1	Group 3					Group 4				
		Round	Team I	Team J	Team K	Team L	Round	Team M	Team N	Team O	Team P
		Round 1	I1	J1	K1	L1	Round 1	M1	N1	O1	P1
		Round 2	I2	J2	K2	L2	Round 2	M2	N2	O2	P2
		Round 3	I3	J3	K3	L3	Round 3	M3	N3	O3	P3
		Round 4	I4	J4	K4	L4	Round 4	M4	N4	O4	P4
		Round 4	I4	J4	K4	L4	Round 4	M4	N4	O4	P4
		Round 4	I4	J4	K4	L4	Round 4	M4	N4	O4	P4

Stage 2

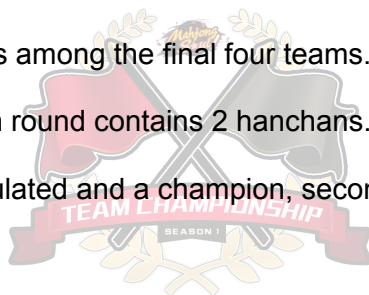
8 teams will be divided into the upper half and the lower half. There will be four rounds for each half. The two rounds on each day will start at the same time; Each round contains 2 hanchans of the same four teams. At the end of Stage 2, total score of each team will be calculated and the two teams in each half with the lowest scores will be eliminated; The rest of the teams will be promoted to the next stage (Finals). Players will not inherit the score from Stage 2.



Stage 2	Upper Half	Day 1	Round	Promoted Team A	Promoted Team B	Promoted Team C	Promoted Team D	
			Round 1	Promoted A1	Promoted B1	Promoted C1	Promoted D1	
		Day 2	Round	Promoted Team A	Promoted Team B	Promoted Team C	Promoted Team D	
			Round 2	Promoted A2	Promoted B2	Promoted C2	Promoted D2	
		Lower Half	Day 1	Round	Promoted Team E	Promoted Team F	Promoted Team G	Promoted Team H
				Round 1	Promoted E1	Promoted F1	Promoted G1	Promoted H1
				Round	Promoted Team E	Promoted Team F	Promoted Team G	Promoted Team H
				Round 2	Promoted E2	Promoted F2	Promoted G2	Promoted H2
	Day 2	Round	Promoted Team E	Promoted Team F	Promoted Team G	Promoted Team H		
		Round 3	Promoted E3	Promoted F3	Promoted G3	Promoted H3		
		Round	Promoted Team E	Promoted Team F	Promoted Team G	Promoted Team H		
		Round 4	Promoted E4	Promoted F4	Promoted G4	Promoted H4		

Stage 3 (Finals)

There will be four rounds among the final four teams. The two rounds on each day will start at the same time. Each round contains 2 matches. At the end of Stage 3, the total score of each team will be calculated and a champion, second-place and third-place will be determined accordingly.



Stage 3	Day 1	Round	Final Team A	Final Team B	Final Team C	Final Team D
		Round 1	Final A1	Final B1	Final C1	Final D1
		Round	Final Team A	Final Team B	Final Team C	Final Team D
		Round 2	Final A2	Final B2	Final C2	Final D2
	Day 2	Round	Final Team A	Final Team B	Final Team C	Final Team D
		Round 3	Final A3	Final B3	Final C3	Final D3
		Round	Final Team A	Final Team B	Final Team C	Final Team D
		Round 4	Final A4	Final B4	Final C4	Final D4

*The above table is only for referential usage, the actual schedule will be decided based on the team leader's arrangement.

5. Match schedule (UTC-7)

2021/9/12 20:00—Stage1 Day1

2021/9/13 20:00—Stage1 Day2

2021/9/15 20:00—Stage2 Day1

2021/9/16 20:00—Stage2 Day2

2021/9/25 20:00—Stage3 Day1

2021/9/26 20:00—Stage3 Day2

The above time-table might be updated, please check the updates in the match channel and in the manual frequently.

6. Score calculation

Starting points and score calculation: each player will have 25000 starting points every hanchan, and the score will be calculated by: (final points minus 25000)/1000, returning point is 25000 (so not going into west).

Uma: Uma for Team Championship is:

1st place +45;

2nd place +5;

3rd place -15;

4th place -35

Score:

Team score: the team score is the cumulative score of every individual hanchan score, calculate the score for each hanchan according to the following rules:

hanchan score =(hanchan final points -25000)/1000+uma, with 1 decimal place

Example: 12000 as 4th place, final score = $(12000 - 25000) / 1000 - 35 = -48.0$;
31300 as 2nd place, final score = $(31300 - 25000) / 1000 + 5 = 11.3$

When two teams have the same scores at the end of a hanchan, the Uma points for the two places will be equally divided and distributed to the teams.

Example: Team A and Team B are both at 40000 points after the hanchan ends, the score calculation for both teams will be: $[40000 + (45000 + 5000) / 2 - 25000] / 1000 = 40$

Score inheritance: at the end of each season section, if the match rule has score inheritance, scores of the teams that move on to the next round will be inherited into the next season section, with a factor of 0.5, rounding into one decimal place;

Example: Team A move on into the second stage with a total score of +350.3; By calculating $+350.3 * 0.5 = +175.15$, rounded into +175.2, therefore the starting team score for team A in the second stage is +175.2;

Team B move on into the second stage with a total score of -30.9; by calculating $-30.9 * 0.5 = -15.45$, rounded into -15.4, therefore the starting team score for team B in the second stage is -15.4.

7. Season section Placement & Tiebreaker:

The placement at the end of each season sections will be based on the following rules (Priority: a>b>c>d>e>f>g)

- a. Teams with higher scores will have higher positions;
- b. With two teams of equal total scores, by comparing the team scores in mutual matches (6 hanchans total in a season), the team with higher mutual match score will have a higher position;

c. With two teams of equal mutual match scores, by comparing their mutual first place counts, the team with a higher mutual match first place count will have a higher position;

d. With two teams of equal mutual match first place counts, by comparing their mutual last place counts, the team with a lower mutual match last place count will have a higher position;

e. With two teams of equal mutual match last place counts, by comparing the total first place counts in all matches, the team with a higher total first place count will have a higher position;

f. With two teams of equal total match first place counts, by comparing the total last place counts in all matches, the team with a lower total last place count will have a higher position;

g. With two teams equal in all above conditions, place them according to the seat wind in the last mutual hanchan between them.



8. Game rules

This match will apply the following rules:

Thinking Time: 5+20s

Red Five: 3

Open Tanyao: Yes

Starting Points: 25000

Minimum Points to Win: 25000

Busting: No

Automatic Win: 0

Riichi Points: 1000

Continuance Counter Points: 300

Noten Penalty: 500, 1000, 1500

Goal: 25000

Uma: +45, +5, -15, -35

Game Tips: Disable

Mangan at Draw: Yes

Kiriage Mangan: No

Open Dora: Yes

Kan Dora: Yes

Ura Dora: Yes

Kan-Ura Dora: Yes

Reveal Dora immediately after calling Open Kan: Disable

Four-Kan Abortive Draw: Yes

Four-Wind Discarded Draw: Yes

Four-Player Riichi Draw: Yes

Nine Different Terminals and Honors: Yes

Triple Ron Draw: No



Head-Bump: Enabled

Dealer Repeats on Win: Yes

First Place All Last Dealer Win Ends Game: No

Dealer Repeats if Tenpai: Yes

First Place All Last Dealer Tenpai Ends Game: No

Ippatsu: Yes

Extension to South/West: No

Yakuman Stacking Disabled: Disable

Local Yaku: Disabled

Team member replacement

After being successfully registered, team members cannot be further modified.

Player arrangements

Players participate in a unit of rounds; each regular member can only play one round in each stage; And the wild card member can only play one round in each stage as well. Before every stage, the operation team will contact and confirm the team players' arrangements.

Substitution requests for a round's player should be submitted at least a day before the round, or else the substitution will not be granted.

Between-hanchan breaks



There is a ten-minutes break between every two hanchans, if all four players are ready, the next hanchan will start immediately; If the player is not ready after the ten minutes break (after the match's starting time or the end of the last hanchan), Mahjong Soul AI will automatically replace the position, and the AI's score will be calculated as the player's score.

Disconnection and pauses:

Team leaders and attendants are responsible for ensuring the network stability and reconnecting to the match as soon as possible; If a disconnection occurs, the player can ask for a pause from the operation team, but if the pause time is too long and negatively influence other players or the match schedule, the operation team can cancel or reject the pause application; The team/player will be responsible for the loss of scores.

9. Other Rules

- Players should be ready at least 30 minutes and confirm with the operation team before the starting time.
- If there's a question about the match rules or the match procedure itself, the player should immediately contact the operation team and continue playing; the player will not be able to question or protest **THREE** hours after the end of any stages. The operation team holds the right to investigate and judge the matches based on its own information.
- Players should not use known bugs or game defects during the matches; Intentional usage of bugs or defects could result in score penalties, disqualification and others.

10. Foul play rules

- Intentional foul plays: Including but not limited to sharing information with opponents, ill-intentioned gameplays, intentional plays against/favor of another specific player (with no clear evidence that will benefit the player's own team), etc.

- Multiple accounts/sharing accounts: each player can only use one account for the match, each account can only be used by one player throughout the season.

- Personal live stream rules: There must be a delay of FIVE minutes (300 seconds) or more for streaming matches.

If the above violations are confirmed, the player will be banned for at least ONE YEAR from participating in the Official Tournament.

