World Riichi Championship

–

Rules
2025

1 Preface

The World Riichi Championship rules came to fruition after a major survey of rules across the world undertaken by Sylvain Malbec in 2013. Rulesets of the following organisations have been considered while writing the first version of the WRC rules in 2013:

- European Mahjong Association   EMA
- 101   101競技規定
- Japan Professional Mahjong League   日本プロ麻雀連盟
- Korean Mahjong League   한국마작연맹은
- Mu Mahjong   μ! 麻将連合
- Nihon Pro Mahjong   日本プロ麻雀協会
- Real Mahjong Unit   RMU
- Saikouisen   最高位戦
- United States Professional Mahjong League   USPML

The rulebook has been revised over the years for clarifications, additions, and to better reflect the competitive scene in Japan. This ruleset has been played and enjoyed by players all over the world and we thank them for their feedback in improving the terminology and phrasing.

Most of the changes from 2022 are rewriting for clarity and ease of reading.
The penalties section has been moved to a separate document, to both acknowledge and ease the use of WRC rules outside of the world championship, where different levels of penalties are most appropriate.

Three key rule changes must be noted:

- It is now allowed to declare riichi when less than four tiles remain in the live wall.
- The scoring limit for a non-yakuman hand has been raised to yonbaiman, i.e. the same value as a single yakuman.
- Once the organizers signal the end of a hanchan (the "bell" or "gong"), the players finish the current hand and play one more. If the time limit ends when the hand has just ended, then the players play two hands.

Thanks to Hiroshi Yamai and Gemma Sakamoto for their input, to Garthe Nelson for writing the traditional seat wind procedure, and to everyone who helped me.

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Sylvain Malbec
WRC's rule director
25 May 2025

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2 Abstract

The World Riichi Rules conforms to modern riichi rules played in competition, with the following major rule-points:

Core rules

- Open Tan'yao and after-attaching (ato-zuke) are allowed.
- Swap-calling (kuikae) is forbidden.
- Dora, ura dora, kan dora and kan ura dora are used.
- No red fives.
- Tenpai renchan. Continuance counters are worth 300 points.
- The noten penalty is 3,000 points, divided among noten players.
- Each player starts with 30,000 points and the break-even point is 30,000 points (no oka).
- The uma is +15P / +5P / -5P / -15P, split in case of tie.
- Only one winner: double and triple ron are resolved by turn order.
- Call precedence, in order of high to low priority: tsumo > ron (turn order) > first caller > triplet/quad > sequence.
- No agari yame: the game does not automatically end if the all-last hand ends with the East player in first place.

Riichi

- It is allowed to declare riichi even when less than four tiles remain in the live wall.
- Riichi is permitted even below 1,000 points.
- Furiten riichi is allowed.
- A player can make a concealed quad after riichi if it is made with the tile drawn this turn, and doesn't change the hand structure nor the wait. Changing the yaku is permitted.
- Riichi deposits remaining on the table at the end of the hanchan are recorded as such and are not added to any player's score.

Liability payment and abortive draws

- Liability payment applies for Big Dragons, Big Winds and Four Quads.
- In case of multiple yakuman, the liability only applies to the yakuman fed.
- No abortive draw.
- No more than four quads can be made, the game continues regardless.

Scoring

- Mangan rounding up (kiriage mangan): 4 han 30 fu, 3 han 60 fu and more are scored mangan.
- Counted yakuman: 13 han and greater scores yonbaiman.
- No double yakuman for winning on a specific wait.
- Multiple yakuman are scored for hands having several yakuman yaku. This excludes counted yakuman.
- Winning by Robbing a Quad counts as a ron win.
- Winning on After a Quad counts as a tsumo win. The two minipoints for winning by self-draw are awarded.
- If there is more than one possibility to score the hand, the highest-scoring possibility is always chosen.

Yaku and minipoints

- Unbroken / Ippatsu is used.
- Blessing of Man is worth mangan, not cumulative with other yaku and dora.
- All Green can be made with or without Green dragon tiles.
- Thirteen Orphans cannot be won by robbing a concealed quad.
- No Nagashi Mangan.
- Seven Pairs always scores a total of 25 minipoints.
- A double wind pair is worth 2 fu.

Miscellaneous

- Keishiki tenpai: Yakuless tenpai is allowed.
- No bankruptcy: Play continues with negative scores.
- No West round: The game ends on the fourth dealer of the south round.
- No yakitori.
- No two han minimum with five continuances.

3 Term Definitions

3.1 Tiles

Suits
Numbered tiles are divided into three suits: circles, bamboos and characters.

Honours
Honours are the wind and dragon tiles.

Inside tiles
Inside tiles are tiles numbered from two to eight in each suit.

Terminal tiles / Terminals
Terminal tiles are tiles numbered one and nine in each suit.

Round wind
The round wind is the wind corresponding to the current round.
That is East during the East round, and South during the South round.

Seat wind
Each player is associated with a wind, called their seat wind. The starting player is East. The other players are respectively South, West and North in a counter-clockwise direction.
The seat winds are reassigned for each hand.

Double wind
A double wind is a wind being both the round wind and the player's seat wind.

Value honour
The value honours are the round wind, the player's seat wind and the dragon tiles.

Non-value honour
The non-value honours are winds being neither the round wind nor the player's seat wind.

3.2 Groups

Group
A group is made of three or four tiles, forming either a sequence, a triplet, or a quad.

Concealed
A group is concealed if it is formed by using only self-drawn tiles.

Melded
A group is melded if it is formed by calling a tile.

Sequence

A sequence is a group of three numerically consecutive tiles of the same suit.
It doesn't wrap-around from 9 to 1 (8-9-1 is not a sequence), and cannot be formed with winds or dragons.
It's sometimes also called a chow or a chii.

Triplet

A triplet is a group of three identical tiles.
It's sometimes also called a pung or a pon.

Quad

A quad is a group of four identical tiles.
It's sometimes also called a kong or a kan.

Called quad

A called quad is a melded quad made by calling a tile to extend a concealed triplet.

Promoted quad

A promoted quad is a melded quad made by adding a self-drawn tile to a melded triplet.

Replacement tile

A replacement tile is a tile drawn from the dead wall to compensate for a quad using four tiles instead of three.

Pair

A pair is made of two identical tiles. It is not a group.

To call / To declare

Calling or declaring is the action of interrupting the game to make a group, riichi or to win.
Calling generally refers to claiming the previously discarded tile, and declaring is concerned to actions where tiles are not claimed, but both terms are interchangeable.

To feed

Feeding is the action of discarding a tile that is subsequently called by another player to make a group or to win.

3.3 Hands

Hand / Player's hand
A player's hand is the 13 or 14 tiles of that player, not counting the extra tiles for quads.
Tiles in melded groups are still part of the hand.
(Please note: The term "hand" may also be used to refer to a division of gameplay.)

Closed
A hand is closed if it is made by using only self-drawn tiles, excluding the winning tile.
If the hand is completed by calling a tile (ron), the last group or pair is melded but the hand is still closed.

Open
A hand is open if it is not closed.
I.e. a hand is open if it has at least one melded group, excluding the winning tile.

Valid hand
A player's hand is valid if it has four groups and a pair, seven different pairs, or the Thirteen Orphans yaku.
A hand can be valid without having any yaku.

Winning hand
A winning hand is a valid hand having at least one yaku.

Tenpai
A player's hand is tenpai if it fulfils all these conditions:
- The hand's 13 tiles need only one more tile to form a valid hand. It is not required to be a winning hand, that is it is not required to meet any yaku criteria.
- The completing tile must exist, even if it's not available.
  A hand requiring five identical tiles can never be completed, so it is not tenpai.
  It does not matter if all completing tiles have been discarded, are locked in other players' hands, or are in the dead wall. Only the hand's 13 tiles are considered to determine if the hand is tenpai or noten.
- The player's hand is not under a "dead hand" penalty.

During a player's turn, their hand is tenpai if it will fulfil the above conditions after discarding.

Noten
A hand is noten if it is not tenpai.

Furiten
A player missing an opportunity to complete their hand is furiten.
A furiten player is not allowed to win by calling a tile.

3.4 Gameplay

Turn

A player's turn starts when they draw or call a tile, and ends when they discard a tile.

Turn order

Mahjong is played counter-clockwise, starting by the East player.

So the turn order is: East player ➜ South ➜ West ➜ North ➜ East ➜ …
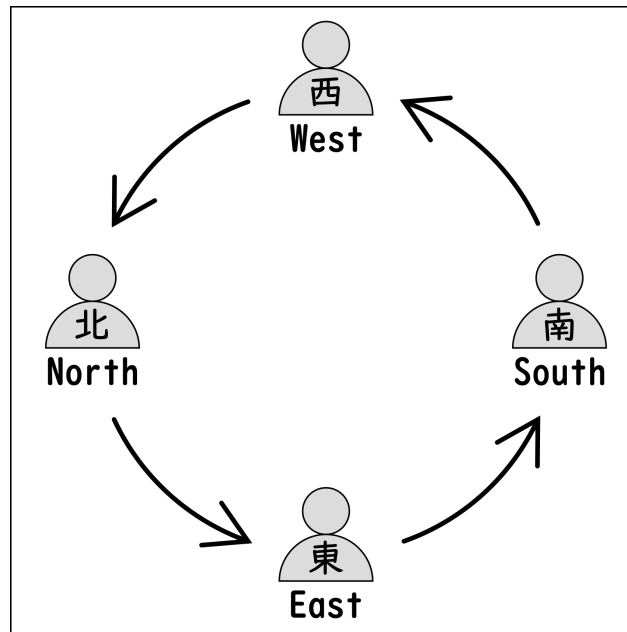
Hand (gameplay division)

A hand starts when the East player discards their first tile, and ends when a player declares a win or in the case of an exhaustive draw.

(Please note: The term "hand" is also used to refer to the players' tiles.)

Round

A round is a gameplay division of four or more hands, bearing the name of a wind (East and South).

A round ends and a new one begins when the initial East player becomes East again.

Hanchan / Game

A hanchan consists of the East and South rounds.

When playing with a time limit, the game can end before the East and South round have been fully played.

Wall

The 136 tiles are arranged into the shape of a square to make the drawing pile, named the wall.

Live wall

The live wall is the section of the wall from where tiles are drawn. Draws proceed clockwise from the initial break, and ends with the 15th tile counted from the last tile of the wall, that is the last tile before the dead wall.

Please note that tiles are drawn from the wall in a clockwise direction while turn order is counter-clockwise.

Dead wall

The dead wall is made of the last 14 tiles of the wall.

Its tiles are used solely as dora indicators and to provide replacement tiles for quads.

Discard pool

These are the tiles a player has discarded. These form four distinct pools, one in front of each player, located in the middle of the table.

3.5 Scoring

Yaku

A yaku is a scoring pattern permitting a player to declare a winning hand.

Each yaku gives one or more han.

Dora

A dora is a bonus tile giving one han. A dora is <u>not</u> a yaku.

Han

Han is one of the two scoring units used for evaluating the hand.

Han are earned from yaku and dora.

Minipoints / Fu

Minipoints, or fu, is one of the two scoring units used for evaluating the hand.

Minipoints are earned from groups, pairs and winning events.

Winning tile

The winning tile is the tile drawn or called that turns a tenpai hand into a winning hand.

Winning by self-draw / Tsumo

A player wins by self-draw, or tsumo, when they complete a winning hand with a tile drawn from the wall (either the live or dead wall).

Winning by calling a tile / Ron

A player wins by calling a tile, or ron, when they complete a winning hand by calling a tile discarded by another player, or by robbing a quad.

Continuance counter

Continuance counters are tokens used to keep track of how many consecutive times a hand ended with the East player winning or with an exhaustive draw.

Each continuance counter increases the value of the next winning hand by 300 points. These may also be referred to as honba. For more information see *4.4.2 Continuance counters*.

Riichi deposit

A riichi deposit is the 1,000-point fee a player must pay when declaring riichi.

Riichi deposits are collected by the next player winning a hand.

Uma

Uma is a bonus or loss awarded at the end of a hanchan, depending on the player's placement at the table.

Score delta

The score delta is the difference between the current score and the starting points, calculated as follows without rounding:

(player score - 30,000) / 1,000

Hanchan score

After a hanchan, the hanchan score is calculated as follows, without rounding:

(player score - 30,000) / 1,000 + uma

The hanchan and tournament scores are noted P.

A hanchan score of 1P is equivalent to 1,000 points at the table.

Tournament score

For each player, their tournament score is the sum of all hanchan scores minus their point penalties.

4 Equipment

4.1 Tiles

A riichi mahjong set contains 136 tiles: four of each of the 34 basic tiles.
The tiles are divided into three suits and two series of honours, explained below.

The 2, 3, 4, 6, 8 of bamboo and the Green dragon should be coloured solely in green; no other tile should be fully green.

Sets often include additional tiles (flowers, red fives, jokers, …) that are not used in WRC rules.

It is recommended to clean the tiles every day.

4.1.1 Suits

The tiles of each of the three suits are numbered from one to nine.
There are four of each tile.

The one of bamboo commonly shows the image of a bird, and the design varies from set to set.

4.1.2 Honours

There are two kinds of honour tiles: the Winds are named after the four directions, and the Dragons are referred to by their colour.
There are four of each tile.

The White dragon's design is commonly left blank, but can also be indicated by a blue or black border.

4.2 Dice

Two regular 6-sided dice are used.
During the game, the dice must be placed to the right of the East player and within the play area. They should be in view and unobstructed at all times.

4.3 Wind marker

The wind marker is a token having "East" marked on one side, and "South" on the other side. It is used to keep track of the current round wind, and to indicate the initial East player of the game.
It is permanently placed on the right of the very first East player and must always show the current round wind. It should be in view and unobstructed at all times.

More complex tokens designed to also cover West and North rounds can be used, even if WRC rules only use East and South rounds.
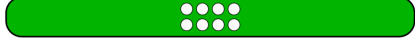
4.4 Score recording

4.4.1 Scoring sticks

During each hanchan, the score is kept with scoring sticks.
The 100-point sticks are also conveniently used as continuance counters.

The recommended initial distribution per player is:

It is advised to use coloured scoring sticks, if available.
Sets usually don't include 500-point sticks, so a 100-point stick of another colour is used instead.
As long as the scoring sticks are clear in advance to all players, most systems are permissible.

Referees should have extra 10,000-point scoring sticks, preferably in another colour, to lend to players who go below zero. Any such "lent" sticks must be recorded on the report sheet.

4.4.2 Continuance counters

Continuance counters are tokens used to keep track of how many consecutive times a hand ended with the East player winning or with an exhaustive draw.

These are typically not dedicated tokens. To represent continuance counters, the current East player places the same number of their own 100-point scoring sticks on the table to their right and within the play area. They must be in view and unobstructed at all times, placed so the number of sticks is clear to all other players. Those sticks still belong to the player; it does not change their current score.
When the winds rotate, the new East player places new sticks of their own as continuance counters, and the former East player takes back their own. It is good form to ensure the next East player has placed the sticks to their right before the previous East player retrieves their sticks.

4.4.3 All-last sheet

Each table should have an "all-last" or "orasu" sheet, to check and display the scores before the last hand.
Before each of the presumed last hand, the players should write down their current score by their current wind, and place the sheet in the middle of the table.

An example of the all-last sheet can be found in the annexes.

4.4.4 Report sheet

Once a hanchan is complete, the players write down their points on the report sheet and then calculate their hanchan score. It is the responsibility of all players that the report sheet is correct, and all players must sign it.
The report sheet must be checked by a referee before the players can reset the scoring sticks and leave the table.

An example of the report sheet can be found in the annexes.

4.5 Tables and chairs

Mahjong tables are typically a 70-80cm wide square.
It is recommended that the table surface be covered with a mat or fabric.
It should have a lip or similar to prevent the tiles from falling off and to assist in building the wall, as well as trays or drawers to store the scoring sticks.

The playing hall must have at least four chairs per table for players, and extra chairs for referees.

4.5.1 Automatic tables

When automatic tables are used, the hand draw feature and any dora features should be switched off.

4.6 Clock and gong

When playing with a time limit, the remaining time must be visible from all tables.
A clear sound (gong or similar apparatus) must signal the start and end of each hanchan. For a 90-minute game, the game's end rings after 90 minutes, when the countdown timer reaches zero.

5 Phases of the game and ranking

Riichi is played by four players. A complete game, called a hanchan, consists of two rounds of four hands or more, as described in the following chapters. The winner of a hanchan is the player totalling the most points for that hanchan among the four players at the table.

Several hanchan are played in a tournament. The seating system should not assign players to a specific table for several hanchan, so that players cannot memorise the tiles if they get stained or have manufacturing defects.

The players are ranked by the sum of their hanchan scores minus their point penalties, called their tournament score.
Recommended tiebreakers are, in order:
• Most number of first places.
• Least number of fourth places.
• Highest scoring hanchan.
• Coin toss.

6 Setting up a hanchan

The players may draw their seat winds and build the wall while waiting for the hanchan to start. They can also throw the dice to determine where to open the wall, but they must wait for the starting signal before dealing the tiles.

6.1 Starting points

Each player starts the hanchan with 30,000 points.
Before the hanchan begins, the players must check their own scoring sticks, as well as visually checking the scoring sticks of their opponents.

6.2 Seat wind assignment

The initial players' seat winds are determined by drawing lots, either by traditional or direct draw. Tournament organisers may use an alternative and fair seating system, as long as it is random and determined at the table by the players.
Before the start of the event, the organisers should announce the single method that will be applied to all tables for the whole event.

The players sit around the table according to their respective seat wind. The South player takes the seat by East's right, West seats across East, and North seats by East's left.

6.2.1 Traditional draw

The order in which players are seated must be decided before determining the first East player. (1) One of each wind and one odd and one even tile (usually 1 Circle and 2 Circle) will be used. (2, 3) One player will turn the tiles face down, shuffle, and then arrange them in a row of six. (4) The player across from them rolls the two dice as if they were rolling to determine where in the wall to start drawing tiles, except that here it determines the temporary East seat. The East marker is placed in front of that seat. (5, 6) The tiles are turned up and the two numbered tiles are moved to

their respective outsides of the row. (7) If the number rolled is even, start from the even number, if it is odd start from the odd side of the row, and distribute a wind tile to each player moving around the table counter-clockwise starting at the temporary East seat. (8) The players move to the wind seat they received with respect to the temporary East seat. (9, 10) Finally, temporary East rolls the two dice once to determine the first East player, counting off counter-clockwise in the same manner as above.

6.2.2 Direct draw

(1) One of each wind tile is used. (2, 3) One player turns the tiles face down, shuffles, and then arranges them in a row of four. (4, 5) Then each player picks one of the tiles; the player who shuffled is the last to draw. (6, 7) Each player starts with the wind they picked. They move to the seat of their wind with respect to the East player's seat.
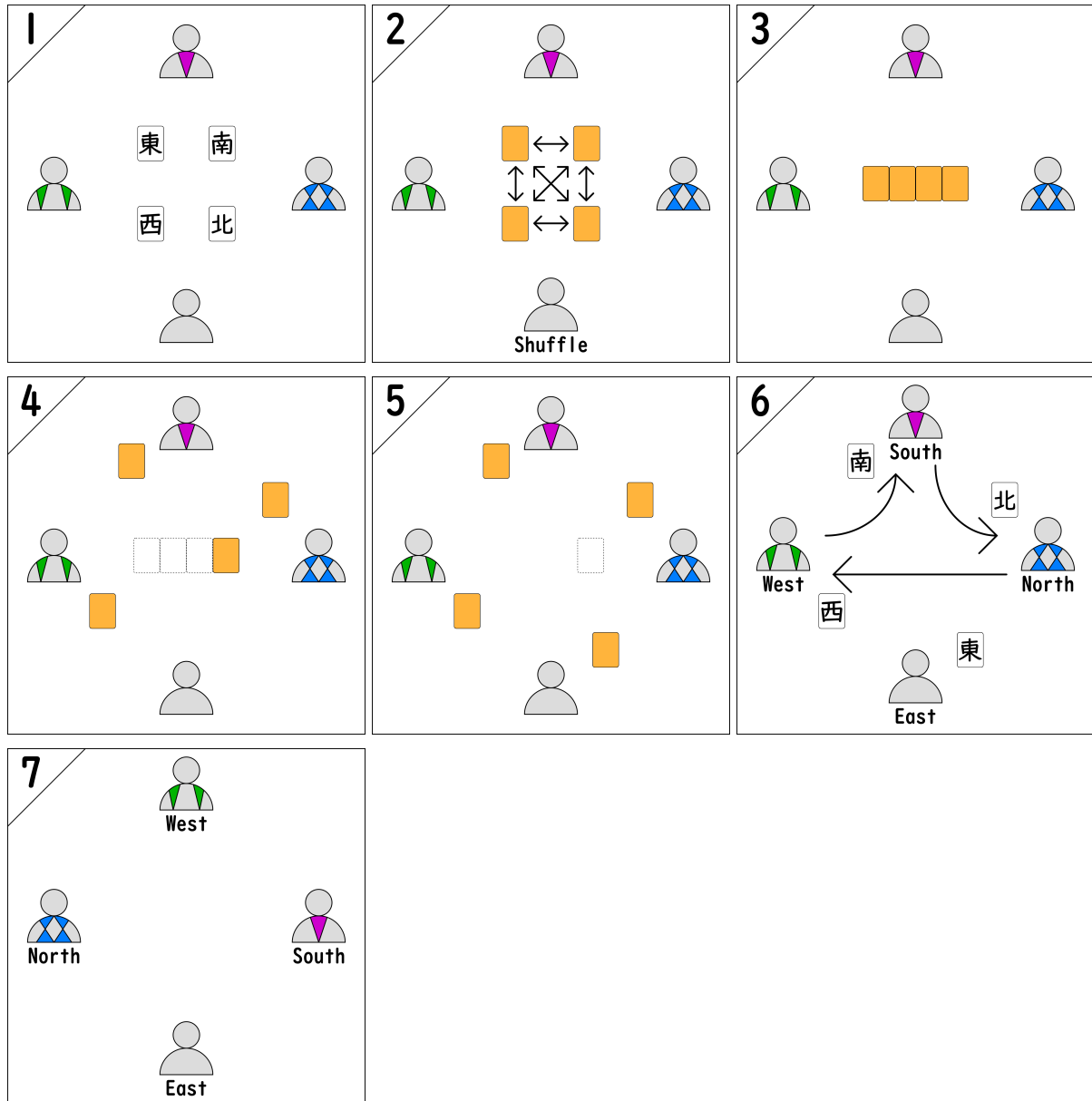
6.3 Initial round wind

The hanchan starts in the East round.
The wind marker is placed on the right of the very first East player, with its East wind side face up.

(See the *9.6 Round wind rotation* section for more explanations on the round wind.)

7 Setting up a hand

7.1 Announcing the score

Players may ask to count and announce the current scores before any hand, when they deem it necessary. This should be kept to a minimum and any suspicion of willful slowplay or intimidation will be punished at the referee discretion. It is suggested that before the start of the South round is the most appropriate point to ask.

Players must give their scores when asked. It is recommended to give scores as a difference from the initial 30,000.

Before each of the presumed last hand (also known as "all-last" or "South 4"), players must write their score delta on the all-last sheet by their current wind and place the sheet on the middle of the table in view of all players during the hand.

Use + and ▲ respectively for positive and negative numbers.

7.2 Building the wall

All players must shuffle the tiles face-down and make sure to push the tiles across the table multiple times. Players should shuffle by pushing against the sides of the tiles with their palms up, and not by rubbing against the tops of the tiles. The tiles must move around so that the same subset doesn't remain in front of the same player. In any case, players must not hold tiles under their hands.

Once the tiles are well mixed, and are all face down, each player builds a wall section of seventeen tiles long and two tiles high in front of them, and then moves it so the four wall sections form a square.
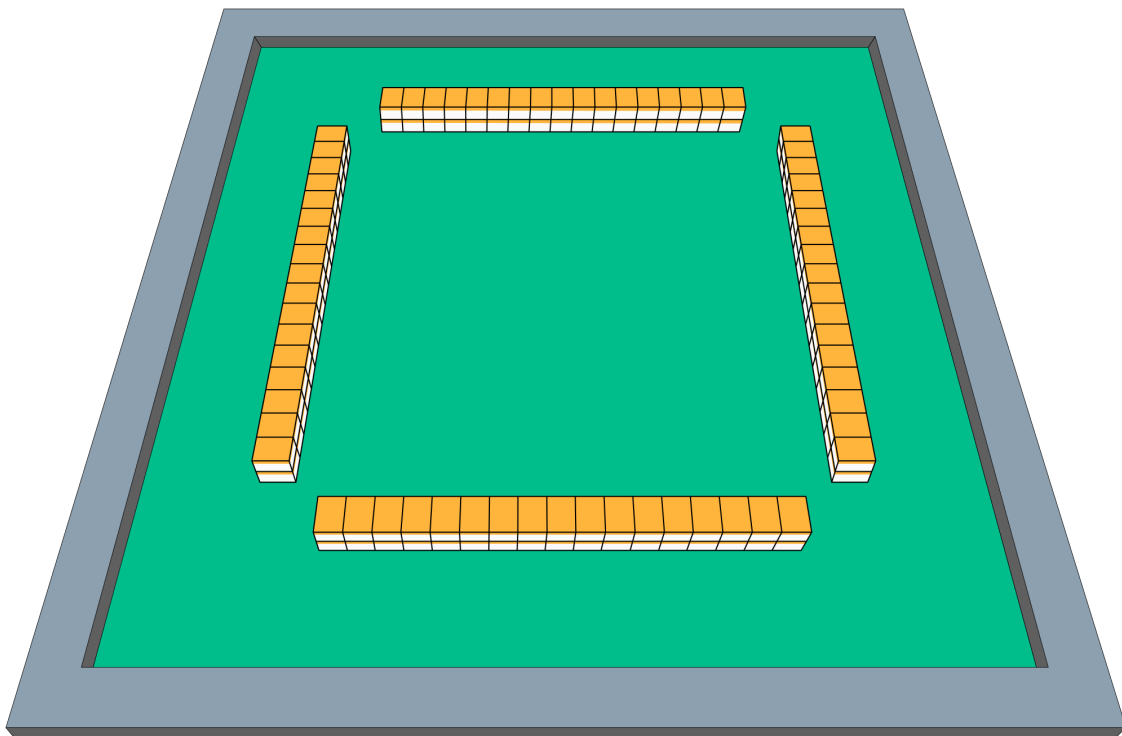
7.3 Breaking the wall

The East player rolls the two dice to determine where to break the wall for the deal. The number shown on the dice determines both which wall section is broken and where this wall section is broken.
The wall section is determined by counting counter-clockwise starting from the East player.
Where this wall section is broken is determined by counting clockwise from the right side of the wall section, from the perspective of the player seated in front of it.

The East player breaks the wall by taking their first four tiles. Then they place the dice by their right, to make clear which player is East for the current hand.
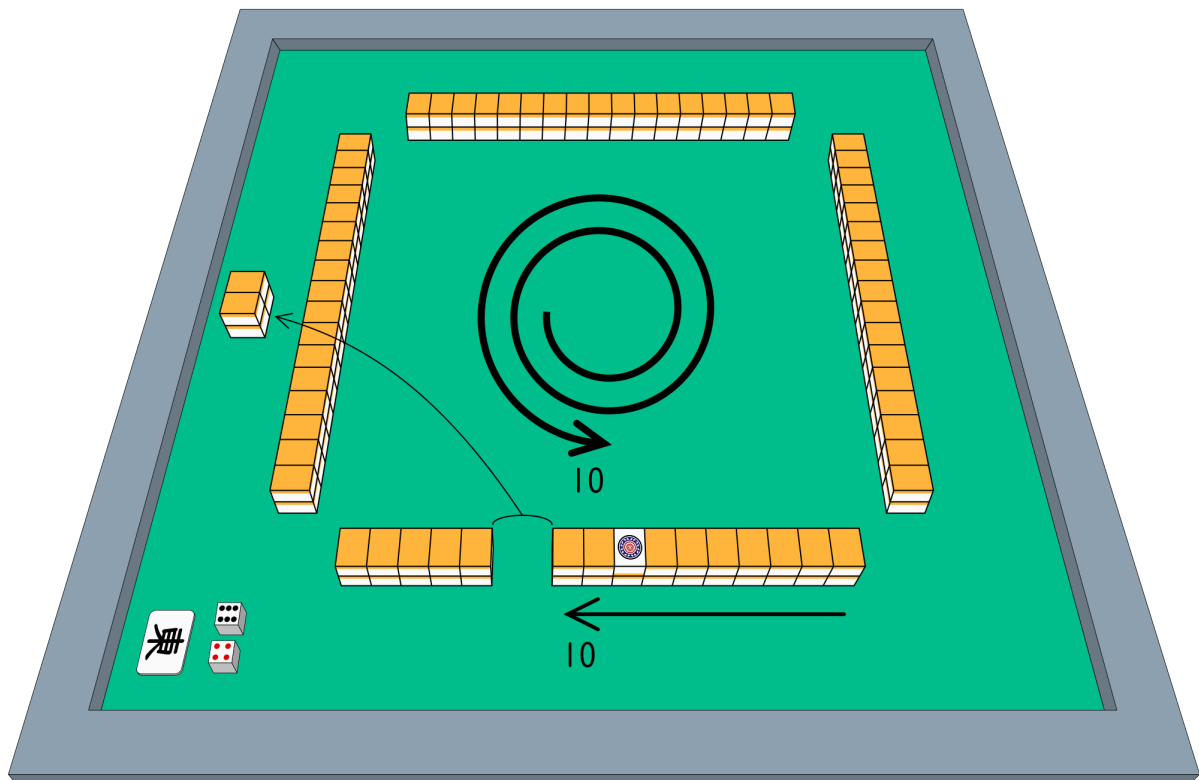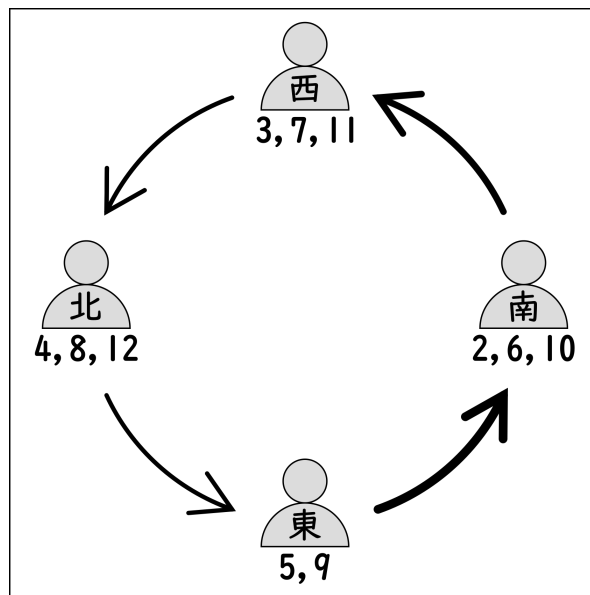
7.4 Dealing the tiles

Tiles are drawn clockwise from the left side of the break.

Starting with East, each player takes four tiles (two stacks) in turn order three times. Then the East player takes the tiles on top of the next and third stacks; and South, West and North take one tile each.
So the East player starts with 14 tiles, while South, West and North start with 13 tiles.

Each player places their tiles upright in front of them, making sure other players can't see the tiles' faces.

It is not required to keep tiles face down during the deal and it is recommended that players deal the tiles so they are facing them upright as soon as reasonably possible to maintain the speed of the draw.
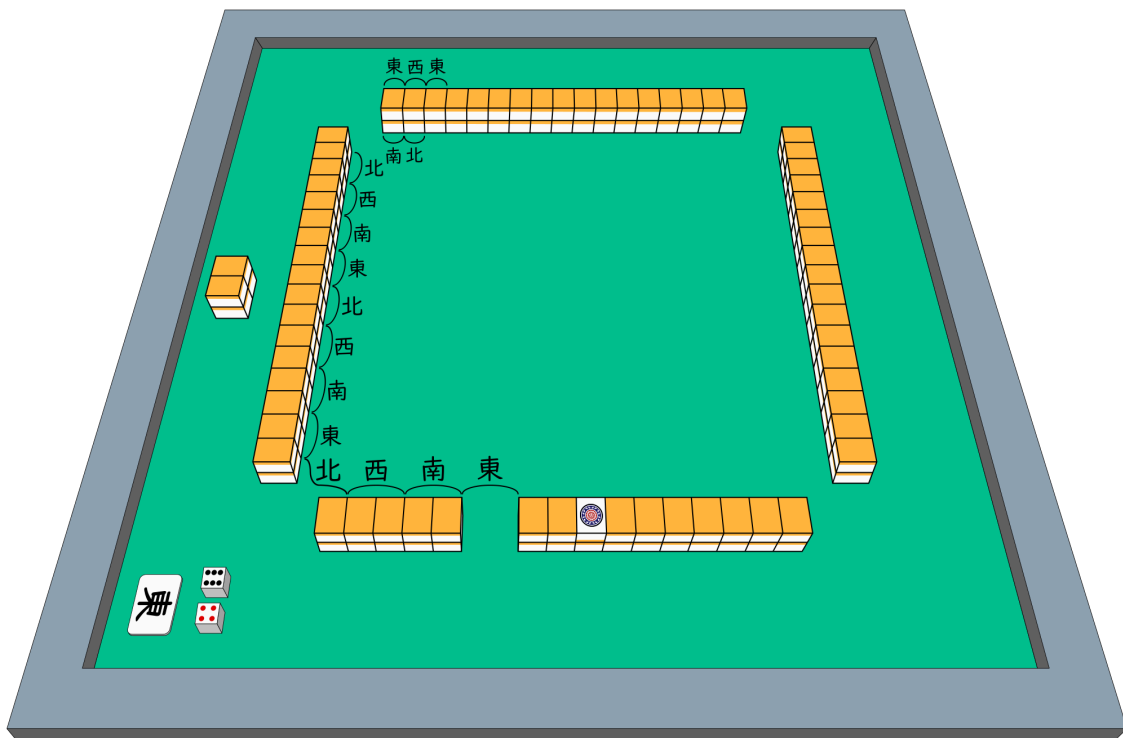
7.5 Setting up the dead wall

The dead wall is the 14 last tiles of the wall; i.e. the seven stacks on the right of the break.
The player in front of it should place its last tile down to decrease the risk of knocking and revealing the first replacement tile. This player must also reveal the initial dora indicator; that is the tile on top of the third stack counting from the end, as shown in the picture.
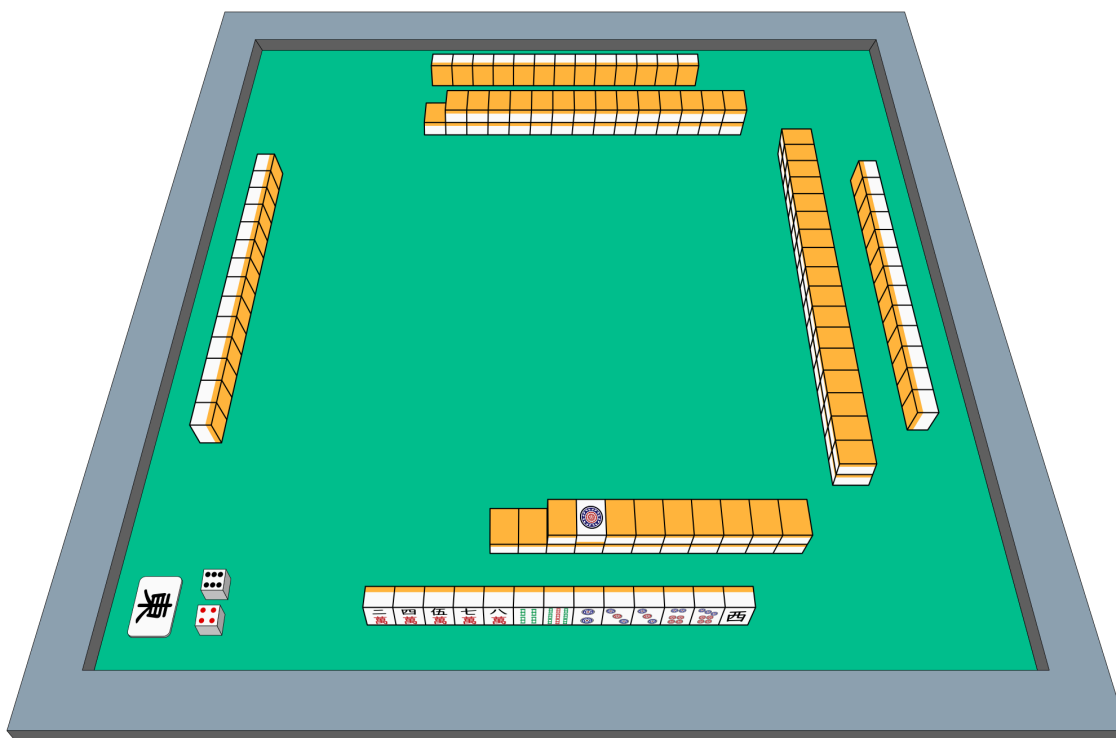
It is permissible, but not recommended, to move the dead and live walls slightly apart later in the game, when the live wall is almost depleted.

Tiles must not be moved from one section of the wall to another.
For example, if the dice roll is 8, after the deal the opened section must have 8 stacks of tiles (dead wall + 1 stack). Moving the last stack to the next wall section to separate the dead and live walls is not only a waste of time but would bring two sections of the wall to have a wrong number of tiles (7 and 18), leading to suspicion of cheating.

(See the *8.13 Dead wall, Replacement tiles and Dora indicators* section for a more complete description of the dead wall.)

7.6 Starting the hand

The hand starts at the East player's turn.
The East player proceeds with their turn as described in the *8 Gameplay* section, except that they have already drawn their 14th tile during the deal, so they do not draw another tile.

The East player must wait until all players have drawn their tiles. Once the East player has discarded, the South player should, by courtesy, wait a few seconds before drawing, to ensure all players have seen the discarded tile.

8 Gameplay

The four players take their turn counter-clockwise, starting with the East player. So the turn order is: East ➜ South ➜ West ➜ North ➜ East ➜ …
Tiles are drawn clockwise from the live wall.

A player starts their turn by drawing the next tile in the live wall, or by calling the previously discarded tile to make a group or to win. During their turn, the player can make quads, declare riichi or win. If they don't win, the player ends their turn by discarding a tile.
Players must have 14 tiles in hand during their turn, and 13 tiles out of turn, not counting the extra tiles for quads.

Players must draw and discard with the same hand. They are also required to keep the drawn tile apart or on the side of their hand, and to not sort it into the hand until the end of their turn.

When discarding a tile, the player should make sure every other player can see its face at the same time and their hand should not linger over it
Each player arranges their discards in front of them in rows of six, so it is clear by whom they have been discarded and in what order. The third line of discards can be extended over six tiles.
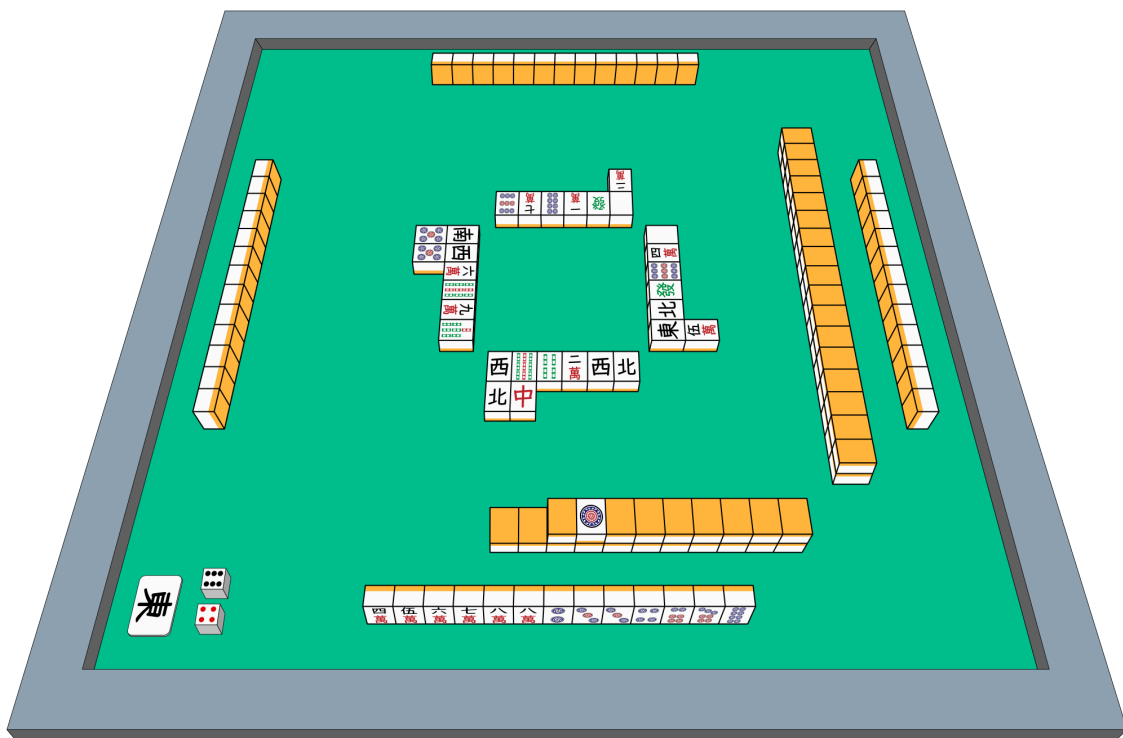
Only the most recently discarded tile can be called.
It can be called:
• By the player about to take their turn: to make a sequence, a triplet, a quad or to win.
• By any other player: to make a triplet, a quad or to win, but not for a sequence.
When calling a tile for a win, the kind of group or pair completed does not matter.
A player cannot call their own discard.

After calling a tile to make a group, the play resumes from the caller, so that players between the discarder and the caller lose their turn.
Tiles in melded groups and in concealed quads cannot be rearranged to form other groups, and they cannot be discarded.

8.1 Timing for declarations

A tile is discarded when it's placed face up forward of the player's hand. At this point, the discarder can no longer take their tile back, unless it was knocked by accident.
If there is a dispute, tiles closer to the discard pool than the hand will be considered discarded, except if the player declares a win by self-draw.

The last discarded tile can be called to make a group or to win until the next player draws.
Once the player whose turn it is has touched the wall, they can no longer claim the discard.

A player can declare a promoted quad, concealed quad, riichi or win by self-draw only during their own turn.

Players are not limited in time to play, but they are expected to play at a reasonable pace matching other players at the table.

8.2 Precedence

In order from high to low priority: tsumo > ron (turn order) > first caller > triplet/quad > sequence.

Winning declarations take precedence over any other calls.
If two or three players call the same tile to win (double or triple ron), only the caller closest to the discarder in turn order wins. The speed of the declaration is not considered.

In case of two players calling the same tile for a group:
*   If the calls are clearly apart, the first call takes precedence.
*   If the calls are made at approximately the same time, the call for a triplet or quad takes precedence over the sequence.
*   If it's unclear if calls are simultaneous or not, consider they are.

In case a player couldn't see the discarded tile, fair play should be observed to allow a late call.

8.3 Swap-calling

Swap-calling is not permitted.
It is forbidden to:
*   Call a tile and immediately discard the same tile.
    (E.g.: calling a 1 of bamboos, melding a 1-1-1 bamboos triplet, and discarding a 1 of bamboos.)
*   Call a tile for a sequence and immediately discard the tile from the other side of the sequence.
    (E.g.: calling a 1 of dots, melding a 1-2-3 dots sequence, and discarding a 4 of dots.)

8.4 Last tile of the wall

It is forbidden to declare a sequence, triplet, quad or riichi when there are no tiles left in the live wall.
Those restrictions ensure there is one and only one last discarded tile.
Winning declarations may still be made.

8.5 Making a sequence

8.5.1 Melded sequence

A player can make a melded sequence when the opponent on their left discards a tile completing it. The player must clearly say "chii" and, if no other calls taking precedence are made, they reveal the two matching tiles from their hand.
At the end of their turn, the player first discards a tile and then places the called tile into the melded group. It is tolerated to take the called tile before discarding.

8.5.2 Concealed sequence

Concealed sequences remain hidden within the hand and are not announced to the other players.

8.6 Making a triplet

8.6.1 Melded triplet

A player can make a melded triplet when an opponent discards a tile completing it. The player must clearly say "pon" and, if no other calls taking precedence are made, they reveal the two matching tiles from their hand.
At the end of their turn, the player first discards a tile and then places the called tile into the melded group. It is tolerated to take the called tile before discarding.

8.6.2 Concealed triplet

Concealed triplets remain hidden within the hand and are not announced to the other players.

8.7 Making a quad

Quads, even concealed quads, must be announced to the other players. Since a quad uses one tile more than other groups, the player making it draws a replacement tile from the dead wall. For every kind of quads, the new kan dora indicator must be revealed before the player discards. (See the *8.13 Dead wall, Replacement tiles and Dora indicators* section.)

Only four quads can be declared per hand. When the fourth quad is made the game continues, but no further quad can be declared. Under no circumstance can a fifth quad be made.

A player can have four identical tiles and choose not to make a quad.

8.7.1 Called quad

A player can make a melded quad when an opponent discards a tile completing it. The player must clearly say "kan" and, if no other calls taking precedence are made, they reveal the three matching tiles from their hand and take a replacement tile from the dead wall. The player in front of the dead wall reveals a new kan dora indicator.
At the end of their turn, the player first discards a tile and then places the called tile into the melded group. It is tolerated to take the called tile before discarding.

8.7.2 Promoted quad

To declare a promoted quad, the player must clearly say "kan" and reveal from their hand a tile matching a previously melded triplet. If nobody robs the quad to win, the player then adds the tile to the triplet and takes a replacement tile from the dead wall. The player in front of the dead wall reveals a new kan dora indicator.

A player can only promote a quad during a turn where they have drawn a tile from the wall (either a draw from the live wall, or a replacement tile from the dead wall).

8.7.3 Concealed quad

To declare a concealed quad, the player must clearly say "kan" and reveal from their hand four concealed identical tiles. Then they turn two of those tiles face down, and take a replacement tile from the dead wall. The player in front of the dead wall reveals a new kan dora indicator.

A player can only declare a concealed quad during a turn where they had drawn a tile from the wall (either a draw from the live wall, or a replacement tile from the dead wall).

Despite a concealed quad being announced and visible to all players, it is still considered concealed, and the hand is still closed if the player doesn't have any melded group.

8.8 Making a pair

It's not possible to call a tile to make a pair, except as a win declaration.
Pairs remain hidden within the hand and are not announced to the other players.

8.9 Declaring riichi

A player can declare riichi on their turn when they have a closed tenpai hand. They must clearly say "riichi", end their turn by discarding a tile sideways, then pay a deposit by promptly placing one of their 1,000-point scoring sticks on the centre of the table by their discards.

To avoid confusion, the next player should wait until the riichi declarer has paid the deposit, especially if the declaration was not very clear.
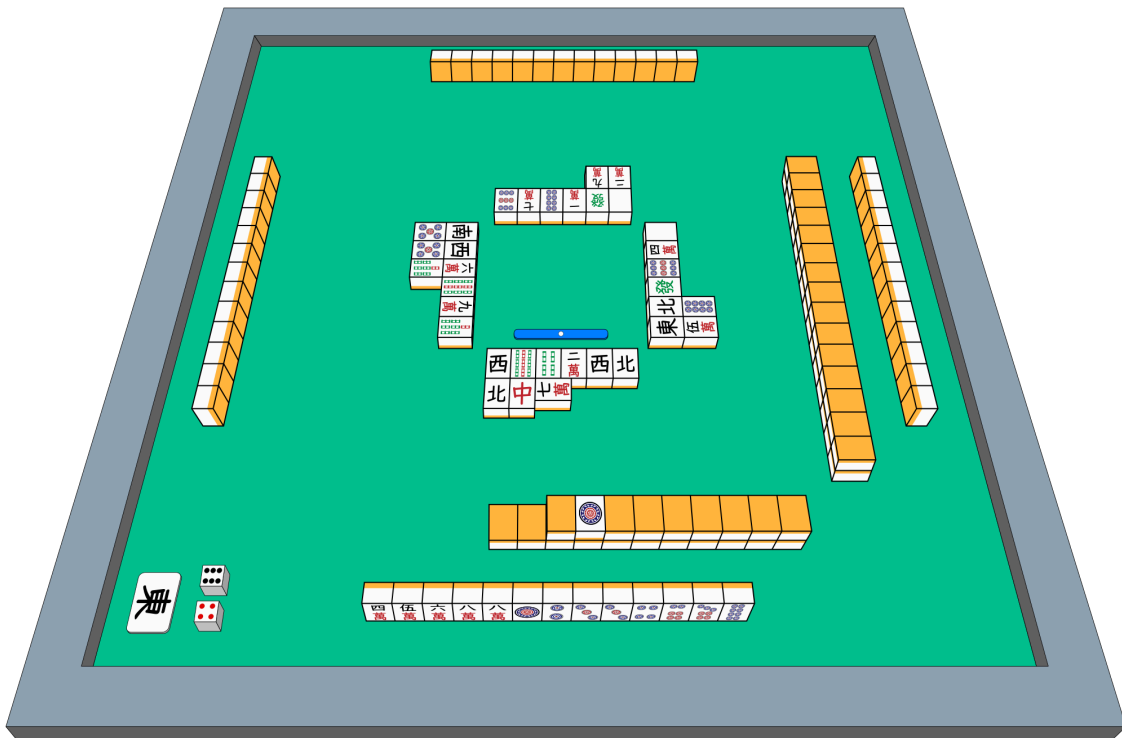
In case the discarded tile is called:
- If it is called for a group, the riichi declaration is still valid. The player must place their next discard sideways. They do the same if the next discard is called too.
- If it is called for a win, and if it is the very first discard following the riichi declaration, then the riichi declaration is voided and the player takes back their deposit.

A player having declared riichi can no longer change their hand. They can only:
- Discard the tile they draw, keeping it apart from the hand.
- Declare a win.
- Declare a concealed quad, provided some restrictions (see the *8.9.1 Concealed quad after riichi* section).

It is allowed to declare riichi even in the following situations:
- The player has less than 1,000 points. Their score will be negative after paying the deposit.
- The player is furiten.
- Less than four tiles remain in the live wall. A player can even declare riichi on the last tile of the live wall.

8.9.1 Concealed quad after riichi

A player can make a concealed quad after having declared riichi if it fulfils all these conditions:
*   The quad is made with the tile drawn this turn.
*   It doesn't change the hand structure. The three other tiles can only be interpreted as a triplet in the original riichi hand, even considering for combinations giving the hand a lower value. This also includes hand structures requiring to have five identical tiles.
*   The quad doesn't change the wait. (Please note: changing the wait would also change the hand structure.)

A player is allowed to make a quad even if it changes the hand's yaku.

Example 1:
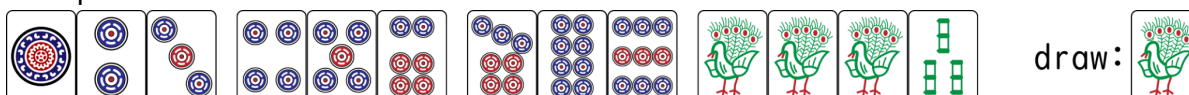
In this hand, 1-1-1-3 bamboo can be either a triplet and a wait on the pair, or a pair and a middle wait. So the player cannot make the quad, because doing so would remove the second possibility.

Example 2:

Here, the middle wait is technically impossible, as it would require five of the 2 bamboo tiles to complete the hand. However, it still counts in the hand structure, so the player cannot make the quad of 1 bamboo.

8.10 Winning by self-draw (tsumo)

A player can win when they draw a tile completing their winning hand. They must clearly say "tsumo", then reveal their whole hand. The winning tile must be kept apart from the hand in order to score any minipoints (fu) and yaku related to it.

The winning tile can complete either a sequence, a triplet, a pair, or the Thirteen Orphans yaku.

8.11 Winning by calling a tile (ron)

A player can win when an opponent discards a tile completing their winning hand. The player must clearly say "ron" and, if no other calls taking precedence are made, they reveal their whole hand. The player does not take the winning tile, which must remain among the discarded tiles of the player discarding it.

The winning tile can complete either a sequence, a triplet, a pair, or the Thirteen Orphans yaku.

A furiten player cannot call any tile for winning.

8.11.1 Robbing a quad

A player can win by robbing a quad when an opponent promotes a quad with a tile completing their winning hand. The player must clearly say "ron" and, if no other calls taking precedence are made, they reveal their whole hand. The player does not take the winning tile.

The winning tile can complete either a sequence, a triplet, a pair, or the Thirteen Orphans yaku.

Winning by robbing a quad is a special case of winning by calling a tile, and is scored as such. Since the quad declaration was interrupted, no kan dora indicators are revealed for it. In case it had already been revealed, the kan dora indicator is simply turned back face-down.

It is forbidden to rob a concealed quad, even to win with the Thirteen Orphans yaku.

8.11.2 Furiten

There are three ways to be furiten:
- A player is furiten if they can form a valid hand with one of their previous discards, even if the hand would not have any yaku. This does not apply to tiles used to promote a quad, as the tile is not discarded.
  The player can change their hand to avoid being furiten, unless they have declared riichi.
- A player is temporarily furiten if they fail to call a win on a discard completing their valid hand, even if the hand would not have any yaku. This also applies for missing an opportunity to rob a quad.
  This temporary state of furiten ends when the player draws or calls a tile. It does not matter if other players make calls or declarations in the meantime; the player is still temporarily furiten until their own next draw or call.
- A player is riichi furiten if they have declared riichi and get temporarily furiten. In that case, they remain furiten until the end of the hand.

A furiten player is not allowed to win by calling a tile, including robbing a quad. This applies to every tile, not only to the tiles making the player furiten.
The player can still win by self-draw, call tiles for groups, and declare quads and riichi.

8.12 Displaying groups

Melded groups and concealed quads must be placed on the player's right side, in clear view for all players. They must be placed in the same order they have been made, either from right to left if placing horizontally, or from closer to farther if placing vertically.

For melded groups, the called tile is placed sideways indicating the discarder. That is, it is placed on the left, middle or right side of the group, to show it has been discarded respectively by the player on the left, front or right of the player making the group.
Every player must check the called tile is correctly placed, as it serves as evidence regarding furiten.

When promoting a quad, the fourth tile is placed sideways beside the previously called tile.
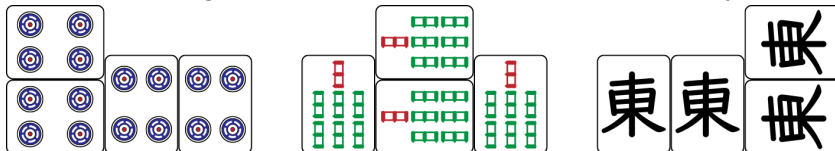
For concealed quads, the two outside tiles are turned face-down. No tiles are placed sideways. Turning the two inside (or central) tiles face-down is another known indication and is not considered a fault, but players are asked to turn the two outside tiles face-down as shown in the picture.
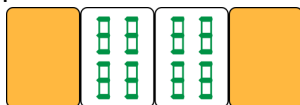
Other concealed groups, as well as pairs, remain hidden in the player's hand.

8.13 Dead wall, Replacement tiles and Dora indicators

The dead wall is made of the 14 last tiles of the wall; it continues around the corner to the next wall section, if necessary.
Its tiles are used solely as dora indicators and to provide replacement tiles for quads.
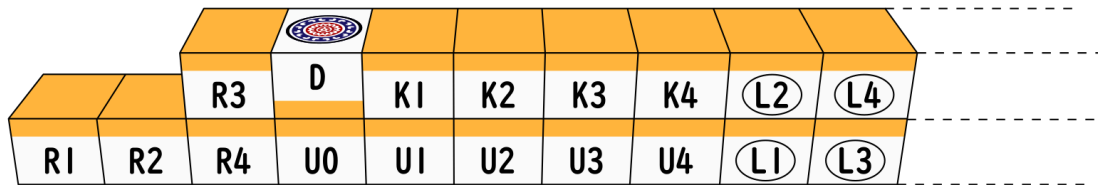
R1~4: Replacement tiles.
D: Initial dora indicator.
K1~4: Kan dora indicators.
U0~4: Ura dora indicators.
L1~4: Last tiles of the live wall; become part of the dead wall when a quad is made.

When a player makes a quad, they take the next replacement tile (R#), then the player in front of the dead wall reveals the corresponding kan dora indicator (K#). The last tile of the live wall (L#) becomes part of the dead wall, so that it always has 14 tiles.
For every kind of quads, the new kan dora indicator must be revealed before the player discards.

In case the live and dead walls have been moved apart, the players must be careful to keep the tiles in their original order when moving the last tile of the live wall (L#) into the dead wall. That is, the first tile to be moved (L1) is at the bottom of the last stack, not at the top. The tile at the top (L2) becomes the new last live tile.

When a player declares riichi and wins, they reveal the ura dora indicators (U#) beneath active (face-up) dora and kan dora indicators.

The dora is determined by the dora indicators:
• If the indicator is a suit tile, the dora is the next tile in the same suit, looping from 9 to 1.
• If the indicator is a wind, the dora is the next wind tile in the following order:
    East ➜ South ➜ West ➜ North ➜ East.
• If the indicator is a dragon, the dora is the next dragon tile in the following order:
    Green ➜ Red ➜ White ➜ Green.

9 End of a hand

A hand ends when a player wins, or when there are no tiles left in the live wall and nobody wins on the last discard. The World Riichi Championship rules do not recognize any abortive draw cases.

A chonbo penalty resets the current hand, so it is not considered to have ended.

9.1 Winning a hand

When a player wins, their hand is scored and paid. If there is more than one possibility to score the hand, the highest-scoring possibility is always chosen.
Each hand can have only one winner, and only the winner is paid.

To score a hand, the winning player counts its number of han and minipoints and references the resulting value in the scoring table, depending on how the winning tile was acquired and on the players' winds.
Hands not having a yakuman yaku are limited to yonbaiman.
Hands qualifying for several yakuman will score each of them. However it counts only genuine yakuman, excluding a counted yakuman. That is, a hand having a 13 han and one yakuman yaku will only score one single yakuman.

If the player wins by self-draw, the three opponents pay the hand value, plus 100 points per continuance counter.
If the player wins by calling a tile, only the player who has discarded the winning tile pays the hand value, plus 300 points per continuance counter.

The winner collects all riichi deposits on the table. Even if another player had declared a win on a riichi hand, but didn't win due to not having precedence, then that player doesn't take back their deposit.

See the *11 Scoring* section for a detailed explanation on how to score a hand.
The scoring table can be found in the annexes.

9.1.1 Liability payment

A player is liable for payment if they feed the last triplet/quad completing Big Dragons, Big Winds or Four Quads when the other triplet/quads are visible, and if the fed player wins with the corresponding yakuman yaku.
A triplet or quad is visible if it is melded or if it is a concealed quad.
In case of multiple yakuman, the liability only applies to the yakuman fed.

The liable player shares the payment of the yakuman they have fed equally with the discarder of the winning tile, or pays it in full in case of a win by self-draw. Other yakuman are paid normally.
See the *11.2.1 Calculation for liability payment* section.

There is no liability for feeding an After a Quad yaku.

9.2 Exhaustive draw

A hand ends in an exhaustive draw if nobody wins on the discard after the last tile of the live wall.

Players announce whether their hand is tenpai or noten in order: East player declares first, then South, West, and finally North. Tenpai hands must be turned face up for everyone to see, and noten hands must be turned face down without being revealed.
A player having a tenpai hand can choose to declare it noten and not reveal it, unless they have declared riichi. Players cannot change their declaration, even if done before their turn.

Noten players collectively pay 3,000 points to tenpai players as follows:

Number of noten players	Points paid by each noten player	Points earned by each tenpai players
0	–	0
1	3,000	1,000
2	1,500	1,500
3	1,000	3,000
4	0	–

This amount is not affected by continuance counters.

Any riichi deposits stay on the table to be claimed by the next winning player.

9.3 Payment

Players should use scoring sticks to keep the score during each hanchan.
When paying a hand, paying a difference (giving change) or changing a larger denomination stick for smaller denomination sticks (making change), players must place the sticks on the table so that anyone can see them. Under no circumstances should a player touch another player's sticks or trays.

If a player's score goes below zero, they must ask a referee to lend them extra scoring sticks and to record the debt on the report sheet. The game continues; the player will have a negative score and plays normally (they can declare riichi, pay the other players in full, ...).
Players are forbidden to lend sticks to each other.

Players must verify and give their scores when asked between hands.

9.4 Continuance counters

Continuance counters are added or removed after the payment is complete.
A continuance counter is added each time the East player wins or the hand ends in a draw. All continuance counters are removed when a player other than East wins.

9.5 Seat winds rotation

The seat winds are reassigned once the payment is complete, depending on how the hand has ended:
- If the East player wins, or if nobody wins and the East player is tenpai, then the seat winds remain the same.
- If another player wins, or if nobody wins and the East player is noten, then the seat winds rotate: the South player becomes East, the other players become respectively South, West and North, turning counter-clockwise.

9.6 Round wind rotation

The round ends when the initial East player becomes East again, and all players have been East during this round.
At the end of the East round, the game continues into the South round. The wind marker is flipped to show its South wind side face up.
At the end of the South round, the game is over.

10 End of a hanchan

A hanchan ends when the South round ends, or when the time limit has been reached.
The World Riichi Championship rules do not recognize agari yame: the East player cannot stop the game if they win the last hand when they have the most points at the table.

10.1 Time limit

To ease tournament schedules, a time limit can be applied to each hanchan. The recommended time is 90 minutes, or 60 minutes with automatic tables.
It is possible to use different time limits for different hanchans, for example to play the finals without any limit.

The remaining time must be visible from all tables. A clear sound (gong) must signal when the time limit is over. For a 90-minute hanchan the game's end rings after 90 minutes, when the countdown timer reaches zero. Organisers and referees can also signal the remaining time, for example when only 15 and 5 minutes are left.

When the time ends, the players must finish their current hand, then play one more hand.
In case the hand has just ended, then the players play two more hands. A hand is considered to end as soon as a player wins (before scoring), or in case of an exhaustive draw when the last tile is discarded and nobody wins on it (before tenpai/noten payment).
Of course, hands after the time limit are only played provided the South round is not over yet.

If a chonbo occurs after the time limit, the hand is re-dealt.

10.2 Remaining riichi deposits

Any riichi deposits remaining on the table at the end of the hanchan stay on the table. Nobody collects them.

10.3 Hanchan score and uma

At the end of the hanchan, the players are ranked on their score and get the corresponding uma:

Ranking	Uma
1st	+15P
2nd	+5P
3rd	-5P
4th	-15P

If two players have the same number of points, they will split the total uma for their rank. For example, if two players are tied for first position, they will get +10P each; the third and fourth players still get -5P and -15P respectively.

The hanchan score is computed as follows, without rounding:
Hanchan score = (player score – 30,000) / 1,000 + uma

Check the scores are coherent:
- The sum of players' scores and remaining riichi deposits must be 120,000.
- The sum of uma is zero.
- The sum of hanchan scores, plus the number of remaining riichi deposits, must be zero.

10.4 Reporting the hanchan score

The players must complete the report sheet fully, making sure each field is accurate and legible. Then they must call a referee, or an appointed staff member, to double check and sign it.

Players must absolutely not reset their scoring sticks and not leave the table before the referee has signed the report sheet.
Once the reporting is done, the players should leave the competition ground.

11 Scoring

Only the winning hand is scored. When there are several ways to score a hand, the highest-scoring possibility is always chosen.

All players at the table are responsible for ensuring winning hands are scored correctly and to the maximum points.

Scoring errors must be corrected as long as the hand is still intact. They must also be corrected when they are discovered after the hand has been dismantled and there is no dispute on what the correct score is.

11.1 Keeping the winning tile apart

There must be no ambiguity on which tile is the winning tile. In case the player has put the drawn tile into their hand, so that other players cannot identify it, then they won't get any minipoints nor yaku which are then ambiguous.

Of course, the player still scores minipoints and yaku for which the hand would qualify no matter the winning tile.

To know if a minipoint or yaku can be scored:
*   If the hand would qualify for it no matter which tile is the winning tile, then it will be scored.
*   If the hand may or may not qualify depending on the winning tile, then it cannot be scored.

If the hand could have qualified for the Pinfu yaku, then the player cannot score it and neither the minipoints for winning by self-draw. This is because the minipoints for winning by self-draw depends on whether the hand has the pinfu yaku or not, so it is also ambiguous. In such a case, a concealed valueless hand won by self-draw will be scored only 1 han 20 fu.

11.2 Detailed calculation

Here is given the detailed calculation steps to score a winning hand.

A shorter version can be found in the *9.1 Winning a hand* section.

First, count the number of han given by yaku and active dora tiles, as described in the corresponding sections.

Then, calculate the base value of the hand:
*   For hands worth less than five han, count the number of minipoints and round it up to the next ten. (E.g. 32 minipoints are rounded up to 40). A seven pairs hand gets a total of 25 minipoints and is not rounded up.

    The minipoints are then doubled for each han, and doubled two more times, giving the base value of the hand. This base value is limited to 2,000 points.

    A base value of 1,920 points, being close to mangan, is rounded up to 2,000 points.

- For hands worth five or more han, the minipoints are irrelevant. The base value is given in the following table:

Number of han	Name	Base value
5	Mangan	2,000
6, 7	Haneman	3,000
8, 9, 10	Baiman	4,000
11, 12	Sanbaiman	6,000
13 and more	Yonbaiman	8,000

- For yakuman hands, the base value is 8,000 per yakuman.

Number of yakuman	Name	Base value
1Y	Yakuman	8,000
2Y	Double Yakuman	16,000
3Y	Triple Yakuman	24,000
4Y	Quadruple Yakuman	32,000

Please note a hand having 13 han or more has the same base value as a yakuman, however it is not an actual yakuman and so it does not count for stacking yakuman. That is, a hand having 13 han and one yakuman yaku will only score one single yakuman.

Thirdly, determine how much players have to pay:
- When the East player wins, they receive twice the base value from each of the three other players.
- When another player wins, they receive twice the base value from East, and once the base value from each of the two other players.
- For wins by self-draw, each player pays their own share.
- For wins by calling a tile, the player who has discarded the winning tile pays for all opponents. I.e. six times the base value if the winner is East, and four times the base value if the winner is not East.
- When a player wins with a Big Dragons, Big Winds or Four Quads yakuman, a liability payment may apply (see the *11.2.1 Calculation for liability payment* section).

Payments are rounded up to the next hundred.
Those values can also conveniently be found in the scoring table in the annexes.

Finally, for each continuance counter, the amount each player pays is increased by 100 points for a win by self-draw, or by 300 points for a win by calling a tile.

The winner collects all riichi deposits on the table.

11.2.1 Calculation for liability payment

When a player is liable for feeding a Big Dragons, Big Winds or Four Quads yakuman (see *9.1.1 Liability payment* section), the payment is modified as described here.

In case the hand have a single yakuman:
- For wins by self-draw, the liable player must pay the full value of the hand, including all continuance counters' points.
- For wins by calling a tile, the liable player shares the payment equally with the discarder of the winning tile. Only the discarder pays the continuance counters' points.

In case the hand qualifies for multiple yakuman, each yakuman are paid separately. The continuance counters are paid only once.
- For wins by self-draw, the liable player must pay the full value of the yakuman they have fed. Each player (including the liable player) pays their own share of the other yakuman, plus 100 points per continuance counter.
- For wins by calling a tile, the liable player shares the payment of the yakuman they have fed equally with the discarder of the winning tile. The discarder of the winning tile also pays the other yakuman, and the continuance counters' points.

11.2.2 Examples of scoring for liability payment

In all those examples, player D is East, and there is one (1) continuance counter.
Player D has two dragon triplets exposed ; player A discards the third dragon and D calls it to secure Big Dragons.

- Example 1: Player D wins by self-draw:
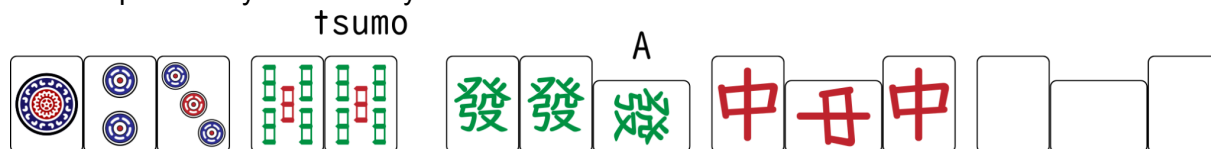
In this case, player A pays the full value of the hand, including continuance counters.
A pays 48,300 points   (48,000   + 300)
B pays nothing
C pays nothing
D gets 48,300 points

- Example 2: Player D wins by calling a discard from player B:
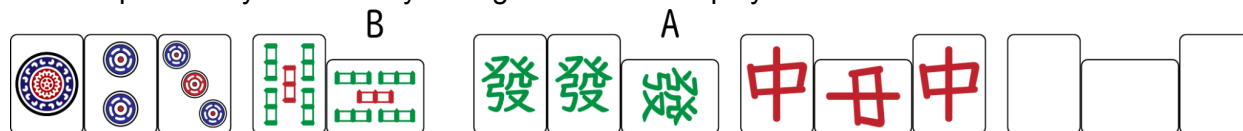
The payment of the yakuman is split between player A and B. Player B pays the continuance counters.
A pays 24,000 points   (24,000   + 0)
B pays 24,300 points   (24,000   + 300)
C pays nothing
D gets 48,300 points

- Example 3: Player D wins by self-draw, revealing they also have All Honours:
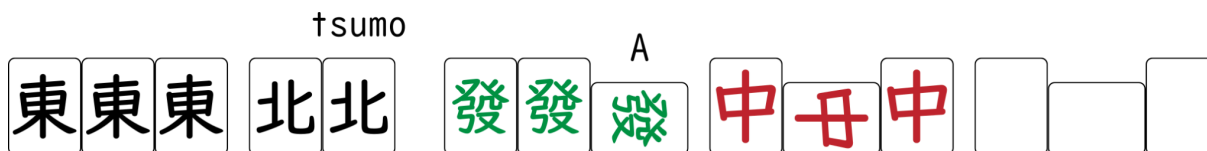
In such a case, player A pays the Big Dragons in full, and players A, B and C share the payment of All Honours and continuance counters.

A pays 64,100 points   (48,000   + 16,000   + 100)
B pays 16,100 points   (0   + 16,000   + 100)
C pays 16,100 points   (0   + 16,000   + 100)
D gets 96,300 points

• Example 4: Player D wins off B's discard, revealing they also have All Honours:

In such a case, player A and B share the payment of Big Dragons. Player B pays All Honours in full, as well as any continuance counters.

A pays 24,000 points   (24,000   + 0   + 0)
B pays 72,300 points   (24,000   + 48,000   + 300)
C pays nothing
D gets 96,300 points

• Example 5: Player D wins by self-draw, revealing they also have 13 han (but not from another yakuman):

In this case, the hand is worth a single yakuman.
Like in example 1, player A pays the full value of the hand, including continuance counters.

A pays 48,300 points   (48,000   + 300)
B pays nothing
C pays nothing
D gets 48,300 points

11.3 Minipoints / Fu

Minipoints are cumulative unless specified otherwise.

Situation	Fu	Description
Winning	20	
Seven pairs	25	No other minipoints are added. No rounding up.
Winning by calling a tile on a closed hand	10	
Winning by self-draw	2	Not counted in case of Pinfu yaku.
Edge wait	2	Winning on the 3 or 7 tile of an 1-2-3 or 7-8-9 sequence.
Middle wait	2	Winning on the central tile of a sequence.
Pair wait	2	Winning on a tile completing a pair.
Open pinfu	10	Awarded when an open hand is worth no minipoints beside the 20 minipoints for winning.

Group	Inside tiles	Terminals and honours	Value honours	Double wind
Sequence	0	0	-	-
Melded triplet	2	4	4	4
Concealed triplet	4	8	8	8
Melded quad	8	16	16	16
Concealed quad	16	32	32	32
Pair	0	0	2	2

If the winning tile completes a triplet, it counts as a concealed triplet in case of self-draw, but as a melded triplet in case of winning by calling a tile.

Edge, middle and pair wait are based on the group or pair completed by the winning tile. It does not matter if the hand has other waits. Only one of them can be scored for a given hand.

In case the winning tile is unknown (winning tile put into the hand), making it uncertain whereas the hand qualifies for some minipoints and yaku, then those ambiguous minipoints and yaku will not be scored. See the *11.1 Keeping the winning tile apart* section.

11.4 Dora

The winning player gets one han for each dora in their hand.
If several dora indicators point to the same tile, the dora is counted for each indicator.
For example, if the initial dora indicator is a 7 of dots, and a kan dora indicator is also a 7 of dots, and the winning player has an 8-8-8 dots triplet in their hand, then they have 6 dora, giving 6 han.

Active dora come from:
- The initial dora indicator.
- Kan dora indicators. I.e. dora indicators revealed for each quad, whether the quad was made by the winning player or by another player.
  No kan dora indicators are revealed for a robbed quad.
- Ura dora indicators. I.e. dora indicators beneath other active dora and kan dora indicators; only if the winning player has declared riichi.

11.5 Yaku list

Several yaku require the hand to be closed.
When a closed hand is won by calling a tile the last group or pair is considered to be melded, but the hand is still closed.

Yaku are cumulative unless specified otherwise.

11.5.1 One han yaku

RIICHI — *RIICHI* — [The hand must be closed]
The Riichi yaku is awarded to a player who declares riichi and wins.

UNBROKEN — *IPPATSU* — [The hand must be closed]
Unbroken is awarded to a player who declares riichi and wins before their next discard, as long as no tile calls and no quad declarations have been made in between. Riichi declarations don't break Unbroken.

Add one han for the Riichi yaku.

FULLY CONCEALED HAND — *MENZEN TSUMO* — [The hand must be closed]
Fully Concealed Hand is awarded for winning by self-draw with a hand composed entirely of concealed groups and pairs.

PINFU — *PINFU* — [The hand must be closed]
Pinfu is awarded for winning on a closed hand having four sequences and a pair that is either of a suit tile or a non-value honour; the winning tile must complete a sequence with a two-sided wait. A pair of dragons, seat winds or round winds, as well as an edge, middle or pair wait invalidates the Pinfu yaku.

The 2 minipoints for winning by self-draw are omitted in order to qualify as a value-less hand.
By design, the hand will always score exactly 20 minipoints if won be self-draw, or 30 minipoints if won by calling a tile.

In case the player has put the drawn tile into their hand, so that other players don't know which one is the winning tile, then they cannot score the pinfu yaku. See the *11.1 Keeping the winning tile apart* section.

TWIN SEQUENCES — *IIPEIKŌ* — [The hand must be closed]
Twin Sequences is awarded for having two sequences of the same numbers in the same suit.

ALL INSIDE — *TAN'YAO*
All Inside is awarded for a hand composed entirely of suit tiles numbered from two to eight.
The hand can be open or closed.

VALUE HONOUR — *YAKUHAI*
Value Honour is awarded for having a triplet or quad of dragons, the player's seat wind or the round wind.

Multiple Value Honours combine. If the player's seat wind is the same as the round wind, a triplet or quad of this wind scores Value Honour twice.

ROBBING A QUAD — *CHANKAN*
Robbing a Quad is awarded to a player winning by calling the tile an opponent uses to promote a quad.

Since the quad has not been completed, no kan dora indicators are revealed for it.
It's forbidden to rob a concealed quad, even to win with the Thirteen Orphans yaku.

AFTER A QUAD — *RINSHAN KAIHŌ*
After a Quad is awarded for winning on the replacement tile drawn after declaring a quad.

It counts as a self-drawn win; the two minipoints for winning by self-draw are awarded.
Since the quad has been successfully made, a kan dora indicator is revealed for it.

LAST TILE DRAW — *HAITEI*
Last Tile Draw is awarded for winning by self-draw on the last tile from the live wall, i.e. when there are no tiles left in the live wall.

If the last tile is a replacement tile drawn after a quad, only the yaku "After a Quad" will be scored. I.e. you cannot score Last Tile Draw and After a Quad together.

LAST TILE CLAIM — *HŌTEI*
Last Tile Claim is awarded for winning by calling the tile discarded after the last tile of the wall, i.e. when there are no tiles left in the live wall.
It does not matter if the last tile of the wall was drawn from the live or dead wall.

11.5.2 Two han yaku

DOUBLE RIICHI — *DABURU RIICHI* — [The hand must be closed]
Double riichi is awarded to a player who declares riichi on their first discard, as long as no tile calls or concealed quad declarations have been made before. Riichi declarations don't break Double Riichi.

Double Riichi does not combine with the Riichi yaku.

SEVEN PAIRS — *CHIITOITSU* — [The hand must be closed]

Seven Pairs is awarded for having seven different pairs. Having two identical pairs invalidates this yaku.

Seven Pairs always scores a total of 25 minipoints.

FULL STRAIGHT — *IKKITSŪKAN / ITTSŪ* — [Worth only one han if the hand is open]
Full Straight is awarded for having three sequences numbered 1-2-3, 4-5-6 and 7-8-9 in the same suit.

MIXED SEQUENCES — *SANSHOKU DŌJUN* — [Worth only one han if the hand is open]
Mixed Sequences is awarded for having three sequences of the same numbers, one in each suit.

MIXED TRIPLETS — *SANSHOKU DŌKŌ*
Mixed Triplets is awarded for having three triplets or quads of the same numbers, one in each suit.

ALL TRIPLETS — *TOITOI*
All Triplets is awarded for having four triplets or quads and a pair.

THREE CONCEALED TRIPLETS — *SAN'ANKŌ*
This yaku is awarded for having three concealed triplets or quads.

THREE QUADS — *SANKANTSU*
This yaku is awarded for having three quads.

COMMON ENDS — *CHANTA* — [Worth only one han if the hand is open]
Common Ends is awarded if all groups and the pair contain at least one terminal or honour tile.
The hand must have at least one sequence and at least one honour tile.

COMMON TERMINALS — *HONRŌTŌ*
Common Terminals is awarded for a hand composed entirely of terminal and honour tiles.
The hand must have at least one terminal tile and at least one honour tile.

Add two han for All Triplets or Seven Pairs.
Common Terminals does not combine with Common Ends.

LITTLE DRAGONS — *SHŌSANGEN*
Little Dragons is awarded for having two triplets or quads of dragons and a pair of dragons.

Add two han for the individual triplets or quads of dragons (as Value Honours).

11.5.3 Three han yaku

DOUBLE TWIN SEQUENCES — *RYANPEIKŌ* — [The hand must be closed]
Double Twin Sequences is awarded for having four sequences forming two independent Twin Sequences. The Twin Sequences can be either of different or the same numbers and suits.

Double Twin Sequences does not combine with Twin Sequences and Seven Pairs.

COMMON FLUSH — *HON'ITSU* — [Worth only two han if the hand is open]
Common Flush is awarded for a hand composed entirely of tiles from one single suit and honours.
The hand must have at least one suit tile and one honour tile.

PERFECT ENDS — *JUNCHAN* — [Worth only two han if the hand is open]

Perfect Ends is awarded if all groups and the pair contain at least one terminal, without any honour tile.
The hand must have at least one sequence.

Perfect Ends does not combine with Common Ends and Common Terminals.

11.5.4 Five han yaku

BLESSING OF MAN — *RENHŌ* — [The hand must be closed]
Blessing of Man is awarded to a player who wins by calling a tile before their first draw, as long as no tile calls or concealed quad declarations have been made before. Riichi declarations don't break Blessing of Man.

Blessing of Man does not combine with other yaku and dora.
Of course, if the hand is worth more without counting Blessing of Man, the highest-scoring possibility must be chosen.

11.5.5 Six han yaku

PERFECT FLUSH — *CHIN'ITSU* — [Worth only five han if the hand is open]
Perfect Flush is awarded for a hand composed entirely of tiles from one single suit, without any honour tile.

Perfect Flush does not combine with Common Flush.

11.5.6 Yakuman yaku

BLESSING OF HEAVEN — *TENHŌ* — [The hand must be closed]
Blessing of Heaven is awarded to the East player if they win by self-draw on the initial deal, provided they have not made a concealed quad before.

BLESSING OF EARTH — *CHIHŌ* — [The hand must be closed]
Blessing of Earth is awarded to a non-East player who wins by self-draw on their first draw, as long as no tile calls or concealed quad declarations have been made before. Riichi declarations don't break Blessing of Earth.

THIRTEEN ORPHANS — *KOKUSHI MUSŌ* — [The hand must be closed]
Thirteen Orphans is awarded for having one of each of the thirteen different terminal and honour tiles, plus one extra terminal or honour tile.

The hand can be completed on any tile; it does not need to be waiting on thirteen different tiles.
It's forbidden to rob a concealed quad to win with the Thirteen Orphans yaku.

NINE GATES — *CHŪREN PŌTO* — [The hand must be closed]
Nine Gates is awarded for having the tiles 1, 1, 1, 2, 3, 4, 5, 6, 7, 8, 9, 9, 9 in a single suit, plus one extra tile of the same suit.

The hand can be completed on any tile; it does not need to be waiting on nine different tiles.
Nine Gates is not valid if the player declares a quad.

ALL GREEN — *RYŪIISŌ*
All Green is awarded for a hand composed entirely of tiles among the 2, 3, 4, 6, 8 of bamboo and the Green dragon. The hand is not required to include the Green dragon.

The actual colour of tiles in the mahjong set does not matter; all and only the tiles listed above are valid for the All Green yaku.

Four Concealed Triplets — *Sūankō* — [The hand must be closed]
This yaku is awarded for having four concealed triplets or quads.
It must be won by self-draw, or by calling a tile to complete the pair.

Four Quads — *Sūkantsu*
This yaku is awarded for having four quads.

A player feeding the last quad may be subject to liability payment.

Perfect Terminals — *Chinrōtō*
Perfect Terminals is awarded for a hand composed entirely of terminals, without any honour tile.

All Honours — *Tsūiisō*
All Honours is awarded for a hand composed entirely of honour tiles.

Big Dragons — *Daisangen*
Big Dragons is awarded for having three triplets or quads of dragons.

A player feeding the last triplet or quad of dragons may be subject to liability payment.

Little Winds — *Shōsūshii*
Little Winds is awarded for having three triplets or quads of winds and a pair of winds.

Big Winds — *Daisūshii*
Big Winds is awarded for having four triplets or quads of winds.

A player feeding the last triplet or quad of winds may be subject to liability payment.

12 Fouls and penalties

Different levels of penalties can be applied depending on the level of the tournament.
They are explained in a separate document.

13 Annexes

The following templates are provided for reference. They can be used as-is, modified, or replaced with other designs.

Print-ready files are available on the World Riichi Championship website: worldriichi.org
Master files are available upon request.

13.1 All-last sheet
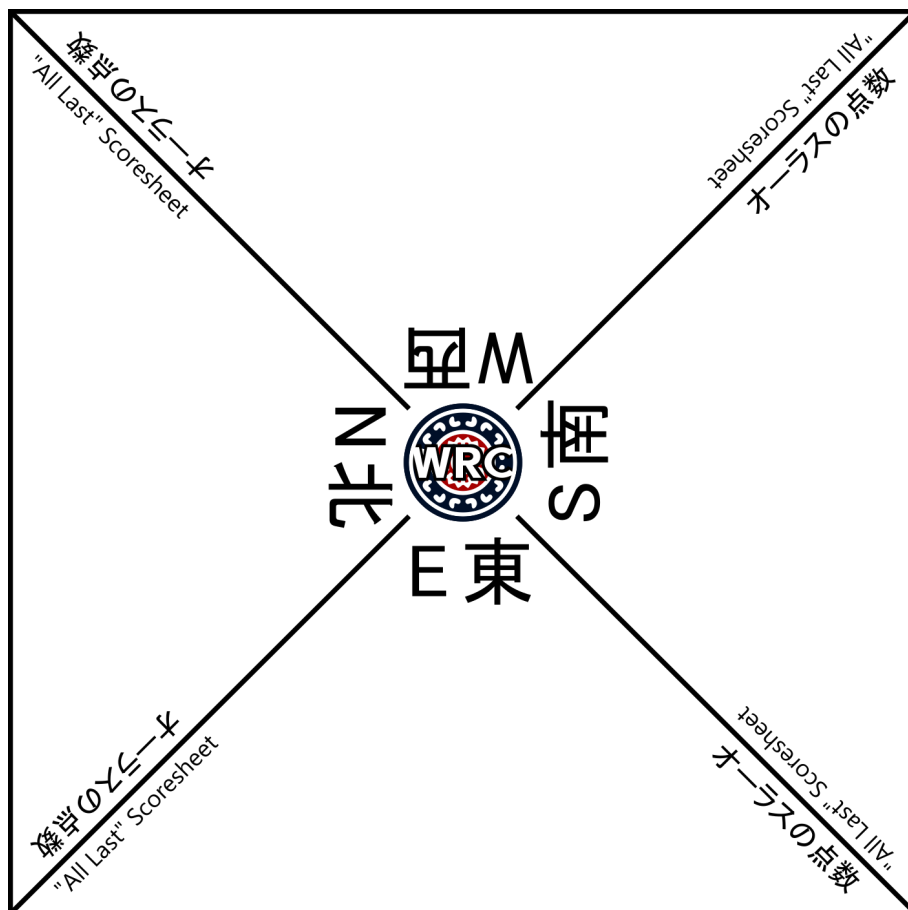
13.2 Report sheet

	Session		Referee 審判
	Table		

ID				
Name 名前				
Score 得点				
Loans 貸し				
Uma 順位点				
TOTAL 合計				
Penalties 罰符				
Signature 署名				

Divide scores by 1000 before entering. Use ▲ for minus numbers.
Do not leave the table and do not reset the sticks before an appointed staff member has confirmed.

13.3 Yaku list

◇ The hand must be closed.

▼ Worth one han less if the hand is open.

One han	Riichi ◇	Riichi ◇
	Unbroken ◇	Ippatsu ◇
	Fully Concealed Hand ◇	Menzen tsumo ◇
	Pinfu ◇	Pinfu ◇
	Twin Sequences ◇	Iipeikō ◇
	All Inside	Tan'yao
	Value Honour	Yakuhai
	Robbing a Quad	Chankan
	After a Quad	Rinshan kaihō
	Last Tile Draw	Haitei
	Last Tile Claim	Hōtei
Two han	Double Riichi ◇	Daburu riichi ◇
	Seven Pairs ◇	Chiitoitsu ◇
	Full Straight ▼	Ikkitsūkan / Ittsū ▼
	Mixed Sequences ▼	Sanshoku dōjun ▼
	Mixed Triplets	Sanshoku dōkō
	All Triplets	Toitoi
	Three Concealed Triplets	San'ankō
	Three Quads	Sankantsu
	Common Ends ▼	Chanta ▼
	Common Terminals	Honrōtō
	Little Dragons	Shōsangen
Three han	Double Twin Sequences ◇	Ryanpeikō ◇
	Common Flush ▼	Hon'itsu ▼
	Perfect Ends ▼	Junchan ▼
Five han	Blessing of Man ◇	Renhō ◇
Six han	Perfect Flush ▼	Chin'itsu ▼
Yakuman	Blessing of Heaven ◇	Tenhō ◇
	Blessing of Earth ◇	Chihō ◇
	Thirteen Orphans ◇	Kokushi musō ◇
	Nine Gates ◇	Chūren pōto ◇
	All Green	Ryūiisō
	Four Concealed Triplets ◇	Sūankō ◇
	Four Quads	Sūkantsu
	Perfect Terminals	Chinrōtō
	All Honours	Tsūiisō
	Big Dragons	Daisangen
	Little Winds	Shōsūshii
	Big Winds	Daisūshii

13.4 Scoring table

East 4 Han	East 3 Han	East 2 Han	East 1 Han	Fu	Non-East 1 Han	Non-East 2 Han	Non-East 3 Han	Non-East 4 Han
2 600 all / 7 700	1 300 all / 3 900	700 all / 2 000	400 all	tsumo **20** ron	200 / 400	400 / 700 / 1 300	700 / 1 300 / 2 600	1 300 / 2 600 / 5 200
4 000 all / 12 000	2 000 all / 5 800	1 000 all / 2 900	500 all / 1 500	tsumo **30** ron	300 / 500 / 1 000	500 / 1 000 / 2 000	1 000 / 2 000 / 3 900	2 000 / 4 000 / 8 000
	2 600 all / 7 700	1 300 all / 3 900	700 all / 2 000	tsumo **40** ron	400 / 700 / 1 300	700 / 1 300 / 2 600	1 300 / 2 600 / 5 200	
	3 200 all / 9 600	1 600 all / 4 800	800 all / 2 400	tsumo **50** ron	400 / 800 / 1 600	800 / 1 600 / 3 200	1 600 / 3 200 / 6 400	
	4 000 all / 12 000	2 000 all / 5 800	1 000 all / 2 900	tsumo **60** ron	500 / 1 000 / 2 000	1 000 / 2 000 / 3 900	2 000 / 4 000 / 8 000	
		2 300 all / 6 800	1 200 all / 3 400	tsumo **70** ron	600 / 1 200 / 2 300	1 200 / 2 300 / 4 500		
		2 600 all / 7 700	1 300 all / 3 900	tsumo **80** ron	700 / 1 300 / 2 600	1 300 / 2 600 / 5 200		
		2 900 all / 8 700	1 500 all / 4 400	tsumo **90** ron	800 / 1 500 / 2 900	1 500 / 2 900 / 5 800		
		3 200 all / 9 600	1 600 all / 4 800	tsumo **100** ron	800 / 1 600 / 3 200	1 600 / 3 200 / 6 400		
			3 600 all / 10 600	tsumo **110** ron		1 800 / 3 600 / 7 100		

Scores of 4 han 30 fu, 3 han 60 fu and more are worth Mangan.

East (Han)

Han	Value
5	4 000 all / 12 000
6 – 7	6 000 all / 18 000
8 – 10	8 000 all / 24 000
11 – 12	12 000 all / 36 000
13+	16 000 all / 48 000

Non-East (Han)

Han	Value
5	2 000 / 4 000 / 8 000
6 – 7	3 000 / 6 000 / 12 000
8 – 10	4 000 / 8 000 / 16 000
11 – 12	6 000 / 12 000 / 24 000
13+	8 000 / 16 000 / 32 000

Fu 25

East 4 Han	East 3 Han	East 2 Han	East 1 Han	Fu	Non-East 1 Han	Non-East 2 Han	Non-East 3 Han	Non-East 4 Han
3 200 all / 9 600	1 600 all / 4 800	2 400		tsumo **25** ron		1 600	800 / 1 600 / 3 200	1 600 / 3 200 / 6 400

Legend

East wins	Legend	Non-East wins
All	tsumo — paid — tsumo	Others / East
Discarder	ron — by — ron	Discarder

Add the value of continuance counters and riichi deposits.

The "East" side gives the payment values when the East player wins.
The "Other" side gives the payment values when the South, West or North player wins.
The "tsumo" lines give the points paid by each opponent to the winner, or the points paid "by Other / by East".
The "ron" lines give the points paid by the discarder.
The value of continuance counters and riichi deposits are added to the value found in the table.

1 han 20 fu is only possible in case the winning tile is ambiguous, thus not scoring any minipoints nor yaku which depend on the winning tile.

Scores of 4 han 30 fu, 3 han 60 fu and more are worth Mangan.