

World Riichi Championship Rules Modifier Document

Rule Book Extension 2025

1 Preface

This document serves as a modifier to the rules of the WRC 2025 ruleset and shall be used in the Rakkii Nomi Spring 2026 tournament.

All rulepoint additions and changes present in this document will take precedence over the rules outlined in the official WRC 2025 document.

Players will be informed of any and all rule changes made in this document before play has started. Referees will have final say on any rule dispute decisions made, regardless of rules written. If a player feels strongly about a decision made by a referee during play, then they are welcome and encouraged to raise the issue with a tournament organiser after the tournament has concluded.

In recent years, riichi mahjong has gained popularity in online gaming platforms, where the fast-paced, accessible nature of the game has brought many new players into the fold.

Feeling unsatisfied with the commonly used rulesets in the european riichi mahjong tournament scene, this ruleset aims to bring those commonly used online rules into real-world play, providing a more fun and modernised experience for all players.

The main differences between this ruleset and the official WRC 2025 rules are:

- Red fives/akadora
- Nagashi Mangan yaku
- Remaining riichi deposits go to the final winner of the hanchan (1st place) instead of remaining deposits lost
- No headbump, multiple players can win on same discard
- Concealed quad allowed to be robbed for thirteen orphans yakuman

2 Modifiers

2.1 Red fives/akadora

One exemplar of the five of circles, the five of bamboos and the five of characters are replaced by a red version of them. Those red tiles should have an extra marking, like a dot, so they can easily be told apart by colourblind people.

Relevant rulepoints in official document [3.1, 3.5, 4.1, 11.4]

2.2 Remaining riichi deposits

Any riichi deposits remaining on the table at the end of the hanchan will be awarded to the player who has the most points at the end of the hanchan, this player will add these points awarded to their total score for the hanchan.

Relevant rulepoints in official document [10.2, 10.3]

2.3 Multiple winners permitted

A hand may have multiple winners, all winners will be paid by the player who discarded the winning tile.

In the event of multiple winners where either or both riichi deposits and continuation counters are in play, then only the next winner in turn order from the player who discarded the winning tile will receive these bonuses.

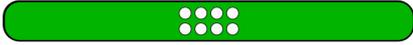
Relevant rulepoints in official document [2, 4.4.2, 8.2, 8.11, 8.11.1, 9.1, 11.2]

2.4 Robbing concealed quad for Thirteen Orphans yakuman

If a player is tenpai for Thirteen Orphans yakuman when a player calls a concealed quad with the tile required to complete the yakuman, the yakuman holding player is eligible to call ron on the concealed quad.

Relevant rulepoints in official document [2, 8.11.1, 11.5.1, 11.5.6]

2.5 Point stick distribution

	10,000 points	×1
	5,000 points	×2
	1,000 points	×7
	500 points	×5
	100 points	×5

Relevant rulepoints in official document [4.4.1]

2.6 Wind marker

Wind marker may be placed in a compass if present. Wind markers and initial east player markers should be separate items.

Relevant rulepoints in official document [4, 4.3]

3 Additions

3.1 Nagashi Mangan (Mangan at draw)

Nagashi Mangan is a special winning condition where the player doesn't actually complete their hand

Five han yaku

MANGAN AT DRAW — NAGASHI MANGAN — [The hand must be closed]

Nagashi Mangan is awarded to a player discarding only terminals and honours tiles, whose none of their discards are called, not calling any tile themselves, and the game ending in an exhaustive draw.

Nagashi Mangan counts as a win on self-draw. The exhaustive draw is voided: no tenpai payments are made and the winds' rotation resolves as the player is winning.

Since the player doesn't have a valid hand, no other yaku or dora can be scored (even if it would give the hand a higher value).

Relevant rulepoints in official document [11.5.4]

3.2 Compass

A compass may be used. It is used to indicate which seat each player is by a wind symbol shown on each side of the compass. It may also hold dice, wind indicators, riichi sticks, continuance counters and riichi deposits. If used, it will be placed in the middle of the table. Players may use the compass to align their discards. It should be moved aside to a side table, if available, during shuffling. It may be covered by the all-last sheet when relevant.

Relevant rulepoints in official document [4, 4.2, 4.3, 4.4.2, 4.4.3, 7.1, 8.9]

3.3 Initial East player marker

If a compass is used and the wind marker is placed in the slot then another marker should be used to indicate the initial East player. It is permanently placed on the right of the very first East player and should always be in view and unobstructed at all times.

Relevant rulepoints in official document [4, 4.3]

4 Penalties

Rakkii Nomi Spring 2026 will be using the lower penalties found in the table below.
(differences highlighted in **yellow**)

Fouls	WRC 2025 Penalties for World Championship	WRC 2025 official rules (chapters)	WRC Lower Penalties
Shuffling and Drawing			
Errors occurring during the deal (minor)	Not penalized	12.3.1 (1)	Not penalized
Errors occurring during the deal (too important to overlook)	Re-deal	12.3.1 (1)	Re-deal
East player discards before every player has drawn their tiles	Warning, wait until the deal is completed ; After South has drawn: Chonbo for East	12.3.1 (1)	Warning, wait until the deal is completed ; After South has drawn: Chonbo for East
Too many or too few tiles	Chonbo 30P	12.3.1 (2)	Dead hand
Not taking the called tile	Next draw: Chonbo 30P	12.3.1 (2)	Next draw: Dead hand
Wrongly drawing tile - out of turn (tile not put into hand)	Not penalized	12.3.1 (3)	Not penalized
Wrongly drawing tiles - out of turn (tile put into hand)	Chonbo 30P	12.3.1 (3)	Dead hand
Wrongly drawing tiles - wrong place (tile not put into hand)	Not penalized	12.3.1 (3)	Not penalized
Wrongly drawing tiles - wrong place (tile put into hand)	Chonbo 30P	12.3.1 (3)	Dead hand
Wrongly drawing tiles - from an opponent hand			
Wrongly revealing tiles	1-2 tiles: Warning / 5P pp 3-6 tiles: Dead hand 7+ tiles: Chonbo 30P	12.3.1 (4)	Ref discretion
Destroying the wall, hands, ... before a win or an exhaustive draw.	(Chonbo 30P)	Wrongly revealing tiles	(Chonbo 20P)
Mixing the drawn tile into the hand before discarding, and it prevents to correct a	(Chonbo 30P)	Regular penalty with "tile put into hand"	(Dead hand)

mistake			
Speed of play			
Drawing too fast (tile not put into hand)	Not penalized, the draw takes precedence	12.3.2 (1)	Not penalized, the draw takes precedence
Drawing too fast (and mixing the tile into the hand)	Not penalized, the draw takes precedence	12.3.2 (1)	Not penalized, the draw takes precedence
Drawing too fast (and declaring tsumo)	Not penalized, the draw takes precedence	12.3.2 (1)	Not penalized, the draw takes precedence
Calling too fast (sequence)	Not penalized, the first call takes precedence	12.3.2 (2)	Not penalized, the first call takes precedence
Calling too late (triplet, called quad)	Not penalized, the first call takes precedence	12.3.2 (2)	Not penalized, the first call takes precedence
Hand start: East discards before the deal is done (spotted before South draws)	Warning, wait until the dealing is done	12.3.1 (1)	Warning, wait until the dealing is done
Hand start: East discards before the deal is done (spotted after South draws)	Chonbo for East	12.3.1 (1)	Chonbo for East
Calls and Declarations			
Empty call for a group	Dead hand	12.3.3 (1)	Dead hand
Empty concealed quad declaration	Dead hand	12.3.3 (1)	Dead hand
Empty riichi declaration	Dead hand	12.3.3 (1)	Dead hand
Empty call for a win (vocal only)	Chonbo 30P	12.3.3 (1)	Dead hand
Empty call for a win (showing the hand)	Chonbo 30P	12.3.3 (1)	Chonbo
Tsumo win after discarding	(Chonbo 30P)	Empty call	(Dead hand / Chonbo)
Changing a call	Warning, can only do the first call	12.3.3 (1)	Warning, can only do the first call
Confusing call	Warning, the call is valid	12.3.3 (2)	Warning, the call is valid
Silent call	Warning, the call is valid	12.3.3 (2)	Warning, the call is valid
Calling when having a dead hand (the hand was not formally declared dead)	Warning (Dead hand), the call is voided	12.3.3 (3)	Warning (Dead hand), the call is voided
Calling when having a dead hand (the hand was formally declared dead)	30P point penalty, the call is voided	12.3.3 (3)	20P point penalty, the call is voided

Calling for a win when having a dead hand (vocal only)	Chonbo 30P	12.3.3 (3)	20P pp
Calling for a win when having a dead hand (showing the hand)	Chonbo 30P	12.3.3 (3)	Chonbo 20P
Melds			
Invalid group (before discarding)	Not penalized, can be corrected	12.3.4 (1)	Not penalized, can be corrected
Invalid group (after discarding)	Dead hand	12.3.4 (1)	Warning, must correct group
Invalid quad (after discarding)	Chonbo 30P	12.3.4 (1)	Chonbo 20P
Swap-calling (before discarding)	Not penalized, can be corrected	12.3.4 (2)	Not penalized, can be corrected
Swap-calling (after discarding)	Dead hand	12.3.4 (2)	Dead hand
Wrong placement of the called tile	Not penalized, but the wrong placement is used for furiten	12.3.4 (3)	Not penalized, but the wrong placement is used for furiten
Riichi declarations			
Not saying "riichi"	Warning, the riichi is valid	12.3.5 (1)	Warning, the riichi is valid
Forgetting to rotate the discarded tile	Warning, the riichi is valid	12.3.5 (2)	Warning, the riichi is valid
No deposit	Warning, the riichi is valid	12.3.5 (1)	Warning, the riichi is valid
Less than four tiles left in the wall	Legal	8.9	Legal
No tile in the wall	Legal	8.9, [inconsistent with 8.4]	Legal
Noten riichi (win or draw)	Chonbo 30P	12.3.5 (3)	Chonbo 20P
Noten riichi (solely due to a dead hand penalty)	Not penalized, noten	12.3.5 (3)	Not penalized, noten
Declaring riichi on an open hand	Dead hand, take back the deposit	12.3.5 (4)	Dead hand, take back the deposit
Calling while in riichi (except concealed quad)	Dead hand, the call is voided	12.3.5 (5)	Dead hand, the call is voided
Drawn tile touching the hand	(Dead hand)	(Discarding a tile from the hand)	(Dead hand)
Discarding a tile from the hand	Dead hand	12.3.5 (6)	Dead hand
Discarding a tile from the hand (hand ends in a draw)	Chonbo 30P for noten riichi	12.3.5 (6)	Chonbo 20P for noten riichi
Invalid concealed quad (win or draw)	Chonbo 30P	12.3.5 (7)	Chonbo 20P

While in riichi, committing a foul that would give a dead hand penalty.	(Dead hand)	Regular penalty	(Dead hand)
End of the hand			
Tsumo win after putting the tile in hand.	Warning, can't score ambiguous fu/yaku	12.3.6 (1), 11.1	Warning, can't score ambiguous fu/yaku
Confusing win / tenpai declaration	Not penalized	12.3.6 (2)	Not penalized
Drawing after the end of the hand (keeping the tile apart)	Warning	12.3.6 (3)	Warning
Drawing after the end of the hand (mixing the tile into hand)	Dead hand	12.3.6 (3)	Dead hand
Calling / win after the end of the hand	Warning, no other penalty	12.3.6 (3)	Warning, no other penalty
Declaring tenpai / noten before the end (vocal only)	Dead hand / Chonbo 30P	12.3.6 (4)	Dead hand / Chonbo 30P
Declaring tenpai before the end (showing the hand)	Chonbo 30P	12.3.6 (4)	Chonbo 30P
Declaring noten before the end (hiding the hand)	(Dead hand / Chonbo 30P)	Regular penalty 12.3.6 (4)	(Dead hand / Chonbo 30P)
Declaring tenpai / noten out of order.	Not penalized	12.3.6 (5)	Not penalized
Silent tenpai / noted declaration	Legal	12.3.6 (6)	Legal
Declaring tenpai when being noten.	Warning / 5P pp is repeated	12.3.6 (7)	Warning / 5P pp is repeated
Declaring noten when being tenpai.	Legal	12.3.6 (7), 9.2	Legal
Changing a tenpai / noten declaration	Warning, the first declaration is used	12.3.6 (8)	Warning, the first declaration is used
Incorrect score reporting			
Incorrect all-last sheet	8P point penalty	12.3.7 (1)	8P pp
Incorrect report sheet	2P point penalty each	12.3.7 (2)	2P pp each
Unsigned report sheet	(Not penalized)		(Not penalized)
Obstruction and Cheating			
Obstruction	Referee's discretion	12.3.8 (1)	Referee's discretion
Foreign objects	Referee's discretion	12.3.8 (2)	Referee's discretion

Phone ringing	(Referee's discretion)	Regular penalty 12.3.8 (2)	Referee's discretion
Passing information	Referee's discretion, tsumogiri VS tegiri is private info / skill issue	12.3.8 (3)	Referee's discretion
Cheating	Disqualification	12.3.8 (4)	Disqualification
Being late and Missing a hanchan			
Late by 1 to 10 min	1P point penalty per minute	12.3.9 (1)	1P point penalty per minute
Late by more than 10 min	30P point penalty, replacement	12.3.9 (2)	30P point penalty, replacement
Forfeiting a hanchan	30P point penalty / Disqualification, replacement	12.3.9 (2)	30P point penalty, replacement
Taking a break	Referee's discretion, a quick toilet break is ok	12.3.9 (4)	Referee's discretion, a quick toilet break is ok