

WRC 2025

Overview of main rules changes

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A comparison of the 2025 and 2022 rulebooks with highlighted differences can be found here:
https://ooyamaneko.net/fr/mahjong/bookcmp/view.php?book=WRC_2025FULLWC&rbook=WRC_2022MATCH&diff=1&chap=

Rules changes

8.9 Declaring riichi

Allowing to declare riichi even when less than four tiles remain in the live wall.

8.9.1 Concealed quad after riichi

Hand structures requiring to have five identical tiles count against concealed quad after riichi.
(was undefined)

9.1 Winning a hand / 11.2 Detailed calculation

Hands not having a yakuman yaku are limited to yonbaiman.
(was sanbaiman)

Counted yakuman does not cumulates with real yakumans. That is, a hand having a 13 han and one yakuman yaku will only score one single yakuman.

10.1 Time limit

When the time ends, the players must finish their current hand, then play one more hand. If a chonbo occurs after the time limit, the hand is re-dealt.
(was finish the current hand only, and chonbo immediately ends the game)

11.3 Minipoints / Fu

Open pinfu is worth 10 fu.

(was 2, rounded up to 10)

12.3.1 Shuffling and drawing

Errors occurring during the deal

In case the East player discards before every player has drawn their tiles, they will get a warning. The deal is completed before proceeding to the normal gameplay.

However, the East player will instead get a chonbo if it is discovered after the South player has drawn or called.

(was undefined)

Wrongly revealing tiles

Knocking over 1 or 2 tiles: Warning, 5P point penalty if repeated

Knocking over 3 to 6 tiles: Dead hand

Knocking over 7 or more tiles: Chonbo

12.3.4 Melds

Invalid group

In the case of an invalid quad discovered after discarding, the player will instead get a chonbo.

This is because invalid quads interfere with replacement tiles and the maximum number of quads, so the game cannot continue normally.

12.3.6 End of the hand

Added the whole chapter.

Clarifications

6.1 Starting points

Adding precision on how to check opponent's scoring sticks.

"Before the hanchan begins, the players must check their own scoring sticks, as well as visually checking the scoring sticks of their opponents."

8.13 Dead wall, Replacement tiles and Dora indicators

Explaining how to properly replenish the dead wall when it has been moved apart.

11.1 Keeping the winning tile apart

Added guidelines on what can and cannot be counted when the winning tile is ambiguous.

11.2.2 Examples of scoring for liability payment

Added visuals.

Added exemple #5 with a counted yakuman.

11.5.3 Three han yaku

Double Twin Sequences — Ryanpeikō

Removed the confusing "but must not overlap".

11.5.6 Yakuman yaku

Blessing of Earth

Limited to non-East players.

(was not explicit)

12.2 Types of penalties

Chonbo

If several players make a chonbo at the same time, they all get the 30P point penalty and the hand is re-dealed.

(was not explicit)

12.3.2 Speed of play

Calling too fast / Calling too late

Even if a player calls too fast, the other players can still make calls for a win as they will take priority. Multiple calls for a win are resolved by turn order.

If there is no call for a win, then the first call takes precedence.

Only the call having precedence is resolved, other calls are voided.

12.3.3 Calls and declarations

Empty call and changing a call

Changing a call -> added a warning.

Calling when having a dead hand

Removed the term "formally declared" and added a better explanation of the intent of the rule.

12.3.4 Melds

Swap-calling

Added precision when calling with a dead hand.

Wrong placement of the called tile

Stressing out the importance for everyone to check.
Added a better explanation of the intent of the rule.

12.3.5 Riichi declarations

Forgetting to say "riichi" or to pay the deposit

The declaration is valid. The player gets a warning.
(was not explicit)

12.3.8 Obstruction and cheating

Obstruction

Added an example of obstruction with suspicion of cheating:
"Not stopping the game when a player raises an issue. Or resume playing before the issue is resolved."

Foreign objects

Updated the list of examples.
Explicitly allow to have a sheet of paper to record the score.
A player wearing smart glasses will be disqualified for cheating.

Passing information

Added clarifications.

12.3.9 Being late and missing a hanchan

Temporary leaving during a hanchan

Players are not allowed to take breaks during a hanchan. The penalty is at the referee's discretion, depending on the situation.
However, a quick toilet break can be tolerated between hands, after informing the other players.
(it was already the common practice)

Emphasis on responsibility

4.4.3 Report sheet

All players must sign the report sheet.
(was "should")

7.1 Announcing the score

Players must write their score delta on the all-last sheet.
(was should)

7.3 Breaking the wall

The East player breaks the wall by taking their first four tiles.
(was should)

7.5 Setting up the dead wall

It is permissible, but not recommended, to move the dead and live walls slightly apart.
(added not recommended)

9.3 Payment

Players must verify and give their scores when asked between hands.
(was only "be polite")

11 Scoring

Stressing out to correct scoring errors when possible.