



# World Riichi Rules 2015 Clarifications & Additions



Edit 29<sup>th</sup> September 2017: "A kan declared after riichi that changes the wait or yaku of a hand is not allowed." -> "A kan declared after riichi that changes the wait or structure of a hand is not allowed." (Mistake found and kindly corrected by Konsta)

## ABSTRACT

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

- Each player starts with 30,000 points.
- The uma is: +15 / +5 / -5 / -15.
- If two players have the same number of points, they will split the total uma
- Open tanyao is allowed.
- Swap-calling (kuikae) is forbidden.
- Dora, ura dora, kan dora and kan ura dora are used.
- No red fives.
- A kan declared after riichi that changes the wait or structure of a hand is not allowed. If this happens, then the hand results in a chonbo if the hand ends in an exhaustive draw.
- Riichi is only allowed if the player declaring riichi has another tsumo turn
- Tenpai renchan: The dealer stays East if he wins, or if he is tenpai and nobody win.
- Shape tenpai is allowed
- Each renchan and abortive draw adds 300 points to the next winning hand
- In case of exhaustive draw, non-tenpai players will collectively pay 3000 points to be divided between tenpai players
- No agari yame.
- Only one winner: multiple calls for ron are resolved by turn order (head-bump).

- Call precedence goes to the player declaring ron, then to the first caller.
  - Liability payment applies only for Big Three Dragons and Big Four Winds.
  - Any riichi bets remaining on the table at the end of the hanchan stay on the table.
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- No counted yakuman: 11 han and more scores sanbaiman.
  - No double yakuman.
  - Mangan rounding up: 4 han 30 fu, 3 han 60 fu and more are scored mangan.
  - No Nagashi Mangan.
  - Blessing of Man is worth mangan.
  - All Green is not required to have a green dragon.
  - Thirteen Orphans is allowed to rob a concealed kong.
  - Double wind pair is 4 fu.
  - Rinshan-tsumo is 2 fu.
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- No abortive draw. No more than four kongs can be made, the game continues.
  - No bankruptcy. Play continues with negative scores. Riichi is always permitted, even below 1000 points.
  - Any riichi sticks left on the table if the game ends in an exhaustive draw remain on the table.
  - No West round.
  - No yakitori.
  - No two-han minimum.
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- Players cannot roll the dice before the starting signal.
  - After the ending signal, the session continues until the next scoring or chonbo.

## WIND ASSIGNMENT

The order in which players are seated must be decided before deciding the first dealer. Whether it's the luck of a certain seat, or simply the order in which players will be drawing with respect to each other, it matters. So, one of each wind (North, South, East, West) and one odd and one even tile (usually 1p and 2p in Japan) will be used. One player will turn the tiles face down, shuffle, and then arrange them in a row of 6. The player across from him rolls the dice as if he 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. The tiles are turned up and the two numbered tiles are moved to their respective outsides of the row. 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 counterclockwise starting at the temporary East seat. The players move to the wind seat they received with respect to the temporary East seat. Finally temporary East rolls the dice once to determine the first Dealer (Oya), counting off counterclockwise in the same manner as above. This procedure happens prior to the game and timer starting.

When the signal has been given to start the game, the first Dealer will roll the dice once to determine where to break the wall for the deal. The number shown on the dice will determine both which wall is broken (counting off counterclockwise) as well as where the wall is broken (count off from the right side of the wall from the perspective of the player seated in front of the wall).

## DEAD WALL

The last tile of the dead wall should be placed down, to prevent it falling down.



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 opening side must have 8 stacks of tiles (dead wall + 1 stack). Moving the last stack to the next wall 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.



## CALLING

Calls for chii and pon/kan can be made until the next player draws.

Calls for ron can be made until the next player discards or declares a win by self-draw, riichi, concealed kan or promoted kan.

Fair play should be observed to allow some leeway. Especially if the next player was notably fast. Except in case of a win; a win by tsumo must always trump a ron call, and a call for ron must always trump calls for chii, pon or kan.

Every player must check the called tile is correctly put on the side of the discarder, as it serves as evidence regarding furiten.

In cases like , the front player will be furiten on . And the caller will have a dead hand since it's forbidden to call from the front player for a chow.

Melds and concealed kongs must be displayed by the player's right side, and must preserve the melding order.

If the caller doesn't take the claimed tile before his next draw, he will have a dead hand.

## PRECEDENCE

In top to bottom priority: tsumo > ron (atamahane) > first caller > pon/kan > chii

In case of double or triple ron, only the caller closer to the discarder, in turn order, wins.

In case of calls for chii and pon/kan:

If the calls are clearly apart, the first call takes precedence.

If the calls are made at about the same time, the call for pon/kan takes precedence over the chii.

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

If it's unclear if calls are simultaneous or not, consider they are.

### **DRAWING AND DISCARDING**

Once the player has touched the wall, he can no longer call the last discard.

A tile is discarded when it's put before the hand and seen by at least another player. At this point, the discarder can no longer take his tile back. This does not apply to tiles knocked out by accident.

If a player draws a tile other than the tile they are meant to draw in turn, and brings the incorrect tile to their hand and looks at it, then makes a discard, their hand will be declared dead.

### **WRONGLY REVEALING TILES**

The penalty for knocking over tiles is very situational, and will be at the referee's discretion. Wrongly revealing a few tiles is not penalized, but it's a chonbo if the game cannot fairly continue.

However, if the incident happens during the deal, and if it's considered a problem, then the tiles are shuffled again without penalty.

### **SCORING**

Hands having 4 han 30+ fu, 3 han 60+ fu are scored mangan.

Hands having 13 or more han, without any yakuman yaku, are scored

sanbaiman.

## **SESSION'S END**

Sessions are scheduled at 90 minutes. The session's end rings after 90 minutes, when the countdown timer reach zero. When time ends, players must finish the current hand. If the hand has ended, then the next hand is already considered to be started and must be played.

In case of chonbo during the last hand, the game ends immediately. The hand is not re-dealt.

For timed rounds, the next hand is considered to begin once a player has claimed a win (said ron or tsumo) or the last tile is discarded in case of an exhaustive draw (before scoring, before mixing the tiles and before rolling the dice.

The players must not leave the table and must not reset the sticks before a referee, or an appointed staff member, has checked and signed the score-sheet.

## **CHONBO**

In case of chonbo, the offending player gets a 20 points penalty, and the hand is redealt as if it never happened. The East player stays East, no continuance counter is added nor removed, and riichi bets made during that hand are took back by the corresponding players.

If the chonbo occurs at an exhaustive draw (noten riichi, illegal kan), there is no tenpai payment. The players don't have to show their hands.

If the chonbo occurs simultaneously with a win, the chonbo is voided and the win is scored. The seat rotation and continuance counters and resolved normally.

## **INTENTIONAL FOULS**

Intentionally committing a foul is cheating and will be penalised by immediate disqualification.

## **OBSTRUCTION**

Obstructions are subject to penalties at the referee's discretion, depending on the situation.

Examples of obstruction:

- Violently hurling the drawn tile against the table.
- Repeatedly tapping, twirling or fidgeting with tiles.
- Tapping on the table outside your turn.
- Mimicking discarding out of turn.
- Throwing the dice for no reason at all, after the deal is done.
- Discarding in such a way not every player can see the tile at the same time.

Examples of obstruction, with suspicion of cheating:

- Touching the wall before the scoring is done. (Beside revealing the uradoras.)
- Hiding the tiles with your hand/arm during play or while scoring.
- Moving a tile away from or under the table.
- Resting your hand in the middle of the table.
- Taking the ron tile.
- Drawing after another player has called ron.
- Touching other players' sticks.

## **MISCELLANEOUS FOULS & ETIQUETTE**

Foreign objects like phones, notebooks, or anything hiding the tiles are forbidden.

Racks must get prior approval from the tournament organizers to ensure they don't hide tiles.

Yaku lists and scoring tables are allowed, but must be scarcely consulted between hands and not during.

Players should count and announce their current score before the last hand (also known as "South 4" or "all last").

Players may not look at other players' hands unless the other player wins or declares tenpai in the event of an exhaustive draw.

Players may only look at the ura-dora after riichi and winning the hand.

Players are encouraged to draw and discard with the same hand.

Players should not place their tiles face down if they riichi.

Sylvain Malbec  
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(wind procedure explanation kindly written by Garthe Nelson)