

World Riichi Championship

Optional Rules

Rule Book Extension

2022

1 Preface

Here are presented optional rules for casual play.

You can add any, or all, of these rulepoints to the official rules to make up your own variant.

Be sure the other players are informed of any rules changes.

The actual values used for rulepoints like a different uma, oka or yakitori must be clearly specified. As well as the list of abortive draws in use.

While any aspect of the game could be changed for non-official games, it is discouraged to make any alterations that could lead to confusion. So minor points with very limited impact (like mangan rounding up, tie resolution, ...) and yaku definitions (open tan'yao, robbing a concealed quad for Thirteen Orphans, ...) should not be changed.

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2 Optional Dora

Mod.2.1 Red Fives

With this variant, 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.

The red tiles work as dora: the winning player gets one han for each red five in their hand.

In case a dora indicator is a four, the red five of the same suit counts as 2 dora, giving 2 han.

Since hands tend to reach a higher value when playing with red fives, you should consider increasing the uma accordingly, like to 30/10 or 20/10.

Mod.2.2 Initial Dora Only

In this variant, only the initial dora indicator is used.

Ura dora, kan dora and kan ura dora are not used, and no indicator is revealed for them.

Since hands tend to stay at a lower value, you may consider reducing the uma accordingly, like to 12/4.

3 Optional Yaku

Mod.3.1 Revealed Riichi

A player declaring riichi can choose to reveal their hand to increase its value.

The whole hand must be revealed at the same time the player is declaring riichi, before paying the deposit. The player must also declare "revealed riichi", "riichi, revealed", "open riichi" or "riichi, open".

If the hand is not valid, the player will immediately get a chonbo.

There is no penalty for feeding a Revealed Riichi.

11.5.2 Two han yaku

REVEALED RIICHI — OPEN RIICHI — [The hand must be closed]

Revealed riichi is awarded to a player who declares riichi and immediately reveals their hand.

Despite the hand being visible to all players, it is scored as being closed and its groups are still considered to be concealed.

Revealed Riichi does not combine with the Riichi yaku nor the Double Riichi yaku.

The Revealed Riichi yaku must not be mistaken with the open riichi foul.

The open riichi foul does not apply when correctly declaring the Revealed Riichi yaku.

However, like for a normal riichi, declaring the Revealed Riichi yaku with an already open hand will lead to the open riichi foul.

Mod.3.2 Nagashi Mangan

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

11.5.4 Five han yaku

NAGASHI MANGAN — 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).

4 Scoring

Mod.4.1 Uma

A different uma can be applied.

While the uma is typically symmetrical, you can choose to do otherwise. But its sum should be zero.

Ranking	WRC official rules	Optional uma with red fives	Optional uma without ura and kan dora
1st	+15P	+30P	+12P
2nd	+5P	+10P	+4P
3rd	-5P	-10P	-4P
4th	-15P	-30P	-12P

Bear in mind the uma will have to be split in case of tie. If it doesn't give a round number, keep only one decimal without rounding ; the sum of hanchan scores will be slightly off.

For example, with a +20P / +10P / -10P / -20P uma, in case three players are tied to the top, they will get +6.6P / +6.6P / +6.6P / -20P and the sum of hanchan scores will be off by 0.2P.

Tip: Symmetrical uma (+X / +Y / -Y / -X) split nicely if X is a multiple of 3 and the sum X+Y is even.

Mod.4.2 Oka

Oka is a bonus of 20,000 points awarded to the final winner of a hanchan.

They are counted off the starting points of each player, so that each player effectively starts with only 25,000 points. However, the score delta and hanchan scores are still based on 30,000 points (the "goal").

For convenience, the oka is converted to hanchan points (20,000 points = 20P).

	WRC official rules	Optional oka rule
Starting points	30,000	25,000
Goal	30,000	30,000
Oka	0	20,000 = 20P (4x 5,000)

Score delta	$(\text{current score} - \text{goal}) / 1,000$
Hanchan score, for the final winner	$(\text{player score} - \text{goal}) / 1,000 + \text{uma} + \text{oka}$
Hanchan score, for other players	$(\text{player score} - \text{goal}) / 1,000 + \text{uma}$

In case two or more players are tied as the final winner, the oka is split evenly between them. To reduce any rounding error, add the uma and oka before splitting.

For example, with a +20P / +10P / -10P / -20P uma and 20P oka, in case three players are tied to the top, they will get +13.3P / +13.3P / +13.3P / -20P and the sum of hanchan scores will be off by 0.1P.

Mod.4.3 Yakitori

With this option, each player who hasn't won a single hand by the end of the hanchan pays a fixed number of points to the non-yakitori players, dividing them equally.

4 Equipment

4.X Yakitori marker

The yakitori marker is a token showing a roasted chicken on one side and the other side usually left bank. It is used to keep track of whether the player has already won a hand during the game or not.

Each player has their own marker, placed on their right.

The "roasted chicken" face indicates the player hasn't won any hand yet.

The marker is turned face down once the player wins a hand.

9 End of a hand

9.X Yakitori marker

When a player wins a hand, they turn their Yakitori marker face down.

10 End of a hanchan

10.X Yakitori payment

At the end of the hanchan, players who have not won any hand pay 9,000 points each to the non-yakitori players.

Unlike noten payments, the amount per yakitori player is always the same, and the total value depends on the number of yakitori players.

In case all players are yakitori, the payment is voided.

Number of yakitori players	Points paid by each yakitori player	Points earned by each non-yakitori player
0	—	0
1	9,000	3,000

2	9,000	9,000
3	9,000	27,000
4	0	–

The yakitori payment is made before calculating the hanchan score, uma and oka.

In case the points earned by non-yakitori players don't give a round number, round down to the hundred ; nobody gets the reminder, the sum of scores will be slightly off.

Tip: The yakitori payment splits nicely if the amount per player is a multiple of 3.

Mod.4.4 Counted yakuman (kazoe yakuman)

A hand worth 13 han or more is rewarded by a yakuman, even if not having a yakuman yaku.

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	Yakuman	8,000

Mod.4.5 No yakuman stacking

In this version, yakuman yaku are not cumulative.

5 End Game

Mod.5.1 Two-han minimum (ryanhan shibari)

When there are five continuance counters or more, players must make hands worth at least two han to declare a win. The two han can be earned from one or several yaku. Dora and red fives do not count toward the two han minimum.

It doesn't matter if the continuances come from a player staying East or by draws.

3.3 Terms related to the whole hand

Winning hand

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

When there are five or more continuance counters, the hand must also be worth at least two han. Dora do not count toward the two han minimum.

Players can declare riichi even if their hand is not granted to have the two han minimum. This requirement is checked after revealing the ura dora. If the hand then appears not to be legal, the player will get a chonbo for Empty winning declaration.

A player first revealing the ura dora and then retracting their winning declaration without showing their hand, will get a chonbo and a warning for obstruction.

Mod.5.2 Abortive draws

With this variant, players have some options to cancel the current hand.

When an abortive draw occurs, the hand is re-dealt. The seat winds remain the same, no tenpai payments are made, and riichi deposits made during that hand are taken back by the corresponding players. However, a continuance counter is added. (NB: This is different than a cancellation for a chonbo.)

Mod.5.2.1 Nine Terminals and Honours

A player can choose to cancel the current hand if their starting hand (and first draw for non-East players) has at least nine different terminals and honours tiles, and no tile calls or concealed quad declarations have been made. Riichi declarations don't break Nine Terminals and Honours.

If the player chooses to abort the hand, they will have to reveal their whole hand.

Mod.5.2.2 Four Winds

The hand is automatically cancelled if all players discard the same wind during the very first turn, and no tile calls or concealed quad declarations have been made. Riichi declarations don't break Four Winds.

Mod.5.2.3 Four Riichi

The hand is automatically cancelled if all players declare riichi and nobody wins on the discard after the fourth riichi.

In this case, all players will have to reveal their hand.

If any player turns out to have made an invalid riichi declaration, they will get a chonbo for noten riichi, and the hand is dealt again as per the chonbo procedure (no continuance counters are added).

Mod.5.2.4 Four Quads

The hand is automatically cancelled if four quads are made and nobody wins on the discard after the fourth quad.

This does not apply if the four quads have been made by a single player.

Mod.5.3 Bankruptcy

With this variant, the game ends when a player goes below zero.

A player being exactly at zero points keeps playing.

Players having less than 1,000 points cannot declare riichi, as they're unable to pay the deposit.

6 Penalties

Mod.6.1 No tournament score

Since casual games typically don't use a tournament score, the point penalties cannot be removed from it. They will have to be paid by the offending player to the other players. They also apply immediately, before the uma, thus changing the table's score.

With this option, the value of point penalties must be adjusted to balance its impact on the players' scores difference.

- A 30P point penalty, whether for chonbo or other fouls, will be replaced by paying 6,000 points to each of the three other players. The offending player thus pays a total of 18,000 points.
- A 20P point penalty will be replaced by paying 4,000 to the three other players, for a total of 12,000 points. (NB: This is not a "reverse mangan" payment, as it doesn't depend on which is the East player.)
- A 10P point penalty will be replaced by paying 2,000 to the three other players, for a total of 6,000 points.
- A 1P or 2P point penalty, being rather low, will instead be paid in full to the table, and collected by the next player to win a hand.
- Penalties covering the tournament side, like for coming late or filling the report sheet wrong, will simply not be applied.

Mod.6.2 Higher penalties

Penalties presented in the WRC rule book have been tailored to be on par with a professional level of play, and are already quite strict, so it is not recommended to go any higher.

For higher penalties, a 1P point penalty is added to any warnings and dead hands.

Errors occurring during the deal are still not penalized.

Mod.6.3 Lower penalties

Another option would be to lower the penalties to be more friendly to players not familiar with tournaments.

The point penalty for chonbo is lowered to 20P.

Fouls	WRC official rules	Optional lower penalties	Optional bare minimum penalties
SHUFFLING AND DRAWING			
Errors occurring during the deal	Not penalized / Re-deal	Not penalized / Re-deal	Not penalized / Re-deal
Too many or too few tiles	Chonbo	Dead hand	Dead hand
Wrongly drawing tiles	Chonbo	Dead hand	-
Wrongly revealing tiles	Dead hand / Chonbo	Dead hand	-
CALLS AND DECLARATIONS			
Empty call for a group	Dead hand	Warning	-
Empty concealed kong declaration	Dead hand	Warning	-
Empty riichi declaration	Dead hand	Warning	-
Empty call for a win (vocal only)	Chonbo (30P pp)	Dead hand	Dead hand
Empty call for a win (showing the hand)	Chonbo (30P pp)	Chonbo (20P pp)	Dead hand
Calling after having declared riichi	Dead hand	Warning	-
Calling when having a dead hand (the hand was not formally declared dead)	Warning	Warning	-
Calling when having a dead hand (the hand was formally declared dead)	30P point penalty	20P point penalty	-
Confusing call	Warning	Warning	-
Changing a call	Warning, can only do the first call	Warning, can only do the first call	Can do the second call
MELDS			

Invalid group	Dead hand	Dead hand	Dead hand
Swap-calling	Dead hand	Dead hand	Dead hand
RIICHI DECLARATIONS			
Forgetting to rotate the discarded tile	Warning	Warning	-
Noten riichi	Chonbo (30P pp)	Chonbo (20P pp)	Chonbo
Open riichi	Dead hand	Warning	-
Discarding a tile from the hand	Dead hand	Dead hand	Dead hand
Invalid concealed quad	Chonbo (30P pp)	Chonbo (20P pp)	Chonbo
OBSTRUCTION AND CHEATING			
Obstruction	Referee's discretion	Referee's discretion	Referee's discretion
Foreign objects	Referee's discretion	Referee's discretion	Referee's discretion
Passing information	Referee's discretion	Referee's discretion	Referee's discretion
Cheating	Disqualification	Disqualification	Disqualification
INCORRECT SCORE REPORTING			
Incorrect all-last sheet	8P point penalty	Warning	Warning
Incorrect report sheet	2P point penalty each	Warning	Warning
BEING LATE AND MISSING A HANCHAN			
Late by 1 to 10 min	1P point penalty per minute	1P point penalty per minute	Warning
Late by more than 10 min	30P point penalty, replacement	30P point penalty, replacement	Warning, replacement

Forfeiting a hanchan	30P point penalty, replacement	30P point penalty, replacement	30P point penalty, replacement
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