



WRC 2022

Overview of main rules changes

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Multiple yakuman

You can now score several yakuman at once.

This only applies when able to score several different yakuman yaku. That is, there is no inflation for winning on a specific wait. Kazoe yakuman remains invalid (a hand having 13 han or more, but not having any yakuman yaku, is capped at 11 han).

For Example:

- Big Three Dragons + Four Concealed Triplets = double yakuman
- Big Three Dragons + Four Concealed Triplets + Four Quads = triple yakuman
- Nine Gates on nine waits = single yakuman
- Big Four Winds = single yakuman
- Four Quads + 16 dora = single yakuman
- Three Concealed Triplets + Three Quads + 9 dora = sanbaiman

Liability (sekininbarai)

Liability applies to Big Three Dragons, Big Four Winds and Four Quads.
There is no liability for feeding an After a Quad yaku.

A player feeding the third triplet of Big Three Dragons, or the fourth triplet of Big Four Winds or Four Quads when the first triplets are visible is liable for payment.

In case of multiple yakuman, the liability only applies to the yakuman fed.

- Example 1:

Player D has two dragon triplets exposed ; player A discards the third dragon and D calls it to secure Big Three Dragons ; later D wins by self-draw, revealing they also have All Honours.

In such a case, player A pays the Big Three Dragons in full, and players A, B and C share the payment of All Honours and continuance counters.

If D is East and there is one continuance counter:

A pays 64,100	(48,000 + 16,000 + 100)
B pays 16,100	(0 + 16,000 + 100)
C pays 16,100	(0 + 16,000 + 100)

- Example 2:

Player D has two dragon triplets exposed ; player A discards the third dragon and D calls it to secure Big Three Dragons ; later 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 Three Dragons, and player B pays All Honours in full, as well as any continuance counters.

If D is East and there is one continuance counter:

A pays 24,000 (24,000 + 0 + 0)
 B pays 72,300 (24,000 + 48,000 + 300)
 C pays nothing (0 + 0 + 0)

Seat wind assignment

Three methods are now allowed:

- Traditional draw, using one of each wind and one odd and one even tile.
- Direct draw, using only four wind tiles, as per WRC 2015 rules.
- Any alternative way chosen by tournament organizers, as long as it is fair, random and determined at the table by the players.

One method should be announced by organizers before the start of the event and apply to all tables for the duration of the event.

Penalties

The point penalty for a chonbo has been raised to 30,000 (30P). This is to discourage unethical players from cheating by making an intentional chonbo.

As a reminder, intentionally committing a foul is cheating and will be penalized by immediate disqualification.

Some fouls have been raised to chonbo:

- Too many or too few tiles.
- Drawing an incorrect tile and placing it into the hand.
- Empty winning declaration (either if the hand has been shown or not).

Some leniencies have been removed:

- Empty call for a group, concealed quad, riichi now results in a dead hand.
- Players are not allowed to change their calls, even with a quick correction. They must complete the first call.
- The penalties for wrongly revealing tiles are more strictly defined.

Filling out the all-last and report sheets wrong is now a foul, and can be penalized up to 8P point penalty.

The penalties for wrongly revealing tiles are more strictly defined:

Situation	Penalty
Knocking over 3 to 6 tiles of the dead wall	Dead hand

Knocking over 7 tiles or more of the dead wall	Chonbo
Looking at ura dora before the end of the round	Chonbo
Knocking over 7 tiles or more of your own hand	Chonbo
Knocking over 3 or more tiles of another player's hand	Chonbo
Having sight of an opponent's hand	Chonbo

Time limit

Hands start when the East player discards their first tile, not when throwing the dice. They still end when a player declares a win or in the case of an exhaustive draw.

The time limit is 90min.

When time ends, the players must finish their last hand:

- If the time ends when the hand has just ended, and the South round is not over yet, then the players play another hand.
- If the time ends during a hand, the players finish it. They don't start another hand.
- In case of chonbo during the last hand, the game ends immediately. The hand is not re-dealt.

It's possible to use different time limits for different hanchans, for example to play the finals without any limit.

Announcing a score

Players may ask to count and announce the current scores before any hand, and they must give their scores when asked. This should be kept to a minimum to not delay the game. 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 should write their score delta on the all-last sheet by their current wind and put the sheet on the middle of the table for everyone to see during the hand.

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

$(\text{current score} - 30,000) / 1,000$

Use + and ▲ respectively for positive and negative numbers.

Timing for declarations

Once the player whose turn it is has touched the wall, the previous discard can no longer be claimed by that player.

Once the player whose turn it is has drawn, the previous discard can no longer be claimed by any player.

A player drawing too fast for the other players to have time to call or repeatedly taking an overlong time can be penalized for obstruction at the referee discretion.
If a player draws too fast when another player makes a call or win, the call is still valid and the drawn tile should be put back into the wall.

Displaying groups

Every player must check the called tile is correctly put toward its discarder, as it serves as evidence regarding furiten.

In case a player places the central tile of a sequence sideways, the player sat opposite will be furiten on that tile, and the caller will have a dead hand since it's forbidden to call from the player sat opposite for a sequence.

Scoring

A pair of wind being both the player's seat wind and the round wind is worth 2 minipoints.