

# Riichi penalties overview

No penalty <sup>1</sup>	Dead hand	Chombo <sup>2</sup>	Point penalties <sup>3</sup> Severe penalties
Exposing few tiles from wall, dead wall or any hand	Invalid riichi declaration (open hand, or failing to call "riichi" or rotate the discard)	Exposing a problematic amount of tiles from wall, dead wall or any hand	Late by up to 10 minutes: 1,000 points penalty per minute
Claiming a false set (before discard the problem can be fixed)	Failing to take a claimed tile before the next two players have discarded	Making an invalid concealed kong after having declared riichi <sup>4</sup>	Late by more than 10 min: substitution, -15,000 points and -15,000 uma
Taking or showing a tile from the dead wall (if not required by kong)	Too few or too many tiles on the hand	Declaring riichi on a hand that is not ready <sup>4</sup>	Obstructive play, e.g. stalling for time or severe cases of revealing tiles or information
Prematurely destroying the wall or discard floor (if it does not affect scoring)	Erroneous ron/tsumo call (tiles not shown)	Erroneous ron/tsumo call (tiles shown, see rules section 5.1.2)	Severe disturbance such as cheating or repeated obstruction results in immediate disqualification
Erroneous chow/pung/kong call	Claiming a false set (after discard)	Claiming a tile with a declared dead hand	
Passing information (minor)	Passing information (serious)		
Taking a tile from a wrong place in the wall	Swap-calling		

1 Repeated cases or refusal to follow requests may lead to obstruction penalty

2 A penalty of 20,000 points deducted after uma (tournaments), or mangan paid to other players (social play)

3 Unspecified point penalty is at the referees discretion: 8,000-12,000 points increasing to 48,000 points (after uma)

4 Only determined in case the player wins or there is an exhaustive draw (no chombo if declared dead after riichi)

