**C2 Mahjong House Rules**

**◆ Basic Rules**

* "Ari-ari" rule is applied (open tanyao and atozuke are allowed).
* The game ends when someone goes bankrupt.
* In the final round (Oorasu), if the dealer is in first place and the round ends in Ryuukyoku, the game ends even if the dealer is tenpai.
* The rule of Kyuu-shu Kyuu-hai (where a player declares a dead hand if they have 9 or more terminal or honor tiles in their starting hand) is applied.
* Four wind tiles discarded consecutively (Shi-fuu-tsu-ren-da) leads to Ryuukyoku.
* Four-player riichi (where all four players declare riichi) continues without Ryuukyoku.
* The kan dora indicator is revealed at the moment the word "kan" is declared, whether it is a concealed kan (ankan), added kan (kakan), or open kan (minkan).
* Double ron and triple ron are allowed. ◎ In case of continuation (renchan), each honba increases the score by 300 points per player.

**◆ The following mistakes incur no penalty and the game continues after immediate correction:**

* Drawing from the wrong wall.
* Calling chi, pon, or kan without completing the action (false chi, pon, kan).
* Declaring "ron" instead of "tsumo."
* Mistakes during kan after declaring riichi.
* Errors in chi, pon, or kan. If noticed later, the player cannot win, and chi, pon, and kan are prohibited.
* If "ron" is declared incorrectly, it is ignored if the hand is closed (menzen) . Sighing or grumbling that might distract opponents is borderline acceptable (LOL).

**◆ The following mistakes also incur no point penalty and the game continues after immediate correction, but the player cannot win that round. (they will still draw and discard like normal, but can7t ron or tsumo):**

* Furiten (cannot win off a discarded tile when the winning tile was not taken earlier).
* Having too many tiles (14+) or too few tiles (12-).
* Mistakes when declaring riichi.
* Revealing hand tiles after a false ron declaration.

**◆ The following mistakes incur a +1 penalty, but the player can still win:**

* Accidentally knocking over two or more tiles in the wall or hand (knocking over one tile is okay).
* Drawing a tile before the player to the left has discarded (preemptive draw).

**◆ The following mistakes incur a +1 penalty, and the player cannot win:**

* After a ron or tsumo occurs, knocking over the wall before the point sticks have been exchanged and making the winning hand or dora indicator unclear.

**◆ Other Rules**

* A chombo (serious foul) is applied starting from the second penalty (※ Reset at South Round).
* The penalty for a chombo is a Mangan (8,000 points for a non-dealer, 12,000 points for a dealer). The round ends.
* In a round with penalty points (but not a chombo yet), the game continues if possible
* A timer can be used for players who take too long to decide (when other players reach their limit of patience). If a player takes more than 20 seconds, they must immediately discard their drawn tile. If the tile has already been mixed with their hand, the player who started the timer discards the rightmost tile from their hand.
* "Pao" (responsibility, meaning half is paid) is applied in the following two cases:
  1. **Dai San Gen (Big Three Dragons)** → If a player has two sets of revealed dragon tiles, and another player allows them to pon the third set (including kan), the responsible player pays half
  2. **Dai Suu Shii (Big Four Winds)** → If a player has three sets of revealed wind tiles, and another player allows them to pon the fourth set (including kan), the responsible player pays.
* Only the red die is used in Sanma (three-player mahjong)