

Friendly Game Rules

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Rules and Regulations for consistent friendly play

Rules used are ultimately up to the table, but these are the default if nothing has been agreed upon

Rules that differentiate from WRC are marked with a +

Etiquette

Gratitude

- Respect your fellow players and their playstyles.
- Respect the tiles and equipment.
- Respect the venue and its rules.
- Do your best to be happy for whoever is winning. We all have good days and bad days, but we cannot play without having friends to play with.

Handling of Tiles

- Draw and discard tiles with only one hand, using the same hand for both. Organizing your tiles may be done with both hands.
- When winning by tsumo, do not put the winning tile in the middle of the hand. Put the winning tile separated from the hand, then reveal the hand when winning.
- When winning by ron, leave the tile in the other player's pond.
- Reveal the ura dora on the table so that people can see it.
- Do not touch another player's wall or tiles without good reason.
- When making the walls, you should push them forward a bit to make them easier to reach.
- Do not draw your tile before the previous player has made a discard. Picking up the tile right after the discard is OK; if an opponent calls pon and skips your turn, just put it back.

Speed of Play

- During your turn keep comments and conversation to a minimum.
- You should discard a tile before adding your drawn tile to your hand.
- Discard in a way that reveals the tile as quickly as possible.
- Takes your turns quickly and efficiently. Do not unnecessarily slow down play.
- If you need to think for an extended time during your turn, stay silent until you discard, and then thank the table for its patience.

- Do your best to know the value of your hand before it completes. At a minimum you should try to know the Han before menzen-tsumo, ippatsu, and ura-dora are added.
- Any time wasted during your turn is time being stolen from 3 other people. If everyone plays quickly we can all enjoy more mahjong.

Calling Tiles

- Know what tiles you want to call before they are discarded.
- Any calls should be clear and understood, especially when interrupting the turn order.
- Reveal your tiles immediately after calling. The order is: Call, Reveal, Discard.
- When calling for pon/kan, do so as soon as the discarded tile is played.
- When calling for chii, wait a few moments to let other players call pon.

Before the round

- After drawing their entire hand, the player in front of the dead wall should drop the rinshan tile, and then flip the dora.
- The dealer should not discard their first tile until the player who is north has drawn their last tile and the dora indicator is flipped face-up.

Point exchanges

- Do not hand point sticks directly to players. Instead, place the proper amount of points in the play area. This lets all players see the point exchange clearly.
- Point exchanges are best done efficiently and with proper display. Instead of paying a 3900 hand with three 1000 sticks and 900 points, it is more efficient to give a 5000 point stick while receiving 1100 points in return.

Rule Clarifications

Furiten

- A furiten player is not allowed to win by calling a tile, including robbing a quad. This applies to every tile, not only to the tiles making the player furiten.
The player can still win by self-draw, call tiles for groups, and declare quads and riichi.
- A player is furiten if they can form a valid hand with one of their previous discards, even if the hand would not have any yaku. A furiten player can choose to change their hand to avoid being furiten, unless they have declared riichi.
- A player is temporarily furiten if they fail to call a win on a discard completing their valid hand, even if the hand would not have any yaku. This also applies for missing an opportunity to rob a quad.
This temporary state of furiten ends when the player draws or calls a tile, unless they have declared riichi. It does not matter if other players make calls or declarations in the meantime; the player is still temporarily furiten until their own next draw or call.
If the player had declared riichi, they remain temporarily furiten until the end of the hand.

Calling Tiles +

- Tiles must be called quickly after they can be seen by all players
- If the next player immediately draws a tile and the previous discard is immediately called, the drawn tile is replaced and the call is valid
- No Kuikae, Swap-calling is forbidden

Kan

- A Kan cannot be called on the last draw or discard of the round
- Four Kans do not result in a draw, but no additional Kans can be made

Liability Payments

- A player is liable for payment if they feed the last triplet/quad completing Big Dragons, Big Winds or Four Quads when the other triplet/quads are visible, and if the fed player wins with the corresponding yakuman yaku.

Double Ron +

- Both winning players will receive the full amount of their hands for the player who dealt the tile, including honba bonuses
- Any riichi sticks will go to the first player in turn order from the player who dealt the tile

Triple Ron +

- Results in an immediate draw and repeat round

Yaku Clarifications

- Open Tanyao is allowed
- Nagashi Mangan is allowed +
- Renhou is a Yakuman +
- Open Riich is allowed, counts as a yakuman if dealt into by a player not in riichi +
- All Green does not require the Green Dragon to be part of the hand
- Thirteen Orphans can be won by robbing a concealed Kan +
- Riichi is only allowed if the player declaring riichi will have another turn to draw a tile(atleast 4 tiles left in the wall at the time of the call)

Fouls

Errors occurring during the deal

- Minor incidents happen without penalty
- If the incident is too important to overlook, the tiles are shuffled again and the hands redealt

Wrongly drawn tiles

- If a player draws from the wrong place or out of turn, they must place it back without penalty

- If the player has included the tile in their hand and cannot prove which tile it was, they will receive a chonbo

Knocking over the wall

- The penalty for knocking over tiles in the wall is situational, but generally the tiles can be replaced with only a warning
- If the tiles are knocked over in such a way that play cannot fairly continue, the player will receive a dead hand or chonbo depending on the situation.
- Knocking over 3-6 tiles in the wall: **Dead Hand**
- Knocking over 7 or more tiles in the wall: **Chonbo**
- Looking at the ura dora before the end of the round: **Chonbo**
- Knocking over 3 or more tiles of an opponents hand: **Chonbo**
- Intentionally looking at an opponents hand: **Chonbo**

Empty Calling

- Calling a tile and changing your mind before discarding is generally accepted in friendly play
- Keep in mind that this results in a dead hand in competitive environments

Too many or too few tiles +

- Penalty: Dead Hand
- If caught immediately can be corrected by skipping draw or discard the following turn.
- If done to avoid dealing in: upgrades to Chombo.
- In WRC this counts as a Chonbo +

Invalid Ron/Tsumo +

- Penalty: Dead Hand
- An invalid Ron/Tsumo is counted when the hand is revealed. If a Ron/Tsumo is called before revealing the hand, it can be taken back freely.
- In WRC this counts as a Chonbo +

Changing Riichi Wait with a closed Kan

- Penalty: Chonbo

Noten Riichi

- Penalty: Chonbo

Penalties

Dead Hand

- The offending player can no longer make any calls

- If the player has not declared riichi they make draw and discard normally
- This hand is noten

Chonbo

- A mangan penalty is payed out to the table
- For a non dealer this is 2000 to each non dealer and 4000 to the dealer
- For a dealer this is 4000 to each player