



OVERVIEW DRAW, CHOMBO & DEAD HAND SITUATIONS

Ch.		Noten Penalty (3000 points)	Show Riichi hand	Riichi bet	Counter	East stays East?
	EXHAUSTIVE DRAW	yes	yes	stays on the table	yes	only if East is Tenpai

CHOMBO						
3.4.6	Invalidly declaring a win and showing the tiles.	n.a.	no	goes back to the Riichi declarer	no	yes
	Declaring Riichi on a hand that is not waiting. Only in case of drawn game					
	Making an invalid concealed Kong after declaring Riichi.					
	Attempting to claim a tile after the hand has been declared a dead hand.					
	Play cannot continue due to a mistake of a player.					
5.5	Cheating and obstruction					

If a win is declared at the same time as a Chombo occurs, the Chombo is voided.

DEAD HAND SITUATIONS	
3.4.7	Invalidly declaring a win without showing the tiles.
	Attempting to declare Riichi on an open hand.
	Attempting to declare Riichi, but failing to call "Riichi" or failing to rotate the discard.
	Too few or too many tiles on the hand.
	Making an invalid Kong, Pung or Chow. The mistake can be corrected if it is realised or pointed out before the discard is made.
	Swap-calling
	A referee call may result in a dead hand, e.g. for passing information.
5.1.1	Failing to take a claimed tile before the next two players have made a discard.

A player who has a dead hand is not allowed to declare a win, Kong, Pung or Chow, and can never be considered Tenpai.