

TOURNAMENT RULES

(BASED ON THE OFFICIAL STANDARD HANDS AND RULES-NATIONAL MAH JONGG LEAGUE)

Follow all rules on the 2018 Mah Jongg card, except scoring bonuses.

PLEASE BE PROMPT

Please find your correct table and seat position. The number on your nametag is the starting table number (if you are 4, you will sit at table 4, etc.). The letter on your nametag is the direction in which you will move after each round (North, South, & West). A round consists of 4 (four) games. You will play 4 games at each table before moving to the next table.

DIRECTIONS FOR INDIVIDUAL MOVEMENT AFTER EACH ROUND

EAST -Remains stationary throughout the tournament.

NORTH - Moves up one table (after each round).

WEST -Moves up two tables (after each round).

SOUTH - Moves down one table (after each round).

50 minutes allotted per round. No points will be given for any hand (in any round) if the game is not finished in time. The only exception is if play is delayed due to a discrepancy.

Please move to the next table if that table is available when you are done. If it is not, please wait patiently at the perimeter of the room. **Please do not hover around active players.**

PLAYERS MUST HAVE 13 TILES IN/ON THEIR RACKS AT ALL TIMES.

The only times a player may have 14 tiles is at the beginning of a game if the player is East, at the moment of picking a tile and before discarding, and at the time the player makes a Mah-Jongg. If a player miscounts and has more or less than 13 tiles in/on their rack, the player is declared DEAD and is excluded from play.

If you finish the round early, please remain quiet or leave the room until the next round. Please, NO TALKING IN THE TOURNAMENT ROOM while the games are still in progress. It is very disturbing to those still playing.

NO CELL PHONE usage during tournament play. If you are expecting an urgent call, leave your cell phone with the scorekeeper.

1. If a player calls a tile for exposure or Mah Jongg, they must put that tile on the top of their rack (not in their rack). If a called tile for Mah Jongg (or exposure) is placed in their rack, before exposure, the player will be called dead. (Exception: If a player picks their own Mah Jongg tile from the wall the tile may be put in their rack before exposing for Mah Jongg).
2. A player may "call" a tile for exposure or Mah Jongg. As long as no tiles are exposed and the called tile is not placed on the rack, the player can change their mind without penalty. Play continues. Once a player exposes a tile, the number of tiles in the exposure may be changed until the player making the exposure discards.
3. Never declare your hand "Dead". If an exposed hand is declared "dead" (any player can declare it "dead"), that hand stops playing. However, if you declare a hand "dead", and it is not, your hand is "dead".
4. East must show players their Flower tile and 1 Bam tile at the start of each round because each set is different. East must make sure all players are sitting in the proper positions. If a player sits in the wrong position and makes Mah Jongg, all hands are thrown in and the game is replayed.
5. East position will be the scorekeeper for the entire tournament. Check your own scores to make sure they are accurate. Players should initial the box next to their total score after each round. West will initial East's score and wall games and bring to Director's table. The player opposite a winning hand is to sign above column verifying the win after every game. (This does not apply to "wall" games.) Absolutely no changes will be made on any signed scores, after one round, unless East verifies the error.
6. Scoring for each hand is the same as NMJL Standard Hands on the current card. See the "Scoring" section.
7. Any player may stop the passing after the first Charleston is completed. Optional pass allowed.

8. If you “steal” a tile, you cannot look at that tile. Player will receive minus 10 pts. if they do!
9. Positively NO LOOKING/PICKING AHEAD. A player may not pick a tile until the previous player has discarded. Then the next player picks BEFORE discarding.
10. There is NO “HOT OR COLD” wall. A player may call last tile discarded for Mah Jongg or exposure. (Exception: When last discard is a joker.)
11. A tile may not be claimed for Exposure or Mah Jongg after player next in turn has picked and racked or discarded a tile.
12. If a question arises during play, call for Director. Director’s ruling will be final.
13. A player should never throw in hand or expose hand until Mah Jongg is verified (see Mah Jongg In Error).
14. A player who throws a tile and incorrectly names it cannot take it back once it is on the table (see Penalty).
15. In their turn a player cannot call the previous tile thrown if they have touched a tile on the wall.
16. If a player has the wrong amount of tiles after the Charleston, all hands are thrown in and game starts again, as long as East has not discarded the first tile. If the game has started, the player’s hand with the wrong amount of tiles is DEAD.
17. If a player picks from the wrong wall OR from the wrong end of the wall, their hand for that game is DEAD.
18. Player should display Mah Jongg as it appears on the Mah Jongg Card.

SCORING

1. The winner of each hand scores exactly the value on the card.
2. Add 10 points extra to score if player picks own Mah Jongg tile.
3. Additional 10 Points for all hands made without a joker, including singles and pairs.
4. Add 10 points to each players score for a wall game unless a hand is dead. (See Penalties)

PENALTIES

1. No penalty to a player who throws Mah Jongg tile to an unexposed hand OR with one exposure.
2. Minus 10 points to player who steals tile and looks at it.
3. Minus 10 points to player who misnames a tile called for exposure. Tile name is corrected and play proceeds. Minus 25 points if the tile is misnamed and someone called it for Mah Jongg. Game ends immediately with each player except the one who misnamed the tile getting 10 points for a wall game.
However, if once the tile is correctly named it is needed for someone else's Mah Jongg, it can still be claimed. Discarder is penalized 25 points, winner receives the value of the hand, and the other players receive no points.
4. Minus 10 points to player who throws Mah Jongg tile to hand with two exposures.
5. Minus 25 points to player who throws Mah Jongg tile to hand with three exposures or when there are two exposures to a Quints hand.
6. “Dead” hands do not get 10 points for a wall game.

MAH-JONGG IN ERROR – Players should not throw in or expose hand until MJ is verified. If MJ is declared in error and all players have exposed hands – errorer scores 0 (zero) and all others score 10 points. If only one player does not expose hand, that player scores 10 points and all others score 0 (zero). If two hands are intact, play continues.

ANY ISSUES ABOUT RULES, PLAY, FINAL SCORES, PRIZES, ENFORCEMENT BY EASTS, ETC. MUST BE ADDRESSED IMMEDIATELY BY CONTACTING THE TOURNAMENT DIRECTOR AT THE TIME THE INCIDENT OCCURS. Once play continues, game issues cannot be revisited. Once prizes are awarded and accepted, they are final.