

RULES FOR PLAY

*Remember – Mah Jongg is a game of courtesy, civility and harmony.
Following a clear set of rules achieves the game's mission.*

Use the 2019 National Mah Jongg League card

1. BEGINNING THE GAME

- a. EAST player serves as East for Game 1 of each round.
- b. EAST player begins each game with a throw of the dice to break the wall.
- c. EAST begins the deal.
- d. All players must have 13 tiles on rack during play.
- e. The game begins when East discards the first tile.

2. CHARLESTON

- a. The first three passes are compulsory (Right – Across – Left)
- b. The next three passes commence if all players agree to continue.
- c. A "Blind" tile may be passed for First Left and Last Right. If a player looks at a blind tile before passing it, the player will be penalized 10 points (-10)

3. PICKING and RACKING TILES

- a. NO PICKING AHEAD. Player is declared Dead if picking ahead or out of turn.
- b. Player's turn begins when touching the next tile in the wall and, once touched, that tile MUST be picked.
- c. A player may change his/her mind when claiming the previous discarded tile as long as he/she has not touched it. If touched, the discarded tile MUST be taken and used for an exposure.
- d. When the next player touches a tile in the wall, the player MUST take that tile and his/her turn is considered started. The player may not claim a discard if first touching a tile in the wall.
- e. Once a player picks a tile from the wall, that tile should be racked, thereby starting that player's turn and completing the previous play. Once a tile is racked, the previously discarded tile may not be called.
NOTE: It is unsporting and ungracious to pick-and-rack in one swift, fast movement, thereby not giving others players a fair and timely opportunity to claim a discarded tile. Please make an effort to pause for a moment between picking and racking.
- f. If a player calls a discarded tile, that tile MUST be placed on top of the rack for the exposure. A player is not allowed to place the tile IN the rack once called. The tile must "continue in line of sight." If a player places the tile IN the rack, that player will be declared Dead.
- g. A player's turn ends once that player discards a tile by naming it and/or placing it on the table.

4. CALLING MAH JONGG

- a. A player may call Mah Jongg by claiming a discarded tile or by picking a tile from the wall at the beginning of his/her turn.
- b. If two players claim a discarded tile, the player who will make Mah Jongg has first right to the tile.
NOTE: If neither player will claim Mah Jongg with the discarded tile, the player whose next turn would come first gets the right to the discarded tile.
- c. A Mah Jongg is self picked if the player:
 - i. Picks the 14th tile from the wall that makes the Mah Jongg
 - ii. Claims a discarded tile that makes the Mah Jongg hand
 - iii. Picks a tile that can replace and exposed Joker and that Joker makes the Mah Jongg hand

5. AT THE END OF EACH ROUND

- a. Each player must check his/her game scores and compute Round total
- b. EAST-WEST and NORTH-SOUTH will verify and initial each other's game scores to insure accuracy
- c. Each player must check player number posted on score card and insure it is correct
- d. EAST will deliver score cards to the respective Table Monitor.
- e. Scores may not be changed once initialed and submitted to the Table Monitor.

6. SCORING

- a. All hands are scored as designated on the official 2019 National Mah Jongg League card
- b. ADD 10 points if player picks own mah jongg tile
- c. ADD 20 points if player has jokerless hand, excluding Singles and Pairs hands
- d. If WALL Game, all players score 10 points
- e. Use "X" on score card to designate DEAD HAND; and Dead Hand scores 0
- f. MINUS 10 points to player who throws winning mah jongg tile to unexposed hand
- g. MINUS 10 points to player who throws winning mah jongg tile to player with ONE exposure on rack
- h. MINUS 20 points to player who throws winning mah jongg tile to player with TWO exposures on rack
- i. If game is not completed when timer sounds, all players score 0
- j. Use "X" to designate a DEAD HAND; any Dead Hand scores 0

7. PENALTIES

- a. MINUS 10 points to player who throws winning mah jongg tile to unexposed hand
- b. MINUS 10 points to player who throws winning mah jongg tile to player with ONE exposure on rack
- c. MINUS 20 points to player who throws winning mah jongg tile to player with TWO exposures on rack
- d. MINUS 10 points to player who looks at a tile before passing it "blind"
- e. "Dead" hands do not score 10 points on a wall game
- f. If a player has more or less than 13 tiles, the player is declared Dead and is excluded from further play of that game.
- g. If a player places a called tile, for either exposure or for mah jongg, IN his/her rack (rather than on top), that player is declared Dead and excluded from further play of that game.
- h. If a player picks from the wrong end of the wall, that player is declared Dead.
- i. A player who calls or claims a discarded tile can decide NOT to claim that tile provided it has not been touched and no tiles have been exposed from the player's hand. There is no penalty to a player for changing his/her mind during the time of his/her play.

8. POSITION MOVEMENTS AFTER EACH ROUND

- a. EAST remains at the same table for the entire tournament
- b. WEST moves UP TWO tables numerically. ↑
- c. NORTH moves UP ONE table numerically. ↑
- d. SOUTH moves DOWN ONE table numerically. ↓

NOTE: In the spirit of courtesy, civility and harmony, please do not sit around and talk if you have finished your round early. You may leave the room until the next round is ready to begin. Players who stay in the room and disturb players who are still playing may face a pot penalty. Should any questions or disputes arise, please ask your table monitor to have the Tournament Director come to your table.