



# EVENT RULES

## Mah Jong

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

### Use the 2023 National Mah Jong 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.

- a. 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.
- b. A player's turn ends once that player discards a tile by naming it and/or placing it on the table.

#### 4. CALLING MAH JONG

- a. A player may call Mah Jong 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 Jong has first right to the tile. NOTE: If neither player will claim Mah Jong with the discarded tile, the player whose next turn would come first gets the right to the discarded tile.
- c. A Mah Jong is self-picked if the player:
  - i. Picks the 14th tile from the wall that makes the Mah Jong
  - ii. Claims a discarded tile that makes the Mah Jong hand
  - iii. Picks a tile that can replace an exposed Joker and that Joker makes the Mah Jong hand