



Tournament Schedule and Rules

Our tournament will follow the National Mah Jongg League (NMJL) rules as published in Mah Jongg Made easy. There are some modifications to the value of penalties and bonuses in scoring. Any disputes will be settled by the director of the tournament.

Check in will begin at 4:45 pm and tables will be assigned. Players will receive a nametag and an assigned wind. Game play will begin at 5:15 sharp. After round one, we will take a short break for refreshments and announce a few raffle winners. After round two, we will announce winners, award prizes and remaining raffle winners.

We will play a series of two rounds consisting of three games each. Each round will have a one-hour time limit. There will be a total of 6 games played. Points are earned after each game and totaled at the end of each round. For any unfinished games, players at the table will receive a zero score. Players are responsible for recording their own scores after each game. The player across from you will verify you score and initial your scorecard. At the end of round one, players will switch seats as follows:

East will remain in their same seat. South will switch with another south. West will switch with another west. North will switch with another north. The goal is to have a completely new set of participants at each table.

After round two, players will bring their scorecards to the check-in table to be tabulated. If a table finishes a round before time is up, participants should head to the refreshments area until the beginning of round two is announced. All walls will be self-dealt according to NMJL rules.

All players are required to play with the NMJL card during tournament play. Mobile devices must be on silent. Keep your hands in front of your rack unless picking a tile.

Points:

Mahjong equals the amount shown on the card.

ADD POINTS

- +10 Player picks their own winning Mahjong tile
- +20 Player has a winning hand with NO jokers
(Singles and Pairs do NOT get extra points)
- +10 Goes to every player at the table for a wall game.
- +10 If a player wins Mahjong on the very last tile of the last wall.
- +20 Player has an Earthly Hand
- +30 Player has a Heavenly Hand

ZERO POINTS

Dead Hand = 0 pts.

Player who do not throw Mahjong or win the game = 0 pts.

Round time is up before a game is finished; every player gets 0 points.

PENALTIES

- 10 Player throws Mahjong to a hand with zero or 1 exposure.
- 20 Player throws Mahjong to a hand with two exposures.
- 30 Player throws Mahjong to a hand with three exposures.
- 15 Player misnames a tile resulting in Mahjong
- 10 Player calls Mahjong in error
- 10 Player declares another player's hand dead in error. Their hand is then declared dead instead.

*The pick is the start of your turn. Each player must pick/call a tile before discarding or exchanging a joker.

*Once a tile is placed in the rack, the previous tile is no longer available to be called.

Please have patience for others, be kind, respectful, and courteous to each other. We are here to have fun, enjoy ourselves, and create new friendships. No verbal aggression, insults, or inappropriate behavior will be tolerated.