

Mah Jongg Mania Tournament Rules REVISED 11/23

1. **THE CARD:** Players are required to display the 2023 NMJL card during tournament play.
2. **THE GAME BEGINS:** East rolls the dice to break the wall. The game does NOT BEGIN UNTIL EAST THROWS THE FIRST TILE. If any hand has too few or too many tiles before this point the hands will be thrown in and the game restarted.
3. **CHARLESTON:** The First Charleston of 3 passes is required. The Second Charleston is optional. **Any player may stop the passing after the first Charleston is completed if no other players have racked their tiles from the second pass.** A player who wishes to stop the Charleston after the first pass should caution the other players in a timely manner, to not make the 2nd left-pass. The Optional "across-Pass" may then be completed.
4. **STEALING A TILE (BLIND PASS):** If you steal a tile, you may not look at it. If you look at it, you will be penalized ten (-10) points at the end of that game.
5. **PICKING a Tile** Each Player must pick a tile before discarding. A player's hand will be declared "Dead" for picking ahead or out of turn. A player's turn begins when they pick a tile from the wall or call a tile discarded tile for an exposure. Once you touch the next tile in play it is yours, you can no longer call a discarded tile.
6. **WRONG END OF THE WALL:** If a player picks from the wrong wall or from the wrong end of the wall, that player is declared "dead." However, if the mistake is not discovered until after more than one player has picked from the wrong wall or the wrong end of the wall, then the game continues, and players continue picking from that wall. **To maintain the integrity of the tournament, no tails will be allowed at the end of the walls.**
7. **A DISCARDED TILE:** may be called for Mah Jongg or exposure, until the next player either DISCARDS OR RACKS the next tile. A tile is considered RACKED when it is placed within the rack, not on top of or in front of the rack. You must discard your tile if the tile touches the table, or you start to say the name of the tile. You may not change your mind. This is called **intent**. **A player may change their mind when claiming a discard unless they have touched that discard.** Then they MUST use that tile for their exposure.
8. **MIS-NAMING A TILE:** A tile cannot be called until it is correctly named. A player cannot call for a misnamed tile for an exposure. If a player who calls for a misnamed tile exposes their tiles based on what they hear, their hand will be declared dead. **A MIS-NAMED discarded tile may be claimed for MAH JONGG only.**
9. **Calling a Tile:** You must verbally call for a discarded tile. If you do not call for a tile you cannot have it. If two players call for a tile, the player closest in succession has the first option to take it.
10. **EXPOSURES:**
 - If a tile is called for an exposure, and it is touched or moved by the player who claims the tile, it must be used in an exposure.
 - When Mah Jongg or an exposure is declared by calling a discarded tile, the called tile must be placed on the TOP part of the rack not in the rack. A player's hand will be called "dead," for putting the claimed tile in the rack and not on top of the rack.
 - Incorrect exposures may be corrected, until such time as the exposer has discarded a tile to end their turn.
11. **JOKERS:** A player must pick a tile from the wall to start their turn, prior to exchanging a tile for an exposed joker on another player's rack. When exchanging a joker from another player's rack, the person exchanging must **ask for it** before taking. No player may touch another player's tile.

- Exposed JOKERS from a “dead” hand may be exchanged, provided the exposure was a correct exposure that was made prior to the exposed player’s hand being declared “dead.”

12. MIS-CLAIMING A TILE: A player may “call” a tile and then decide not to claim a tile, provided they have not touched the tile or have not exposed any tiles from their hand. They may change their mind with no penalty.

13. DISPLAYING MAH JONGG HAND: When declaring Mah Jongg, the hand should be displayed as it appears on the Mah Jongg Card. If you do not display the hand in proper order, and another player asks you to do so you must do so. If you refuse, your hand may be declared dead, and the game will continue.

Dead Hands:

- Picking ahead, discarding before picking, exchanging a joker before picking

SCORING:

- PICK OWN MAH JONGG:** Add Ten points (+10 POINTS) to score on MJ card.
- NO-JOKER HANDS:** Add additional (+ 10 POINTS) to score. **Except there is no bonus given on any of the hands listed under the Singles - Pairs Group.**
- WALL GAME:** All players receive ten points (+10 points). If a player’s hand was declared "dead", that player does not get ten points.
- INCOMPLETE GAME:** If a game is not completed within designated time, each player receives "ZERO." NO POINTS GIVEN
- MAH JONGG IN ERROR – PLAYERS SHOULD NOT THROW IN OR EXPOSE A HAND UNTIL MJ IS VERIFIED.**
 - If MJ is declared in error, and 3 players have exposed their hands, all players receive 0 (zero) points.
 - If two players do not expose their hands, the game continues with two remaining players.
 - If one player does not expose their hand that player receives 10 points, and the others get 0 points.
 - If a player calls for MJ in error and the mistake is rectified before the hand is exposed or before the other players disturbs their hands, play continues.

PENALTIES:

- NO PENALTY TO PLAYER THROWING TO 0 OR 1 EXPOSURE.
- Minus -10 POINTS TO PLAYER THROWING MJ TO 2 EXPOSURES.
- Minus -25 POINTS TO PLAYER THROWING MJ TO 3 EXPOSURES or 2 EXPOSURES OF A QUINT HAND
- Minus -10 POINTS FOR LOOKING AT TILE WHEN STEALING DURING EITHER CHARLESTON
- Minus -25 POINTS TO A MIS-CALLER WHO MISNAMES A DISCARDED TILE WANTED FOR MAH JONGG.

SUBMITTING SCORE SHEETS:

The player who makes MJ will sign the score sheet after each game. West will sign for East and all wall games. Each player is responsible for signing the score card and checking that the correct score was given. West will bring up the scoresheet to the director’s table. **ONCE SCORESHEET IS TURNED IN, NO OTHER CHANGES CAN BE MADE.**

DIRECTOR’S RULING: will be final. All decisions made by the Director shall be based on the above rules. Any question about scoring or rules should be addressed by the Director and not by the players.

TABLE ROTATION:

- EAST – remains at their table for entire tournament
- NORTH – Go UP 1 table after each round
- WEST – Go UP 2 tables after each round
- SOUTH – Go DOWN 1 table after each round

