



## National Mah Jongg League Tournament Rules

### POSTION MOVEMENTS

**WEST**- Moves UP TWO tables after each round

**EAST**- Remain at their table for the entire tournament

**NORTH**- Moves UP ONE table after each round

**SOUTH**- Moves DOWN ONE table after each round

### RULES

- 1- **NO PICKING AHEAD**-The next tile in play should not be touched until the previous player has discarded. Once you touch the next tile in play you can no longer call the previous discard. Steals are **BLIND!**
- 2- A tile cannot be called for an exposure or Mah Jongg once it is covered by the next player in turn, either by racking or discarding a tile.
- 3- A tile is played when it is either placed on the table or announced and not yet discarded. A player may not change their mind once a tile is announced or on the table. No joker exchange is permitted thereafter.
- 4- If a player calls a tile but does not touch or pick up the tile, they may decide not to take it. Once the tile is touched you must take it or be declared dead.
- 5- If MJ is declared in error and no tiles are exposed, all four players may continue to play: If any part of a hand is exposed, that player is then dead.
- 6- When a call is made, an exposure may be altered in number, until the caller has discarded. The called tile must be used if touched. Once caller discards no further changes may be made by that player.
- 7- You must initiate your turn by picking a tile before any jokers can be exchanged.
- 8- The game begins when designated East discards their 14th tile. If any hand has too few or too many tiles before this point, the hands will be thrown in and the game is restarted.
- 9- The game ends with the discard of last tile. At this time, a hand can no longer be declared dead.
- 10- When calling a tile for MJ, the called tile must be placed on your rack and not into your hand (as you would do with any other call for a tile you make) You will be deemed dead and your MJ discounted if you do not do so. This is not a NMJL rule, but is a rule adopted by many tournament directors in an effort to keep things fair to all.

### PENALTIES

- 1) No penalty to player throwing into 0 or 1 exposures.
- 2) A miscalled tile wanted for exposure cannot be claimed until correctly named-**MINUS 10 POINTS** to the miscaller.
- 3) If miscalled tile is wanted for Mah Jongg- **MINUS 25 POINTS TO MISCALLER. +10 POINTS** awarded to remaining three players.
- 4) **Minus 10 Points** TO PLAYER THROWING MJ to 2 exposures.
- 5) **Minus 25 Points** To a player throwing MJ to 3 exposures or 2 exposures in a quint hand.
- 6) **Minus 10 Points** -**NO LOOKING AT TILES WHEN STEALING DURING THE CHARLESTON** (1st LEFT or Last right)

### SCORING

- 1) The player who makes MJ will sign the score sheet after each game. Each player is responsible for checking and initialing their score totals at the end of each round. West will sign for and check East's score.
- 2) All hands are scored as designated on the NMJL card.
- 3) **ADDITIONAL 10 POINTS IF PLAYER PICKS THEIR OWN MJ.**
- 4) **ADDITIONAL 10 FOR ALL HANDS MADE WITHOUT A JOKER, INCLUDING SINGLE AND PAIRS!**
- 5) **10 POINTS FOR A WALL GAME** awarded to all still playing at the conclusion of the game. (NO POINTS for a hand that went dead)
- 6) Mah Jongg in error- Players should not throw in or expose their hands until the MJ is verified. If MJ is declared in error and all players have exposed hands, declarer scores 0 and all others score 10 points. If one player did not expose their hand, then that player scores 10 points and all others score 0. If two hands are intact, play continues to conclusion.
- 7) If a Question arises during the game, **please have the EAST call for the director** to resolve any problem that arises during play. The DIRECTORS' ruling is final.

\*NO PERSON WILL BE CALLED DEAD IF MJ IS NOT UP IN ORDER- ASK THEM TO DO SO IF UNSURE OF THEIR HAND.

**PLEASE TURN OFF CELL PHONES DURING THE TOURNAMENT. TALKING MUST BE KEPT TO A MINIMUM.**

**IF GAMES ARE STILL IN PLAY, CONVERSATIONS MUST BE TAKEN OUTSIDE!!!!**