

## TOURNAMENT RULES

Players are required to display the National Mah Jongg League card during tournament play. The card is considered a sign of courtesy and should be on display during games.

**SCORING:** Refer to score sheet you were given in your packet.

**CALLING:** You must call a tile before picking it up, don't just pick it up. Example, you do not have to say the name of the tile, just I want that or I'll take that. If you don't call for the tile, you cannot have it.

**JOKERS:** Request the exchange of a joker and hand the person the tile to replace it. If you put the tile on the table without verbalizing the exchange, then the tile is dead for exchanging but available for calling for an exposure.

**PICKING AND THROWING YOUR TILE: NO PICKING AHEAD:** If you pick ahead you will be called DEAD. Your turn begins when you pick a tile or call a tile for exposure. Do not place your hand on the next tile until the player before you has discarded.

**IF YOU TOUCH THE TILE, IT IS YOURS!!!:** A player may call the last discarded tile for mah jongg or exposure until the next player draws, racks, or throws and calls the drawn tile.

Once you start to throw a tile and start to say it, you must continue to throw it. It is called intent. If a tile does not touch the table but you partially say the name, it is considered a thrown tile. If a tile touches the table, it is a thrown tile.

Player must pick a tile before discarding or exchanging jokers. The pick is the start of a turn.

**PICKING AND RACKING:** A tile is considered racked when it actually is sitting on the rack and the person has moved their hand from the tile.

If you pick from the wrong end of the wall then you are dead. This is unless it happened after the wall was moved out and the tiles were hidden. Player whose wall it is to move out should be aware and either don't push out the wall yet or realign the remaining tiles.

Jokers may be replaced from exposure before a hand went "dead". The dead exposure is not available for replacing.

When declaring Mah Jongg, the hand **should** be displayed as it appears on the card. Failure to do so if asked results in your hand being dead.

**CALLED TILE:** If you call a tile for **mah jongg or for an exposure**, the called tile **MUST** be placed **ON** your rack, not **IN** your rack. This verifies that you picked the right tile. If you rack the tile, you will be called DEAD and play continues with the remaining 3 players.

If you call a tile for an exposure but can't use it, you can change your mind if it hasn't yet been touched.

**MAH JONGG CALLED IN ERROR:** Three other players expose their hands, all get 0 points. A hand is considered exposed if any tiles have been moved from the players rack to the table or from the hand to the top of the rack.

Two players do not expose their hands, game continues with the two remaining players.

One player does not expose their hand. That player gets PLUS 10 points while others get 0 points.

If a player calls Mah Jongg in error and the mistake is rectified immediately and **BEFORE** the hand is exposed and **BEFORE** any other player exposes or disturbs their hand, game continues without penalty.

**REMEMBER:** If you think a hand is "dead", declare it. If you declare a hand "dead" in error, your hand is "dead".

**MIS-NAMING A TILE:** If the mis-namer has the correct tile in their hand, they MUST discard it in place of the incorrect tile. If necessary, call Director to verify that the correct tile is/is not available in the discarder's hand. If the mis-namer doesn't then have the correct tile, the game proceeds once the tile is named correctly.

**A mis-named discarded tile can be called for MAH JONGG.** The discarder is penalized MINUS 25 and the Mah Jongg receives the points on the card.

**CIRCUMSTANCES/REMINDERS:** If East has Mah Jongg after the Charleston, it is a HEAVENLY HAND. The game is over and the hand is self-picked.

If a joker is Exchanged and gives a player their Mah Jongg, it is self-picked. The joker can come from their own rack or another rack. It is called the "Finesse Move" and because the joker is the 14<sup>th</sup> tile that they are picking, it is self-picked.

You must play all rounds of the tournament and players are required to have the National Mah Jongg League card. The game does not start until East throws the dice. You cannot go dead during the Charleston.

Have patience for others, we all learn differently. Please do not criticize your opponent's play.

**TOURNAMENTS,** by their nature, are especially more regulated than home games and rulings are closely stayed to in order to avoid errors and disputes. If a question arises during play, DIRECTOR'S RULING (Vickie Lawson Reynolds) will be final. All decisions will be made based on these rules and the Director's personal judgment. Any question that arises at the table, the director should be called to answer the dispute. If you resolve a question of rules or scoring at your table, there can be no recourse to the Director. Only the Director is authorized to arbitrate any dispute as to rules and scoring.

**Have a marvelous time playing Mah Jongg today. We hope to have many more such days in the future to indulge our addiction! Here's wishing you a great experience today. We thank you for joining us and may the Mah Jongg fairies show you favor!**