

Beth Emeth Sisterhood Mah Jongg Tournament Rules

Based on the Official Standard Hands and Rules - National Mah Jongg League

1. Every table will be numbered. Four players at each table.
2. All tiles face down and thoroughly mixed before starting.
3. Each player rotates roll of dice and breaking of wall.
4. Player who rolls dice starts with 14 tiles.
5. **East** will be the scorekeeper for the **entire** tournament, and does not move from table to table.
6. Scoring for each hand is the same as NMJL standard hands on the current card.
7. Any player may stop the passing after the first Charleston is completed.
NO MUSHING!
8. If you "steal" a tile, you cannot look at the tile.
9. Positively **NO LOOKING AHEAD**, player picks **BEFORE** discarding.
10. Player may not pick a tile until the previous player has discarded.
11. Player may call last tile discarded for Mah Jongg or exposure. Exception: when second discarded tile is a joker. The symbol tile (natural tile) must be taken and the joker remains "dead" on the table.
12. A tile covered by the next discard cannot be called for either Mah Jongg or an exposure.
13. There is **NO** "hot or cold wall".
14. After four (4) games (a round), East brings scores to director's table.

We have allotted 45 minutes per round

If a question arises during play of hand, call the director.

Director's ruling will be final.

SCORING

- The winner of each hand scores exactly the value on the card.
Add 15 points extra to score if player picks own Mah Jongg tile.
Add 15 points extra to score if player makes any Singles & Pairs hand.
Add 20 points extra to score if player makes any jokerless Mah Jongg except for singles and pairs hand.
Add 10 points to each players' score for a wall game. If a player's hand goes "dead" player does not get 10 points.

PENALTIES

- No penalty to a player who throws Mah Jongg tile to an unexposed hand.
No penalty to a player who throws a Mah Jongg to hand with one exposure.
Minus 5 points to player who misnames a tile called for an exposure.
Minus 10 points to player who throws Mah Jongg tile to hand with two exposures.
Minus 25 points to player who throws Mah Jongg tile to hand with three exposures, or when there are two exposures and only one more group of tiles will complete the hand (for example, see QUINTS on Mah Jongg card).

A player should never throw in hand or expose hand until Mah Jongg is verified.

MAH JONGG IN ERROR

If Mah Jongg is declared in error and player does not expose the hand and all other hands are intact, play continues without penalty.

If Mah Jongg is declared in error and player exposes part or all of the hand, and all other hands are intact, game continues, but declarer's hand is dead. The same penalty applies for calling a discard and making an incorrect exposure. Dead hand discontinues playing, does not pick or discard,

If Mah Jongg is declared in error and every player exposes hand, error Mah Jongg is scored 0. Other players score **10 points**.

If a player declares Mah Jongg in error and one other player exposes part or all of the hand, the game continues with the two remaining players whose hands are intact. If more than one player, other than erring declarer, exposes part or all of the hand, game cannot continue. Remaining player with the hand intact gets double the points of the value of the incorrect hand.

If an exposed hand is declared dead (any player can declare it dead), hand stops playing. However, if you declare a hand dead, and it is not, your hand is dead. Dead hands do not get points for a wall game.

If a player exposes incorrectly by calling a tile and another player recognizes an incorrect tile, that exposure makes the player's hand dead. However if player has not discarded and sees mistake and corrects it, the game continues. **No penalty**.

A concealed hand incorrectly exposed for Mah Jongg must be returned to rack. The hand is dead. Player stops picking and discarding. **NO JOKERS CAN BE REDEEMED.**

REDEEMING JOKERS

Player who has been playing exposed hand calls Mah Jongg or exposes in error, only those jokers exposed prior to error may be redeemed by any player at their turn.

**A PLAYER WHO THROWS A TILE AND INCORRECTLY NAMES IT CANNOT TAKE IT
BACK ONCE IT IS ON THE TABLE.
GOOD LUCK!**