Tournament Rules

Revised 11/2025

This tournament is centered on community, fun, and friendly competition. We honor the tradition and spirit of Mahjong by treating one another with kindness and respect. Celebrate good play, be gracious in both wins and losses, and enjoy the chance to connect with fellow players, organizers, and our wonderful volunteers.

Tournament Play will include 4 (60minute) rounds.
4 games will be scored each round.

Table Relocation

EAST – remains at the table for the entire tournament

WEST - moves UP 1 table after each round

SOUTH - moves UP 2 tables after each round

NORTH - moves UP 3 tables after each round

The tournament will follow NMJL and tournament rules, including:
Players are required to supply, use, & display the NMJL 2025 card during tournament play.

- Walls are pushed out to the left. Dealing and play are to the right. Each player will deal their own tiles.
- The game does not start until East throws out the first tile.
- The first Charleston of three (3) passes is required. The second Charleston is optional. Any player may stop the passing of tiles once the first Charleston is completed and no other players have racked their tiles from the second Charleston (i.e., second left). Be mindful of not passing ahead to avoid confusion.
- A player may steal a tile(s) (i.e., Blind Pass) during the first left and/or the second right of the Charleston; however, the player may not look at the tile(s).
- Your turn begins when you pick a tile or call a tile for exposure. If you touch the tile, it's yours! This applies to both picking from the beginning of the wall and/or calling the last discarded tile.
  Exception: If you pick from the wrong end of the wall and look at the tile, your hand is "dead." If you have not looked at the tile, you may put it back and continue from the correct side of the wall.
- A player may call the last discarded tile for Mahjong or an exposure until the next player either racks or discards the picked tile. Once a tile is fully racked (not tapped), the previous tile is "dead." (It's no longer available.)
- A mis-named, discarded tile <u>can</u> be called for Mahjong. The discarder is penalized 25 points, and the Mahjong hand receives the point value on the card.
- A mis-named tile <u>cannot</u> be called for an <u>exposure</u>. If you start to expose tiles based on what you hear, rather than what you see, your hand will be called "dead."
- If you call a tile for an exposure or Mahjong, you can change your mind only if you have NOT touched the discarded tile. If touched, then it must be used for an exposure.
- If two players call at the same time, the tile goes to the next player in the rotation unless the other player can Mahjong.
- A called tile must be used in an exposure if picked up or touched by a caller. If you call a tile for Mahjong or for an exposure, the called tile must be placed on the top flat part of your rack, <u>not</u> in the front sloped part of your rack. This verifies that you picked the right tile. If you rack the tile on the front sloped part of your rack, your hand will be called "dead," and play continues with the remaining 3 players.
- A player may change the number of tiles exposed in a Pung or Kong until they have discarded.
- You may say "wait or hold" to call a tile, and you may change your mind about taking it as long as you haven't touched it.
- A player must begin their turn (pick from the wall/call for discarded tile) before exchanging a tile for an exposed joker. When exchanging a joker, the player must request it from the other player. No player may touch another player's rack.
- Exposed jokers from a "dead" hand may be exchanged, provided the exposure was made before the hand was declared "dead."
- You are committed to discarding a tile once it is <u>fully</u> named or the tile has touched the table.
- When declaring Mahjong, the hand should be displayed as it appears on the 2025 NMJL card. Players should NOT throw in or expose their hand until Mahjong is verified. Players who have not exposed their tiles continue with play without the player who declared Mahjong in error.
- If you know an opponent's hand is "dead," you can declare it.
- Game ends when the last tile is discarded.

TOURNAMENTS, by their nature, are more regulated than home games; rulings are closely scrutinized to avoid errors and disputes. If a question arises during play, tournament staff ruling will be final. All decisions made by the staff shall be based on the NMJL rules. If any question arises at the table, tournament staff should be called to answer the dispute.

Tournament Scoring

Revised 11/2025

MAHJONG MISSISSIPPI
Hope in Every Hand

East is to make sure the game finishes on time and signs the score sheet after each game. West will sign the score sheet for East. Each player is responsible for checking that their score is correct and signing the card at the end of each round. If there are errors/discrepancies in the scoring, they MUST be resolved before moving to the next table. Only tournament staff is authorized to arbitrate any dispute as to scoring. The scorecard will be turned in after each round. Once the scoresheet is turned in, no changes can be made.

Scorekeeping

The player who declares Mahjong gets the amount shown on the NMJL 2025 card.

    (example: 25 on card = **25 points**)

An **additional 10 points** if the player picks their own Mahjong.

A player who throws Mahjong to a **hand with 0 to 1 exposure will not lose points.**

A player who throws Mahjong to a **hand with 2 exposures will lose 10 points.**

A player who throws Mahjong to a **hand with 3 exposures will lose 20 points.**

A player who wins Mahjong with a Joker-less hand* will receive an **additional 10 points**.
  *Singles and pairs hands do not receive the extra points for a joker-less hand.

Each player receives **10 points** for a wall game.

If Time is up before the game is finished, each player gets **0 (zero) points** for that game.

Any dead hand scores **0 (zero) points**.

Players who do not throw Mahjong or win the game receive **0 (zero) points**.

Player Name	Player #	1	2	3	4	Total

Table # _____   Round # _____ Verified by:_____