



# Four Seasons

## Mah Jongg Tournaments

The Official Standard Hands & Rules of the National Mah Jongg League Inc.,  
for the current year, will be the format for all Four Seasons Tournaments.

### POSITION MOVEMENTS

**EAST** – Remains at their table for the entire tournament.

**WEST** – Moves **UP TWO** tables after each round.

**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 removed from the wall until the previous player has discarded. Once you pick up or move the next tile in play you can no longer call the previous discard.
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
4. (A) If a player calls a tile but does not pick up or move the tile, they may decide not to take it. Once the tile is moved or picked up or you expose your tiles you must take the discard or hand will be declared dead.  
(B) If MJ is declared and no tiles are exposed all four players continue to play. If any part of hand is exposed, and it is in error player is dead and play continues.
5. When a call is made, an exposure may be changed by the caller, as to number of tiles exposed, until caller has discarded. Called tile must be used if picked up by caller. Once caller discards no changes may be made.
6. You must initiate your turn by picking and racking your tile before any jokers can be exchanged or you will be declared dead.
7. 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 restarted.
8. Game ends with discard of last tile, at this time a hand can no longer be declared dead.
9. If you pick the wrong tile or from the wrong end of the wall your hand will be called dead. Any player that pushes their wall out to soon and causes a player to pick the wrong tile will also be declared dead.
10. When Mah Jongg is declared by calling a discarded tile, the tile cannot be placed in your hand. Either place called tile on rack and add tiles from your hand or place hand on rack add the called tile to it.

### PENALTIES

1. A miscalled tile wanted for exposure cannot be claimed until correctly named – **MINUS 10 POINT PENALTY TO MIS-CALLER**. If miscalled tile is actual tile wanted for Mah Jongg – **MINUS 25 POINT PENALTY TO MIS-CALLER, Mah Jongg receives points for hand**. If miscalled tile is not actual Mah Jongg tile then – **MINUS 25 POINT PENALTY TO MIS-CALLER plus 10 POINTS TO REMAINING THREE PLAYERS AND GAME ENDS**.
2. No penalty to player throwing into 0 or 1 exposure.
3. **MINUS 10 POINTS TO PLAYER THROWING MJ TO 2 EXPOSURES.**
4. **MINUS 25 POINTS TO PLAYER THROWING MJ TO: 3 EXPOSURES, 2 EXPOSURES OF A QUINT HAND.**
5. **MINUS 10 POINTS FOR LOOKING AT TILE WHEN STEALING DURING EITHER CHARLESTON**
6. **MINUS 10 POINTS FOR NOT ANNOUNCING WHEN CALLING A TILE.**
7. **MINUS 35 POINTS TO PLAYER NOT IN TOURNAMENT ROOM WHEN DIRECTOR ANNOUNCES "START OF PLAY".**

### SCORING

1. 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 checking that score was given to their correct player number.
2. All hands scored as designated on Official Mah Jongg card.
3. **Additional 10 Points if player picks own MJ.**
4. **Additional 10 Points for all hands made without a joker, including singles and pairs.**
5. **Score 10 points for a wall game. Any DEAD hand scores 0 (zero).**
6. **MAH JONGG IN ERROR – PLAYERS SHOULD NOT THROW IN OR EXPOSE HAND UNTIL MJ IS VERIFIED.** If MJ is declared in error and all players have exposed hands – error and all others players score 0 (zero) points. If only one player does not expose hand, that player scores 10 points and all others score 0 (zero). If two hands are intact, play continues.
7. **If a question arises during play, DIRECTORS ruling is final**