Tournament Rules

Magnolia Cup

February 20, 2027

Tournament play will include four 60-minute rounds. Four (4) games will be scored each round. You may not build walls until time begins. There will be a 15-minute break between rounds.

East – is the "table captain." He/she is the first dealer, responsible for keeping score for the round and keeps all players on track for time (finishing 4 games in 60 minutes). If a question arises at any time during the round that cannot be solved at the table, East raises the flag to have a tournament volunteer come to the table. No extra time is given if the tournament director must assist with dispute.

Dealing

- East is first dealer (The East position for each table will be assigned.)
- All players take their own tiles during the deal
- Players can only look at tiles once all tiles have been dealt.
- The East position rotates to the right after the first game, but the initial East fulfills the duties of table captain as noted above.

Charleston

- The first Charleston of three (3) passes is required. The second Charleston is optional. It only takes one player to stop the second Charleston once the first Charleston is completed.
- Please be mindful of not passing ahead to avoid confusion at the table.
- If any player has racked his/her tiles on the second left, the entire second Charleston must be completed.
- If doing a blind pass (first left and second right), you may NOT look at that tile(s). Penalty of 10 points if you look at your tiles on a blind pass.

Game Play – East discards a tile to start the game

Playing

- Your turn begins when you pick a tile or call a tile for an exposure. Do not place your hand on the next tile until the player before you has discarded.
- A hand with a 'C' is concealed. You may not call for exposures unless it is the final tile for your mahjong.
- A joker exchange may only be done on your turn. You must draw a tile from the wall first then ask to start the exchange. Never touch someone else's tiles when exchanging and do NOT let the tiles touch the table. Exchange tiles hand to hand.

- If a player calls “Mahjong” in error and catches their mistake immediately (before showing more exposures or any other players start showing tiles) game continues without penalty.
- When you win Mahjong, expose tiles in the order they are written on the card.
- If a player wins, do not show *your* tiles until their win is confirmed accurate. Wait to show your tiles in case the ‘winner’ is incorrect. If that player is incorrect, the game continues with 3 players and that player’s hand is dead.

Calling for a tile

- A player may call the most recent discard until the next player racks their picked tile OR their picked tile is discarded and touches the table.
- You may say “call, wait, or I want that” to call a tile, and you may change your mind about taking it as long as you haven’t touched it. “Hold” or “pause” may be used before you verbalize a call, but if another player calls for the time during the hold or pause, the player that called first gets the tile for the exposure.
- 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 first then follow with the remaining tiles in the segment.
- A player may change the number of tiles exposed in a Pung or Kong, etc until they have discarded.

Misnamed Tiles

- A mis-named tile cannot be called for an exposure. If a discarded tile is mis-named, it must be correctly named before claimed. Play proceeds once tile is correctly named.
- A tile cannot be claimed until correctly named.

Dead Hands- During play, you may suspect a player cannot win the game. This means that player a player’s hand is “dead.”

- A hand is considered dead if the player has too many or too few tiles, incorrect exposures or calls mahjong in error.
- If a player makes a joker exchange before he/she draws and racks or calls and exposes, player’s hand is dead.
- If a player exposes tiles while playing a concealed hand, the hand is dead.
- If a player picks out of turn, picks from the wrong wall, picks from the wrong end of the wall or discards a tile before picking, the hand is dead
- If a hand is dead, jokers in exposures before the hand was declared dead are still up for exchanges.

- If your own hand is dead, you do not need to tell table.
- If a player's exposures tell you a specific hand is being played, the hand may be called 'dead' if all the needed tiles to complete a single or pair are shown on the table as discards or in another player's exposure(s).
- If a player calls Mahjong in error and shows tiles, that player is dead. Play continues with the remaining players

Scorekeeping:
East is responsible for scorekeeping, but 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 the scorecard is turned in at the end of the round. If a dispute on the scorecard arises, raise the red flag to have tournament staff come to the table to assist with the discrepancy. Once the scoresheet is turned in, no changes can be made.

- The player who declares Mahjong gets the value of the hand shown on the 2026 NMJL card.
- An **additional 10 points (+10)** if the player picks their own tile from the wall for Mahjong or uses the picked tile for a joker exchange and calls Mahjong.
- An **additional 10 points (+10)** if the player who wins Mahjong has a Joker-less hand*
  *Singles and pairs hands do not receive the extra points for a joker-less hand.
- Each player receives **10 points** for a wall game, unless a player's hand has already been declared dead, then that player receives 0 points for wall game.
- If Time is up before the game is finished, each player gets **0 (zero) points** for that game.
- **Penalty:** Minus 10 points (-10) to a player who throws the winning tile for Mahjong to a **hand with 1 exposure.**
- **Penalty:** Minus 20 points (-20) to a player who throws the winning tile for Mahjong to a **hand with 2-3 exposures.**

Table Rotation:
East – remains at the same table
North – Moves up a table
West – Moves up 2 tables
South – Moves up 3 tables

Example: Table 1
East – stays at table 1
North – moves to table 2
West – moves to table 3
South – Moves to table 4