



Discarding and calling

OFFICIAL RULE Name every discard

Place it face up in the middle and say its name out loud: "Three Bam," "North," "Soap."

OFFICIAL RULE Down is down

A discard is final once it touches the table or is fully named, whichever comes first.

OFFICIAL RULE Call out loud, in time

You may call until the next player racks their drawn tile, discards or exchanges a Joker. If they drew but hadn't racked, the tile goes back on the wall.

OFFICIAL RULE No picking or looking ahead

Never take or peek at a wall tile before your turn. It's printed on the card.

OFFICIAL RULE Who gets a called tile

A call for Mahjong beats a call for an exposure. For two equal calls, the player next in turn after the discarder wins, unless the other has already started exposing.

OFFICIAL RULE Only call for three or more

Call a discard for a pung, kong, quint or sextet, or for the final tile you need for Mahjong. Never for a pair otherwise. Discarded Jokers can't be called.

GOOD MANNERS Pause a beat before you draw

Grabbing and racking instantly shuts others out. The League has called racing to beat other players poor sportsmanship.

GOOD MANNERS Place tiles, don't throw them

Set discards down gently where everyone can see them.

Your turn, and winning

OFFICIAL RULE Joker exchanges

Only on your turn, after you draw or expose and before you discard. Hand the natural tile to the Joker's owner.

OFFICIAL RULE Announce Jokerless

Say "Jokerless" when you declare Mahjong, or the double isn't owed.

GOOD MANNERS Show a clear winning hand

Arrange your exposures in card order so the table can check it. Nobody mixes tiles or pays until it's confirmed.

GOOD MANNERS Keep count

Thirteen tiles, fourteen after you draw. A wrong count makes a hand dead.

At the table

GOOD MANNERS Keep your hand to yourself

Don't announce what you need, and don't react to discards ("You threw my tile!").

GOOD MANNERS Coach only if agreed

Learning games welcome advice. Regular games don't, unless everyone says so.

GOOD MANNERS Hands off other racks

Touch only the wall and your own rack. Keep food and drinks off the table.

GOOD MANNERS Be kind to beginners

Everyone was new once. Slow down when someone asks. Pay promptly and cheerfully.



Group _____ Date _____ Card year _____

Stakes ☐ Money ☐ Points on paper ☐ Just for fun Each point = _____

Pie (loss limit) ☐ No limit ☐ Pie of _____ per player
Table rule: once your pie is gone, you keep playing at no further risk.

Second Charleston ☐ Standard: played unless any player stops it
Official rule: any player may stop it after the first Charleston.

Courtesy pass ☐ Yes, 0 to 3 tiles with the player across ☐ We skip it

Blind passes ☐ Allowed on the first Left and last Right (standard) ☐ Not at this table

Jokerless double ☐ Yes, when announced (standard) ☐ Other: _____

Wall games ☐ Nobody pays (standard) ☐ Kitty of _____ goes to the next winner

Hot / cold wall ☐ Not played (official) ☐ Our version: _____

Misnamed discards Our rule: _____
Groups handle this differently. Decide now, not mid-hand.

Coaching ☐ Open advice (learning game) ☐ Only when asked ☐ None

Fifth player ☐ Sits out and bets each hand ☐ Sits out, no betting ☐ We play four only
In a five-player game, one player sits out each hand and the seat rotates.

Pace ☐ Relaxed ☐ Steady ☐ Brisk Notes _____

Disputes We check the card, then go with _____
For official play, the National Mah Jongg League's card and published rules are the final word.

Agreed by