

Mahjong Competition Rules – Penalties overview

Warning and progressive penalty	Dead Hand	Point penalties Severe penalties
Erroneous kong/pung/chow/hua call , e.g. player makes a call, but fails to carry out the action, or player calls with a wrong term, or calls pung too late	False hu, without exposing tiles	False hu, less than 8 points in winning hand: Dead hand and 10 points to each opponent
Revealing tiles before making a kong/pung/chow/hua call: the call is invalid and revealed tiles must be discarded	Erroneous hu call , i.e. claiming hu with a call other than hu or mahjong, or revealing the tiles before making hu call	False hu, winning hand is not four sets and a pair (or accepted structure). E.g. contains false set or too/few many tiles: Dead hand and 20 points to each opponent
Making a call and claiming the tile before revealing the matching tiles	Failing to keep winning hand intact (using hand tiles for counting). (Using the flowers to count, forfeits the flowers; hand is valid)	Forget to take winning tile: 10 points deducted; hand is valid and scored as usual
Claiming a false set: before the discard, the error can be corrected, but erroneously revealed tiles must be discarded	Claiming a false set: after the discard, the error cannot be undone	Late by 10 minutes or less: 10 points deducted
Replacing a false flower: before the replacement tile is placed in the hand, the error can be corrected, but erroneously revealed tiles must be discarded	Replacing a false flower: when the replacement tile is placed in the hand, the error cannot be undone. False flower remains on the table, but counts as a discard for claiming hu or counting Last Tile	Late by 11-15 minutes: 20 points deducted
Taking a tile from a wrong place in the wall: before the tile is placed in the hand, the error can be corrected	Taking a tile from a wrong place in the wall and placing it in the hand. (Only if the mistake is pointed out by an opponent immediately after the wrong tile is added to the hand).	Late by more than 15 minutes: Player forfeits current session and receives 0 table points. A substitute player plays current session.
Revealing opponent's tiles (subject to further penalty)	Failing to take claimed tile before next two players has discarded	Obstructive play , e.g. stalling for time or severe cases of revealing tiles or information. The referee may decide a penalty of 10-60 points and/or dead hand.
Prematurely destroying the wall or discard floor (subject to further penalty)	False hu by Player A, and Player B has revealed his tiles: Player A: relevant penalty Player B: dead hand and must discard revealed tiles	Severe disturbance of the competition such as cheating or obstruction (including repeatedly stalling for time) results in immediate disqualification
Passing information (subject to further penalty)	Too few or too many tiles	EMA Version 20 June 2009

Warning and progressive penalty: First offense gives a warning, second offense a 5 points deduction and further offenses 10, 20, 30 etc points deduction. The penalty count is reset at the beginning of each session, except in the case of obstructive play incl. stalling for time.