

REGULATION

2008 PARIS INTERNATIONAL TOURNAMENT

The Green Book (MCR V2006 WMO) is the reference.
The official tournament language is English.
The object of these regulation is to foster self-arbitration as much as possible, this tournament being based on fair play.
A few points are explained here, but any contestation will be ruled out by the referee.
The referee will have full authority to sanction any fouls.

A FEW ELEMENTS ON RULES AND GOOD BEHAVIOR

- Silence is to be strictly observed during playing time (no comments, no indications).
 - 5 calls are officially recognized : chow, pung, kong, hua and hu (flower and mahjong are tolerated). *Diverging pronunciations and translations are accepted, but must be clearly spoken.*
 - Call before you show your tiles.
 - Clearly show any claimed/drawn tiles.
- If not, point for waiting, « Last Tile » and « Nine Gates » will not be score.*
- For a self-drawn winning hand, always show the tile before you show your hand.
 - Playing time is 10 seconds between discards, including calling a chow, but 3 seconds only for pung, kong or hu.
- If a player calls chow without waiting 3 seconds, other calls have priority, even if the player has exposed his chow or even discarded. He must set everything back in place.*

Sanctions during a session

(A) Fouls

Warning, then **increasing penalties** of 10, 20, 30 points, then **elimination**.

The penalty is taken from the player's final score (total session points will not be 0).

(B) Dead hand

Player cannot call « hu », but the game still goes on.

(C) False « hu » call

30 point penalty (other players each score 10 points) or **60 point penalty** (other players each score 20 points).

Lateness

under 10 minutes : – **10 point**.

10 to 15 minutes : – **20 point**.

over 15 minutes : **elimination**.

Distribution fouls

Tile drawn in the wrong place, flowers taken in the wrong order...

The wall can be rebuilt and the hands re-dealt if at least one player wants it. **No penalty**.

Knocked-over tiles

Player accidentally knocks over one of his tiles, or one from the wall : **no penalty**.

All players must know what the tile was.

Player knocks over another player's tile : **foul (A)**.

Drawing problems

Tile drawn in the wrong place, in the wrong time...

Player has not put the tile in his hand : **foul (A)**. *Tile is set back in place.*

Player has put the tile in his hand : **dead hand (B)**. *He keeps the tile and the game continues.*

Player touches the tile he is supposed to draw : he can no longer call.

Diverse mistakes

Showing your tiles before you call : **foul (A)**.

Taking a claimed tile before showing your tiles : **foul (A)**.

A player who calls (chow, pung or kong) can recuperate the claimed tile only if 1 or 2 discards have followed. 3 discards or above : **dead hand (B)**.

« **False set** », « **false flower** »

Player shows a false figure or flower (1 Bamboo) and sees his mistake.

1) Player has neither discarded nor taken a replacement tile : **foul (A)**. He can correct his mistake and must discard the tiles he has mistakenly shown.

2) Player has already discarded or taken a replacement tile : **dead hand (B)**. *False set or flower can no longer be modified/corrected.*

False flowers and tiles from a false set are considered as shown. A player can still count the « Last Tile » fan.

False calls

Only one call (chow, pung, kong) is possible.

In case of multiple calls, only the first is valid.

Calls must be played. If a player will not or can not : **foul (A)**.

A declared "hu" is "hu" in all cases !

Player is mistaken :

1) He does not show his tiles : **dead hand (B)**.

2) He shows his tiles but cannot find 8 points : **30 point penalty (C)**.

3) Hand is shown but incorrect (*false set, too many/not enough tiles, false flower*) : **60 point penalty (C)**.

In case of a false « hu » call, the game goes on normally. Player puts his game face down and must discard first all his shown tiles (except sets already exposed).

Counting points

Only discarded tiles may be used to count points. The winning hand must remain intact, with flowers, until the score is agreed upon. Adding your own flowers is tolerated, if they are clearly separated.

If the player does not pick up the winning tile or if he has used tiles in his hand to count his score, the hand is considered incomplete : **60 point penalty (C)**.

In case of a false « hu » call, the game must go on normally. Thus, as long as the points are not counted, players must keep their hands concealed and must not break the wall.

1) Another player has shown his tiles : **dead hand (B)**. He must discard the tiles shown by mistake.

2) Another player has broken the wall : **foul (A)**. In this case, the referee can decide of a more important penalty.

FFMJ asks players not to help each other for counting points. In case of disagreement, a foul can be called (A).