

Mahjong Rules & Regulations

A. Basic Rules of Play

- Picking of seats. No specific rules** during normal session play (except on League competition). Any Player may or may not request for picking of seats on the onset or after finishing one (1) round of play. Should there be a request of one player the rest must accommodate the request by using the dice throwing method by the requestor. Player obtaining the East wind will pick first followed by South, West and North.
- Flow of movement of the game** is based on **anti-clock wise**.
- Stacking of tiles** – Banker and opposite player will stack 19 wall tiles, while the other 2 players will have each 18 stacks of wall tiles. Each wall tile consists of 2 tiles stacked on top of each other.
- To begin the game**, player picking the East seat will start first and if not, anyone can start to throw the dice to determine the starting round banker.
- Dice number to determine opening of the wall tiles and starting banker.** Banker (E) (1,5,9,13,17), 2nd seater (S) (2,6,10,14,18), 3rd seater (W) (3,7,11,15,) & 4th seater (N) (4,8,12,16).
- Responsibility of starting new round wind**, normally the starting **Banker** to announce at the start of each round wind. Penalty for not announcing if he or she game on the start of the prevailing wind by paying the rest of the player according to the doubles he or she won.
- Responsibility of ending Round Wind**, normally **North wind seater** will need to change the round wind before Banker starts the next round wind. Failing to do so will attract penalty as Rule no. 6.
- No minimum of round to be banker if he or she continues to win...**
- 15 Tiles (7 and Half blocks) would remain** from the back wall irrespective if a game has been won or not.
- If a game ends without a winner, the banker continues to deal** if there is no 'Kong' (open or concealed) situation arises during the game.
- A player drawing the last tile (even it is a flower or animal) of the game,** need not discard and the game will consider as no winner.
- Last Seven (7) & Five (5) Tiles excluding rule no. 8.**
Player drawing the last 7th tile will assumed all players liabilities if someone 'Kong' under the fresh tile rules.
Player drawing the last 5th tile will assumed all players liabilities if someone 'Kong' and or game under the fresh tile rules.
Fresh tile rule refers to tiles not found on the discard pool and do not include those 'pong' or 'chow' displayed by each player.

13. **No alert need to be given when in situation of assuming liabilities or 'Bao' scenarios**
14. **No actual monetary transaction**, only plastic chips of 400 dollars as Capital are given for each player to enjoy the game. Player who has exhausted his or her capital the round will shall end and scores shall be tabulated for that table. Game will also end as per competition timing stated.
15. **Penalty of 'Za Hu' will have to pay minimum 5 doubles to the rest of the other players.**
16. **Minimum** attainment of **one (1) double** in order to game.
17. **Self-drawn or player discarded the tile** for another to game will have to pay full price while others pay half the price.
18. **Priority to game is based on sequential of anti-clockwise**, with exception of **13 Wonders**, which can supersede players in front of you who could have gamed from that tile.
19. **Round or table wind attracts one double to whoever 'pong' that wind.**
20. **Own wind attract one (1) double** determined by where you seated counting from the banker (East) followed by South, West & North.

B. Doubles & Payments

21. **Payments are according to how many doubles you have won, side wins such as Animals or Flowers Marriage and 'Kong' or Born Loser paying Za Hu.**

Doubles	Full Price	Half Price	Doubles	Full Price	Half Price
ONE (1)	2	1	EIGHT (8)	62	46
TWO (2)	4	2	NINE (9)	72	56
THREE (3)	8	4	TEN (10)	82	66
FOUR (4)	16	8	PING HU (4)	20	10
FIVE (5)	32	16			
SIX (6)	42	26			
SEVEN (7)	52	36			

22. Instant Payouts:

Types	Concealed (1st Hand)	Subsequent (Opened)
'Kong'	2	1
Flower same number marriage	2	1
Cat & Mouse Marriage	2	1
Rooster & Centipede Marriage	2	1
One set of Flowers or Animal	4	2

23. How to score a Double (Fan)?

Doubles from Flowers/Animals/Winds/Flush/Half Color	Doubles
a. Own Flower or Season per your seating number	1
b. Complete set of Flowers or Seasons	2
c. Each Animal	1
d. One complete sets of Animals	5
e. 'Pong' of Round Wind or Own Wind (Rules 19 & 20)	1
f. 'Pong' of Round Wind and Own Wind (E.g. East Wind & Banker)	2
g. 'Pong' of any triplets Dragon tiles	1
h. 'Pong' of all the 3 Dragon tiles (auto win, need not fulfilled game)	5
i. Pong any two Dragon tiles and remaining one pair as eye (1 double + two dragons doubles)	3
j. Mixed 'Pong' 'Pong' Hu	2
k. Pong 3 Winds with one pair of the 4th Wind	3 or 4
l. Half Flush (half color)	2
m. Full Flush (one color) mixed with pong or sequence without Dragons and Winds	4
n. Green Suit mixed with pong or sequence, with/without green dragons (sets of bamboos 2,3,4,6,8 and green dragons)	4
o. Full Flush (one color) 'Ping Hu' without Dragons, Winds, Animals or Flowers/Seasons	85
p. Mixed 'Ping Hu' without Animal, Flowers/Seasons and Dragons or Round Wind or own win	4
q. Mixed 'Ping Hu' with Animal, Flowers/Seasons without dragons,	1

	round or own wind as eye. (Animal or own flower/season will add more doubles)	
r.	Mixed 'pong' of 1 & 9 numeric with Dragons and Winds, minimum a pair of terminal tiles.	2

24. Special Hands (Limit games)

a.	Pong all 4 winds (no need to fulfill) game (4 Blessings)	405
b.	Pong all Winds and Dragons only without any numeric (All Honors hand)	405
c.	All triplets and an eye (Kam Kam Hu) and concealed win. Concealed Kong only. Hidden Treasures.	405
d.	4 Kongs	405
e.	Pong all numeric 1 & 9, pair must also be terminal tiles.	405
f.	Nine Heavenly Gates-Flush 1112345678999. No open meld.	405
g.	8 Flowers/Season Tiles. Player already having 7 flowers/season tiles can steal the last 8 th tile from any player and game without fulfilling completeness. Auto Win	405
h.	Heavenly win (Tien Hu). Only happens to Banker at the start of the game after all replacement tiles have been drawn and Banker games without discarding the first tile.	405
i.	Earthly win (Teh Hu). Any non-banker player that games when Banker discarded the first tile.	405
j.	13 Wonders – pays full price irrespective of self-drawn or discarded. Priority to game applies (Rule 18)	405

25. Bonus Situation

a.	Winning tile from replacement wall due to Kong/Flowers/Seasons/Animals	1
b.	Winning tile from replacement wall after double Kong (Kong & Kong & game) at a simultaneous sequential.	3
c.	Last tile as the winning tile	1

26. Restriction to Gaming under Ping Hu Rule.

***Non-adherence may attract penalty under Rule no. 15**

a.	No dragons, Own Wind or Round Wind is allowed as pair of eye
b.	All tiles must be in Chow game, i.e. sequential numeric of 3 tiles. E.g. 5,6,7
c.	Gaming tile must be from a multiple wait
d.	Gaming a tile in-between (Ka Long) numeric is not allowed. eg. 6 for 5 & 7
e.	Gaming a tile that is the edge or corner numeric is not allowed, e.g. 3 or 7 numeric. Eg. 1 & 2 waiting for numeric 3 of same suit
f.	Gaming a tile that forms a pair of eye is not allowed except if it is a multiple wait eg. 4567 waiting for either 4 or 7 as eye
g.	c) through f) not relevant if game through self-drawn tile

27. Situation assuming liabilities – ‘Bao’ Scenarios (no alerts given, rule 13)

Minimum display tiles:	
a)	3 sets of same numeric displayed, either pong or chow. Bao that numeric
b)	3 sets of 1 & 9 pong. Bao 1 & 9 numeric
c)	3 sets of Winds pong. Bao remaining wind
d)	3 sets of Mixed Winds and Dragons pongs. Bao remaining winds & dragon
e)	2 sets dragon pong shown. Bao remaining dragons
f)	3 doubles shown. Bao wind that gives 2 doubles on Rule 23f.
g)	4 doubles shown. Bao on dragons, own wind and round wind
<p>In a ‘Bao’ situation... a sequential priority is applied when a player game on the last player who discarded a tile that fits the scenario will assume the liabilities, including self-drawn win.</p> <p>Game tile may or may not be the ones that fits the scenarios, however, the player assuming liabilities bears the responsibility should the player eventually game when the player has already ‘Bao’ him or her in the earlier movements under the above scenarios.</p> <p>No ‘Bao’ if player game on tile discarded by a player not under the situation of assuming liabilities.</p>	

28. Situation of More or Shortage of tiles

a) More Than 13 Tiles Drawn (Da Xiang Gong)
Player cannot Kong or game in such a situation. Player cannot pong or chow. Player should refrain from discarding tiles for other players to game. As far as possible, go for a draw game.
b) Less Than 13 Tiles Drawn (Shortage of Tiles) (Xiao Xiang Gong)
Player cannot game, but may Kong if situation arises. Player can pong. Player should refrain of discarding tiles for other players to game. As far as possible, go for a draw game.

Conclusion

The above Mahjong Rules were adopted from NUS Mahjong Club and reviewed after the last mahjong competition held in May 2023 to suit SPGG's competition style.

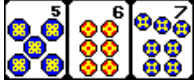
This rules & regulations is a simplified version reflecting the norms of Singapore Mahjong that most of us played. No doubt these rules & regulations can be changed to suit different set of players and individual needs.

As from now, the Mahjong Competition held in SPGG will follow the rules & regulations (version June 2023).

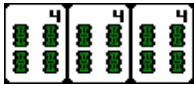
Enjoy every session. Cheers!

Glossary

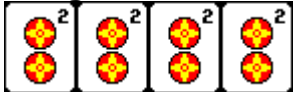
Chow – A player may Chow a tile discarded by the player on his or her left by displaying 2 sequential or in-between numeric tile of the same type.



Pong – A player can pong anytime when he or she has a pair of similar numeric suit, dragons or wind tiles. A pong does not require in sequential movement. A player needs to shout when the tile discarded match his or her concealed pair of similar tiles.



Kong – 4 tiles of similar suits of same numeric or dragons or winds.



Dragon Tiles - 

Wind Tiles - 

Reference: Wikipedia Singapore Mahjong website