

Mahjong Competition Rules – Penalties overview

Warning and progressive penalty	Dead Hand	Point penalties Severe penalties
Erroneous kong/pong/chow/hua call: e.g., player calls but fails to perform the action, uses an incorrect term, or calls pong too late.	False hu without exposing tiles.	False hu, fewer than 8 points: dead hand and 10 points to each opponent.
Revealing tiles before a kong/pong/chow/hua call: the call is invalid; revealed tiles must be discarded.	Erroneous hu call: calling something other than hu or mahjong, or exposing tiles before calling hu.	False hu with invalid hand structure: not four sets and a pair (or accepted structure), a false set, or wrong tile count: dead hand and 20 points to each opponent.
Calling and claiming a tile before exposing matching tiles.	Failing to keep the winning hand intact (using hand tiles to count). Using flowers to count forfeits the flowers, but the hand remains valid.	Forgetting to take the winning tile: 10 points deducted; hand remains valid and scored as usual.
Claiming a false set, before discarding: may be corrected, but incorrectly exposed tiles must be discarded.	Claiming a false set, after discarding: cannot be undone.	Late by 10 minutes or less: 10 points deducted.
Replacing a false flower, before taking the replacement tile into the hand: may be corrected; incorrectly exposed tiles must be discarded.	Replacing a false flower after taking the replacement tile into the hand: cannot be undone. The false flower remains on the table and counts as a discard for claiming hu or Last Tile.	Late by 11–15 minutes: 20 points deducted.
Drawing a tile from the wrong place in the wall: may be corrected before putting it into the hand.	Drawing from the wrong place and putting the tile into the hand: dead hand only if an opponent points it out immediately.	Late by more than 15 minutes: forfeits the current session, scores 0 table points; a substitute plays the session.
Revealing an opponent’s tiles (subject to further penalty).	Failing to take a claimed tile before the next two players have discarded.	Obstructive play: delaying the game, seriously revealing tiles or information: referee may impose 10–60 points and/or a dead hand.
Prematurely destroying the wall or discard area (subject to further penalty).	False hu by player A when player B exposed tiles: A receives the applicable penalty; B has a dead hand and must discard exposed tiles.	Serious disruption: cheating or obstructing the competition (including repeated delaying): immediate disqualification.
Passing information (subject to further penalty).	Too few or too many tiles.	EMA · Version 20 June 2009.

Warning and progressive penalty: First offence: warning; second: 5-point deduction; subsequent offences: 10, 20, 30, etc. The count resets at the start of each session, except for obstructive play, including deliberate delays.