

Tournament Rules Summary

1. One *cycle* is four rounds. **Seat Winds always rotate after each round**; East never repeats the deal.
2. The game uses 136 tiles; flower tiles (bonus tiles) are not used. A player's hand consists of 13 tiles.
3. **Player Enforcement Principle:** If a player believes another participant has violated a rule or engaged in improper etiquette, they may address the matter directly or request assistance from a judge. For minor violations and/or behavioral issues that do not materially affect the fairness or integrity of the competition, judges may decline to intervene unless a formal complaint is made by an affected opponent.
4. Players must arrange discarded tiles in an orderly manner, from left to right in rows of six. When a row reaches six tiles, a new row should begin below it.
5. Claims (chi, pung, kong, mahjong) must be announced verbally. An unannounced claim has no precedence, and opponents may ignore it and continue playing. Melded sets should be placed to the right of the concealed hand, with one tile rotated to indicate the claimed tile.
6. For a "pung" or "kong" claim to take precedence, it must be announced promptly. Once a player announces "chi" and then melds the sequence or discards a tile, the other two players lose the right to claim the tile for a triplet or quad.
7. **Quad:** A player may make a *concealed quad* or a *small melded quad* (adding a fourth tile to a melded triplet) after drawing a tile (or after East's deal, or after drawing a replacement tile), but not after calling "chi" or "pung." A concealed quad must be revealed the moment it is declared.
8. **Time Limits:**
 - *Type 1 Tournament:* Players have no time limit for all their plays in a round. Each turn should be completed within 20 seconds (CSoM), 15 seconds (League). The first 20 seconds (CSoM), 15 seconds (League), at the start of the round do not count toward these limits. A judge may impose a 15-second turn limit on players stalling to protect their tournament standing. Continued stalling may result in penalties being issued by the judge.
 - *Type 2 Tournament:* NWSOM: each player has a total of 3 minutes for all plays. RSoM has no time limit for the total number of plays. Each turn should be completed within 15 seconds. The first 15 seconds at the start of the round do not count toward these limits.
9. **Winning Hand:**
 - There are two types of winning hands: the *Regular Hand* and the *Irregular Hand*.
 - **Regular Hand:** A regular hand consists of four sets (each set being a sequence, triplet, or quad) and one pair.
 - **Irregular Hand:** The irregular hands are listed in Category 10. There are two: *Thirteen Orphans* and *Seven Pairs*.
 - A hand must conform to either a regular hand or an irregular hand in order to win.
 - A player may declare "mahjong" whenever a winning hand is completed. These rules do not adopt any *Furiten* rule or similar restriction that would prevent a player from winning with a completed hand (except in cases involving penalty tiles). Likewise, there are no prohibitions on declaring "pung" or making other claims in such situations. These rules are replaced by the *Rule of Same-Turn Immunity, which appears in the Payoff Scheme*
10. **The Dead Wall and the Seabed Tile**
 - **Dead Wall:** The last 14 tiles in the wall are called the Dead Wall, and are not played.
 - **Seabed tile:** The last tile in the live wall before the Dead Wall (the 15th tile from the end) is called the Seabed Tile. The player who draws the Seabed Tile may not declare "kong" and form a quad and must discard a tile unless the draw completes the winning hand. This discard is called the Riverbed Tile.
 - **Riverbed tile:** The riverbed tile may not be claimed to complete a sequence, triplet, or quad. It may only be claimed to complete the winning hand.
 - **No Win:** If no player wins on the Riverbed Tile, the round ends in a draw, and all players score zero.
11. **Penalty Tiles**
 - If a player illegally reveals tiles from their hand, those tiles remain face up on the table as *live penalty tiles*.
 - A live penalty tile may be discarded on the player's current discard or on the player's next discard if it is not currently their turn. Once the player discards any other tile, including another live penalty tile, any remaining live penalty tiles become *dead penalty tiles* and may no longer be discarded.
 - Penalty tiles, whether live or dead, may not be used to form a melded sequence, triplet, or quad, including when declaring "mahjong" on a discard. They also may not form the pair using a claimed discard when winning. Penalty tiles may only be used as part of concealed sets and may not be used to claim discards to form melded sets.
 - During the deal, before or while a player is organizing tiles, if tiles are accidentally exposed, one tile is exempt from penalty. If two or more tiles are exposed, the player may return one tile to the hand, and the remaining tiles become live penalty tiles.
 - **False Win:** A false win is treated as the illegal exposure of all tiles in the player's hand. Play of the round continues, and all illegally revealed tiles become penalty tiles. No additional large score penalty is applied.

Scoring

1. **Only the winning hand is scored**

When a player declares Mahjong, only that player earns points for the round. The amount they win is based on the total point value of their completed hand, as described in the **Payoff Scheme**. The other three players pay the winner according to that value.
2. **Scoring Pattern Organization**

Each scoring pattern in is listed in a numbered format like **3.3**, where the first number refers to the category (e.g., Honor Tiles) and the second number refers to the series within that category (e.g., Winds). This structure makes it easier to find and group related patterns when learning the system.
3. **Additive Scoring**

Add up the point values of all valid patterns in your winning hand. While you may score two or more patterns in the same category, you may only count **one pattern per series**, and you can't count the same pattern twice.

Exceptions:

 - **3.1 Value Honor** (+10 points for each set of Dragon and/or Seat Wind).
4. **Minimum Requirement to Win.**

By default, **any complete hand can win**, even if it has no scoring patterns. Such a hand is called a **Chicken Hand** and is worth **1 point**.
5. **Maximum Scoring Limit.**

There are two scoring limits:

 - If multiple patterns add up to more than 320, the total is reduced to **320 points**.
 - If the hand includes a single pattern worth **320 or more points**, it scores only that **one highest-value pattern**.

Payoff Scheme

1. **Fixed Payoff Principle**

The winner's total earnings are based only on the **value of their hand**. How the win happens—by discard or self-draw—doesn't change the total amount they receive.
2. **Zung Jung Standard Payoff**

In every round, the winner receives **three times the value of their hand**. This total is always the same; only how it's divided among the other players changes.
3. **Everyone Pays for Self-Draw**

If the winning tile is drawn from the wall, everyone pays the same amount. No one is considered responsible, so each of the three other players pays the winner the value of the winning hand. Together, those three payments equal the winner's full reward—three times the hand's value.
4. **Discarder Pays for Big Hands**

If the winning tile comes from another player's discard, that player is responsible, score accordingly:

 - For small hands **25 points or less**: all three players split the payment equally.
 - For larger hands **over 25 points**: each player first pays 25 points, and then the discarder pays the remaining amount so the winner's total equals three times the hand's value.

Example: *If a 70-point hand wins on discard, the two non-discarders each pay 25 points, and the discarder pays 160 points. The winner receives 210 points total (3 × 70).*
5. **Rule of Same-Turn Immunity**

If the winning tile had already been discarded **earlier in the same round**—that is, between the winner's last discard and their win—the most recent discarder isn't considered responsible. Responsibility goes to whoever first discarded that tile in the round. If the winner themselves discarded it first in the round then no one is responsible and payments are split evenly.

SCAN FOR FULL TOURNAMENT RULES



中庸麻雀运动

ZUNG JUNG MOVEMENT

www.zungjungmovement.org

Official Tournament Pamphlet

Zung Jung Mahjong version 3.3

ZJM Competition Rules version 2.2

FULL RULESET ON WEBSITE
COMPETITORS ARE STRONGLY ENCOURAGED TO REVIEW

Pamphlet Version 2026.04ZJM
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Pamphlet designed by Nathanael J. Reynolds

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1.0 Trivial Patterns

1.1 All Sequences: 5

Only Sequences in hand

1.2 Concealed Hand: 5

Every set is concealed

1.3 All Simples: 5

No ones, nines, Winds, or Dragons

2.0 One-Suit Patterns

2.1.1 Half Flush: 40

Only one suit and Honor tiles

2.1.2 Full Flush: 80

Only one suit

2.2 Nine Gates: 480

1112345678999 in one suit, a tile to complete a pair, 9-sided wait, no set melds

3.0 Honor Tiles

3.1 Value Honor: 10 per set

A Triplet and/or Quad of a Dragon tile or player's Seat Wind

3.2.1 Small Three Dragons: 40

Two Triplets and/or Quads of Dragons and a pair of Dragons

3.2.2 Big Three Dragons: 130

Triplets and/or Quads of each of the three Dragons

3.3.1 Small Three Winds: 30

Two Triplets and/or Quads of Winds and a pair of Winds

3.3.2 Big Three Winds: 120

Triplets and/or Quads of three Winds

3.3.3 Small Four Winds: 320

Three Triplets and/or Quads of Winds and a pair of Winds

3.3.4 Big Four Winds: 400

Triplets and/or Quads of each of the four Winds

3.4 All Honors: 320

Only Winds and Dragons

Icon Key

Generic Tile	Wind	Face Down	Concealed	Hand can't include
Suited Tile	Dragon	Draw	IP: Incompatible Pattern	Suits
Matching Tile		Claim		
		Melded Set		Wait

4.0 Triplets and Quads

4.1 All Triplets: 30

Only Triplets and/or Quads

4.2.1 Two Concealed Triplets: 5

Two concealed Triplets and/or Quads

4.2.2 Three Concealed Triplets: 30

Three concealed Triplets and/or Quads

4.2.3 Four Concealed Triplets: 125

Four concealed Triplets and/or Quads

4.3.1 One Quad: 5

One Quads

4.3.2 Two Quads: 20

Two Quads

4.3.3 Three Quads: 120

Three Quads

4.3.4 Four Quads: 480

Four Quads

5.0 Identical Sets

5.1.1 Two Identical Sequences: 10

Two identical Sequences in the same suit

5.1.2 Pair of Two Identical Sequences: 60

Two groups of Pure Double Sequence

5.1.3 Three Identical Sequences: 120

Three identical Sequences in the same suit

5.1.4 Four Identical Sequences: 480

Four identical Sequences in the same suit

6.0 Similar Sets

6.1 Three Similar Sequences: 35

Three identical Sequences in all three suits

6.2.1 Small Three Similar Triplets: 30

Two Triplets and/or Quads and a Pair of the same number

6.2.2 Three Similar Triplets: 120

Three Triplets and/or Quads of the same number

7.0 Consecutive Sets

7.1 Nine-Tile Straight: 40

Three consecutive Sequences from one to nine in a single suit

7.2.1 Three Consecutive Triplets: 100

Three consecutive Triplets and/or Quads in the same suit

7.2.2 Four Consecutive Triplets: 200

Four consecutive Triplets and/or Quads in the same suit

8.0 Terminals

8.1.1 Half Outside Hand: 40

Every set and the Pair involves ones, nines, or Honors

8.1.2 Full Outside Hand: 50

Every set and the Pair involves ones and nines

8.1.3 All Terminals and Honors: 100

Only ones, nines, Winds and Dragons (excluding Thirteen Orphans)

8.1.4 All Terminals: 400

Only ones and nines

9.0 Incidental Bonuses

9.1.1 Final Draw: 10

Winning upon drawing the final tile in the Live Wall

9.1.2 Final Discard: 10

Winning with someone's discard after the final tile in the live wall is drawn

9.2 Win on Kong: 10

Winning upon drawing the replacement tile for a Quad

9.3 Robbing a Kong: 10

A player may declare Mahjong off a tile that another player attempts upgrade melded Triplet to a Quad with

9.4.1 Blessing of Heaven: 155

East player winning with their initial 14-tile hand

9.4.2 Blessing of Earth: 155

Non-East player winning off of East's first discard

10.0 Irregular Hands

10.1 Thirteen Orphans: 160

One of each Terminal and Honor tile, and a tile to complete a pair

10.2 Seven Pairs: 30

Seven Pairs