



“The Regulars” League Rules & Information

League Overview

The Regulars is Clover Club's friendly competitive league for players who are comfortable playing American Mah Jongg using National Mah Jongg League (NMJL) rules.

If you can confidently play an entire game from setup through Mah Jongg without assistance, you're ready to join us.

We recommend at least one month of regular play, either online or in person, or completion of Clover Club's Building Your Game class before joining.

Each season includes four regular-season league nights followed by Championship Night.

All play follows official National Mah Jongg League rules using the current NMJL card and Clover Club's standardized league scoring system.

Each regular-season league night counts the first four completed games toward league standings.

Logistics & Registration

- **Card Used:** Current NMJL Card (players must bring their own card each week, including Championship Night)
- **Format:** Four regular-season weeks followed by Championship Night
- **Price:** \$150 per season
- **Schedule:** Wednesdays, September 2 through September 30, 6:30 PM to 8:30 PM
- **Location:** Clover Club, 10000 Watson Road, North Building Lower Level, Suite L-2 St. Louis, MO 63126
- **Capacity:** Limited enrollment of 40 players
- **Cancellation Policy:** League registration is non-refundable and non-transferable.

Weekly Format & Table Procedures

- Players receive assigned tables upon arrival each week and should play at their assigned table.
- Clover Club may adjust table assignments before play begins due to attendance changes.
- All tables begin Game 1 together following announcements from the League Host.
- The first four completed games count toward weekly standings.

- Official league play ends after two hours. If Game 4 has not been completed by the end of league play, that game will not count toward standings.
- If time remains, players are welcome to continue playing for fun.

Attendance & Arrival

League standings are based on each player's best three weekly scores.

- One excused absence may serve as your dropped week.
- Additional missed weeks receive a score of zero.
- **Excused Absence:** Email Clover Club at least 36 hours before league begins.
- **Unexcused Absence:** Less than 36 hours' notice results in a zero that counts toward your season score.
- Players arriving after Game 1 has begun will join their assigned table at the start of Game 2.

Doors open at 6:15 PM. League begins promptly at 6:30 PM. Please arrive up to 15 minutes early to allow time to get settled, review your table's tile set, and visit with fellow players before play begins.

Official Rules of Play

The Regulars follows official National Mah Jongg League rules.

- No house rules.
- No do-overs. Once tiles have been fully released, plays stand.
- If a rules question arises, the League Host's decision is final.
- Game 1 each week begins with the highest dice roller as East. East rotates counter-clockwise for subsequent games.

Materials & Equipment

One of the fun parts of playing at Clover Club is experiencing a variety of beautiful Mah Jongg sets.

Each table features different tile sets and rack styles, and table assignments rotate throughout the season so everyone gets to enjoy a variety of equipment.

Players are encouraged to arrive a few minutes early to familiarize themselves with their assigned tile set's flowers, dragons, and one bam before play begins.

All tables use standard American Mah Jongg sets with eight flowers and eight jokers. Rack styles may include traditional pushers, hinged pushers, or magnetic pushers.

League Scoring

Winning hand earns the point value shown on the current NMJL card.

- **Self-picked Mah Jongg:** +10 points.

- **No-Joker Hand:** +20 points (not applicable to Singles & Pairs).
- **Wall Game:** Each eligible player receives +10 points if the wall is exhausted without Mah Jongg. Dead hands receive 0 points.

The Game 1 East player records scores for the first four games. Each player reviews and initials the scorecard before submission to the League Host.

Three-Player Tables

- Use the standard 'Molly' patio procedure from the original league rules.
- Molly may pass jokers; players may not.

Championship Qualification

At the conclusion of the regular season, the four players with the highest cumulative scores (the sum of the best three weekly scores) advance to Championship Night.

Tie-breakers:

1. Highest single-game score during the regular season
2. Most Mah Jonggs declared during the regular season
3. Highest total score across all four regular-season weeks
4. Dice roll

Championship Night

Championship Night uses the same league scoring system and tie-breakers as the regular season. The Final Table plays four official games. The player with the highest cumulative score is crowned The Regulars Champion.

Players who do not qualify for the Final Table are invited to enjoy redemption tables while cheering on the finalists. Redemption tables are for fun and are not included in official standings.

If any of the four top players are unable to attend Championship Night, Clover Club may adjust the championship format as needed.

The Clover Club Difference

While The Regulars includes friendly competition and season standings, our goal is simple: create a place where you'll look forward to Wednesday nights. Expect beautiful playing spaces, welcoming players, plenty of laughter, and just enough competition to keep every game exciting. After all, that's what Clover Club is all about.

Become one of The Regulars today!