



NZRC 2024 OFFICAL PLAYING RULES

1. The aim of the game is to be the first player to get rid of all of one's tiles by placing them in sets on the table. Scoring all the points for the tiles remaining on the opponent's racks.
2. To start off the game, each player receives 14 tiles from the pool (two stacks, of 7 tiles each).
3. During a turn, a player may either draw a tile from the pool or lay one or more tiles from the rack onto the table. Tiles are never returned from the table back to the rack (unless penalty – see #7 below).
4. To enter the game, the first set or sets, which are placed on the table, must add up to a minimum of 30 points. (The initial meld). Note: A player may not add or manipulate any sets on the table prior to, or during, their initial meld.
5. A player may choose to delay entry by continuing to pick one tile from the pool, each turn (although he could meld one or more sets from his rack).
6. Sets can be manipulated in many ways, as long as at the end of the turn only legitimate sets remain, and no loose tiles are left over.
7. The time limit per turn is 40 seconds. If time runs out before completing a manipulation, all tiles return to their original positions and 3 penalty tiles are taken from the pool. The other participants at the same table will help to restore the former positions of the tiles. If there are leftover tiles, and the player do not remember to what sets they belonged. The player must pick them up to his/her rack including the 3 penalty tiles.
8. The number "1" tile may only be used before the number "2" tile. Not allowed to add after the number "13" tile.
9. The joker can be used to represent any tile. A set containing a joker may have tiles added to it, or it can be split apart in the usual manipulation way. If thereby freeing the joker, it must be used in the same turn as a substitute for any number/colour in a new set. (The joker cannot be returned to one's rack) at least one tile from the player's rack must be used on the same turn.
10. Joker in a group (i.e. 222) can be replaced by one colour missing only (player does not need 2 missing colour to replace the joker).
11. Each joker remaining on the rack at the end of the game counts as 100 points.

12. Should one not perform an initial meld when game ends, they will be charged with 100 points, provided they could not meld 30 points face value. If they had the possibility and chose not to, they will be charged 200 points.
13. At the end of each game, all players must wait and not empty the rack until the referee has finished counting the points left on the racks.
14. Should one get 3 “doubles” (2 of the same number and colour) before the game starts, they can request a fresh start for all player seated at the table.
15. The NZRC organizers reserve the right to make changes in these rules.
16. In the very rare case that all tiles are finished, and no one has won the game. Each player will receive one more turn and only then all player’s tiles on their rack will be counted.
The tiles of the player with the smallest amount (i.e. Player b) – will be deducted from each of the players (a, b, c AND d) total points. This means that player b has zero points, and he/she is the winner. The other players get negative number/s (the points after deducting player b’s points)