



NRL TIPPING COMPETITION 2016

Competition Rules & Mechanics



Time Frames:

H & A Competition commences: Round 1, Thurs 3rd March 2016
 'Knockout 1' commences NRL Round 2, Thurs 10th March 2016

H & A Competition concludes: Round 26, 4th September 2016
 'Team Supporter' & 'Knockout 2' comps commence NRL Round 13

Mechanics:

Entrants will tip one (1) team to win for each match a NRL Home & Away round including one (1) Margin tip on a designated match, plus one (1) Knockout tip.

Scoring - Home & Away Competition: 1 Point - for a winning selection, 1 Point - for a draw; 0 Point - for a losing selection

- Points will accumulate over Rounds 1 - 26 of the NRL home and away season to determine winners.

Knockout Competition:

- Each entrant will select 1 team from a selection of matches determined by Sportspick for each Knockout round. In selected rounds, some scheduled matches will not be available for selection in the Knockout competition. Entrants must make a Knockout selection from the available teams.
- If the selected team **Wins**, then the entrant **progresses** to the next round of the competition. If the selected team **Loses**, then the entrant is **eliminated** from the Knockout Competition. Entrants that select a team involved in a **drawn** match will be **eliminated** from the Knockout Competition.

Default Tips – Non Submission of Tips: If an entrant fails to make selections in any competition round the following rules apply

- Home & Away** – an entrant will be assigned the Away teams to a maximum of 5 winners.
- Knockout** – an entrant will be assigned the Away (or 2nd named) Team in the last game of the relevant round as per the official NRL 2015 fixture.
- Margin Tip** – an entrant will be assigned a Margin Tip of zero (0). **Nb:** The Margin Tip only applies as a tie breaker for the National 'Team Supporter' prize competition or to determine a local venue round winner if a venue chooses to offer a prize for the weekly round winner.

Competitions & Prizes – National Prize Pool: All Sportspick entrants are automatically included in all competitions/prize categories.

1 st Prize \$20,000	2 nd Prize \$7,000	3 rd Prize \$3,000
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Home & Away (Rounds 1-26)

- At the conclusion of Rd 26 the entrant with the highest tally will be declared the winner. In the event of a tie, the relevant prize categories will be combined and shared equally amongst the eligible tied entrants.

Knockout Competition:

Knock Out 1 Prize - \$2,500

Knock Out 2 Prize - \$2,500

- The 'Knockout 1' competition commences Round 2. The 'Knockout 2' competition commences Round 13
- Entrants must select 1 team to WIN in each round to remain 'Alive' in the Knockout competition.
- Sportspick will determine what teams are available for selection in each Knockout round.
- A drawn match is deemed to be a losing selection and the entrant is eliminated from the Knockout competition.
- The last entrant remaining in the Knockout shall be declared the winner.
- If there are multiple entrants "Alive" at the conclusion of round 26 then the Knockout competition(s) will continue into the finals series.
- Each match of the finals series will constitute a Knockout 'round'.
- If there are entrants still "Alive" at the conclusion of the finals series or if all remaining entrants are knocked out at the same time then the entrant with the highest "score tally" will be declared the winner.
- The Knockout "score tally" in brackets () on the score board represents the cumulative winning margins of all knockout selections to date.

Weekly Tip All Winners Draw:

Tip All Winners Draw Prizes (26 x 5 x \$100) \$13,000

A draw will be conducted out of all entrants that tip ALL the winners (winning teams) in a round to determine one (1) winner.
 26 rounds x 5 prizes x \$100 over the duration of the competition. (130 prizes @ \$100)

National 'Team Supporter' Competition' – NB: No Local Venue Scores

Leading Team Supporter Prizes (16 x \$500 value) \$8,000

- The 'Team Supporter' competition category commences in Round 13 of the NRL Home and Away season.
- Entrants will be asked to select the team that they barrack for, the first time they submit a set of tips. Once a team is selected, it cannot be changed.
- The entrant with the highest tip score (from rounds 13 through 26) on the 'Team Supporter' leaderboard of each NRL team will be declared the winner of a Sportspick branded Bar Fridge customised in the theme / colours of the team which the winning tipper chose to support.
- In the event of tied tip scores in any of the 'Team Supporter' prize categories, the margin selected during Rounds 13-26 by each entrant will be used as a tie breaker to determine 1 winner.

Prizes – In-House Venue Pool: Venues will set, collect and manage their own in house competition entry fees and prize pools.

Tipping Cut Off:

- Entrants must ensure that tips are placed at least **5 minutes** prior to the official published start time for the first match of each round.
- Tipping for the round closes **5 minutes prior to the advertised start time of the first Saturday match** as per the official NRL fixture. Tips for the remaining matches cannot be amended after this time. i.e. Tips can be changed at any time for matches that have not commenced up until 5 minutes prior to the round cut off by resubmitting tips for all remaining matches. Matches that have already commenced will not be open for tip amendments.
- Tips can be changed by re-selecting **ALL** available matches and the **LAST** set of selections will count towards an entrant's competition score tally.

Terms and Conditions: Terms and Conditions are available for viewing on the Sportspick Tipping Terminal in this venue or at www.sportspick.com.au