

SPORTSPICK NRL TIPPING 2009

Mechanics Sheet

Time Frames

Commences: 13^h March

Concludes: 6th September

Mechanics: Entrants will select one team to win in each game of each round of the Home & Away season.

Scoring

1 Point - for a winning selection, 1 Point - for a draw, 0 Points - for a losing selection

Points will accumulate from Rounds 1-26 to determine winners.

Knockout Competition

Each entrant will select 1 team from the current round. If that team wins the entrant progresses to the next round of the competition. If that team loses then the entrant is eliminated from the Knockout Competition. Entrants that select a team that draws are eliminated from the Knockout Competition.

Default Tips

If an entrant fails to make selections the following rules apply.

Home & Away – the entrant will be given the away teams to a maximum of 5 winners.

Knockout – the entrant will be given the first (1st) named team of the last game of the nominated round.

Competitions & Prizes – All Venues

All Sportspick entrants are automatically included in all competitions/prize categories.

Home & Away (Rounds 1-26) – at the conclusion of round 26 the entrant with the highest tally shall be declared the winner. In the event of a tie the combined prize categories shall be shared equally.

1 st Prize	\$25,000
2 nd	\$10,000
3 rd	\$5,000

Knockout 1&2

KO 1 commences Round 2. KO 2 commences Round 14.

- Entrants must select 1 team to WIN in each round to remain 'Alive' in the KO competition. A drawn match is deemed to be a losing selection and the entrant will be eliminated from the KO competition.
- The last entrant remaining in the Knockout shall be declared the winner.
- If there are multiple entrants "live" at the conclusion of round 26 then the Knockout will continue into the finals series.
- Each game of the finals series will be a Knockout game.
- If there are entrants still "live" 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 "tally" will be declared the winner.
- The "tally" represents the winning margin of all knockout teams selected.

Prize KO1	\$10,000
Prize KO2	\$10,000

1st Half Winner – the entrant that accrues the most points from rounds 1-13. In the event of a tie the prize will be split.

Prize	\$5,000
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2nd Half Winner – the entrant that accrues the most points from rounds 14-26. In the event of a tie the prize will be split.

Prize	\$5,000
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Lucky Tippers – A weekly draw will be conducted from all entrants who place tips for each round of the Home and Away competition. (5 winners x \$100) x 26 rounds over the duration of the competition.

Prize x130	\$100
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Weekly Pick 8 – a draw will be conducted out of all entrants that pick all 8* winners in a round to determine one (1) winner. * (in a round where there are less than 8 matches, all entrants that pick all winners for the round will go into the draw)

Prize x 26	\$500
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Super Tipper** – All entrants who register and participate in both the AFL and NRL Tipping Competitions qualify to win a share of \$10,000 for the leading **combined** tip tally of the AFL and NRL competitions.

** One (1) \$10,000 prize pool is to be distributed for the 'Super Tipper' across both the AFL & NRL competitions.

1 st Prize	\$7,000
2 nd	\$2,000
3 rd	\$1,000

Prizes – Local Venue

Venues will set/collect and manage their own entry fees and prize pools.

Champion Venue Prize***

The Venue whose entrants have the best combined average will win \$1000 toward a Grand Final party for Sportspick Members. *** Must have a minimum of 50 entrants to qualify.

Tipping Cut Off

- Entrants must have tips placed at least **10 minutes** prior to the commencement of the first game.
- Tipping will remain open until **10 minutes** prior to the first Saturday game.
- Tips can be changed by re-selecting matches and the **last** set of selections will count.

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