

AWS Australia 2024 AFL and NRL Tipping Competition

TERMS AND CONDITIONS

Conditions of entry

- 1.1. By entering this competition entrants accept these Terms and Conditions.
- 1.2. Entry is open to AWS Australia staff and AWS licensed fabricators and families aged 18 years or older.
- 1.3. Entry and participation in this competition is free.

Key dates

AFL

- 2.1 The term of this competition is based on the 2024 AFL Premiership Home and Away Season which starts 7 March 2024 and ends 25 August 2024 (Regular Season).
- 2.2 Eligible participants may enter the competition at any time between 9am (AEST) on 15 February 2024 and 5pm (AEST) on 19 August 2024 (Entry Period).

NRL

- 2.3 The term of this competition is based on the 2024 NRL Premiership Home and Away Season which starts 3 March 2024 and ends 8 September 2024 (Regular Season).
- 2.4 Eligible participants may enter the competition at any time between 9am (AEST) on 15 February 2024 and 5pm (AEST) on 3 September 2024 (Entry Period).

Registration

- 3.1 To enter the competition an eligible person must register at footytipping.AWSAustralia.com.au during the Entry Period.
- 3.2 Entrants must not register more than once.
- 3.3 When registering, entrants must accurately complete all details in the online registration form and must specify a valid username and password which they will use when participating in the competition (Login Account).
- 3.4 Entrants are solely responsible for any activity that occurs in relation to their Login Accounts. Entrants must keep details of their Login Account secure and must notify AWS Australia immediately of any breach of security or unauthorised use of Login Accounts. AWS Australia will not be liable for any loss to entrants caused by unauthorised use of an entrant's Login Account.

Submitting tips

- 4.1 The competition involves registered entrants submitting tips for AFL and/or NRL games during the Regular Season, in accordance with these Terms and Conditions.
- 4.2 For each game during the Regular Season, an entrant must nominate their tip by selecting the team they predict will win the game and the margin they predict a team will win by for a selected game.
- 4.3 Tips may only be submitted using the online process which entrants can access through one of the tipping access points by logging on with their Login Account.
- 4.4 Entrants must not submit more than one tip per game.
- 4.5 Tips must be submitted before the Tipping Deadline (see section 5 below).

- 4.6 Tips will be deemed to be submitted at the time of receipt and not at the time of transmission. Late, incomplete, incorrectly submitted, illegible, corrupted, or misdirected tips will be deemed invalid.

Tipping Deadline

- 5.1 An entrant may submit a tip for any game during the Regular Season prior to the advertised start time for that game (Tipping Deadline).
- 5.2 A running timetable of scheduled game starting times will be available from each of the tipping access points.
- 5.3 Any postponed, rescheduled or delayed games will have their Tipping Deadline updated as required.

Points and Rankings

Tips are entered for each game in a round. 1 point is awarded for tipping the winner of the match.

For NRL tipping competitions, if the match is a draw at full time, points are awarded for selecting the winner of the golden point play off. If it is still a draw after the golden point period, no points are awarded for the game. For AFL tipping competitions, if the match is a draw at full time, no points are awarded for tips in the match.

A bonus (1) point awarded for tipping a perfect round where it is detected that the tips were entered at one of the tipping access points while present at one of the participating clubs.

A margin score is required to be entered for one match in each round. The margin represents the amount that you predict your selected team will win by. Your margin score will be used to determine the winner of a round or the entire competition if the tipping scores are equal. The lower your margin score the better the entrant is deemed to have performed.

Calculating Margins

If the team you tip wins the match, your margin score is the difference between the actual margin in the Full Time Score that the team you tipped won by, and the margin your entered. For example, if you tipped Australia in the following scenario:

Full time score Australia 54 vs Italy 6

Margin entered 36

Actual Margin 48

Margin Score $48 - 36 = 12$

If the team you tipped loses the match, your margin score is the actual margin plus the margin entered. For example, if you tipped Italy for the same scenario:

Full time score Australia 54 vs Italy 6

Margin entered 6

Actual Margin 48

Margin Score $48 + 6 = 54$

If a tipper does not submit a tip for a game, they are assigned the away team as their tip for that game.

If a tipper does not submit any tips for a round, as a penalty, they do not receive points for their first winning tip in that round. For example, if 8 away teams win in the round that the tipper missed, then 7 points will be awarded.

Points awarded to entrants will be aggregated at the completion of each round during the Regular Season, and entrants will be ranked in accordance with the points they scored and their margin score

for the round. The rankings for each separate round in the Regular Season will be used to determine the winners of the Weekly Prizes in accordance with clause 7 below.

The points and margin scores awarded to entrants for each round will accumulate throughout the Regular Season. The rankings for the whole of the Regular Season will be used to determine the winners of the First, Second, Third and Last Place Prizes in accordance with clause 7 below.

Determination of winners

The margin score will be used to determine the winner of a round or the overall competition if the tip scores are equal. For example, if two tippers share 1st place on 100 points, the tipper with the lowest margin score will be the winner.

If tippers cannot be split using these methods, then the prize will be split. The prize splitting process will be such that where there is a tie for any place (first place, second place etc) the prize for that place and prize for the next lower place will be combined, and each of the tied winners will receive an equal split of the combined prize. For example, where there is a tie between two winners for the First Prize, the First and Second Prizes will be combined and each of the two winners will then receive half of the combined prize.

Round winners prizes will be awarded to the winner of the round. If two tippers have the same points and margin, the tipper who submitted their tips first will be the winner of that round.

The Last Place Prize Winner will be awarded to the lowest score by the entrant who tipped in no less than 20 rounds in the respective competition.

Prizes

Cash prizes in the form of prepaid Gift Cards will be awarded to the top 3 place getters in each competition. These prizes include:

1 st Place	\$500 prepaid VISA card
2 nd Place	\$200 prepaid VISA card
3 rd Place	\$100 prepaid VISA card
Last Place	Wooden Spoon