

AFL 2009 - Tipping Competition Rules

Rules related to the Teamwork Oz Online Tipping Competition.

1. To enter the Teamwork Oz Footy Tipping competition, a tipper must register on the Teamwork Oz Footy Tipping website accessible via a link from TeamworkOz.com.

2. The Teamwork Oz Footy Tipping competition is via the web site only. That is, participation in the competition is only possible via the Teamwork Oz Footy Tipping website. Entries will not be accepted or processed via email, facsimile, telephone, in writing or in any format other than via the web site.

3. When registering, all compulsory fields must be completed. The compulsory fields are:

- a. Name
- b. Email address
- c. Occupation
- d. Company
- e. Contact telephone
- f. Address

4. A reminder email for the next round will be sent out mid-week to help web site users get their tips in on time.

5. Tipping closes approximately 1 hour before the start of play of the first game of the round. This is usually a Friday evening, but may include any mid-week fixtures. Tips cannot be changed once the tipping closes for a round.

6. The following score system will apply

- a. One point is scored for a result where a website user correctly tips a win.
- b. Two points are scored for:
 - a. a correct tip of the "game of the week",
- c. Ten Points are scored for correct tip of a draw
- d. Five points scored if User tips Perfect Round Results.
- e. Five points If user picks the correct margin for the game of the week.

f. Double Up! - pick one round and for that round whatever score the user get is doubled.

7. Failure to tip during a week will result in the user receiving the score of the lowest user in this round.

8. Further, if no tips are entered for a total of 8 rounds, it will be assumed that the tipper is not participating in the competition and their record will be deleted

9. Late entry: tippers may enter the competition up to the closing time for round 5 picks. Late entrants will be given the accumulated total of the lowest scores recorded during the previous round(s), but not more than 4 points per round.

10. Results will be published as soon as the results of all fixtures have been added to the site. Normally, this will be by 10am Australian Eastern Standard time on the Monday morning immediately after the round. The website may be unavailable while results are being processed.

11. The winner each week will be the tipster with the most outright tip points plus being closest to the winning margin of the "game of the week". If there is more than one winner per group in a given week, a random draw will decide the winner.

12. The "game of the week" will be selected by the Teamwork Oz Online footy tipping management team and each week.

13. Unless otherwise stated, web site users are predicting the results after any extra-time or over-time is played if applicable.

14. The overall winner will be the web site user with the highest total number of correct tips at the end of the competition(s) minor round. If there is more than one winner, the best cumulative "game of the week" margin tips across the minor round will decide the winner.

15. In the event of a tie, where a clear winner cannot be determined by the aforementioned methods, a random draw will be conducted to determine a clear winner.