

# St Mary's School 2021 AFL Football Tipping Competition Prizes & Rules



## **Prizes**

- 1. A weekly prize of \$50.00 (fifty dollars) will be awarded to the player who selects the most winning teams with the closest winning margin for one game each round. *NB: This is not necessarily the WCE match as in past years it will vary from week to week.* This prize is awarded each round, for the entire 23 rounds of the home and away season.
- 2. The player who tips the highest number of winning teams for the season will be awarded the Grand Prize of \$5000 (five thousand dollars). In the case of a draw for 1<sup>st</sup> Prize the prize will be shared equally between both players.
- 3. The player who tips the second highest number of winning teams for the season will be awarded \$500.00 (five hundred dollars).

#### **Rules**

- 1. Every financial player will be allocated a player number and given the password to access St Mary's Footy Tipping competition on www.footytips.com.au, as well as a step by step registration guide.
- 2. Please refer to footytips.com.au "How to Play" below, for rules regarding tipping, margins and scoring.
- 3. Participants agree to read, understand and abide by the terms and conditions as set out on the footytips.com.au website.
- 4. All players must be financial before the start of the first round or they will not be permitted to participate in the tipping competition. If a potential tipper gets the password from a financial member and tries to enter the competition without paying the St Mary's Footy Tipping Registration fee, they will be removed by the administrator.
- 5. Once you have paid the \$60.00 fee, you will be sent an email with the password for the St Mary's Footy Tipping Competition, along with detailed instructions on how to register. This password will be different to last years.
- 6. With the involvement of a third party website in the organisation of the footy tipping competition, compliance with the website rules are critical. The committee has endeavoured to cover all possible situations which may arise in the rules. If amendments are made to these rules all players will be notified in due course.
- 7. We take no responsibility if any major site crash issues occur for the 2021 season. What the Footytips Competition site decides with its ruling is what we go by. We encourage you to pay and join our competition as soon as possible to avoid anything like this happening again.

# Please return completed registration forms along with payment to:

- In an envelope marked ST MARY'S FOOTY TIPPING to the school office at 37 South Avenue Merredin
- stmarysfootytipping@gmail.com

St Mary's Footy Tipping Competition PO Box 41 MERREDIN WA 6415

**Bank account details for EFT:**St Mary's P&F
BSB: 036 105 Account Number: 810004

Please use Tipper's Name as Reference

Email preferred to stmarysfootytipping@gmail.com

## How do I join the footy tipping competition?

St Mary's Footy Tipping competition will be password protected. As such, you will be required to contact the competition administrator and pay your registration fee of \$60.00 to take part in our registered competition, and to obtain the password in order to access the competition on www.footytips.com.au .

#### **How to Play**

This is a guide only; please view full terms and conditions on the website, or view a printed copy available through the school.

## What you need to know about Tipping

- Tips for each game can be entered or edited at any time prior to the nominated game commencement time as published on the site.
- Under no circumstances will tips be accepted after a game has commenced.
- If tippers do not enter tips for a game, round or join after the season has commenced they will be allocated the default score (see below).
- You only receive a point for games that you have tipped.

#### What you need to know about Tipper Rankings

- Tippers will be firstly ranked by their weekly score, where the highest score is the highest rank.
- Weekly winners will be determined by the user's weekly score for the round, then by a tippers 'Round Margin' and then by their 'Total Margin'.
- End of season winners will be determined by total score, and then by their 'Total Margin' (and if drawn the Round Margin for that round).

#### What you need to know about Margins

• **The Margin** Tippers are required to enter a winning team plus a margin for one game each round (the number of points team A will beat team B by).

## Round (Adjusted Margin)

- If you tip the winning Team and their exact winning margin, your 'Round Margin' will equal 0 points/goals (like golf, lower is better).
- If you pick the winning team, but not the winning margin, your 'Round Margin' will equal the difference between the actual game margin and the margin you tipped.
- If you tip the losing Team, your 'Round Margin' will equal the points/goals difference of the actual game margin PLUS the margin you tipped.

# **Total (Accumulative Margin)**

• The 'Total Margin' is the total to date of the Weekly Margins for all rounds in the tipping competition. As with 'Your Margin' the lower your 'Accumulative Margin' is the better ranking you will have.

## What you need to know about Scoring

Code	Rounds	Default Tips	Maximum Default Score for a Round	Can you Tip a Draw	Points for a Win	Points for a Loss	Points for a Draw
AFL	23	Away Team(s)	5	No	1 point	I I I NOINTS	All tippers get 1 point



TO WIN THE ROUND PRIZE OF \$50.00 YOU MUST ENTER YOUR TIPS AND MARGIN <u>BEFORE</u> THE FIRST GAME OF THE ROUND STARTS. IF YOU DO NOT ENTER YOUR 1ST GAME ROUND TIP YOU WILL NOT BE ELIGIBLE TO WIN THE ROUND PRIZE BUT YOUR TIPS SCORE WILL STILL GO TOWARDS WINNING THE GRAND PRIZE AND SECOND PRIZE.