

## Competition Rules

**1.** To enter the **National OzeBus Footy Tipping Competition**, a Tipper must be as a registered OzeBus User. To register as an OzeBus User, please go to the Sports Corner page at <http://www.ozebus.com.au/OzeBusSports>

**2.** The **National OzeBus Footy Tipping Competition** is distributed and accessible only via the OzeBus website. All Entries to the Footy Tipping must be submitted online using the web interface provided; all competitors are subject to these rules and regulations as available at the OzeBus website.

Entries submitted via email, facsimile, telephone, in writing or in any format other than via the OzeBus website shall not be accepted.

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

- a. Email address
- b. Password
- c. Forum Alias (the name which will appear in the Footy Tipping Results)
- d. State of Residence

**4.** Tipping (for the entire round) closes AEST at the scheduled start of play of the first game of the round. The scheduled start of play is as advertised in the Round information in the Footy Tipping Competition. Tips cannot be changed once the tipping closes for a round. Be aware that some rounds of AFL begin on a Thursday and therefore tips will need to be in before the commencement of the first game of that round.

**5.** Each game in each Round must include a unique ranking which represents the games the Tipper is most certain through to least certain of getting correct – “your value wager”

For example, 8 games in Round 1 would require a unique rank of 1 to 8, where 8 is the Most Certain to Win or Draw and 1 is the Least Certain to Win or Draw.

The maximum possible points that can be scored in any game are based on your value wager. For example based on the above 8 games if you picked all the correct results the total maximum points would be 36 points. That is (8+7+6+5+4+3+2+1).

If for example the above Tippers most certain pick (8 points) had lost and all others were correct, the Tipper would receive only 28 points ( 7+6+5+4+3+2+1)

**6.** Failure to tip during a Round will result in automatic selection of wins for all away teams with the rankings in lowest to highest in order of game **number**. Therefore for the first game of the round the value wager will be one point, for the second game two points and so on.

Furthermore, 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.

**7.** 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, except in the instances where there are Monday night games, as there are in the NRL fixture. These results will be calculated Tuesday morning.

**8.** Tipping results can be viewed in the Sports Corner at any stage. Based on your cumulative score, your ranking will appear along with all other Tippers.

**9.** The overall Winner/s will be the Ozebus user/s that has the highest accumulated points at the end of the season. There are individual winning categories for each code, as well as an overall winner who has the best average score in all codes representing the one state who will be deemed the 'National Champion'

To receive sponsored prizes, the winners must be a member of the Bus Industry Confederation (BIC) or a State Association - see <http://www.ozebus.com.au/OzeBusIndustryAssociations> for an entire list of eligible member associations.

**10.** In the event of a Tie, where clear Winner/s cannot be determined by the aforementioned methods, a random draw will be conducted to determine clear Winner/s.