

## **Polyaire Footy (AFL and NRL) Tipping 2024**

### **TERMS AND CONDITIONS**

#### **1. Conditions of entry**

- 1.1. By entering this contest entrants accept these Terms and Conditions.
- 1.2. Entry is open to Polyaire Customers, Staff and contacts [aged 18 years or older].
- 1.3. Entry and participation in this contest is free.

#### **2. Key dates**

##### **NRL Contest**

- 2.1 The term of this contest is based on the 2024 | LEAGUE and ROUNDS from March 2<sup>nd</sup> to October 6<sup>th</sup> 2024.
- 2.2 Eligible participants may enter the contest at any time after February 20<sup>th</sup> 2024.

##### **AFL Contest**

- 2.1 The term of this contest is based on the 2024 | LEAGUE and ROUNDS from March 7<sup>th</sup> to September 28<sup>th</sup> 2022.
- 2.2 Eligible participants may enter the contest at any time after February 20<sup>th</sup> 2024.

#### **3. Registration**

- 3.1 To enter the contest an eligible person must register at [tips.polyaire.com.au](https://tips.polyaire.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 user-name and password which they will use when participating in the contest (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 [business@polyaire.com.au](mailto:business@polyaire.com.au) immediately of any breach of security or unauthorized use of Login Accounts. Polyaire Pty Ltd will not be liable for any loss to entrants caused by unauthorised use of an entrant's Login Account.
- 3.5 Entrants agree to receive promotional material from Polyaire Pty Ltd.

#### **4. Submitting picks**

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

- 4.6 Picks 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 picks will be deemed invalid.

## 5. Picks Deadline

- 5.1 An entrant may submit a pick for any game during the contest prior to the advertised start time for that game (Picks Deadline).
- 5.2 A running timetable of scheduled game starting times are available at [tips.polyaire.com.au] which can be viewed by logging into the contest site and navigating to the Enter Picks screen.
- 5.3 Any postponed, rescheduled or delayed games will have their Picks Deadline updated as required.

## 6. Points and Rankings

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

If the match result is a draw, no points are awarded for picks in the match.

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 contest if the scores are equal. The lower your margin score the better the entrant is deemed to have performed.

### Calculating Margins

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

Full time score Broncos 54 vs Cowboys 6

Margin entered 36

Actual Margin 48

Margin Score  $48 - 36 = 12$

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

Full time score Broncos 54 vs Cowboys 6

Margin entered 6

Actual Margin 48

Margin Score  $48 + 6 = 54$

If an entrant does not submit a pick for a game, they are assigned a zero score.

If an entrant does not submit any picks for a round, there is no penalty.

Points awarded to entrants will be aggregated at the completion of each round during the contest, and entrants will be ranked in accordance with the points they scored and their margin score for the round. The rankings for Round 6; 12; and 18 in the contest will be used to determine the winners (top tipster) of the Prize Round Domestic CI42 Esky in accordance with clause 7 below for the AFL and NRL contests.

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

## 7. Determination of winners

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

If entrants 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 winner prizes will be awarded to the winner of the round.

## 8. Prizes

Prizes apply to all entrants in the AFL and NRL contests. These prizes include:

1 <sup>st</sup> Place	'Entertainer Pack' Haier 126L Bar Fridge Weber 3100 BBQ Black Cool Ice 42 Ice Box Dan Murphy's \$100 Voucher for drinks Coles Myer \$100 Voucher for meat
2 <sup>nd</sup> Place	'Tech Pack' JBL Underarmour Ear Phones Kapture KPT-850 Dash Cam Sony HTS100F Soundbar Zero-X Edge Full HD Drone Bose Soundlink Micro BT Speaker Midea Wireless Charging Night DeskLamp
3 <sup>rd</sup> Place	'Tradie Pack' Makita 18V Coffee Machine (Skin) Makita 18V Li-ON Cordless Charger Makita 18V Li-ON Cordless LED Worklight (Skin) Makita 18V Cordless Drill (Skin) Makita Portable Bluetooth Speaker (Skin)