

## **Terms and Conditions – RUC NRL Tipping Comp (+Finals Comp)**

### **NRL Normal Season**

1. Competition is open to all members of The RUC
2. Cost is \$100 per entry
  - a. Includes \$75 worth of RUC bucks added to your membership card on receipt of entry fee
  - b. A maximum of 1 entry is permitted for each registered participant
  - c. Entry fee must be paid to Anna, Ned or Harry before the start of Round 3 (Thursday 20<sup>th</sup> March)
3. Competition starts Round 1 of the 2026 NRL Competition (Sunday 1<sup>st</sup> March)
4. Competition concluded after last game of Round 27 (Sunday 6<sup>th</sup> September)
5. Entry is through the iTipFooty App – download app, join and enter the RUC unique code –

**133530 (Password: Raiders26)**

6. Tips must be selected 5 minutes prior to official start time of each game within the round (Selections for each game can be edited up until this time)
7. If you do not submit your tips you will automatically be allocated the “away” team as ‘Auto Tips’
8. Scoring is odds-based. Instead of gaining 1 point per win, you will get points according to the odds provided by the app at the time the game starts.
9. Any member who gets a perfect round (on rounds with no more than 1 bye) will win a \$50 RUC Bucks voucher (\*draws not included) as well as 2 bonus points for the round
  - a. Voucher will be awarded onto their RUC membership card
10. There will be a Joker Round this year. In a Joker round, each tipster can select 1 round(s) during the season to be their Joker round, where their total score for that round is doubled. Joker round selection cannot be changed once the first game of the round has locked out.
11. Winner is the member with most points after the final game of round 27
12. If there are multiple members with the same number of points, the winner will be determined by the margin.
  - a. The margin match is the last game of the round and is calculated based on the difference between the margin you enter and the actual margin for the match.
  - b. If you correctly tip the winning team, the tiebreaker will equal the difference between the actual margin and your tiebreaker value entered. If you incorrectly tip the winning team, the tiebreaker will equal the total of the actual winning margin plus the tiebreaker value you entered.

### **PRIZES:**

1. Normal Season Comp
  - a. First Place = \$1000
  - b. Second Place = \$600
  - c. Third Place = \$400

## **NRL Finals Comp**

1. Entry is gained by being one of the top four tippers at the end of the following rounds
  - a. Block 1 (Rounds 12-15)
  - b. Block 2 (Rounds 16-19)
  - c. Block 3 (Rounds 20-23)
  - d. Block 4 (Rounds 24-27)
2. Only one entry allowed per person (if you have already won an entry into the Finals comp then the entry will go to the next eligible placed person on the list for that block)
3. Tips must be entered each week prior to the first game of the finals for that weekend
  - a. Tips are the Team and Margin (H 1-12, H13+, Draw, A 1-12, A 13+)
4. Points are awarded for each correct MARGIN selection
5. Winner is the member with most number of points after 80mins of the Grand final. 1e extra time not included.

### **PRIZES:**

Finals Tipping Comp - Winner Takes All = \$1,000