



STATE OF ORIGIN 2019

Competition Rules & Mechanics



Time Frames & Round Schedule

Round 1 Tipping opens: 2nd June 2019 (or earlier - subject to release of Team info)	Round 1 closes: 8pm Wed 5 th June 2019
Round 2 Tipping opens: 20 th June 2019 (or earlier - subject to release of Team info)	Round 2 closes: 8pm Sun 23 rd June 2019
Round 3 Tipping opens: 8 th July 2019 (or earlier - subject to release of Team info)	Round 3 closes: 8pm Wed 10 th July 2019

Mechanics – How does the Competition work?

Entrants will be asked a series of questions for each round of the competition. Each question will offer a series of options that relate to the question from which a tip must be submitted. Eg. Select the first scoring play for the match, i.e. Try Qld (100 pts), Try NSW (100 pts) Pen Qld (200 pts), Pen NSW (200 pts), Field Goal either team (800 pts) Select a player who you think will score first try in SOO 1 etc

- There will be 3 rounds in the competition – 1 for each State of Origin Match.
- Tips can be entered up until 10 minutes prior to the official published start time for each SOO match.
- Tipping for the next round opens 1 week prior to each SOO match as per published match dates.

Each round will have 8 questions. Each question will have a number of tipping options from which a tip must be submitted. Each tipping option will have a point value attached to it.

Not all tipping options will be worth the same amount of points. i.e. for the first try scorer question, a prop forward may earn you more points than a winger if they are successful in being the first try scorer.

Scoring

Points will be allocated based on how an entrant’s selections perform. The various tipping options for each tip question will have point values allocated to them. An incorrect selection will earn 0 points towards the round and overall competition score. A correct tip will earn the specified number of points allocated to that tip option if the tip is successful.

‘Any Other Player’ option

The ‘Any Other Player’ selection will include all players not nominated as an individual tip option for the question concerned.

SOO Series Winner*

The entrant with the highest combined points tally over the 3 SOO rounds will be the overall competition winner. One (1) prize will be awarded for the highest cumulative points tallies over the 3 SOO rounds. In the event of a tie, the prize will be split evenly amongst the tied entrants.

Round Winner*

The entrant with the highest combined points tally in each of the SOO rounds will be declared the round winner. One (1) prize will be awarded for the highest point tally in each of the SOO matches. In the event of a tie, the prize will be split evenly amongst the tied entrants.

Default Tips

There are no default tips. If an entrant fails to tip in any of the rounds there will be no score for that entrant in that particular round.

Competitions & Prizes

The entrant that accumulates the highest points tally during each round and/or over the duration of the competition will be declared the winner(s).

Round 1 Winner Most Points - Prize \$200	Round 2 Winner Most Points - Prize \$200
Round 3 Winner Most Points - Prize \$200	SOO Series Winners Most Points – 1 st \$200, 2 nd \$150, 3 rd \$100

Prizes Local Venue - If a venue wishes to offer a local prize pool:

Venues will set, collect and manage their own entry fees and prize pools (if applicable)

Tied Winners*

In the event that entrants tie, then the prizes will be evenly divided between those entrants.

Tipping Cut Off

- Entrants must have tips placed at least **10 minutes** prior to the Sportspick round cut off time.
- Refer to Sportspick Round Schedule above.
- Tips can be changed by re-selecting tip options and the **last** set of tip selections will count.