



HORNSBY RSL CLUB

2026 HRSL FOOTY TIPPING TERMS AND CONDITIONS

1. Conditions of Entry

- a. Participation in this promotion implies acceptance of all rules and regulations
- b. Terms and Conditions are subject to change at any time
- c. Entry is open to Hornsby RSL Club members, 18 years or older
- d. Entry is open to Hornsby RSL Employees to enter and to win major and bonus prizes but are not eligible for the members visitation bonus
- e. Entry and participation in this contest are free
- f. Any failure to comply with these terms and conditions will result in disqualification of the selected winner. Disqualification will be at the discretion of the Club's management and no correspondence will be entered into.

2. Key Dates

- a. The term of this contest is based on the 2026 NRL Season which commences on Sunday 1st March 2026 and ends on Sunday 4th October 2026.

3. Registration

- a. To enter the contest, an eligible HRSL member must register via the Hornsby RSL Club app or website during the Entry Period.
- b. Entrants must not register more than once. Anyone found with multiple accounts will be disqualified.
- c. When registering, entrants must accurately complete all details in the online registration form and must specify a valid username and password which they will use when participating in the contest (Login Account).
- d. Entrants are solely responsible for any activity that occurs in relation to their Login Accounts.
- e. Entrants must keep details of their Login Account secure and must notify Hornsby RSL Club immediately of any breach of security or unauthorised use of Login Accounts.
- f. Hornsby RSL Club will not be liable for any loss to entrants caused by unauthorised use of an entrant's Login Account.
- g. Hornsby RSL takes no responsibility for lost entries, including any system errors that may occur over the promotional period.
- h. Prizes are not transferable or changeable.

4. Submitting picks

- a. The contest involves registered entrants submitting picks for NRL games during the contest, in accordance with these Terms and Conditions.

- b. 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.
- c. 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.
- d. Entrants must not submit more than one pick per game.
- e. Inactive users (no active tips for six or more consecutive weeks, will be disqualified from the competition and no longer eligible to win any prizes).
- f. Picks must be submitted before the Picks Deadline (see section 5 below).
- g. 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

- a. An entrant may submit a pick for any game during the contest prior to the advertised start time for that game (Picks Deadline).
- b. A timetable of scheduled game starting times can be found at www.engagearena.com/546/5001/HRSL2026 which can be viewed by logging into the contest site and navigating to the Enter Picks screen.
- c. Any postponed, rescheduled, or delayed games will have their Picks Deadline updated as required.

6. Points and Rankings

- a. Picks are entered for each game in a round.
- b. One 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. Two bonus points are awarded for picking a perfect round.
- c. 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.

7. Calculating Margins

- a. 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 $48 + 6 = 54$

- b. If an entrant does not submit a pick for a game, they are assigned the away team as their pick for that game. If an entrant does not submit any picks for a round, they receive a 1-point penalty. After six consecutive rounds with no picks, the entrant will be disqualified.
- c. 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.
- d. The points and margin scores awarded to entrants for each round will accumulate throughout the contest.
- e. 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.

8. Determination of winners

- a. 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.
- b. If entrants cannot be split using these methods, then the prize will be shared. The prize sharing 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.
- c. The Mid-Season Leader Prize will be determined by the entrant who holds 1st place on the leaderboard at the end of the 14th round.

9. Members Visitation Bonus

- a. HRSL members who are registered tippers will receive a FREE beverage every round when you get your tips in
- b. HRSL members who submit their tips and swipe their member card at the time of transaction with any Food & Beverage purchase during the round will earn an entry. The entrants with the most entries at the end of the season will win a \$770 e-Gift Card.

10. Prizes

- a. Prizes are not transferable or changeable.
- b. Final prizes apply to all entrants in the contest. These prizes include:

Major End of Season Prizes

1st Place – \$1,770 e-Gift Card

2nd Place – \$770 e-Gift Card

3rd Place – \$270 e-Gift Card

Last Place – \$70 HRSL Gift Card

Bonus Prizes

Perfect Round – \$70 HRSL Gift Card (one per week, determined by margin)

Mid-Season Leader – \$270 HRSL Gift Card (as per the leaderboard at the end of the 14th round)

Members Visitation Bonus

Free beverage per week (eligible to entrants who submit their tips)

Entrant with most weekly visitation entries at the end of season – \$770 e-Gift Card.