

AFL SUPER TIPPER 2026

TIME FRAMES:

COMMENCES: Opening Round of Home & Away Season

CONCLUDES: Round 24 of Home & Away Season

MECHANICS:

- Entrants select 1 team to win each match in a Home & Away round plus 1 Knockout tip.
- SCORING: 1 POINT** - for a winning selection **1 POINT** - for a draw **0 POINT** - for a losing selection.
- Points will accumulate over the rounds that comprise the AFL Home & Away Season to determine competition prize winners.
- Entrants will select a Margin for the first game of each round, to be used for the Super Rounds.

DEFAULT TIPS - NON SUBMISSION OF TIPS

If an entrant fails to make selections in any competition round or where a local competition is suspended during any point during the season, the following rules apply:

- HOME & AWAY ROUND:** An entrant will be assigned the Away teams as per the official AFL fixture to a maximum of 5 winners.
- KNOCKOUT:** An entrant will be assigned the Away team in the last game of the relevant round as per the official AFL fixture.
- MARGIN TIP:** Entrants will be assigned a Margin Tip of zero (0)
- NOTE:** The Margin Tip is only used as a tie breaker at venues who offers a local weekly round winner prize.
- NOTE:** The Margin Tip is not used to rank entrants for either the local venue or SportsPick national prize pool end of competition leaderboards.

COMPETITION PRIZES - NATIONAL PRIZE POOL

1ST PRIZE: \$15,000

2ND PRIZE: \$10,000

3RD PRIZE: \$5,000

4th PRIZE: \$2,500

5th PRIZE: \$1,000

KNOCKOUT COMPETITION - STARTS ROUND 3

KNOCKOUT: \$5,000

- The Knockout Competition commences in Round 3
- Entrants must select 1 team to **WIN** in each round to remain **ALIVE** in the Knockout Competition
- SportsPick will determine what teams are available for selection in each Knockout Round.
- A drawn match is deemed to be a losing selection.
- If there are multiple entrants **ALIVE** at the conclusion of the competition, the winners will be determined by tiebreaker - the highest cumulative margin of an entrants Knockout selections.

SUPER ROUNDS

SUPER ROUNDS: 3x \$2,000

- Super Rounds consist of a qualifying period and a Super Round.
- During the qualifying period, the highest scorer of each Round will qualify into the Super Round. In the event of a tie, the entrants Margin selection will be used as a tie breaker.
- Where a venue has 30 or more entrants, the top 3 scorers of each Round will qualify for the Super Round

	QUALIFYING ROUNDS	SUPER ROUND
SUPER ROUND 1	Round 0 to Round 5	Round 6
SUPER ROUND 2	Round 6 to Round 12	Round 13
SUPER ROUND 3	Round 13 to Round 22	Round 23

WEEKLY TIP ALL WINNERS DRAW

25 ROUNDS x 5 x \$100

- A draw will be conducted out of all entrants that pick ALL winners in a round to determine five (5) winners. 25 rounds x 5 prizes x \$100 for the duration of the competition.

PRIZES - LOCAL VENUE PRIZE POOLS

- Venues will set, collect and manage their own in house competition entry fees and prize pools.

TIPPING CUT OFF TIMES

- Entrants must ensure that tips are placed at least 5 minutes prior to the official published start time for the first match of each round.
- Tipping for each round closes 5 minutes prior to the advertised start time of the **LAST** match of a round as per the official AFL fixture.
- Tips for the remaining matches cannot be amended after this time. i.e. Tips can be changed at any time for matches that have not commenced up until 5 minutes prior to the round cut off by resubmitting tips for all remaining matches.
- Matches that have already commenced or have been completed will not be open for tip amendments.
- Tips can be changed by re-selecting ALL available matches and the LAST set of selections saved will count towards an entrant's competition score tally.



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