

# NRL SUPER TIPPER 2026

## TIME FRAMES:

COMMENCES: Round 1 CONCLUDES: Round 27 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 NRL 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 NRL fixture to a maximum of 5 winners.
- KNOCKOUT:** An entrant will be assigned the Away (or 2nd named) team in the last game of the relevant round as per the official NRL 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

**1<sup>ST</sup> PRIZE: \$15,000**

**2<sup>ND</sup> PRIZE: \$10,000**

**3<sup>RD</sup> PRIZE: \$5,000**

**4<sup>TH</sup> PRIZE: \$2,500**

**5<sup>TH</sup> 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
<b>SUPER ROUND 1</b>	Round 1 to Round 7	Round 8
<b>SUPER ROUND 2</b>	Round 8 to Round 16	Round 17
<b>SUPER ROUND 3</b>	Round 17 to Round 25	Round 26

## WEEKLY TIP ALL WINNERS DRAW

**27 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.  
27 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 NRL 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 entrants competition score tally.

