



# Classification (Markings for Films and Computer Games) Determination 2007

*Classification (Publications, Films and Computer Games) Act 1995*

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I, DONALD McDONALD, AC, Director of the Classification Board, make this Determination under section 8 of the *Classification (Publications, Films and Computer Games) Act 1995*.

Dated 28 June 2007

DONALD McDONALD  
Director of the Classification Board

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**Part 1 Preliminary****1 Name of Determination**

This Determination is the *Classification (Markings for Films and Computer Games) Determination 2007*.

**2 Commencement**

This Determination commences on 1 July 2007.

**3 Revocation**

This Determination revokes the *Classification (Markings for Films and Computer Games) Determination 2005*.

**4 Transitional**

- (1) A film or computer game that was classified before 1 July 2007 complies with the markings determined for that film or computer game if its markings, and the manner in which the markings are displayed, are in accordance with:
  - (a) this Determination; or
  - (b) for a film or computer game classified on or after 26 May 2005 — the *Classification (Markings for Films and Computer Games) Determination 2005*.
  - (c) for a film or computer game classified on or after 1 January 1996 — the determination under section 8 of the Act that applied on the day the film or computer game was classified; or
  - (d) for a film classified before 1 January 1996 — the legislation (Commonwealth, State or Territory) that applied to the film on the day the film was classified.
- (2) A film or computer game that is classified after 1 July 2007 and before 1 January 2008 may display the classification description box applicable under the *Classification (Markings for Films and Computer Games) Determination 2005*.

*Note* Schedule 2 lists classification legislation that was in force before 1 January 1996.

**5 Objective**

The objective of this Determination is to ensure that consumers have ready access to clear classification information to inform their choices about films and computer games.

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**6 Application**

This Determination applies in relation to films and computer games classified on or after 1 July 2007 .

*Note* Complementary classification enforcement laws may include requirements concerning the display of classification markings and consumer advice relating to classified films and computer games.

**7 Definitions**

In this Determination:

**5 mm symbol square** means a classification symbol square that is 5 mm high and 5 mm wide.

**8 mm symbol square** means a classification symbol square that is 8 mm high and 8 mm wide.

**12 mm symbol square** means a classification symbol square that is 12 mm high and 12 mm wide.

**Act** means the *Classification (Publications, Films and Computer Games) Act 1995*.

**classification** means:

- (a) for a film — a classification mentioned in subsection 7 (2) of the Act; and
- (b) for a computer game — a classification mentioned in subsection 7 (3) of the Act.

**classification character**, for a classification mentioned in an item in Part 2 of Schedule 1, means the character set out in column 3 of the item.

**classification description**, for a classification mentioned in an item in Part 2 of Schedule 1, means the description set out in column 5 of the item.

**classification description box**, for a classification mentioned in an item in Part 3 of Schedule 1, means the 2-dimensional box set out in column 6 of the item.

**classification symbol**, for a classification mentioned in an item in Part 2 of Schedule 1, means the symbol set out in column 4 of the item.

**classification symbol box**, for a classification mentioned in an item in Part 3 of Schedule 1, means any of the:

- (a) classification symbol square; and
  - (b) classification symbol rectangle; and
  - (c) classification symbol rectangle component;
- applicable to the item.

**classification symbol rectangle**, for a classification mentioned in an item in Part 3 of Schedule 1, means the rectangle set out in column 4 of the item.

**classification symbol rectangle component**, for a classification mentioned in an item in Part 3 of Schedule 1, means the rectangle set out in column 5 of the item.

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**classification symbol square**, for a classification mentioned in an item in Part 3 of Schedule 1, means the square set out in column 3 of the item.

**combination box** means a 2-dimensional box comprising, on the left, the applicable classification symbol rectangle component, and, on the right, the consumer advice determined in relation to the film or computer game concerned.

*Note* Part 6 of Schedule 1 contains examples of combination boxes.

**complementary classification enforcement law** means a provision of any of the following:

- (a) *Classification (Publications, Films and Computer Games) (Enforcement) Act 1995* of the Australian Capital Territory;
- (b) *Classification (Publications, Films and Computer Games) Enforcement Act 1995* of New South Wales;
- (c) **Classification (Publications, Films and Computer Games) (Enforcement) Act 1995** of Victoria;
- (d) *Classification of Films Act 1991* of Queensland;
- (e) *Classification of Computer Games and Images Act 1995* of Queensland;
- (f) *Classification (Publications, Films and Computer Games) Act 1995* of South Australia;
- (g) *Censorship Act 1996* of Western Australia;
- (h) *Classification (Publications, Films and Computer Games) Enforcement Act 1995* of Tasmania;
- (i) *Classification of Publications, Films and Computer Games Act 1995* of the Northern Territory.

**consumer advice**, for a film or computer game, means the consumer advice (if any) determined in relation to the film or computer game under section 20 of the Act.

**consumer advice box**, for a film or computer game, means a 2-dimensional box that is part of a combination box and contains the consumer advice (if any) for the film or computer game.

*Note* Part 6 of Schedule 1 contains examples of combination boxes.

**container**, for the purposes of sections 31, 32 and 33, means a container in which a film or computer game is enclosed for the purpose of retail distribution and presentation to a consumer.

**pack shot**, for a film or computer game, means an image of the front face of the container for the film or computer game.

**slick** means an insert, usually paper, that may form part of the container for a film or computer game, and identifies the film or computer game.

**small storage device** means a cartridge or memory stick, or a disc smaller than a standard disc.

**standard disc** means a disc (for example, a digital versatile disc) having a surface area of at least 110 cm<sup>2</sup>.

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***storage device*** means a device on which a film or computer game, or advertising material for a film or computer game, is recorded or stored.

*Examples of storage devices*

- 1 film
- 2 video tape
- 3 disc
- 4 cartridge
- 5 memory stick.

***ticker***, in relation to a screened image, means the area used to give information about the classification of the film or computer game concerned.

*Note 1* The following words and expressions used in this Determination are defined in section 5 of the Act: ***advertisement***, ***classified*** and ***film***.

*Note 2* ***Computer game*** is defined in section 5A of the Act.

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## **Part 2                      Markings for films and computer games**

### **8                      Markings for films and computer games**

- (1) For paragraph 8 (1) (a) of the Act, the markings for a classification are the following:
  - (a) the classification character;
  - (b) the classification symbol;
  - (c) the classification symbol square;
  - (d) the classification symbol rectangle;
  - (e) the classification symbol rectangle component;
  - (f) the classification description;
  - (g) the classification description box;
  - (h) the combination box;prescribed for that classification by this Determination.
- (2) In the case of a film or computer game classified G, for which no consumer advice has been determined under section 20 of the Act, the applicable marking includes the combination-style box set out in Part 5 of Schedule 1.



## **Part 3                      Display of markings for films and computer games**

### **Division 1                General**

#### **9                      Display of markings for films and computer games**

- (1) For paragraph 8 (1) (b) of the Act, markings must be displayed in accordance with this Part.
- (2) However, a marking specified in section 26, 27 or 28, subsection 40 (1) or (4), section 41 or paragraph 43 (b) or 44 (1) (b) is not required to be displayed if the person to whom the requirement applies is incapable of adding to the content of the film, computer game or advertisement.
- (3) Also, a marking specified in section 29 or 30 or paragraph 31 (c), 43 (a) or 44 (1) (a) is not required to be displayed if the person to whom the requirement applies is incapable of adding to the content of the slick or other identification for the film or computer game, or to the advertising material.
- (4) This Part does not apply to an advertisement that is in the form of a window cling, a display bin or a standee.

#### **10                    Variation in position of markings**

- (1) If it is not practicable to comply with a requirement of this Part that a marking be in the lower left corner of the front face of the thing on which it is displayed, the requirement is satisfied if the marking is displayed:
  - (a) as close as practicable to the lower left corner; and
  - (b) if the requirement is for a combination box — so that the part of the marking comprising the classification symbol rectangle component is within the left half of the lower third of the front face of the thing on which it is displayed.
- (2) If it is not practicable to comply with a requirement of this Part that a marking be in the lower right corner of the back face of the thing on which it is displayed, the requirement is satisfied if the marking is displayed:
  - (a) as close as practicable to the lower right corner; and
  - (b) within the lower third of the back face of the thing on which it is displayed.

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**11            Compliance with requirements relating to qualities of markings**

If it is not practicable to comply with a requirement of this Part in relation to the colour, font, font size, height, width or opacity of a marking, the marking will be taken to comply with the requirement if the marking complies, as nearly as reasonably practicable, with the requirement.

**12            Markings on containers**

If, in relation to a film or computer game, a provision of this Part requires a marking to be displayed on the container for the film or game, the requirement is satisfied if the marking is displayed, if it is clearly visible, on a slick enclosing, or within, the container.

**13            Colour of classification symbol boxes and classification description boxes not displayed on screens**

- (1) This section applies to a classification symbol box or classification description box that is required, by this Part, to be displayed:
  - (a) on a storage device for a film or computer game; or
  - (b) on the casing for a storage device for a film or computer game; or
  - (c) on a label on the casing of a storage device for a film or computer game; or
  - (d) on the container for a storage device for a film or computer game; or
  - (e) on a printed advertisement for a film or computer game; or
  - (f) on the main title-board for a computer game available for play on a device set up for that purpose in a public place.
- (2) The classification symbol box or classification description box must be:
  - (a) if the device, casing, label, container, advertisement or title-board is coloured — coloured in accordance with the CMYK values mentioned in column 7 of Part 3 of Schedule 1, or column 5 of Part 4 of Schedule 1 (whichever is applicable), for the applicable classification; and
  - (b) if the device, casing, label, container, advertisement or title-board is black and white, or a combination of white and one colour:
    - (i) coloured in accordance with the CMYK values mentioned in column 7 of Part 3 of Schedule 1, or column 5 of Part 4 of Schedule 1 (whichever is applicable), for the applicable classification; or
    - (ii) black and white.
- (3) For subparagraph (2) (b) (ii), the classification symbol box or classification description box must be displayed in high contrast to the background on which it appears.

**14 Colour of classification symbol boxes and classification description boxes displayed on screens**

A classification symbol box or classification description box that is required, by this Part, to be displayed on a screen in relation to a film, computer game or advertisement that is displayed on the screen, must be coloured in accordance with the RGB values mentioned in column 8 of Part 3 of Schedule 1, or column 6 of Part 4 of Schedule 1 (whichever is applicable), for the applicable classification.

**15 Colour for classification characters and symbols**

- (1) This section applies to a classification character or classification symbol that is required, by this Part, to be displayed:
  - (a) on a storage device for a film or computer game; or
  - (b) on the casing for a storage device for a film or computer game; or
  - (c) on a label on the casing of a storage device for a film or computer game; or
  - (d) on the container for a storage device for a film or computer game; or
  - (e) in a printed advertisement for a film or computer game; or
  - (f) in a directory setting out times for the screening of films; or
  - (g) in an advertisement on the Internet for a film or computer game.
- (2) The classification character or classification symbol must be:
  - (a) black and white; or
  - (b) if the device, casing, label, container, advertisement or directory is a combination of white and one colour:
    - (i) that colour and white; or
    - (ii) black and white.
- (3) The classification character or classification symbol must be displayed in high contrast to the background on which it appears.
- (4) A classification character or classification symbol displayed on a screen must be displayed with at least 70% opacity.

**16 Height and position of tickers**

- (1) The height of a ticker that is required, by this Part, to be displayed, must be at least the greater of:
  - (a) 32 pixel lines; and
  - (b) 5% of the height of the active screen area of the presentation format.
- (2) A ticker that is required, by this Part, to be displayed on a screen, must be displayed in the area of the screen commonly known as the title-safe area.

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### **17        Font for classification symbol**

A classification symbol, whether displayed alone or as part of a specified marking, must be in FF Din Bold font.

### **18        Font for text in consumer advice boxes and classification description boxes**

- (1) Text that is required, by this Part, to be displayed in a consumer advice box, must be printed in black Univers condensed regular type on a white background.

*Note* Part 6 of Schedule 1 contains examples of combination boxes.

- (2) A classification description that is required, by this Part, to be displayed in a classification description box, must be printed in Univers condensed regular type.

### **19        Classification descriptions and consumer advice not in boxes**

- (1) This section applies to:
  - (a) a classification description for a film or computer game; or
  - (b) a marking for a film or computer game that includes consumer advice; that is required, by this Part, to be displayed, other than in a consumer advice box or classification description box.
- (2) The classification description or other marking must be displayed in high contrast to the background on which it appears.

### **20        Markings to be legible**

- (1) A marking that is required, by this Part, to be displayed, must be so displayed that:
  - (a) the marking is clearly legible; and
  - (b) the typeface and colours are prominent and easily distinguishable from any other information, diagram or moving image with which the marking or consumer advice is displayed.
- (2) A marking that is required, by this Part, to be displayed on a screen must be displayed for a period of time that is sufficient to allow the marking to be read in full.

### **21        Markings not to be obscured**

- (1) A marking that is required, by this Part, to be displayed on a slick or container must not be obscured by the container for the film or computer game, or by other material displayed on the container.

- (2) A marking that is required, by this Part, to be displayed on a printed advertisement for a film or computer game must not be obscured by other material displayed on the advertisement, or by another advertisement.

**22 Format and proportion of markings**

A marking that is required, by this Part, to be displayed, must be in the format and proportions shown in Schedule 1.

**23 Film or game in respect of which consumer advice is not determined**

- (1) This section applies in relation to a film or computer game classified G, for which no consumer advice has been determined under section 20 of the Act.
- (2) If, in relation to the film or game, a provision of this Part requires the combination box to be displayed, the requirement is satisfied by display of:
- (a) the G classification symbol rectangle alone; or
  - (b) the combination-style box mentioned in subsection 8 (2).
- (3) For paragraph (2) (a), the required dimensions of the G classification symbol rectangle are:
- (a) for a display on the main title-board for a computer game available for play on a device set up for that purpose in a public place — at least 40 mm in height and 68 mm in width; and
  - (b) for a display on a container for the film or computer game — those prescribed for the classification description box for the container under section 31; and
  - (c) for a display on a printed advertisement for the film or computer game — at least the dimensions set out in the table in subsection 35 (2) in relation to the area of the advertisement; and
  - (d) for a display on a large printed advertisement for more than 1 film or computer game — at least 20 mm in height and 34 mm in width.
- (4) For paragraph (2) (b), the required dimensions of the combination-style box are those specified for the combination box applying to the film or game.

**24 Markings for films and computer games classified MA15+ or R18+ and not subject to a complementary classification enforcement law**

- (1) This section applies to:
- (a) a film or computer game that, in the manner in which it is made available to consumers, is not subject to a complementary classification enforcement law; or

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- (b) an advertisement for a film or computer game that, in the manner in which it is made available to consumers, is not subject to a complementary classification enforcement law;  
if the film or computer game is classified MA15+ or R18+.
- (2) A provision of this Part in relation to the film, game or advertisement, requiring the display of a classification symbol square or rectangle is satisfied by the display of:
  - (a) for a film or game classified MA15+ — the classification symbol square or rectangle set out in item 1 in Part 4 of Schedule 1; or
  - (b) for a film classified R18+ — the classification symbol square or rectangle set out in item 2 in Part 4 of Schedule 1.
- (3) A provision of this Part in relation to a film or computer game classified MA15+ requiring the display of a classification description is satisfied by the display of the words 'Not suitable for people under 15'.

**Division 2                      Specific requirements**

**Subdivision 1                Computer games available for play in a public place**

**25                      Computer games available for play in a public place**

- (1) The main title-board for a computer game available for play on a device set up for that purpose in a public place (for example, an amusement arcade) must display the combination box that, under this Part, applies to the computer game, in the lower left corner.
- (2) The dimensions of the combination box must be at least 40 mm in height and 124 mm in width.
- (3) The point size for the text in the consumer advice box must be at least:
  - (a) for 2 lines of consumer advice — 30 point; and
  - (b) for 3 or 4 lines of consumer advice — 22 point; and
  - (c) for 5 lines of consumer advice — 20 point.

**Subdivision 2                Screening of films and display of computer games**

**26                      Screening of films and display of computer games**

- (1) This section applies in relation to:
  - (a) the screening of a film (including film recorded on a video tape or digital versatile disc, but not celluloid); or
  - (b) the display of a computer game;  
on a screen with a presentation format of at least 300 pixel lines in height.

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- (2) The screening of the film, or the display of the computer game, must include:
  - (a) before the film or game begins, a still or moving image, shown for at least 5 seconds, including:
    - (i) the classification symbol square or rectangle, that, under this Part, applies to the film or game, in a height of at least the greater of:
      - (A) 90 pixel lines; and
      - (B) 15% of the height of the active screen area of the presentation format; and
    - (ii) in writing — the classification description (and any consumer advice) that, under this Part, applies to the film or game; and
    - (iii) if practicable, a voiceover of the classification description (and any consumer advice) that, under this Part, applies to the film or game; or
  - (b) a ticker, shown as soon as practicable after the beginning of the film or game, for at least 10 seconds, that includes, in addition to any consumer advice relating to the film or game:
    - (i) the classification symbol or classification symbol square or rectangle that, under this Part, applies to the film or game; and
    - (ii) if practicable, a voiceover of the classification description (and any consumer advice) that, under this Part, applies to the film or game.

**27 Screening of films and display of computer games on small screens**

- (1) This section applies in relation to:
  - (a) the screening of a film (including film recorded on a video tape or digital versatile disc, but not celluloid); or
  - (b) the display of a computer game;  
on a screen with a presentation format of less than 300 pixel lines in height.
- (2) The screening of the film, or the display of the computer game, must:
  - (a) comply with section 26; or
  - (b) include, as soon as practicable after the beginning of the film or game, a still or moving image, shown for at least 5 seconds, including the classification symbol square or rectangle, or the classification symbol, that, under this Part, applies to the film or game, in a height of at least the greater of:
    - (i) 16 pixel lines; and
    - (ii) 5% of the height of the active screen area of the presentation format.

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**28                Breaks in screening of films**

The screening of a film (including film recorded on a video tape or digital versatile disc, but not celluloid) must include, as soon as practicable after each break (if any) in the screening of the film, an image of the classification symbol, classification symbol square or classification symbol rectangle applying to the film, at least 32 pixel lines in height, shown for at least 3 seconds in the lower left corner of the area of the screen commonly known as the title-safe area.

**Subdivision 3                Storage devices for films and computer games**

**29                Videocassettes and standard discs**

- (1) A videocassette containing a film must display the 8 mm symbol square that, under this Part, applies to the film, in the lower left corner of the label on the videocassette.
- (2) A standard disc on which a film or computer game is recorded or stored must display the 8 mm symbol square that, under this Part, applies to the film or computer game, near the title on the disc.

**30                Small storage devices**

- (1) The casing of a small storage device on which a film or computer game is recorded or stored must display:
  - (a) the 5 mm symbol square that, under this Part, applies to the film or computer game; or
  - (b) the classification symbol that, under this Part, applies to the film or computer game, at least 5 mm in height.
- (2) The classification symbol or symbol square must be displayed:
  - (a) for a cartridge or a memory stick:
    - (i) if a label is affixed to the casing of cartridge or memory stick — in the lower left corner of the label; and
    - (ii) if no label is affixed — on the casing of the cartridge or memory stick; and
  - (b) for a disc — near the title on the disc.



## **Subdivision 4 Containers for storage devices for films and computer games**

### **31 Containers for individual films or computer games**

- (1) A container that holds only 1 film or computer game must display, in accordance with the following table, the following markings:
  - (a) on the front face, in the lower left corner — the combination box that, under this Part, applies to the film or computer game, in at least the applicable dimensions mentioned in the table; and
  - (b) on the back face, in the lower right corner — the classification description box that, under this Part, applies to the film or computer game, in at least the applicable dimensions mentioned in the table; and
  - (c) at the base of the spine:
    - (i) if the spine is more than 12 mm wide — the 12 mm symbol square that, under this Part, applies to the film or computer game; and
    - (ii) if the spine is at least 8 mm wide but not more than 12 mm wide — the 8 mm symbol square that, under this Part, applies to the film or computer game.

*Note* Part 6 of Schedule 1 includes examples of combination boxes.

Item	Area of face (cm <sup>2</sup> )	Dimensions of combination box (mm)		Point size for text in consumer advice box			Dimensions of classification description box (mm)	
		Height	Width	2 lines	3 or 4 lines	5 lines	Height	Width
1	Less than 165	15	47	11.25	8.25	7.5	15	26
2	At least 165	20	62	15	11	10	20	34

- (2) A container for a film classified X18+ must include in the combination box the words ‘Showing this film to under 18s may be a criminal offence’ following the consumer advice.

### **32 Containers holding more than one film or computer game**

- (1) A container that holds more than 1 film or computer game, or that contains at least 1 film and at least 1 computer game, must display:
  - (a) the markings, in accordance with section 31, applying to the film or computer game included in the container that has the highest classification; and

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- (b) if the title of any of the films or computer games included in the container is listed on the back face of the container:
  - (i) next to the title of each film or game:
    - (A) the 5 mm symbol square applicable to the film or game; or
    - (B) the classification symbol, at least 4 mm high, applicable to the film or game; or
    - (C) the classification character applicable to the film or game, in at least the same font size as the text of the title; and
  - (ii) following the marking mentioned in subparagraph (i), any consumer advice relating to the film or game, in text at least 2 mm high.

*Note* Subsections 7 (2) and (3) of the Act set out the classifications for films and computer games in ascending order of restriction.

- (2) If a film or computer game included in a container mentioned in subsection (1) is also within an individual container, the individual container must display the markings applicable to the film or computer game in accordance with section 31.

*Note* Section 31 is affected by subsection 9 (3).

## **33 Unusual containers**

- (1) A container that holds 1 or more films or computer games, and that cannot comply exactly with section 31 or 32, must comply as nearly as possible with section 31 or 32 (whichever is applicable).

*Examples of unusual containers*

- 1 A container that does not have corners
- 2 A container that does not have flat surfaces.

- (2) If a film or computer game included in a container mentioned in subsection (1) is also within an individual container, the individual container must display the markings applicable to the film or computer game in accordance with section 31.

*Note* Section 31 is affected by subsection 9 (3).

## **Subdivision 5 Film directories**

### **34 Film directories**

- (1) A printed, backlit or electronic guide or directory setting out times for the screening of films must include, following the title of each film listed in the guide or directory:
  - (a) if the title of the film is at least 3 mm high — the classification symbol square or rectangle, classification character or classification symbol

- applicable to the film, in at least the same height as the title of the film;  
or
- (b) if the title of the film is less than 3 mm high — the classification character applicable to the film, in at least the same height as the title of the film.
- (2) A printed guide or directory must include:
- (a) a key or legend, in text at least 2 mm high, listing all classifications, and including:
    - (i) the kind of classification marking used in the guide or directory; and
    - (ii) classification descriptions; and
  - (b) if the guide or directory comprises more than 1 page — on each page that does not include the key or legend, a reference to the page on which the key or legend appears.
- (3) An electronic guide or directory (other than a guide or directory at a cinema) must include a link to a key or legend, in text at least 2 mm high, listing all classifications, and including:
- (a) the kind of classification marking used in the guide or directory; and
  - (b) classification descriptions.

*Note* Complementary classification enforcement laws include requirements about displaying information about classifications for films screened in public places.

## **Subdivision 6            Advertising**

### **35            Print advertising — newspapers, magazines, flyers and posters**

- (1) A printed advertisement for only 1 film or computer game, that has an area of less than 75 cm<sup>2</sup>, must display the classification symbol applicable to the film or computer game:
  - (a) at least 5 mm high; and
  - (b) in the lower left corner of the advertisement.
- (2) A printed advertisement for only 1 film or computer game, that has an area of at least 75 cm<sup>2</sup> and less than 25 000 cm<sup>2</sup>, must display the combination box that, under this Part, applies to the film or computer game:
  - (a) in at least the dimensions mentioned in the following table in relation to the area of the advertisement; and
  - (b) in the lower left corner of the advertisement.

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Item	Area of printed advertisement (cm <sup>2</sup> )	Dimensions of combination box (mm)		Point size for text in consumer advice box			Dimensions of G classification symbol rectangle (if using alone) (mm)	
		Height	Width	2 lines	3 or 4 lines	5 lines	Height	Width
1	At least 75 and less than 310	10	31	7.5	5.5	5	10	17
2	At least 310 and less than 1 245	15	47	11.25	8.25	7.5	15	26
3	At least 1 245 and less than 2 490	20	62	15	11	10	20	34
4	At least 2 490 and less than 4 990	30	93	22.5	16.5	15	30	51
5	At least 4 990 and less than 9 990	40	124	30	22	20	40	68
6	At least 9 990 and less than 25 000	50	155	37.5	27.5	25	50	85

## 36 Printed advertisements for multiple films or computer games

- (1) This section applies to:
  - (a) a printed advertisement, consisting of only 1 page, the area of which is less than 1 245 cm<sup>2</sup>, relating to more than 1 film or computer game; or
  - (b) a printed advertising publication, consisting of at least 2 pages, the area of each of which is less than 1 245 cm<sup>2</sup>, relating to more than 1 film or computer game.
- (2) The advertisement or publication must display, for each film or computer game included in the advertisement or publication:
  - (a) either:
    - (i) the classification symbol square or rectangle applicable to the film or computer game, at least 5 mm in height:
      - (A) if the advertisement or publication includes a pack shot for the film or computer game — superimposed on the lower left corner of the pack shot; or
      - (B) in any other case — next to the title of the film or computer game; or

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- (ii) the classification character applicable to the film or computer game, in FF Din Bold font, in 10 point black text on a white background, or 10 point white text on a black background:
  - (A) if the advertisement or publication includes a pack shot for the film or computer game:
    - (I) superimposed on the lower left corner of the pack shot; or
    - (II) appearing immediately below the pack shot; or
  - (B) in any other case — next to the title of the film or computer game; and
- (b) the classification description applicable to the film or computer game:
  - (i) next to the pack shot (if any) or the title of the film or computer game; or
  - (ii) in a key or legend, in text at least 2 mm high, listing all classifications, and including:
    - (A) the kind of classification marking used in the advertisement or publication; and
    - (B) classification descriptions.

*Note* Complementary classification enforcement laws in relation to publications advertising films and computer games may also require publication of information about classification markings.

- (3) Paragraph (2) (a) does not apply in relation to a pack shot for a film or computer game if the classification marking appearing on the pack shot is:
  - (a) at least 4 mm high; and
  - (b) clearly legible.
- (4) If a printed advertising publication uses a key or legend to explain classification descriptions, the publication must include:
  - (a) on at least one page on which an advertisement for a film or computer game appears — the key or legend; and
  - (b) on each other page on which an advertisement for a film or computer game appears — a reference to the page on which the key or legend appears.

**37 Large printed advertisements for multiple films or computer games**

- (1) This section applies to a printed advertisement, consisting of only 1 page, the area of which is at least 1 245 cm<sup>2</sup> and less than 25 000 cm<sup>2</sup>, relating to more than 1 film or computer game.

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- (2) The advertisement must display, for each film or computer game included in the advertisement, the combination box applicable to the film or game:
  - (a) if the advertisement includes a pack shot for the film or computer game:
    - (i) superimposed on the lower left corner of the pack shot; or
    - (ii) appearing immediately below the pack shot; or
  - (b) in any other case — next to the title of the film or computer game.
- (3) Paragraph (2) (a) does not apply in relation to a pack shot for a film or computer game if the classification marking appearing on the pack shot is:
  - (a) at least 20 mm high; and
  - (b) in the lower left corner of the pack shot; and
  - (c) clearly legible.
- (4) The dimensions of the combination box must be at least 20 mm in height and 62 mm in width.
- (5) The point size for the font in the consumer advice box must be at least:
  - (a) for 2 lines of consumer advice — 15 point; and
  - (b) for 3 or 4 lines of consumer advice — 11 point; and
  - (c) for 5 lines of consumer advice — 10 point.

## **38 Internet advertising**

- (1) An advertisement on the Internet for a film or computer game (other than an advertisement that includes a pack shot, or an advertisement mentioned in subsection 40 (1) or (4)), must:
  - (a) display:
    - (i) the combination box that, under this Part, applies to the film or computer game; or
    - (ii) the classification symbol that, under this Part, applies to the film or computer game, and any consumer advice relating to the film or game; and
  - (b) provide a link to a key or legend, in text at least 2 mm high, that includes, for the classification of the film or computer game:
    - (i) the classification marking used; and
    - (ii) the classification description.
- (2) Subject to subsection (3), the markings required by paragraph (1) (a) must appear in the lower left corner of the advertisement.
- (3) If an advertisement mentioned in subsection (1) includes both moving and still images, the markings must appear on the still image.

**39 Internet advertising including pack shots**

- (1) An advertisement on the Internet for a film or computer game that includes a pack shot must include:
  - (a) either:
    - (i) the classification symbol square or rectangle applicable to the film or computer game:
      - (A) superimposed on the lower left corner of the pack shot; or
      - (B) appearing immediately below the pack shot; or
    - (ii) the classification character applicable to the film or computer game, in FF Din Bold font, in 10 point black text on a white background, or 10 point white text on a black background:
      - (A) superimposed on the lower left corner of the pack shot; or
      - (B) appearing immediately below the pack shot; and
  - (b) the classification description applicable to the film or computer game:
    - (i) next to the pack shot; or
    - (ii) in a key or legend, in text at least 2 mm high, listing all classifications, and including:
      - (A) the kind of classification marking used in the advertisement; and
      - (B) classification descriptions.
- (2) Paragraph (1) (a) does not apply if the classification marking appearing on the pack shot is:
  - (a) at least 4 mm high; and
  - (b) clearly legible.
- (3) An advertisement must provide a link to a key or legend, in text at least 2 mm high, listing all classifications, and including:
  - (a) the kind of classification marking used in the advertisement; and
  - (b) classification descriptions.

*Note* Complementary classification enforcement laws may require the inclusion of consumer advice in advertisements relating to films or computer games.

**40 Moving image advertisements for individual films or computer games**

*Medium other than celluloid*

- (1) A moving image (other than on celluloid film), of not more than 60 seconds duration, that advertises only 1 film or computer game, must meet the requirements of subsection (2) or (3).

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- (2) For subsection (1), the advertisement must include:
- (a) at the beginning of the advertisement — a moving image, shown for at least 3 seconds, including:
    - (i) the classification symbol rectangle or square, in a height of at least 15% of the height of the active screen area of the presentation format; and
    - (ii) the classification description that, under this Part, applies to the film or computer game; and
    - (iii) any consumer advice relating to the film or game; or
  - (b) during the advertisement — a ticker, shown for at least 10 seconds, including:
    - (i) the classification symbol square or rectangle or the classification symbol that, under this Part, applies to the film or computer game; and
    - (ii) any consumer advice relating to the film or computer game.
- (3) For subsection (1), there must be included, during the advertisement, a ticker including the classification symbol that, under this Part, applies to the film or computer game, shown:
- (a) in the lower left corner of the area of the screen commonly known as the title-safe area, in high contrast to the background on which it appears and with at least 70% opacity; and
  - (b) for the following duration:
    - (i) if the advertisement is of less than 30 seconds duration — the duration of the advertisement;
    - (ii) if the advertisement is of at least 30 seconds duration — at least 30 seconds.

*Note* Complementary classification enforcement laws may require the inclusion of consumer advice in advertisements relating to films or computer games.

- (4) A moving image (other than on celluloid film), of more than 60 seconds duration, that advertises only 1 film or computer game, must include:
- (a) at the beginning of the advertisement — a moving image, shown for at least 5 seconds, including:
    - (i) the classification symbol rectangle or square, in a height of at least 15% of the height of the active screen area of the presentation format; and
    - (ii) the classification description that, under this Part, applies to the film or computer game; and
    - (iii) any consumer advice relating to the film or game; or
  - (b) during the advertisement — a ticker, shown for at least 10 seconds, including:
    - (i) the classification square or rectangle or the classification symbol that, under this Part, applies to the film or computer game; and



- (ii) any consumer advice relating to the film or computer game.

*Celluloid*

- (5) A moving image on celluloid film that advertises only 1 film or computer game must include:
  - (a) at the beginning of the advertisement — a moving image including the classification symbol rectangle or square and classification description that, under this Part, applies to the film or computer game, shown for:
    - (i) for an advertisement of not more than 60 seconds duration — at least 3 seconds; and
    - (ii) for an advertisement of more than 60 seconds duration — at least 5 seconds; or
  - (b) during the advertisement — a ticker, shown for at least 10 seconds, including the classification symbol square or rectangle and classification description that, under this Part, applies to the film or computer game.

*Note* Complementary classification enforcement laws may require the inclusion of consumer advice in advertisements relating to films or computer games.

*Grouped advertisements — celluloid*

- (6) A group of moving image advertisements on celluloid film shown consecutively, each of which advertises only 1 film or computer game, and to which the same classification applies, must:
  - (a) comply with subsection (5) in relation to each advertisement in the group; or
  - (b) include:
    - (i) a moving image, shown for at least 5 seconds before the start of the group, including the classification symbol square or rectangle and classification description that, under this Part, applies to the relevant classification; or
    - (ii) during each advertisement in the group — a ticker, shown for at least 10 seconds, including the classification symbol square or rectangle and classification description that, under this Part, applies to the film.

*Note* Complementary classification enforcement laws may require the inclusion of consumer advice in advertisements relating to films or computer games.

**41 Moving image advertisements for 2 or more films or computer games**

A moving image that advertises 2 or more films or computer games must include a ticker, shown for at least 10 seconds:

- (a) in high contrast to the background on which it appears and with at least 70% opacity; and

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- (b) including:
  - (i) a statement to the effect that the films or computer games included in the advertisement have the classifications mentioned in the advertisement; and
  - (ii) the classification symbols for the classifications mentioned.

*Note* Complementary classification enforcement laws may require the inclusion of consumer advice in advertisements relating to films or computer games.

## 42 Advertisements shown on small screens

- (1) This section applies to a moving image that advertises 1 or more films or computer games, shown on a screen with a presentation format of less than 300 pixel lines in height.
- (2) The screening must:
  - (a) comply with section 40 or 41 (whichever is applicable); or
  - (b) include, as soon as practicable after the beginning of the advertisement, a still or moving image that includes the classification symbol square or rectangle, or the classification symbol, that, under this Part, applies to the film or computer game, in a height of at least 5% of the height of the active screen area of the presentation format.

## 43 Videocassettes and standard discs containing advertising material only

A videocassette or a standard disc that contains only an advertisement or advertisements for 1 or more films or computer games must:

- (a) display the 8 mm symbol square applicable to the film or computer game advertised by the videocassette or disc that has the highest classification:
  - (i) for a videocassette — on the lower left corner of the label of the videocassette; or
  - (ii) for a disc — near the title on the disc; and
- (b) include in its recorded material:
  - (i) before each advertisement, a still or moving image, shown for at least 5 seconds, including:
    - (A) the classification symbol square or rectangle that, under this Part, applies to the film or computer game to which the advertisement relates, in a height of at least 15% of the height of the active screen area of the presentation format; and
    - (B) in writing — the classification description (and any consumer advice) that, under this Part, applies to the film or computer game; or

- (ii) during each advertisement — a ticker, shown for at least 10 seconds, including:
  - (A) the classification symbol square or rectangle or the classification symbol that, under this Part, applies to the film or computer game to which the advertisement relates; and
  - (B) any consumer advice relating to the film or computer game to which the advertisement relates.

*Note* Subsections 7 (2) and (3) of the Act set out the classifications for films and computer games in ascending order of restriction.

#### **44 Small storage devices containing advertising material only**

- (1) A small storage device that contains only an advertisement or advertisements for 1 or more films or computer games must:
  - (a) display:
    - (i) the 5 mm symbol square that, under this Part, applies to the film or computer game advertised by the device that has the highest classification; or
    - (ii) the classification symbol that, under this Part, applies to the film or computer game advertised by the device that has the highest classification, at least 5 mm high; and
  - (b) include in its recorded material:
    - (i) before each advertisement, a still or moving image, shown for at least 5 seconds, including:
      - (A) the classification symbol square or rectangle that, under this Part, applies to the film or computer game to which the advertisement relates, in a height of at least 15% of the height of the active screen area of the presentation format; and
      - (B) in writing — the classification description (and any consumer advice) that, under this Part, applies to the film or computer game; or
    - (ii) during each advertisement — a ticker, shown for at least 10 seconds, including:
      - (A) the classification symbol square or rectangle or the classification symbol that, under this Part, applies to the film or computer game to which the advertisement relates; and
      - (B) any consumer advice relating to the film or computer game to which the advertisement relates.

*Note* Subsections 7 (2) and (3) of the Act set out the classifications for films and computer games in ascending order of restriction.

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- (2) For paragraph (1) (a), the classification symbol or classification symbol square or rectangle must appear:
- (a) for a cartridge or a memory stick:
    - (i) if a label is affixed to the casing of cartridge or memory stick — in the lower left corner of the label; and
    - (ii) if no label is affixed — on the casing of the cartridge or memory stick; and
  - (b) for a disc — near the title on the disc.

## 45 Containers for storage devices containing advertising material only

A container that holds a storage device that contains only advertisements for films or computer games must display:

- (a) the markings, in accordance with section 31, applying to the film or computer game advertised by the device that has the highest classification; and
- (b) if the title of any of the films or computer games for which the device contains an advertisement is listed on the back of the container:
  - (i) next to the title of each film or game:
    - (A) the 5 mm symbol square applicable to the film or game; or
    - (B) the classification symbol, at least 4 mm high, applicable to the film or game; or
    - (C) the classification character applicable to the film or game, in at least the same font size as the text of the title; and
  - (ii) following the marking mentioned in subparagraph (i), any consumer advice relating to the film or game, in text at least 2 mm high.

*Note 1* Subsections 7 (2) and (3) of the Act set out the classifications for films and computer games in ascending order of restriction.

*Note 2* Section 31 is affected by subsection 9 (3).

## 46 Samples sold with unclassified products

- (1) This section applies to a product that is not a film or computer game (the *unclassified product*) if:
- (a) a storage device (for example, a disc, cartridge or memory stick) that contains a film or computer game, or advertising material for a film or computer game, is included in the sale of the unclassified product; and
  - (b) the unclassified product, or the container for the unclassified product, displays an advertisement for a film or computer game that the device contains or is advertising.

- (2) The advertisement displayed by the unclassified product or the container for the unclassified product must include the markings required by section 35 as if the unclassified product or the container were a printed advertisement for the film or computer game.

#### **47 Cross promotions**

- (1) This section applies to an advertisement:
- (a) for a product that is not a film or computer game; and
  - (b) that includes:
    - (i) a reference to a film or computer game; and
    - (ii) a reference to the film or computer game being available for viewing, playing, sale or hire.
- (2) The advertisement must display the markings required under this Subdivision as if the advertisement were an advertisement for the film or computer game.

## Schedule 1      Markings






(sections 7, 8, 13, 14, 22 and 24)

### Part 1            Interpretation

#### 1.01      Indicated markings do not include black background

















In this Schedule, a marking that is superimposed on a black background does not include the black background.

### Part 2            Classification characters, symbols and descriptions




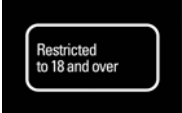



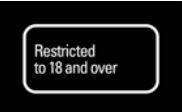
Item	Classification	Classification character	Classification symbol	Classification description
1	G	G		General
2	PG	PG		Parental guidance recommended
3	M	M		Recommended for mature audiences
4	MA 15+	MA15+		Not suitable for people under 15. Under 15s must be accompanied by a parent or adult guardian
5	R 18+	R18+		Restricted to 18 and over

Item	Classification	Classification character	Classification symbol	Classification description
6	X 18+	X18+	<div>X18+</div>	Restricted to 18 and over





## Part 3 Classification symbol boxes and classification description boxes

Item	Classification	Classification symbol square	Classification symbol rectangle	Classification symbol rectangle component	Classification description box	CMYK values	RGB values
1	G					C 80 M 0 Y 100 K 0	R 51 G 160 B 44
2	PG					C 0 M 0 Y 100 K 0	R 255 G 255 B 0
3	M					C 100 M 0 Y 0 K 0	R 0 G 160 B 198
4	MA 15+					C 0 M 100 Y 100 K 0	R 255 G 0 B 0



Item	Classification	Classification symbol square	Classification symbol rectangle	Classification symbol rectangle component	Classification description box	CMYK values	RGB values
5	R 18+					C 0 M 0 Y 0 K 100	R 0 G 0 B 0
6	X 18+					C 0 M 0 Y 0 K 100	R 0 G 0 B 0

## Part 4 Alternative classification symbol boxes — MA15+ and R18+

Item	Classification	Alternative classification symbol square	Alternative classification symbol rectangle	CMYK values	RGB values
1	MA15+			C 0 M 100 Y 100 K 0	R 255 G 0 B 0
2	R18+			C 0 M 0 Y 0 K 100	R 0 G 0 B 0

## Part 5 G classification combination-style box



## Part 6 Examples of combination boxes

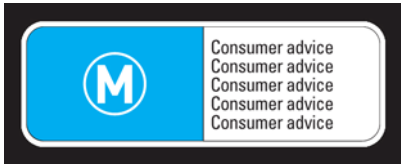
### Division 6.1 2 lines of consumer advice



### Division 6.2 3 or 4 lines of consumer advice



Division 6.3 5 lines of consumer advice



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## Schedule 2      Classification legislation in force before 1 January 1996

(section 4, note)

Item	Legislation
1	Film and Video Tape Classification Act 1984 of New South Wales
2	Indecent Articles and Classified Publications Act, 1975 of New South Wales
3	<b>Classification of Films and Publications Act 1990</b> of Victoria
4	<i>Classification of Films Act 1991</i> of Queensland
5	<i>Censorship of Films Act 1947</i> of Western Australia
6	<i>Video Tapes Classification and Control Act 1987</i> of Western Australia
7	<i>Classification of Films for Public Exhibition Act, 1971</i> of South Australia
8	<i>Films Act 1971</i> of Tasmania
9	<i>Classification of Publications Act 1984</i> of Tasmania
10	<i>Film Classification Act 1971</i> of the Australian Capital Territory
11	<i>Classification of Publications Ordinance 1983</i> of the Australian Capital Territory
12	<i>Classification of Publications and Films Act 1979</i> of the Northern Territory