



Fact sheet for registered events

Welcome to the registered events fact sheet

Before you can register any unclassified films, computer games or submittable publications to be publicly exhibited or demonstrated at an event, you must complete the relevant module(s) of this package.

You will have to read some information and make declaration in your online registration form to indicate your understanding of the legislation and classification guidelines.

You will apply what you have learned in this fact sheet to assess the likely classification of all the unclassified films, computer games and submittable publications in your event. This will help you determine whether they are suitable for people under 18 or whether you need to restrict access to adults only.

Please refer to the attached glossaries for all highlighted terms.

Core information for all registrations

Check the National Classification Database

Material which has been previously classified does not require an exemption and should not be included in this registration process.

Please use the National Classification Database to search for classification records for films, computer games and publications before registering your event (www.classification.gov.au).

Public exhibition/demonstration of classified films, publications and games should display correct classification and consumer advice in accordance with the [Classification \(Publications, Films and Computer Games\) \(Markings and Consumer Advice\) Determination 2014](#).

The Code

When making all classification decisions, the Classification Board is required to reflect contemporary community standards and must apply criteria which are set out in the [National Classification Code](#) (the Code).

The Code contains the general principles which form the basis of the Classification Guidelines (the Guidelines). Each principle is carefully considered by the Board in the decision making process.

The Code states:

Classification decisions are to give effect, as far as possible, to the following principles:

(a) adults should be able to read, hear and see what they want;



- (b) *minors should be protected from material likely to **harm** or disturb them;*
- (c) *everyone should be protected from exposure to unsolicited material that they find **offensive**;*
- (d) *the need to take account of community concerns about:*
 - (i) *depictions that condone or incite **violence**, particularly **sexual violence**; and*
 - (ii) *the portrayal of persons in a **demeaning** manner.*

The Act

Section 11

When making classification decisions for all types of material, the Board must also take into account matters set out in section 11 of the [Classification \(Publications, Films and Computer Games\) Act 1995](#).

Section 11 states:

The matters to be taken into account in making a decision on the classification of a publication include:

- (a) *the standards of morality, decency and propriety generally accepted by **reasonable adults**; and*
- (b) *the literary, artistic or educational merit (if any) of the publication; and*
- (c) *the general character of the publication, including whether it is of a medical, legal or scientific character; and*
- (d) *the persons or class of persons to or amongst whom it is published or is intended or likely to be published.*

Section 9A

Section 9A of the [Classification \(Publications, Films and Computer Games\) Act 1995](#) applies to publications, films and computer games.

Any **publication**, **film** or **computer game** that advocates the doing of a terrorist act must be 'refused classification' and therefore cannot be publicly exhibited, demonstrated or displayed.

terrorist act *has the meaning given by section 100.1 of the Criminal Code (no matter where the action occurs, the threat of action is made or the action, if carried out, would occur).*

*Note: The definition of **terrorist act** in that section covers actions or threats of actions.*

*A publication, film or computer game **advocates** the doing of a terrorist act if:*

- (a) *it directly or indirectly counsels or urges the doing of a terrorist act; or*
- (b) *it directly or indirectly provides instruction on the doing of a terrorist act; or*

- (c) *it directly praises the doing of a terrorist act in circumstances where there is a substantial risk that such praise might have the effect of leading a person (regardless of his or her age or any mental impairment (within the meaning of section 7.3 of the Criminal Code) that the person might suffer) to engage in a terrorist act.*

A publication, film or computer game does not advocate the doing of a terrorist act if it depicts or describes a terrorist act, but the depiction or description could reasonably be considered to be done merely as part of public discussion or debate or as entertainment or satire.

Definitions: What is a film, a computer game or a publication?

Because different types of material are classified under different sets of guidelines, please read the definitions below and check 'yes' for all that apply.

Film includes a cinematograph film, a slide, video tape and video disc and any other form of recording from which a visual image, including a computer generated image, can be produced (together with its sound track), but does not include:

- (a) a computer game
- (b) an advertisement for a publication, a film or a computer game.

Computer Game means:

- (1) a computer program and any associated data capable of generating a display on a computer monitor, television screen, liquid crystal display or similar medium that allows the playing of an **interactive game**.
- (2) A computer program, data associated with a computer program or a computer program and any associated data that:
 - (a) is capable of generating new elements or additional levels into a game (the original game) that is a computer game under subsection (1) (this is an **Add-on**), and
 - (b) is contained in a device separate from that containing the original game

is also a **computer game**.

- (3) However, a **computer game** does not include an advertisement for a publication, film or computer game.

Interactive Game means a game in which the way the game proceeds and the result achieved at various stages of the game is determined in response to the decisions, inputs and direct involvement of the player.

Publication means any written or pictorial matter, but does not include:

- (a) a film, or
- (b) a computer game, or
- (c) an advertisement for a publication, a film or a computer game.

Submittable Publication: an unclassified publication that, having regard to section 9A or to the Code and the classification guidelines to the extent that they relate to publications, contains depictions or descriptions that:

- (a) are likely to cause the publication to be classified RC, or
- (b) are likely to cause offence to a reasonable adult to the extent that the publication should not be sold or displayed as an unrestricted publication, or
- (c) are unsuitable for a minor to see or read.

Film information module

The guidelines

Read the section of the [Guidelines for the Classification of Films 2012](#) titled 'Using the Guidelines: Essential principles'. Refer to the attached glossary for definitions of relevant terminology.

Classification categories

The classification categories for films are listed below in ascending order of impact

G = very mild *The G classification is for a general audience. However, it does not necessarily indicate that children will enjoy the film. Some G films contain themes or story-lines that do not interest children.*

FOR REGISTERED EVENTS, MATERIAL THAT IS LIKELY TO BE CLASSIFIED G CAN BE EXHIBITED WITHOUT RESTRICTION

PG = mild *Material classified PG may contain material which some children find confusing or upsetting, and may require the guidance of parents or guardians. It is not recommended for viewing by persons under 15 without guidance from parents or guardians*

FOR REGISTERED EVENTS, MATERIAL THAT IS LIKELY TO BE CLASSIFIED PG CAN BE EXHIBITED WITHOUT RESTRICTION

M = moderate *Material classified M is not recommended for persons under 15 years of age.*

FOR REGISTERED EVENTS, MATERIAL THAT IS LIKELY TO BE CLASSIFIED M CAN ONLY BE EXHIBITED TO PERSONS UNDER 15 IF THEY ARE ACCOMPANIED BY AN ADULT

MA 15+ = strong *Material classified MA 15+ is considered unsuitable for persons under 15 years of age. It is a legally restricted category.*

FOR REGISTERED EVENTS, MATERIAL THAT IS LIKELY TO BE CLASSIFIED MA 15+ CAN ONLY BE EXHIBITED TO PERSONS UNDER 15 IF THEY ARE ACCOMPANIED BY AN ADULT

R 18+ = high *Material classified R 18+ is legally restricted to adults. Some material classified R 18+ may be **offensive** to sections of the adult community.*

FOR REGISTERED EVENTS, MATERIAL THAT IS LIKELY TO BE CLASSIFIED R 18+ CAN ONLY BE EXHIBITED TO PERSONS AGED 18 YEARS OR OVER

RC ('Refused Classification') = exceeds high

MATERIAL THAT IS LIKELY TO BE REFUSED CLASSIFICATION CANNOT BE EXHIBITED AT REGISTERED EVENTS

X 18+—not in hierarchy

MATERIAL THAT IS LIKELY TO BE CLASSIFIED X 18+ CANNOT BE EXHIBITED AT REGISTERED EVENTS

*The X 18+ classification is a special and legally restricted category which contains only sexually explicit material. That is material which contains real depictions of **actual** sexual intercourse and other **sexual activity** between consenting adults.*

Sexually explicit material in a film is **sexual activity** that is clearly depicted where **actual genital contact** is visible, for example, genitals to genitals, mouth to genitals, hand or object to genitals, or penetrative sex.

Exceptions to these rules may occur only where an exemption has been granted by the Director in response to an application under Section 6H of the Act.

Classification categories in detail

Now please read through the each of the classification categories from G to 'Refused Classification' in the [Guidelines for the Classification of Films 2012](#).

It is important that you read through all categories to understand the thresholds and the differences between each of the classifications.

Refer to the attached glossary for definitions of relevant terminology. If you require assistance please contact the [Classification Branch](#).

Glossary

Note: Words which are used in the Guidelines but which are not contained in this list take their usual dictionary meaning. Refer to the latest edition of The Macquarie Dictionary.

Adult: means a person who is 18 or older.

Coercion: The use of threat or power to force agreement to sexual activity.

Demean: A depiction or description, directly or indirectly sexual in nature, which debases or appears to debase the person or the character depicted.

Elements: Themes, violence, sex, coarse language, drug use and nudity.

Exploitative: Appearing to purposefully debase or abuse for the enjoyment of others, and lacking moral, artistic or other values.

Fetish: An object, an action or a non-sexual part of the body which gives sexual gratification.

Intensity: Strength of the treatment or subject matter; strength of engagement or involvement.

Offensive: Material which causes outrage or extreme disgust.

Sexual Activity: Matters pertaining to sexual acts, but not limited to sexual intercourse.

Sexual Violence: Sexual assault or aggression, in which the victim does not consent.

Sexualised Violence: Where sex and violence are connected in the story, although sexual violence may not necessarily occur.

Themes: Social issues such as crime, suicide, drug and alcohol dependency, death, serious illness, family breakdown and racism.

Treatment: The way in which material is handled or presented.

Violence: Acts of violence; the threat or effects of violence.

Computer games information module

The guidelines

Read the section of the [Guidelines for the Classification of Computer Games 2012](#) titled 'Using the Guidelines: Essential principles'. Refer to the attached glossary for definitions of relevant terminology.

Classification categories

The classification categories for computer games are listed below in ascending order of impact

G = very mild *The G classification is for a general audience. However, it does not necessarily indicate that children will enjoy the computer game. Some G games contain themes, story-lines or game play that do not interest children.*

FOR REGISTERED EVENTS, MATERIAL THAT IS LIKELY TO BE CLASSIFIED G CAN BE EXHIBITED WITHOUT RESTRICTION

PG = mild *Material classified PG may contain material which some children find confusing or upsetting, and may require the guidance of parents or guardians. It is not recommended for playing by persons under 15 without guidance from parents or guardians.*

FOR REGISTERED EVENTS, MATERIAL THAT IS LIKELY TO BE CLASSIFIED PG CAN BE EXHIBITED WITHOUT RESTRICTION

M = moderate *Material classified M is not recommended for persons under 15 years of age.*

FOR REGISTERED EVENTS, MATERIAL THAT IS LIKELY TO BE CLASSIFIED M CAN ONLY BE EXHIBITED TO PERSONS UNDER 15 IF THEY ARE ACCOMPANIED BY AN ADULT

MA 15+ = strong *Material classified MA 15+ is considered unsuitable for persons under 15 years of age. It is a legally restricted category.*

FOR REGISTERED EVENTS, MATERIAL THAT IS LIKELY TO BE CLASSIFIED

MA 15+ CAN ONLY BE EXHIBITED TO PERSONS UNDER 15 IF THEY ARE ACCOMPANIED BY AN ADULT

R 18+ = high *Material classified R 18+ is legally restricted to adults. Some material classified R 18+ may be **offensive** to sections of the adult community.*

FOR REGISTERED EVENTS, MATERIAL THAT IS LIKELY TO BE CLASSIFIED R 18+ CAN ONLY BE EXHIBITED TO PERSONS AGED 18 YEARS OR OVER

RC ('Refused Classification') = exceeds high

GAMES LIKELY TO BE REFUSED CLASSIFICATION CANNOT BE EXHIBITED AT REGISTERED EVENTS

Exceptions to these rules may occur only where an exemption has been granted by the Director in response to an application under Section 6H of the Act

Note that there is no X 18+ category for computer games:

Depictions of **actual sexual activity** in computer games are RC.

Depictions of **simulated sexual activity** that are *explicit* and **realistic** are RC.

Depictions of sexual activity are explicit where **actual genital contact** is visible, for example, genitals to genitals, mouth to genitals, hand or object to genitals, or penetrative sex.

Implied sexual violence that is visually depicted, interactive, not justified by context or is related to incentives or rewards is RC.

Classification categories in detail

Now please read through each of the classification categories from G to 'Refused Classification' in the [Guidelines for the Classification of Computer Games 2012](#). It is important that you read through all categories to understand the thresholds and the differences between each of the classifications.

Refer to the attached glossary for definitions of relevant terminology. If you require assistance please contact the [Classification Branch](#).

Glossary

Note: Words which are used in the Guidelines but which are not contained in this glossary take their usual dictionary meaning. Refer to the latest edition of The Macquarie Dictionary.

Adult: means a person who is 18 or older.

Coercion: The use of threat or power to force agreement to sexual activity.

Demean: A depiction or description, directly or indirectly sexual in nature, which debases or appears to debase the person or the character depicted.

Elements: Themes, violence, sex, coarse language, drug use and nudity.

Exploitative: Appearing to purposefully debase or abuse for the enjoyment of others, and lacking moral, artistic or other values.

Fetish: An object, an action or a non-sexual part of the body which gives sexual gratification.

Intensity: Strength of the treatment or subject matter; strength of engagement or involvement.

Interactivity: The quality of being interactive. Providing or capable of providing for user participation that enables some measure of control in relation to user action, data input and commands. The user's participation may influence outcomes that in turn, may affect what options are available to them for subsequent interaction.

Offensive: Material which causes outrage or extreme disgust.

Sexual Activity: Matters pertaining to sexual acts, but not limited to sexual intercourse.

Sexual Violence: Sexual assault or aggression, in which the victim does not consent.

Sexualised Violence: Where sex and violence are connected in the story, although sexual violence may not necessarily occur.

Themes: Social issues such as crime, suicide, drug and alcohol dependency, death, serious illness, family breakdown and racism.

Treatment: The way in which material is handled or presented.

Violence: Acts of violence; the threat or effects of violence.

Publications information module

While almost all films and computer games have to be classified (or be subject to an exemption from classification) to be publicly displayed, the majority of **publications** do not have to be classified or restricted. The kinds of publications that require classification are called *submittable publications*.

A *submittable publication* means an unclassified publication that, having regard to section 9A or to the Code and the classification guidelines to the extent that they relate to publications, contains depictions or descriptions that:

- (a) are likely to cause the publication to be classified RC, or
- (b) are likely to cause offence to a **reasonable adult** to the extent that the publication should not be sold or displayed as an unrestricted publication, or
- (c) are unsuitable for a minor to see or read.

Publications that do not meet any of these definitions would be considered 'Unrestricted' and would not require classification or registration.

Bona fide artworks

Bona fide artworks, including photographic artworks, are not generally required to be classified as they are not generally considered to be '**submittable publications**'. Therefore they would not usually require registration under this scheme. Bona fide artworks which may offend some sections of the adult community may be accommodated in the 'Unrestricted' category when set in an historical or **cultural context**.

The guidelines

Read the section of the [Guidelines for the Classification of Publications 2005](#) titled 'Guidelines contents and use'.

Refer to the attached glossary for definitions of relevant terminology.

Hierarchy

The classification categories for **publications** are listed below in ascending order of impact.

Unrestricted Does not need to be classified. May be publicly displayed without restriction.

DOES NOT NEED TO BE REGISTERED

Unrestricted M (Mature) Does not need to be classified. May be publicly displayed without restriction.

DOES NOT NEED TO BE REGISTERED

Category 1 Restricted *FOR REGISTERED EVENTS, MATERIAL THAT IS LIKELY TO BE CLASSIFIED 'CATEGORY 1' CAN ONLY BE EXHIBITED TO PERSONS AGED 18 YEARS OR OVER*

Category 2 Restricted *MATERIAL THAT IS LIKELY TO BE CLASSIFIED 'CATEGORY 2' CANNOT BE DISPLAYED AT REGISTERED EVENTS*

RC ('Refused Classification')

MATERIAL THAT IS LIKELY TO BE REFUSED CLASSIFICATION CANNOT BE EXHIBITED AT REGISTERED EVENTS

Exceptions to these rules may occur only where an exemption has been granted by the Director in response to an application under Section 6H of the Act.

Classification categories in detail

Now please read through each of the classification categories from 'Unrestricted' to 'Refused Classification' in the [Guidelines for the Classification of Publications 2005](#).

It is important that you read through all categories to understand the thresholds and the differences between each of the classifications.

Refer to the attached glossary for definitions of relevant terminology. If you require assistance please contact the [Classification Branch](#).

Glossary

Note: Words which are used in the Guidelines but which are not contained in this list take their usual dictionary meaning. Refer to the latest edition of The Macquarie Dictionary.

Adult means a person who is 18 or older.

Abuse: Maltreat or assault, especially sexually.

Adult Themes: Adult themes may include references to and depictions associated with issues such as violence, sex, nudity, crime, suicide, drug and alcohol dependency, fetish, death, serious illness, and racism.

Cultural context: In relation to bona fide works of art, includes works of literary note.

Coarse language: Mild coarse language might include 'bloody' or 'bugger' and infrequent use of words such as 'shit'.

Strong coarse language includes 'fuck' language and derivatives.

Demean: A description or depiction, directly or indirectly sexual in nature, which debases or appears to debase the person or the character depicted.

Depiction: Representation through image. **Realistic** depictions include photographs and illustrations which are close to real life; **stylised** depictions include cartoons and other unrealistic illustrations and images.

Description: Representation through text. Generally, descriptions of classifiable elements may contain more detail than depictions.

Detail: The amount of verbal or visual information in the representation of a subject.

Discreet: With little or no detail and generally not prominent.

Disturb/disturbing: Cause emotional trauma or anguish.

Drug use: The use of proscribed drugs. Proscribed drugs are those specified in Schedule 4 (referred to in Regulation 4A (1A) (e)) of the Customs (Prohibited Imports) Regulations.

Elements: Classifiable elements include violence, sex, adult themes, coarse language, drug use, nudity—the Classification Board assesses the impact of these when making classification decisions.

Emphasised: Given prominence or strong focus. Factors include placement (within the publication or on the page), size (of image, article or text), style (including colour, clarity, realism), pose (of model), length of verbal description, and frequency.

Excessive: Treatment which exceeds reasonable limits, especially in terms of detail, length of verbal description or frequency

Exploitative: Appearing to purposefully debase or abuse for the enjoyment of readers/viewers, and lacking moral, artistic or other values.

Fetish: An object, an action, or a non-sexual part of the body which gives sexual gratification. Mild fetishes include stylised domination and rubberwear. Stronger fetishes include bondage and discipline.

Genital Contact: Genital manipulation, including penetration, in actual sexual activity.

Gratuitous: Material which is unwarranted or uncalled for, and included without the justification of a defensible story-line or artistic merit.

Harm/harmful: Cause damage.

Historical context: In relation to a bona fide work of art, includes a documentary or biography.

Impact: The strength of the effect on the reader/viewer.

Implied: Depiction/s of a subject in which an act or thing is inferred or indicated without actually being seen.

Intensity: Strength of treatment or subject matter.

Material: The covers and content of publications.

Nudity: Nudity can consist of frontal or rear below waist visuals, full frontal or full rear visuals for both sexes, or breast nudity for females. The amount of detail is determined not only by the content of the nudity shown, but by other factors including closeness and size of visuals, realism, and clarity.

Offensive: Material which causes outrage or extreme disgust. The Guidelines distinguish between material which may offend some sections of the adult community, and material which offends against generally accepted standards, and is therefore likely to offend most people.

Plain opaque wrapping: Opaque material covering the cover of a publication with the exception of the title of the publication, unless the title itself (including depictions and text) is unsuitable for public display.

Publication: Has the same meaning as 'publication' in the Commonwealth *Classification (Publications, Films and Computer Games) Act 1995*.

Real: Actual.

Realistic: (see Depiction)

Reasonable Adult: Possessing common **sense** and an open mind, and able to balance personal opinion with generally accepted community standards.

Reference: References may be visual or verbal. References refer or relate to classifiable elements such as violence, sex, nudity and drug use.

Revolting and abhorrent phenomena: Fetishes or practices, sometimes accompanied by sexual activity, which are considered offensive.

Sexual Activity: Matters pertaining to sexual acts but not limited only to portrayals of sexual intercourse.

Sexual Context: A sexual context may be established by the nature of the publication itself, by the frequency of depictions or descriptions of or implying sexual activity, by the placement (including juxtaposition) of images and text, or by the relationship between image and text (for example a caption accompanying a realistic depiction).

Sexual Excitement: Includes the male erection.

Sexual Violence: The act of sexual assault or aggression, in which the victim does not consent.

Sexualised Nudity: Includes poses, props, text and backgrounds that are sexually suggestive.

Simulation: Simulated sexual activity is not real, but looks realistic.

Submittable Publication: Has the same meaning as 'publication' in the Commonwealth *Classification (Publications, Films and Computer Games) Act 1995*.

Stylised: (see Depiction)

Tone: The quality or feeling of material, such as its sadness, humour, menace, lightness, or seriousness.

Touching of Genitals: Displaying of genitals, or implying sexual activity.

Treatment: The way in which written or pictorial material is handled, with regard to such factors as detail, emphasis and tone.

Unsuitable: Material that is not appropriate to readers/viewers under 18 years because of its ability to **harm** or **disturb**.

Violence: Includes not only acts of violence, but also the obvious threat of violence or its result.

Violence in a Sexual Context: Violence in a sexual context, as distinct from sexual violence, refers to a relationship between the elements of violence and sex/sexualised nudity. The relationship may be established by the placement, juxtaposition, style or content of images and text, and/or by a storyline.