BASKETBALLH2H

Scope: These rules shall apply to this contract.

Underlying: The Underlying for this Contract is the comparison between the official <stat> credited to <entity 1> and the official <stat> credited to <entity 2> during <time period> of <basketball game>, as published in the league's official box score and/or play-by-play (e.g., NBA). For team-specific markets, only statistics credited to the specified team count; for player-specific markets, only statistics credited to the specified player count. Only events occurring during regulation and any officially designated overtime periods are included unless <time period> specifies otherwise. Pre-game, halftime, and post-game activities (e.g., warm-ups, exhibitions, or technical/statistical corrections) do not count toward points, rebounds, assists, steals, blocks, turnovers, or team totals unless expressly stated. Any points or statistics awarded due to technical fouls, flagrant fouls, or free throws are included if credited in the official record. Revisions to the official record made after Expiration will not be considered when determining the Expiration Value.

Source Agency: The Source Agencies are, in hierarchical order, the league governing <basketball game>, ESPN, Fox Sports, and the official broadcast partner of <basketball game>.

Type: The type of Contract is an Event Contract.

Issuance: After the initial Contract, Contract iterations will be listed on an as-needed basis at the discretion of the Exchange and corresponding to the risk management needs of Members.

<entity 1> and <entity 2>: <entity 1> and <entity 2> each refer to either a basketball team or a basketball player officially entered in a <basketball game> as recognized by the governing body of the competition (e.g., NBA, NCAA, FIBA) and specified by the Exchange. If <entity 1> or <entity 2> is a team, it is defined by the franchise, school, or national side name as listed on the official schedule, and shall be tracked through official name changes. If <entity 1> or <entity 2> is a player, it is defined by the athlete's full name as listed on the official roster of the governing body or team, with the full name governing where two or more players share the same surname. <entity 1> and <entity 2> may also be referred to in the singular or plural, as any team or group of teams, or any player or group of players, identified with AND/OR logic, within a set of basketball games, teams, players or players within teams (including within or representative of the whole season or tournament participants), or by distinguishing characteristics. <entity 1> and <entity 2> may be participants in the same <basketball game>, in separate <basketball game>s, on the same team, or on opposing teams, as specified by the Exchange. Where <entity 1> or <entity 2> is identified as a group with AND logic, the relevant <stat> for the group shall be understood as the cumulative numerical total credited to all members of the group; where identified with OR logic, the relevant <stat> shall be understood as the highest count number credited to any single member of the group.

<stat>: <stat> refers to an official statistic specified by the Exchange, which may include but is not limited to: assists, baskets, and rebounds. <stat> may be identified in the singular (e.g. assists), or the multiple using AND/OR operations (whereby "AND" will be understood to refer to cumulative numerical total, and "OR" to the highest count number specified). The same <stat> shall apply to both <entity 1> and <entity 2> unless the Exchange specifies otherwise.

<time period>: <time period> refers to a segment of <basketball game> or the tournament at which <basketball game> is played specified by the Exchange. <time period> may take, but is not limited to the following forms:

- Entire game, which refers to the time period encapsulating regulation time and overtime
- Entire game excluding overtime (i.e. regulation time only game), which refers to regulation time with no overtime
- Overtime only
- A quarter, half, or subsegment of the game specified in the singular or in the plural when used with AND/OR operators (e.g. Q1, or Q1 and Q2). For the avoidance of doubt, a quarter or half (including the fourth quarter and the second half) does not include any officially designated overtime period unless overtime is expressly specified.
- Any quarter or half across the entire game or a subset of the game, which may be satisfied if at least one of the aforementioned segments of the game meets the stated Payout Criterion
- Each quarter or half across the entire game, or each subset of the game, which may be satisfied if ALL of the

aforementioned segments of the game meets the stated Payout Criterion
- A given time period denoted in hours and/or minutes and/or seconds of matchplay, or constrained by a given time in a stated timezone (e.g. prior to 7PM ET)
- A given segment or subsection of a competition, or the competition in its entirety

<time period> may also take the forms of any segment in a set range, refer in the singular or the multiple, by distinguishing characteristics (e.g. any basketball game involving a team from New York), "Any" or "None". Where not specified otherwise, <time period> shall be understood to refer to the sum of regulation time and overtime.

<basketball game>: <basketball game> refers to an officially scheduled contest between two teams as recognized by the National Basketball Association (NBA) or the governing body of the relevant competition (e.g., FIBA, NCAA) specified by the Exchange. <basketball game> may be defined by the names of the teams involved, by the date of the game, by the stage of the season (e.g., regular season, playoffs, finals), as any basketball game within a set of basketball games (including within or representative of the whole season or tournament), or by distinguishing characteristics. <basketball game> may also take the forms "Any" or "None". Where <entity 1> and <entity 2> participate in different <basketball game>s, <basketball game> shall be understood to refer collectively to the relevant contests for each entity, as specified by the Exchange.

Payout Criterion: The Payout Criterion for the Contract encompasses the Expiration Values that the <stat> credited to <entity 1> in <time period> of <basketball game> is strictly greater than (>) the <stat> credited to <entity 2> in <time period> of <basketball game>.

Additional clarification(s):

- Statistics are considered final at the conclusion of <basketball game>. Corrections made afterwards will not affect the value of the Contract.
- If the <stat> credited to <entity 1> is equal to the <stat> credited to <entity 2> (i.e., a tie), the Contract shall resolve in the following way:
    - If there is a “Tie” strike listed, this “Tie” strike will resolve to “Yes” and all others to “No”
    - If there is no “Tie” strike listed, all Contracts on <entity 1> and <entity 2> shall resolve such that “Yes” holders are paid $0.50, and “No” holders receive ($1 - the “Yes” payout).
- If <time period> is specified in the Contract Title (e.g., "more points in Q1"), then only <stat> recorded within that segment counts toward the comparison; statistics recorded outside of <time period> do not count.
- If <entity 1> and <entity 2> participate in different <basketball game>s, the comparison shall be made between the <stat> recorded by each in their respective <basketball game> during the applicable <time period>, and resolution shall not occur until both <basketball game>s are complete (subject to the cancellation and delay provisions below).
- If <basketball game> is cancelled prior to scheduled commencement, all markets on <basketball game> will resolve to the last fair price as determined by the Exchange in its sole discretion.
- If <basketball game> is cancelled or abandoned after the start of the game and does not re-commence within forty-eight (48) hours, all markets except for those on results already reached (which will resolve on the basis of available statistics where the <time period> has been completed) will resolve to the last fair price as determined by the Exchange in its sole discretion. For Contracts where <time period> covers the entire game, the markets will resolve based on available statistics if the game reaches 48 minutes of gameplay for an NBA game, or 40 minutes for a WNBA or collegiate game, or if the league has declared the game’s outcome as official, regardless of minutes played.
- If <basketball game> is delayed for forty-eight (48) hours or less, all markets on <basketball game> will remain open.
- If <basketball game> is delayed for more than forty-eight (48) hours, all markets on <basketball game> will resolve to the last fair price as determined by the Exchange in its sole discretion.
- For purposes of this Contract, a player is considered to have entered <basketball game> if the player is on the court as a starter when play begins, or is admitted to <basketball game> as a substitute by a game official. A substitute is admitted when an official beckons the player onto the court or otherwise recognizes the player as being in the game. Legal participation solely during free throws or another dead-ball situation constitutes entry. No minimum elapsed game-clock time, recorded playing time, or statistical contribution is required. A player is considered to have participated during <time period> if the player is on the court at any point during <time period>, whether at the start

of <time period> or upon entry as described above, including solely during free throws or another dead-ball situation. A team is considered to have participated during <time period> upon the commencement of <time period>.

- If either or both <entity 1> and/or <entity 2> withdraws prior to the commencement of <basketball game> OR either or both <entity 1> and/or <entity 2> fail to participate during <time period>, the markets on the comparison will resolve to the last fair price as determined by the Exchange in its sole discretion.
- If either <entity 1> or <entity 2> retires or is injured during <basketball game>, the markets will settle based on the end-of-game statistics if both entities have participated during <time period>.
- If either <entity 1> or <entity 2> is disqualified following <basketball game>, the markets will settle based on the end-of-game statistics if both entities have participated during <time period>.
- If data for the results of <basketball game> is delayed or unavailable, the Exchange may wait 24-hours for it to become available. If, after 24 hours, the data remains unavailable, all markets on <basketball game> that cannot be settled due to missing data will resolve to the last fair price as determined by the Exchange in its sole discretion.
- If there is a change to the format of <basketball game> that materially affects markets on <basketball game>, the affected markets may be resolved to the last fair price as determined by the Exchange in its sole discretion.
- If a season is truncated mid-season, all markets deemed to be affected (e.g. total stat comparisons over a season) by the Exchange may resolve to the last fair price as determined by the Exchange in its sole discretion.
- Where <entity 1> and <entity 2> are both members of a group identified using AND/OR logic, statistics credited to overlapping members shall not be double-counted; the Exchange shall, in its sole discretion, apply consistent attribution methodology in line with the official record.

If a natural person who is the primary subject of a Contract's Underlying or Payout Criterion dies prior to Expiration, Kalshi may, in its sole discretion, settle the Contract at the last traded price prior to the death. If Kalshi determines that trading activity was materially affected by the circumstances giving rise to the death, Kalshi may instead use the last traded price prior to such circumstances becoming known or reasonably anticipated by market participants. For purposes of this Rule, Kalshi may rely on an approximate time where the precise time is unknown or cannot be reasonably determined. If Kalshi determines that no last traded price represents a fair settlement, the Outcome Review Committee shall determine the fair settlement price. Kalshi may halt or pause trading in any such Contract (with public notice on Kalshi's website or the Platform) if it reasonably believes that the death of such person has occurred, is imminent, or that circumstances giving rise to the death may be occurring. Determinations of Kalshi and the Outcome Review Committee under this Rule are final and not subject to review.

Minimum Tick: The Minimum Tick size for the Contract shall be $0.01.

Position Accountability Level: The Position Accountability Level for the Contract shall be $25,000 per strike, per Member.

Last Trading Date: The Last Trading Date of the Contract will be the same as the Expiration Date. The Last Trading Time will be the same as the Expiration time.

Settlement Date: The Settlement Date of the Contract shall be no later than the day after the Expiration Date, unless the Market Outcome is under review pursuant to Rule 7.1.

Expiration Date: The latest Expiration Date of the Contract shall be the third day following <basketball game>. Where <entity 1> and <entity 2> participate in different <basketball game>s, the latest Expiration Date shall be the third day following the later of the two <basketball game>s. If an event described in the Payout Criterion occurs, expiration will be moved to an earlier date and time in accordance with Rule 7.2.

Expiration time: The Expiration time of the Contract shall be 10:00 AM ET.

Settlement Value: The Settlement Value for this Contract is $1.00.

Expiration Value: The Expiration Value is the value of the Underlying as documented by the Source Agency on the Expiration Date at the Expiration time.

Contingencies: Before Settlement, Kalshi may, at its sole discretion, initiate the Market Outcome Review Process pursuant to Rule 7.1 of the Rulebook. If an Expiration Value cannot be determined on the Expiration Date, Kalshi has the right to determine payouts pursuant to Rule 7.1 in the Rulebook.