

FFSTATLEADER

Scope: These rules shall apply to this contract.

Underlying: The Underlying for this Contract is whether <player/team> holds the ranking position specified by <ranking condition>, measured by <statistic>, among all entities classified within <peer group>, over the full <time period>. The relevant figure for each entity is the <statistic> value published or computed and published by the Source Agency at the Expiration time, read to the number of decimal places published by the Source Agency with no additional rounding applied by Kalshi. Membership in <peer group> is determined solely by the Source Agency's classification of each entity at the Expiration time. Revisions to the Underlying made after Expiration will not be accounted for in determining the Expiration Value.

Source Agency: The Source Agency is Sleeper for any <statistic> expressed in fantasy-point terms (including <time period> fantasy points, fantasy points per game, and team-offense season-total fantasy points). For any <statistic> expressed as an on-field statistic not derived from fantasy scoring (including passing touchdowns, rushing touchdowns, receiving touchdowns, total touchdowns, and scrimmage yards), ESPN shall be used.

Type: The type of Contract is an Event Contract.

Issuance: The Contract is based on the outcome of a recurrent data release, issued on an annual basis. Contract iterations will be issued on a recurring basis, generally corresponding to the next <time period>.

<time period>: <time period> refers to a specific duration or range of time as specified by the Exchange. May be expressed as a calendar year (e.g., "2026"), a calendar month and year (e.g., "January 2026"), a calendar quarter (e.g., "Q1 2026"), a specific game, a specific week expressed using calendar days or in reference to a season (e.g. Week 3 of the 2026-27 NFL Season"), a season (e.g., "2026-27 NFL Season"), or other bounded time periods as appropriate to the contract subject matter. All time periods are interpreted in Eastern Time (ET) unless otherwise specified. The end of <time period> is defined as 11:59:59 PM ET on the final day of the specified period unless otherwise specified. The Exchange may list iterations of the Contract corresponding to variations of <time period>.

<player/team>: <player/team> refers to a single natural person or a single NFL club, or to a specified set of two or more such persons or clubs, designated by the Exchange as the subject of this iteration. A natural person is identified as the individual regardless of team, position, jersey number, or any subsequent name change; an NFL club is identified as the individual franchise regardless of any subsequent change to its name, location, branding, or ownership; and each is tracked through any such change, relocation, or rebranding. The subject of an iteration must be

of a type eligible for the specified <peer group> (a natural person for a player-level group; an NFL club for a club-level group). Where the Exchange designates a set of two or more subjects, the Contract will state whether the Payout Criterion is evaluated conjunctively ("AND") or disjunctively ("OR"); absent an express statement, disjunctively ("OR").

<statistic>: <statistic> refers to the single objectively determinable measure specified by the Exchange by which entities in <peer group> are ranked, as documented by the Source Agency for <time period>. Without limitation, <statistic> may be expressed as: season-total full-PPR single-quarterback fantasy points; full-PPR single-quarterback fantasy points per game; passing touchdowns; rushing touchdowns; receiving touchdowns; total touchdowns; scrimmage yards (the sum of rushing yards and receiving yards); team-offense season-total full-PPR single-quarterback fantasy points (where <peer group> is composed of NFL clubs); or another objectively determinable per-player or per-team statistic published by the Source Agency for the relevant regular season. The Exchange specifies exactly one <statistic> per iteration.

<peer group>: <peer group> refers to the class of entities, specified by the Exchange, among which <player/team> is ranked, as classified by the Source Agency at the Expiration time. Without limitation, <peer group> may be expressed as: all players; all players classified at a given position (QB, RB, WR, TE); all players carrying a given player status (e.g., players carrying the NFL's official rookie ("R") designation for the <time period> season as reflected in the Source Agency's classification); a collection of named individuals that are playing in the same <time period>, a position within a status (e.g., rookie running backs); all players of a specified NFL club; all players within a specified conference (AFC or NFC) or division; all NFL clubs (for a club-level <statistic>); or any combination of the foregoing, as classified by the Source Agency. The Exchange may list iterations corresponding to variations of <peer group>. Where <peer group> is defined by reference to conference, division, or club, an entity's membership is determined by the Source Agency's classification of that entity at the Expiration time.

<ranking condition>: <ranking condition> refers to the ranking position, specified by the Exchange, that <player/team> must hold within <peer group> by <statistic>. The Exchange specifies exactly one per iteration, from: (a) "highest" (equivalently "the most" or "the leader") — satisfied if <player/team> holds the single greatest <statistic> value in <peer group>; (b) "lowest" (equivalently "the fewest") — satisfied if <player/team> holds the single smallest <statistic> value in

<peer group>; (c) "within the top <N> highest" — satisfied if <player/team> is among the <N> entities holding the greatest <statistic> values in <peer group>; or (d) "within the top <N> lowest" — satisfied if <player/team> is among the <N> entities holding the smallest <statistic> values in <peer group>, where <N> is a positive whole number specified by the Exchange. Rankings are computed across the entire <peer group> as classified by the Source Agency at the Expiration time.

Payout Criterion: The Payout Criterion encompasses the Expiration Values in which <player/team> holds the ranking position specified by <ranking condition>, measured by

<statistic>, among all entities classified by the Source Agency within <peer group> at the Expiration time, for that <time period>.

Additional clarification(s):

● Where <player/team> denotes a set of two or more subjects, the Payout Criterion is evaluated in accordance with the conjunctive ("AND") or disjunctive ("OR") rule stated in the definition of <player/team>. ● The most recent figures published by the Source Agency as of the Expiration time govern; any correction, restatement, or retraction published after is disregarded. If Kalshi determines the figures were the product of a manifest error, data-feed failure, or unauthorized manipulation/interference, Kalshi may determine the Expiration Value per Rule 7.1. ● If <time period> refers to a singular game and <peer group> are all playing in that game, the following conditions may apply: ○ If the game in question is postponed from its originally scheduled start time but begins play within forty-eight (48) hours of its originally scheduled start time, the Contract will remain open and will resolve on the official record of the game as played. ○ If the game in question does not begin play within forty-eight (48) hours of its originally scheduled start time, the Contract will resolve at the last fair price as determined by the Exchange in its sole discretion. ○ If the game in question is suspended after commencement and resumes from the point of suspension within forty-eight (48) hours of its originally scheduled start time, the Contract will remain open and will resolve on the official record of the game as completed. ○ If the game is cancelled and is not played, or suspended after commencement and not resumed within forty-eight (48) hours of its originally scheduled start time, the Contract will resolve at the last fair price as determined by the Exchange in its sole discretion. ● If <time period> refers to multiple games or a week of a season, and one game is cancelled/postponed for more than forty-eight (48) hours, players in that game will be deemed to have achieved 0 points, unless all players of <peer group> are subject to the same game cancellation/postponement, in which case all markets shall resolve to last fair price.

● If <player/team> is not classified by the Source Agency within <peer group> at the Expiration time, or is not assigned a qualifying <statistic> figure within that group at the Expiration time, <player/team> is deemed to have been assigned 0 points, and the Contract

shall resolve accordingly. If no members of <peer group> play in <time period> all markets shall resolve in line with the tie provisions outlined below. If the <time period> NFL regular season is shortened and <time period> is set to be equal to the length of a full NFL season, <statistic> is read over the regular-season games actually contested. ● Ties are resolved by reference to the Source Agency's ordered listing where it assigns a single entity to a position. Where the ordered listing does not break a tie: (i) for "highest" or "lowest" (N = 1), the iteration of each tied entity that is <player/team> settles at \$1.00 divided by the number of tied entities, rounded down to the nearest cent, for "Yes" holders, and at \$1.00 minus that amount for "No" holders; any <player/team> not so tied settles at \$0 for "Yes" holders; and (ii) for "within the top <N>," each entity ranked strictly inside the top <N> (ahead of any tie for the final qualifying position) satisfies the Payout Criterion and settles at \$1.00 for "Yes" holders, and the entities tied for the remaining qualifying position(s) within the top <N> each settle, for "Yes" holders, at the number of remaining qualifying positions divided by the number of entities so tied, multiplied by \$1.00, rounded down to the nearest cent, with "No" holders settling at \$1.00 minus that amount.

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.

Examples that would resolve to Yes:

● <statistic> = season-total full-PPR fantasy points; <peer group> = RB; <ranking condition> = highest. Figure of 348.6 is highest among all players classified at RB. Resolves Yes.

● <statistic> = receiving touchdowns; <peer group> = WR; <ranking condition> = within the top 5 highest. <player/team> is among the five WRs with the most receiving TDs. Resolves Yes.

● <statistic> = team-offense season-total fantasy points; <peer group> = all NFL clubs; <ranking condition> = lowest. <player/team>'s offense holds the single lowest team-offense figure. Resolves Yes.

Examples that would NOT resolve to Yes:

● <ranking condition> = highest; another entity in <peer group> holds a greater figure. Resolves No.

● Source Agency classifies <player/team> outside the specified <peer group> (e.g., different position). Resolves No.

Tie example: <ranking condition> = within the top 3 highest; two entities are clearly first and second, three are tied for third. The first two settle Yes at \$1.00; each of the three tied for the single remaining qualifying position settles, for "Yes" holders, at $1 \div 3 \times \$1.00 = \0.33 .

Minimum Tick: \$0.01.

Position Accountability Level: \$25,000 per strike, per Member.

Last Trading Date: The day prior to the Expiration Date. Last Trading Time 11:59 PM ET.

Settlement Date: No later than the day after the Expiration Date, unless under review pursuant to Rule 7.1.

Expiration Date: The latest Expiration Date shall be one week after <time period>. If an event described in the Payout Criterion occurs, expiration moves earlier per Rule 7.2.

Expiration time: 10:00 AM ET.

Settlement Value: \$1.00.

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

Contingencies: Before Settlement, Kalshi may initiate the Market Outcome Review Process per Rule 7.1. If an Expiration Value cannot be determined on the Expiration Date, Kalshi may determine payouts per Rule 7.1.