SOCCERENTITYSTAT

Scope: These rules shall apply to this contract.

Underlying: The Underlying for this Contract is the official attribution of <stat> in <time period> of <soccer game>. For team-specific markets, only statistics accumulated by the specified team count. For game totals, statistics from both teams are combined. Statistics recorded during regulation time and overtime periods shall count toward the Underlying, unless <time period> specifies otherwise. Revisions to the Underlying made after Expiration will not be accounted for in determining the Expiration Value.

Source Agency: The Source Agencies are, in hierarchical order, the league governing <game>, ESPN, Fox Sports, and the official broadcaster of <soccer 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>: <entity> refers to either a soccer team or a soccer player officially entered in a <soccer game> as recognized by the governing body of the competition (e.g., FIFA, UEFA, EPL, MLS, NCAA) and specified by the Exchange. If <entity> is a team, it is defined by the club, school, or national side name as listed on the official schedule, and shall be tracked through official name changes. If <entity> 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> 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 soccer games, teams, players, or players within teams (including within or representative of the whole season or tournament participants), or by distinguishing characteristics, and may also take the forms "Any" or "None."

<above/below/exactly/at least/between>: <above/below/exactly/at least/between> refers to comparison operators. "Above" means greater than (>), "below" means less than (<), "exactly" means equal to (=), "at least" means greater than or equal to (≥), and "between" means within an inclusive range (≥ lower bound and ≤ upper bound).

<count>: <count> refers to a numerical value specified by the Exchange. <count> may take the form of, but is not limited to, integer or non-integer values (e.g. 4 or 4.5). <count> may also take the form(s) of a cumulative or discrete value.

<stat>: <stat> refers to an official soccer statistic as recorded in the league's box score and/or play-by-play for the relevant competition (e.g., FIFA, UEFA, EPL, MLS, NCAA). It may include, but is not limited to: goals, assists, shots, shots on target, chances created, passes completed, pass accuracy, tackles, interceptions, clearances, blocks, offsides, corners, goalkeeping saves, goals-against, save percentage, clean sheets, and goalkeeper decisions (win/loss). When <stat> is specified in the singular (e.g., "assists"), it denotes the count of that statistic; when multiple statistics are joined by AND/OR, "AND" refers to the cumulative numerical total across the listed statistics, and "OR" refers to the highest single count among them unless otherwise stated. <stat> may also denote an ordered event (e.g., first goal, last goal, first shot on target, last card issued), in which case it refers to the first/last occurrence as recorded in the official play-by-play, including extra time unless otherwise specified (note: penalty shootout attempts and results do not count toward goals/assists/shots or any other match statistics). Where permitted, <stat> may take the forms "Any" or "None", and may also take on numerical values to further augment or define the statistic in question.

<time period>: <time period> refers to a segment of <soccer game> or the tournament at which <soccer 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 extra time
- Entire game excluding extra time (i.e. regulation time only game), which refers to regulation time with no extra time
- Extra time or penalties only

- A half or subsegment of the game specified in the singular or in the plural when used with AND/OR operators (e.g. first half and second half, first half or extra time)
- Any 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 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)

<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 soccer 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 extra time.

<soccer game>: <soccer game> refers to an officially scheduled contest between two teams as recognized by the governing body of the relevant competition (e.g., FIFA, UEFA, EPL, MLS, NCAA) specified by the Exchange. <soccer 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 soccer game within a set of soccer games (including within or representative of the whole season or tournament), or by distinguishing characteristics. <soccer game> may also take the forms “Any” or “None”.

Payout Criterion: The Payout Criterion for the Contract encompasses the Expiration Values that the number of <stat> recorded by <entity> in <time period> of <soccer game> is <above/below/exactly/at least/between> <count>.

Additional clarification(s):

- Statistics are considered final at the conclusion of <soccer game>. Corrections made afterwards will not affect the value of the Contract.
- If <time period> is specified in the Contract Title (e.g., “First to 2 goals in Half 1”), then <stat> must be achieved in that segment only; <stat> recorded outside of <time period> do not count.
- If <soccer game> is cancelled prior to scheduled commencement, all markets on <soccer game> will resolve to the last fair price as determined by the Exchange in its sole discretion.
- Penalty shootout goals do not count toward the total unless they are explicitly specified as included. Unless explicitly specified otherwise, golden or silver goals scored under such-titled rules or conventions are also excluded from the total.
- If <soccer game> is cancelled or abandoned after the start of the game, is not due to restart, and such cancellation or abandonment occurs before ninety (90) minutes of regular-time matchplay not inclusive of stoppage time and with no rounding unless otherwise specified, all markets excluding those for which the identified <time period> of consideration has elapsed (which will resolve to the result for that <time period>) or those able to be settled due to the Payout Criterion being reached for the Contracts in question, will resolve to the last fair price as determined by the Exchange in its sole discretion. Notwithstanding the foregoing, if <soccer game> has reached ninety (90) minutes of play, or the governing league or organizer of <soccer game> declares <soccer game> complete, all markets shall instead be settled based on what has occurred as of that point, regardless of whether <soccer game> is thereafter suspended, abandoned, or not completed.
    - **Suspended Matches Due to Restart (Resume from Point of Suspension):** If <soccer game> is suspended after commencement and is officially scheduled to resume from the point of suspension (i.e., from the minute and score at which play was halted) within forty-eight (48) hours of the original scheduled start time, all markets will remain open and will settle based on the final result of the completed match. If the match does not resume within forty-eight (48) hours, markets for which the Payout Criterion has been definitively satisfied or definitively cannot be satisfied at the time of suspension will resolve accordingly; all other markets will resolve to the last fair price as determined by the Exchange in its sole discretion.
    - **Suspended Matches Due to Restart (Replayed from Beginning):** If <soccer game> is suspended and is officially scheduled to be replayed from the beginning (i.e., restarted at 0-0 from minute zero), all markets on the original suspended match will resolve to the last fair price as determined by the Exchange in its sole

discretion.

- If <soccer game> is delayed for forty-eight (48) hours or less, all markets on <soccer game> will remain open.
- If <soccer game> is delayed for more than forty-eight (48) hours, all markets on <soccer game> will resolve to the last fair price as determined by the Exchange in its sole discretion.
- If a given <entity> withdraws prior to the commencement of <soccer game>, the markets on <entity> or <player> performance in <soccer game> will resolve to the last fair price as determined by the Exchange in its sole discretion.
- If a given <entity> retires or is injured during <soccer game>, the markets on <entity> will settle based on the end-of-game statistics if <entity> or <player> have played for at least one (1) second.
- If a given <entity> is disqualified following <soccer game>, the markets on <entity> will settle based on the end-of-game statistics if <entity> have played for at least one (1) second.
- If data for the results of <soccer 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 <soccer 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 <soccer game> that materially affects markets on <soccer 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 goals over a season) by the Exchange may resolve to the last fair price as determined by the Exchange in its sole discretion.
- If there is a dead-heat or multiple winners, the tiebreak or title-sharing provisions imposed by the League will govern resolution, with otherwise mutually-exclusive markets involving co-winners resolving “Yes” for each <entity> or <player> at a Payout of ($1/(number of tied winners)) rounded down, and “No” at $1 – “Yes” Payout.

VAR and Goal Reviews

- Goals confirmed or disallowed by VAR (Video Assistant Referee) follow the final on-field decision
- The final whistle does not, by itself, signify the end of <soccer game> for settlement purposes; any goal, disallowance, penalty kick, or other revision recognized by the organizer of <soccer game> as part of the official result and arising before the match referee leaves the field of play at the conclusion of the relevant period of play shall be given effect, and any review, appeal, or revision occurring after the match referee has left the field of play shall not affect settlement
- Goals initially awarded then disallowed before play resumes do not count
- Where a VAR is used, the potential goal that led to it being called will be deemed to have occurred within the <time period> of its initial occurrence (rather than at the time at which the VAR decision was made).

Stoppage Time Clarifications

- Goals scored during first half stoppage time count as first half goals
- Goals scored during second half stoppage time count as part of the 90-minute total
- For timing purposes, a goal in stoppage time is considered scored at the end of the regular period (45 or 90 minutes)

Special Circumstances

- If <soccer game> is forfeited, or its result is awarded, by reason of the disqualification, expulsion, withdrawal, or forfeit of either participant (including any walkover): (i) where this occurs before the commencement of play, all markets shall be settled at the last fair price as determined by the Exchange in its sole discretion; and (ii) where this occurs on or after the commencement of play, settlement follows the official determination of the final score by the league or organizer of <soccer game>
- Friendly matches using unlimited substitutions follow the same counting rules
- Matches decided by coin toss, drawing of lots, or similar methods settle based on regulation time score
- Own goals shall not count toward statistics for <entity> unless explicitly specified otherwise

Neutral Venue Rules

- Neutral Venue and Relocation: In major tournaments (for example, the FIFA World Cup), all venues shall be

considered neutral for the purpose of Contract resolution, and the Exchange will specify which tournaments are treated as such. A match moved to a neutral venue remains valid and shall be settled in accordance with the official match result. A match moved from a neutral venue to the home stadium of either <entity>, or moved from the home stadium of one <entity> to the home stadium of the opposing <entity>, shall be settled at the last fair price as determined by the Exchange in its sole discretion. A change to the "home" or "away" designation of an <entity> that is not accompanied by a change of the venue itself shall not, by itself, cause any market to be settled at the last fair price, and "home" and "away" designations for statistical purposes shall follow official competition rules.

Competition-Specific Notes

- Cup finals going to extra time only count regulation goals for standard totals, unless explicitly stated otherwise.

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 fifteenth day following <soccer game>. 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.