BASKETBALLENTITYSTAT

Scope: These rules shall apply to this contract.

Underlying: The Underlying for this Contract is the official attribution of <stat> in <time period> of <basketball 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 <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>: <entity> refers 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> 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> 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 basketball 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 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).

<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 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 pure matchplay, or constrained by a given time in a stated timezone (e.g. prior to 7PM ET)
- The total career of <entity>
- 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”.

<date>: <date> refers to a calendar date specified by the Exchange. The Exchange may list iterations of the Contract corresponding to variations of <date>.

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

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 <time period> is specified in the Contract Title (e.g., “First to 20 points in Q1”), then <stat> must be reached within that segment only; <stat> recorded outside of <time period> do not count.
- 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 final game score (which will resolve if the game reaches 48 minutes of gameplay for an NBA game, or 40 minutes for a WNBA or collegiate game, or the league has declared the game’s outcome as official, regardless of minutes played) and markets on totals already reached (which will resolve on the basis of available strikes), will resolve to the last fair price as determined by the Exchange in its sole discretion.
- 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.
- If a given <entity> or <player> withdraws prior to the commencement of <basketball game>, the markets on <entity> or <player> performance in <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 team is considered to have entered <basketball game> upon the commencement of <basketball game>.
- If a given <entity> or <player> retires or is injured during <basketball game>, the markets on <entity> or <player> will settle based on the end-of-game statistics if <entity> or <player> have entered <basketball game>.
- If a given <entity> or <player> is disqualified following <basketball game>, the markets on <entity> or <player> will settle based on the end-of-game statistics if <entity> or <player> have entered <basketball game>.
- 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 points over a season) by the Exchange may resolve to the last fair price as determined by the Exchange in its sole discretion.

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>. 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.