ESPORTSMAPS

Scope: These rules shall apply to this contract.

Underlying: The Underlying for this Contract is the total number of maps played in <match type> at <tournament> in <time period>. 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 official <tournament> organizer or league operator (e.g., Riot Games, Valve Corporation, Blizzard Entertainment, ESL, PGL, BLAST), the official <tournament> broadcast, and the official <tournament> website or statistics platform.

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.

<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, representing the number of maps.

<match type>: <match type> refers to a specific subset of matches within <tournament> as specified by the Exchange. This may include (but is not limited to):
- A specific match (e.g., "the Grand Finals", "the Lower Bracket Finals", "Team A vs Team B")
- A specific round or stage (e.g., "the Playoffs", "the Group Stage", "all Quarter-Final matches")
- All matches in the tournament (e.g., "all matches", "the entire tournament")
- Matches by a specific team (e.g., "all matches involving Team X")
- Matches meeting certain criteria (e.g., "all Best-of-5 series", "all elimination matches")
- <match type> may refer to matches in the singular or plural, as an element in a set of matches, or by distinguishing characteristics.

<tournament>: <tournament> refers to a specific competitive esports event specified by the Exchange. This may include (but is not limited to):
- A specific tournament or championship (e.g., "The International 2026", "League of Legends World Championship 2026", "VALORANT Champions 2026", "IEM Katowice 2026")
- A league season or split (e.g., "LCS Summer Split 2026", "ESL Pro League Season 20")
- A regional qualifier or sub-tournament (e.g., "North American Regional Finals")

The tournament name shall be identified by its official title as recognized by the organizing body. If the tournament is postponed or rescheduled, the Contract will track the rescheduled event unless it extends beyond <time period>, in which case the Contract may resolve based on maps actually played or be reviewed pursuant to Rule 7.1.

<time period>: <time period> refers to a specific range of time as specified by the Exchange. This may be defined by exact dates (e.g., "between January 1, 2026, and December 31, 2026"), relative markers (e.g., "before July 1, 2027"), an event (e.g., "during the main event"), or broader intervals (e.g., "Q1 2027," "January–March 2026"). "Between" is inclusive of both endpoints, while "before" and "after" exclude the specified date unless stated otherwise. <time period> may also refer to "Any" or "None", to multiple dates (even if non-consecutive), or to a singular and discrete date or time. Unless otherwise specified, <time period> is denoted in Eastern Time.

Payout Criterion: The Payout Criterion for the Contract encompasses the Expiration Values that the total number of maps played in <match type> at <tournament> in <time period> is <above/below/exactly/at least/between> <count>.

Additional clarification[a][b][c](s):
- **Map" Definition:** For the purposes of this Contract, a "map" refers to a single completed game instance within a match or series. Common synonyms include "game" (League of Legends, Dota 2), "map" (Counter-Strike, VALORANT), or "round" in some contexts. The specific terminology used by the tournament does not affect the count—each discrete competitive instance between teams counts as one map.
- **Completed Maps Only:** Only maps that are played to completion count toward <count>. A map is considered completed when:
    - A winner is officially declared by the tournament officials
    - The map reaches its natural conclusion according to the game's rules
    - The map ends due to a technical forfeit or administrative decision that awards the map to a team
- Maps that are restarted or replayed from the beginning do not count separately; only the final completed version counts. Practice maps, warm-up games, or showmatches not part of the official tournament bracket do not count.
- Incomplete maps that are abandoned before a winner is determined, unless the tournament officials award the map
- In Best-of-X series (e.g., Best-of-3, Best-of-5), count all maps played, even if the series ends early (e.g., a Best-of-5 that ends 3-0 counts as 3 maps, not 5)
- In round-robin or group stage formats, count each map individually
- If a series is delayed or suspended past 2 weeks from its initially scheduled date, all markets may resolve to last fair price
- If a series extends beyond <time period>, only maps completed within <time period> count.
- **Tiebreaker and Overtime Maps:** Maps that go into overtime or extended tiebreaker rounds count as one map, regardless of length.
- **Technical Restarts and Remakes:** If a map is restarted from the beginning due to technical issues or rule violations, only the completed version counts once. If a map is partially replayed (e.g., from a specific round or checkpoint), and the tournament officials recognize one official result, that counts as one map. If tournament officials rule that multiple attempts should be counted separately, their official determination shall govern.
- If a team forfeits an entire match before any maps are played, the market may resolve to the last fair price as determined in the sole discretion of the Exchange
- If a team forfeits during a series after some maps are completed, those maps that are completed shall count, and markets on others may resolve to the last fair price determined in the sole discretion of the Exchange
- If tournament officials award map wins administratively (e.g., for rule violations), those awarded maps count if they were started, but do not count if they were never initiated
- If <tournament> is cancelled entirely before <match type> occurs, the market may resolve to the last fair price as determined in the sole discretion of the Exchange
- If <tournament> is significantly altered (e.g., format change reducing total maps), the Exchange may initiate review pursuant to Rule 7.1
- If <match type> is partially completed but cannot be finished, only completed maps shall count.

Examples that WOULD count toward the total:
- All maps in a Best-of-3 series that ends 2-1 (counts as 3 maps)
- A map won by technical forfeit after play begins
- A map completed in overtime or extended rounds (counts as 1 map)
- Maps across multiple days if <match type> encompasses them

Examples that would NOT count toward the total:
- A map restarted due to a bug, where only the final version is completed
- Warm-up or practice matches before the official tournament
- A Best-of-5 series scheduled but forfeited before any map starts (resolves to LFP)

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 Expiration Date. The Last Trading Time will be 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 the conclusion of <time period>. 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.