

## LEAGUELEADER

**Scope:** These rules shall apply to this contract.

**Underlying:** The Underlying for this Contract is the identity of the <participant> who accumulates the most of <statistic> during the <year> <league> <season\_type> season, as documented by the official league statistics. Statistics accumulated outside of <season\_type> games are not included. Revisions to the Underlying made after Expiration will not be accounted for in determining the Expiration Value.

**Source Agency:** The Source Agencies are the official league or association governing <league>, ESPN, the Associated Press, Reuters, CBS Sports, Fox Sports, NBC Sports, The Athletic, Sports Reference, and The Wall Street Journal.

**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.

**<participant>:** <participant> refers to an individual player, athlete, team, or other competitive entity specified by the Exchange.

**<league>:** <league> refers to a professional or amateur sports league, association, or competitive organization specified by the Exchange.

**<statistic>:** <statistic> refers to an official statistical category as defined by <league> specified by the Exchange. The statistic will be measured according to official <league> statistical guidelines and calculation methods.

**<year>:** <year> refers to the season year specified by the Exchange.

**<season\_type>:** <season\_type> refers to the portion of the competitive season specified by the Exchange, such as "regular," "championship," "group stage," or other league-specific designations.

**<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 <participant> has accumulated the highest total of <statistic> among all eligible participants during the entire <year> <league> <season\_type> season.

- Only statistics from games or matches officially designated as <season\_type> season by <league> are included. Preseason, postseason, playoff, exhibition, friendly, or all-star statistics are explicitly excluded unless <season\_type> specifically includes them.
- If <participant> competes for multiple teams, clubs, or entities during the <season\_type> season, statistics from all are combined.
- If <participant> does not participate in any <season\_type> season games due to injury, suspension, retirement, ineligibility, or any other reason, the Contract resolves to No for that <participant>.
- Minimum qualification thresholds established by <league> for statistical leaders apply. If no <participant> meets the minimum threshold, the <participant> with the highest total will be considered the leader.

- In the event of a tie where multiple participants have exactly the same <statistic> total, and <league> does not declare a single winner through official tiebreaker procedures, the markets for all tied <participant>s will resolve so "Yes" holders receive \$1/[the number of tied <participant>s] rounded down to the nearest cent and "No" holders receive \$1 minus the Yes payout.
- If the <season\_type> season is shortened, extended, suspended, or modified, only statistics from games officially recognized by <league> as <season\_type> season games will count.
- Statistical corrections by <league> or the Source Agencies are only considered if made before the Expiration Date.

Examples that would resolve to Yes:

- <participant> is "Shohei Ohtani", <league> is "MLB", <statistic> is "home runs", and Ohtani hits 54 home runs while the next highest player hits 52
- <participant> is "Erling Haaland", <league> is "Premier League", <statistic> is "goals", and Haaland scores 36 goals to lead all players
- <participant> is "Connor McDavid", <league> is "NHL", <statistic> is "points", and McDavid accumulates 153 points (goals plus assists) to lead the league

Examples that would NOT resolve to Yes:

- <participant> finishes second in <statistic> by any margin
- <participant> leads in the statistic but does not meet <league>'s minimum qualification threshold while another player who meets the threshold is declared the official leader
- <participant> leads including playoff statistics but trails when only <season\_type> season statistics are counted
- <participant> accumulates statistics only in preseason or exhibition games
- <participant> is retroactively awarded the lead after the Expiration Date due to another player's statistics being vacated

**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 one week after <date>. 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.