FOOTBALLTOUCHDOWN

Scope: These rules shall apply to this contract.

Underlying: The Underlying for this Contract is touchdowns scored in <game> as recorded by the Source Agency. For <player/team> markets, the Underlying is touchdowns scored by <player/team>. For <first/last/any/count> markets, the Underlying is the sequence and number of touchdowns scored. Revisions to the Underlying made after Expiration will not be accounted for in determining the Expiration Value.

Source Agency: The Source Agency is the league governing <game>.

Type: The type of Contract is an Event Contract.

Issuance: The Contract is based on the outcome of a recurrent data release, which is issued on a weekly basis during the season. Thus, Contract iterations will be issued on a recurring basis, and future Contract iterations will generally correspond to games throughout the season.

<player/team>: <player/team> refers to an individual player or team specified by the Exchange. For individual players, this includes their legal name or commonly used name.

<game>: <game> refers to a specific game specified by the Exchange, identified by the two participating teams and the scheduled date.

<first/last/any/count>: <first/last/any/count> refers to the timing or quantity of touchdowns. "First" means the initial touchdown scored in <time period>. "Last" means the final touchdown scored in <time period>. "Any" means at least one touchdown during <time period>. <count> refers to a specific number of touchdowns (e.g., "2+", "exactly 3", "between 2 and 4").

<time_period>: <time_period> refers to a specific portion of the game specified by the Exchange, which may include: full game (including overtime if played), first half, second half, specific quarter (Q1, Q2, Q3, Q4), overtime period only, or specific time ranges. If not specified, "full game" is assumed. Overtime counts for all markets unless stated otherwise.

<date>: <date> refers to the originally scheduled date of <game> in Eastern Time, specified by the Exchange.

Payout Criterion: The Payout Criterion for the Contract encompasses the Expiration Values where <player/team> scores <first/last/any/count> touchdown(s) in <time_period> of <game>.

For the purposes of this Contract:

Player Participation Rules

- A player must take at least one snap (offensive, defensive, or special teams). If a player is active but does not participate in any plays, the Contract settles to the last fair market price before the start of play.
  - If a player plays a single snap but that play is called back due to penalty, that will be counted as participation.

- If a player lines up for a snap but a penalty is called before the play, and then they return to the bench, that is not counted as participation.
- Once a player is active, the Contract will settle based on actual touchdowns scored regardless of playing time, injury, ejection, or other removal from the game

Touchdown Scoring Rules

A player "scores" a touchdown when they:

- Possess and control the football while breaking the plane of the opponent's goal line
- This includes rushing, receiving, fumble recovery, interception return, kick/punt return, and blocked kick return touchdowns
- Defensive TDs only count for team Defense strikes and not individual players
- Special teams TDs will count for the player if the player is listed

The following explicitly do NOT count as scoring a touchdown:

- Throwing a touchdown pass (quarterbacks who are merely passing are not credited with scoring)
- Two-point conversions (these are not touchdowns)
- Defensive two-point conversion returns (these are not touchdowns)
- Safeties (these are not touchdowns)
- Being awarded a touchdown due to defensive penalty

Special Circumstances

- If multiple players possess the ball on the same play (laterals/hook-and-ladder), only the player who crosses the goal line receives credit
- If a touchdown is nullified by penalty, it does not count

First/Last Touchdown Markets

- If no touchdowns are scored in <game>, all individual player/team markets for first/last touchdown resolve to "No"
- If multiple touchdowns appear simultaneous, the one credited first in the play-by-play determines the outcome

Game Completion Rules

- If <game> is suspended or postponed and not resumed or started within the same scheduling week (by Wednesday), all Contracts settle to the last fair market price prior to suspension
- If <game> is abandoned after 55 minutes of play have been completed, the Contract settles based on statistics accumulated up to the point of abandonment
- If <game> is abandoned before 55 minutes of play (including cancellation before any play), all Contracts settle to the last fair market price unless the outcome was already determined
- If the venue changes but the home/away designation remains the same, all Contracts remain valid

Settlement Examples

Examples that would resolve to Yes:

- <player/team> = "Josh Allen", <first/last/any/count> = "any": Josh Allen rushes for a touchdown (Yes)
- <player/team> = "Deebo Samuel", <first/last/any/count> = "first": Deebo Samuel scores the game's first touchdown on a reception (Yes)
- <team> = "Buffalo Bills", <first/last/any/count> = "2+": Bills score 3 total touchdowns including one defensive TD (Yes)

Examples that would settle to last fair market price:

- <player/team> = "Travis Kelce", <first/last/any/count> = "any": Kelce is declared inactive before kickoff (settles to last fair market price)
- Game is postponed to the following week (settles to last fair market price - outside scheduling week)

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 after <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 6.3(d) of the Rulebook. If an Expiration Value cannot be determined on the Expiration Date, Kalshi has the right to determine payouts pursuant to Rule 6.3(b) in the Rulebook.