FOOTBALLPLAYERSTAT

Scope: These rules shall apply to this contract.

Underlying: The Underlying for this Contract is the official <statistic> recorded by <player> during <time period> of the <game> between <team 1> and <team 2> on <date>. 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 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. Thus, Contract iterations will be issued on a recurring basis, and future Contract iterations will generally correspond to games throughout the season.

<player>: <player> refers to an individual player specified by the Exchange. <player> may be identified by name or nickname, and is tracked through name changes.

<statistic>: <statistic> refers to an official statistic specified by the Exchange, which may include but is not limited to:

- Passing: completions, attempts, yards, touchdowns, interceptions
- Rushing: attempts, yards, touchdowns
- Receiving: receptions, yards, touchdowns
- Combined: yards from scrimmage (rushing yards + receiving yards), total touchdowns
- Defensive: tackles (solo + assists), sacks, interceptions, passes defensed
- Special Teams: field goals made/attempted, extra points made/attempted, punts, punt yards
- Returns: kick return yards, punt return yards, return touchdowns

<above/below/between/exactly/at least>: Refers to comparison operators. "Above X" means >X, "below X" means <X, "exactly X" means =X, "at least X" means ≥X, "at most X" means ≤X, "between X and Y" means ≥X and ≤Y.

<count>: <count> refers to a numerical value specified by the Exchange.

<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 full-game markets unless stated otherwise.

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

<team 1> and <team 2>: Refers to the teams participating in <game>, specified by the Exchange using official team names or standard abbreviations. Teams are tracked through name changes.

<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> records <above/below/between/exactly/at least> <count> <statistic> during <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, all Contracts settle 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 has taken at least one snap, the Contract will settle based on actual statistics accumulated despite any in-game injury, ejection, or other removal from the game

Statistical Counting Rules

- All statistics accumulated during regulation and overtime periods count unless <time period> specifies otherwise
- Statistics are considered final at the conclusion of the game. Corrections made afterwards will not affect the value of the Contract.

Game Completion Rules

- If <game> is suspended or postponed and not resumed or started within the same scheduling week (or the same weekend for college), 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

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 <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.