SUBMISSION 20

Official Product Name: “Will <team> win <time period> of <1. SKL game>?”
Rulebook Ticker: 1SKLBBALLGAMEWIN

November 5, 2026

SUBMITTED VIA CFTC PORTAL
Secretary of the Commission
Office of the Secretariat
U.S. Commodity Futures Trading Commission
Three Lafayette Centre
1155 21st Street, N.W.
Washington, D.C. 20581

Re: KalshiEX LLC – CFTC Regulation 40.2(d) Class Certification Regarding the Initial Listing of the "Will <team> win <time period> of <1. SKL game>?" Contracts

Dear Sir or Madam,

Pursuant to Section 5c(c) of the Commodity Exchange Act and Section 40.2(d) of the regulations of the Commodity Futures Trading Commission, KalshiEX LLC (Kalshi), a registered DCM, hereby notifies the Commission that it is self-certifying, as a class pursuant to Commission Regulation 40.2(d)(1), the "Will <team> win <time period> of <1. SKL game>?" contracts (each, a Contract, and together, the Class). The Contracts will initially be listed after close-of-business on November 5, 2026; they are listed as the day after because of limitations of the Commission's online submission portal. The Exchange intends to list the contracts on a custom basis. The Contracts' terms and conditions (Appendix A) include the following strike conditions:

- **<team>**
- **<1. SKL game>**
- **<time period>**

Each Contract within the Class relies upon a pricing source, formula, procedure, and methodology for calculating reference prices and payment obligations identical to those of the following product previously submitted to the Commission by Kalshi and certified pursuant to Commission Regulation 40.2(a) (the "Referenced Contract"): Official Product Name: "Will <team> win <time period> of Zlatorog Laško's first home game of the 2027-28 1. SKL regular season?"; Official Receipt Date: November 5, 2026.

Along with this letter, Kalshi submits the following documents:

- A concise explanation and analysis of the Class;
- An analysis of the conditions of Commission Regulation 40.2(d)(1)(i)–(iv);
- Certification;
- Appendix A with the Contracts' Terms and Conditions;
- Confidential Appendices with further information; and
- A request for FOIA confidential treatment.

If you have any questions, please do not hesitate to contact me.

Sincerely,

Xavier Sottile
Head of Markets
KalshiEX LLC
xsottile@kalshi.com

KalshiEX LLC
Official Product Name: "Will <team> win <time period> of <1. SKL game>?"
Rulebook: 1SKLBBALLGAMEWIN
Summary: Basketball game segment winner
Kalshi Contract Category: Sports
Kalshi Internal Category: Sports
November 5, 2026

CONCISE EXPLANATION AND ANALYSIS OF THE PRODUCT AND ITS COMPLIANCE WITH APPLICABLE PROVISIONS OF THE ACT, INCLUDING CORE PRINCIPLES AND THE COMMISSION'S REGULATIONS THEREUNDER

The following is a concise explanation and analysis of the Class and its compliance with the Act, including the relevant Core Principles (discussed in Appendix E), and the Commission's regulations thereunder. Although Commission Regulation 40.2(d)(1) requires certification only under Commission Regulations 40.2(a)(1), (a)(2), (a)(3)(i), (a)(3)(iv), and (a)(3)(vi), this explanation and analysis is provided voluntarily and consistent with CFTC Staff Advisory No. 26-22 (July 24, 2026) and CFTC Staff Letter No. 26-08 (Mar. 12, 2026).

I. Introduction

The "Will <team> win <time period> of <1. SKL game>?" Contracts are contracts relating to Sports.

Each Contract within the Class is identical in all respects to the Referenced Contract, except for the identity of <1. SKL game> (i.e., the single officially scheduled contest between two teams, as recognized by Basketball Federation of Slovenia and specified by the Exchange, to which the Contract relates, defined by the names of the two teams involved, the date of the game, and where applicable the stage of the season). The <team> and <time period> strike conditions are present in the Referenced Contract and in every Contract within the Class. Every Contract within the Class relies on the identical pricing source, formula, procedure, and methodology for calculating reference prices and payment obligations, as set forth in Appendix A and analyzed below.

Further information about the Contracts, including an analysis of their risk mitigation and price basing utility, as well as additional considerations related to the Contracts, is included in Confidential Appendices C, D, and E.

Pursuant to Section 5c(c) of the Act and CFTC Regulation 40.2(d), the Exchange hereby certifies that each Contract within the Class complies with the Act and Commission regulations under the Act.

General Contract Terms and Conditions: The Contract operates similar to other event contracts that the Exchange lists for trading. The minimum price fluctuation is $0.01 (one cent). Price bands will apply so that Contracts may only be listed at values of at least $0.01 and at most $0.99. Further, the Contract is sized with a one-dollar notional value and has a minimum price fluctuation of $0.01 to enable Members to match the size of the contracts purchased to their economic risks. As outlined in Rule 5.16 of the Rulebook, trading shall be available at all times outside of any maintenance windows, which will be announced in advance by the Exchange. Members will be charged fees in accordance with Rule 3.13 of the Rulebook. Fees, if they are charged, are charged in such amounts as may be revised from time to time to be reflected on the Exchange's Website. A new Source Agency can be added via a Part 40 amendment. All instructions on how to access the Underlying are non-binding and are provided for convenience only and are not part of the binding Terms and Conditions of the Contract. They may be clarified at any time. Furthermore, the Contract's payout structure is characterized by the payment of an absolute amount to the holder of one side of the option and no payment to the counterparty. During the time that trading on the Contract is open, Members are able to adjust their positions and trade freely. The Expiration Value and Market Outcome are determined at or after Market Close. The market is then settled by the Exchange, and the long position holders and short position holders are paid according to the Market Outcome. In this case, "long position holders" refers to Members who purchased the "Yes" side of the Contract and "short position holders" refers to Members who purchased the "No" side of the Contract. If the Market Outcome is "Yes," meaning that an event occurs that is encompassed within the Payout Criterion, then the long position holders are paid an absolute amount proportional to the size of their position and the short position holders receive no payment. If the Market Outcome is "No," then the short position holders are paid an absolute amount proportional to the size of their position and the long position holders receive no payment. Specification of the circumstances that would trigger a Market Outcome of "Yes" are included below in the section titled "Payout Criterion" in Appendix A.

CLASS CERTIFICATION CONDITIONS PURSUANT TO COMMISSION REGULATION 40.2(d)(1)

Commission Regulation 40.2(d)(1) permits a designated contract market to list or facilitate trading in any swap or number of swaps based upon certain excluded commodities as a certified class, provided the DCM certifies, under Commission Regulations 40.2(a)(1), (a)(2), and (a)(3)(i), (iv), and (vi), that each of the conditions of Commission Regulation 40.2(d)(1)(i)–(iv) is satisfied. Each condition is satisfied with respect to the Class, as set forth below.

Condition (i) – Excluded Commodity: Each Contract within the Class is based upon an excluded commodity specified in Commission Regulation 40.2(d)(1). Specifically, each Contract is based upon an "occurrence, extent of an occurrence, or contingency" within the meaning of Section 1a(19)(iv) of the Act, namely, whether a specified team records a strictly greater number of points than the opposing team during a specified segment of a specified basketball game recognized by Basketball Federation of Slovenia, which is beyond the control of the parties to the relevant contract, agreement, or transaction and is associated with a financial, commercial, or economic consequence.

Condition (ii) – Identical Pricing Source, Formula, Procedure, and Methodology: Each Contract within the Class is based upon an excluded commodity with an identical pricing source, formula, procedure, and methodology for calculating reference prices and payment obligations. Each Contract within the Class relies upon the identical Source Agencies, in identical hierarchical order, as set forth in Appendix A: Basketball Federation of Slovenia, ESPN, The Associated Press, Reuters, The New York Times, and The Wall Street Journal. This hierarchy is identical for every Contract within the Class.

Each Contract within the Class also relies upon an identical formula for calculating payment obligations: settlement of $1.00 if the Payout Criterion — that <team> records a strictly greater number of points than the opposing team during <time period> of <1. SKL game>, as reflected in the first official final result of <1. SKL game> — is satisfied, and $0.00 otherwise, subject in every Contract within the Class to the identical tie provision set forth in Appendix A, under which, where the teams are tied at the conclusion of <time period> and no "Tie" strike is listed, "Yes" holders and "No" holders are each paid $0.50.

Each Contract within the Class further relies upon an identical procedure and methodology, namely the single, uniform set of rules set forth in the 1SKLBBALLGAMEWIN Rulebook attached as Appendix A. Every Contract in the Class shares the same definitions of Underlying, Source Agency, and Payout Criterion, and the same clarifications regarding the points that count, ties, cancellation, suspension, abandonment, delay, forfeit, non-participation, and delayed or unavailable data. Every game within the Class is a contest recognized by Basketball Federation of Slovenia, played under the single, uniform set of playing rules applicable to games it governs,

and recorded in the official final result, box score, and play-by-play published by Basketball Federation of Slovenia. Contracts within the Class differ only as to the specific team, game, and time period specified by the Exchange for each Contract — each a strike parameter rather than a differing settlement source, procedure, or methodology. The Class does not include games that are recognized by, or recorded under the rules of, any other league, association, competition, or federation, whose differing playing rules (including differing game-segment structures and overtime formats) and differing official records would result in differing procedures and methodologies for calculating payment obligations; nor does the Class include any high school, youth, or other competition whose participants are minors. Consistent with CFTC Staff Advisory No. 26-22, the Class does not bundle permutations with differing settlement sources or methodologies; every Contract within the Class settles pursuant to the same rules irrespective of which team, game, or time period is specified.

Condition (iii) – Identity with a Previously Certified or Approved Product: The pricing source, formula, procedure, and methodology for calculating reference prices and payment obligations in each particular Contract within the Class is identical to the pricing source, formula, procedure, and methodology for calculating reference prices and payment obligations in the Referenced Contract, a product previously submitted to the Commission by Kalshi and certified pursuant to Commission Regulation 40.2(a): Official Product Name "Will <team> win <time period> of Zlatorog Laško's first home game of the 2027-28 1. SKL regular season?", Official Receipt Date November 5, 2026. Each Contract within the Class differs from the Referenced Contract only as to the specific <1. SKL game> (the single officially scheduled contest between two teams, as recognized by Basketball Federation of Slovenia, specified by the Exchange). The Referenced Contract's game (Zlatorog Laško's first home game of the 2027-28 1. SKL regular season) is itself an instance of <1. SKL game>, and the Referenced Contract's <team> and <time period> are strike conditions that it carries on identical terms with every Contract within the Class. No other term, condition, Source Agency, formula, procedure, or methodology differs between the Referenced Contract and any Contract within the Class.

Condition (iv) – Identical Currency: Each Contract within the Class is based upon an excluded commodity involving an identical currency: each Contract is denominated, trades, and settles exclusively in United States Dollars, with a Settlement Value of $1.00.

Identification of Settlement Sources: Consistent with CFTC Staff Advisory No. 26-22, the settlement sources upon which each Contract within the Class relies are specifically identified in Appendix A under "Source Agency," and the settlement methodology applicable to every Contract within the Class is set forth in Appendix A under "Payout Criterion."

Commission Regulation 40.2(d)(2): Kalshi acknowledges that the Commission may in its discretion require a registered entity to withdraw its certification under Commission Regulation

40.2(d)(1) and to submit each individual Contract, or certain individual Contracts, within the submission for Commission review pursuant to Commission Regulation 40.2 or 40.3.

CERTIFICATIONS PURSUANT TO SECTION 5c OF THE COMMODITY EXCHANGE ACT, 7 U.S.C. § 7A-2 AND COMMODITY FUTURES TRADING COMMISSION RULE 40.2, 17 C.F.R. § 40.2

Based on the above analysis, and pursuant to Commission Regulations 40.2(d)(1) and 40.2(a)(1), (a)(2), (a)(3)(i), (a)(3)(iv), and (a)(3)(vi), the Exchange certifies that:

- Each Contract within the certified Class complies with the Act and Commission regulations thereunder.
- Each Contract within the certified Class satisfies each of the conditions of Commission Regulation 40.2(d)(1)(i)–(iv).
- This submission (other than those appendices for which confidential treatment has been requested) has been concurrently posted on the Exchange's website at https://kalshi.com/regulatory/filings.

Should you have any questions concerning the above, please contact the exchange at ProductFilings@kalshi.com.



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By: Xavier Sottile
Title: Head of Markets
Date: November 5, 2026

Attachments:

Appendix A - Contract Terms and Conditions
Appendix B - Trading Prohibitions
Appendix C (Confidential) - Further Considerations
Appendix D (Confidential) - Source Agency
Appendix E (Confidential) - Compliance with Core Principles

APPENDIX A – CONTRACT TERMS AND CONDITIONS

Official Product Name: “Will <team> win <time period> of <1. SKL game>?”
Rulebook: 1SKLBBALLGAMEWIN

1SKLBBALLGAMEWIN

Scope: These rules shall apply to each Contract within the Class.

Underlying: The Underlying for this Contract is the number of points scored by each team during <time period> of <1. SKL game>, as reflected in the first official final result and/or official box score and/or play-by-play published by the league or association governing <1. SKL game>. 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, Basketball Federation of Slovenia, ESPN, The Associated Press, Reuters, The New York Times, 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.

<team>: <team> refers to a basketball team officially entered in <1. SKL game> as recognized by Basketball Federation of Slovenia and specified by the Exchange. <team> is defined by the franchise, club, school, or national side name as listed on the official schedule of the relevant governing body and shall be tracked through official name changes, relocations, mergers, rebranding, and successor or expansion designations as recognized by the official governing body. <team> must be one of the two teams officially entered in <1. SKL game>.

<1. SKL game>: <1. SKL game> refers to a single officially scheduled contest between two teams as recognized by Basketball Federation of Slovenia and specified by the Exchange. <1. SKL game> shall be defined by the names of the two teams involved, the date of the game, and where applicable the stage of the season (e.g., regular season, playoffs, finals, exhibition). The "opposing team" for <team> is the other team scheduled to participate in <1. SKL game> as listed on the official schedule of the relevant governing body.

<time period>: <time period> refers to a segment of <1. SKL game> or the tournament at which <1. SKL game> is played specified by the Exchange. <time period> may take, and is limited to, the following forms: (i) the entire game, which refers to the time period encapsulating regulation time and any officially designated overtime periods; (ii) the entire game excluding overtime (i.e., regulation time only); (iii) overtime only (which may include one or more overtime periods, as specified); (iv) 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); (v) any quarter, half, or subsegment across the entire game or a subset of the game, which may be satisfied if at least one

of the quarters, halves, or subsegments meets the stated Payout Criterion; (vi) each quarter, half, or subsegment across the entire game, or each subsegment, which may be satisfied if ALL of the quarters, halves, or subsegments meet the stated Payout Criterion; (vii) a given duration of at least ten (10) minutes, denoted in hours and/or minutes and/or seconds of matchplay, or constrained by a given clock time in a stated timezone. <time period> may also take the forms of any segment in a set range, refer in the singular or the plural, by distinguishing characteristics, "Any", or "None". Where not specified otherwise, <time period> shall be understood to refer to the sum of regulation time and any officially designated overtime periods. 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. All times are interpreted in Eastern Time (ET) unless otherwise specified.

Payout Criterion: The Payout Criterion for the Contract encompasses the Expiration Values that <team> records a strictly greater number of points than the opposing team during <time period> of <1. SKL game>, as reflected in the first official final result of <1. SKL game>.

Additional Clarifications:

- For purposes of this Contract, only points credited in the official record during <time period> of <1. SKL game> shall count. Points scored during pre-game warm-ups, exhibitions, halftime entertainment, post-game ceremonies, or any periods outside of <time period> shall not count. Points awarded by reason of technical fouls, flagrant fouls, free throws, or any other officially credited scoring during <time period> are included to the extent reflected in the official record.
- Points are considered final at the conclusion of <1. SKL game>. Revisions, statistical corrections, replays, protests, or other modifications made to the official record after Expiration will not affect the Expiration Value.
- If, at the conclusion of <time period>, the number of points credited to <team> is equal to the number of points credited to the opposing team (i.e., a tie for <time period>), the following shall apply: (i) if a “Tie” strike is listed for <time period>, the "Tie" strike will resolve to "Yes" and all team-specific strikes for that <time period> will resolve to "No"; and (ii) if no “Tie” strike is listed, Contracts on either team shall resolve such that "Yes" holders are paid $0.50, and "No" holders are paid $0.50.
- If <time period> is specified in the Contract title (e.g., "win Q1"), then only points credited to <team> and the opposing team within that segment count toward the comparison; points credited outside of <time period> do not count.
- If <1. SKL game> is cancelled prior to its scheduled commencement and is not rescheduled to commence within forty-eight (48) hours of its original scheduled commencement, all markets on <1. SKL game> will resolve to the last fair price as determined by the Exchange in its sole discretion.
- If <1. SKL game> is suspended, cancelled, or abandoned after the start of the game and does not resume within forty-eight (48) hours of the suspension or abandonment, all

markets on <1. SKL game> will settle based on statistics accumulated through the stoppage if the league governing <1. SKL game> declares the game complete or final without further play. Otherwise, all markets on <1. SKL game> will resolve to the last fair price as determined by the Exchange in its sole discretion, except markets whose <time period> has already ended or whose outcome has already been determined, which will settle based on statistics accumulated through the stoppage. Notwithstanding the foregoing, if <1. SKL game> is replayed from the start, all markets on <1. SKL game> will resolve to the last fair price as determined by the Exchange in its sole discretion.

- If <1. SKL game> is delayed and re-commences within forty-eight (48) hours of its original scheduled commencement, all markets on <1. SKL game> will remain open until resolution based on the official record.
- If <1. SKL game> is delayed for more than forty-eight (48) hours, all markets on <1. SKL game> will resolve to the last fair price as determined by the Exchange in its sole discretion, except markets whose <time period> has already ended or whose outcome has already been determined, which will settle accordingly.
- If the league or association governing <1. SKL game> officially declares <1. SKL game> a forfeit prior to the start of the game (i.e., before any officially recorded gameplay has occurred), all markets on <1. SKL game> will resolve to the last fair price as determined by the Exchange in its sole discretion. If the league or association governing <1. SKL game> officially declares <1. SKL game> a forfeit (including a game lost by default) after the start of the game, the Contract shall resolve in accordance with the league's official determination of the winning team. Specifically, if <team> is officially recorded as the winner of <1. SKL game> by reason of forfeit, the Contract resolves "Yes" for Contracts where <time period> encompasses the entire game; if the opposing team is officially recorded as the winner of <1. SKL game> by reason of forfeit, the Contract resolves "No" for Contracts where <time period> encompasses the entire game. For Contracts where <time period> covers only a segment of the game that was fully completed prior to the event triggering the forfeit, the Contract shall resolve based on the official record at the conclusion of <time period>; otherwise, the Contract shall resolve to the last fair price as determined by the Exchange in its sole discretion.
- If <team> does not enter <1. SKL game> (i.e., does not participate in any officially recorded gameplay during <1. SKL game>), all markets on <1. SKL game> will resolve to the last fair price as determined by the Exchange in its sole discretion.
- If data for the results of <1. SKL game> is delayed or unavailable, the Exchange may wait twenty-four (24) hours from the conclusion of <1. SKL game> for it to become available. If, after twenty-four (24) hours, the data remains unavailable, all markets on <1. SKL 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.

Examples that would resolve the market to Yes:

Assuming <team> is "Team A," one of the two teams playing in <1. SKL game>, the other team is "Team B," and <time period> is "the first half":

- Team A outscores Team B 54–47 in the first half. The Contract for Team A to win the first half of the Team A–Team B game will resolve Yes, because Team A recorded strictly more points than Team B during the first half.
- Team A leads 50–49 at halftime and then loses the game 98–105. The Contract for Team A to win the first half of the Team A–Team B game will resolve Yes, because only points credited during the first half count toward the comparison.
- The game is suspended in the third quarter after Team A has outscored Team B 52–47 in the first half, does not resume within forty-eight (48) hours, and is not declared complete by the league. The Contract for Team A to win the first half of the Team A–Team B game will resolve Yes, because the first half had already ended and settles on statistics accumulated through the stoppage.

Examples that would NOT resolve the market to Yes:
Assuming <team> is "Team A," one of the two teams playing in <1. SKL game>, the other team is "Team B," and <time period> is "the first half":

- Team B outscores Team A 52–40 in the first half. The Contract for Team A to win the first half of the Team A–Team B game will resolve No, because Team A did not record strictly more points than Team B during the first half.
- Team A trails 41–46 at halftime but rallies to win the game 101–95. The Contract for Team A to win the first half of the Team A–Team B game will resolve No, because points scored after the first half do not count toward the comparison.
- The first half ends tied 47–47, and a "Tie" strike is listed for the first half. The Contract for Team A to win the first half of the Team A–Team B game will resolve No, and the "Tie" strike will resolve Yes, because the teams were tied at the conclusion of the first half.

If a natural person who is the primary subject of a Contract's Underlying or Payout Criterion dies prior to Expiration, or if an act or attempted act of violence, assassination, or terrorism directly prevents, interrupts, or causes the event that is the primary subject of a Contract's Underlying or Payout Criterion, Kalshi may, in its sole discretion, settle the Contract at the last traded price prior to the death or act. If Kalshi determines that trading activity was materially affected by the circumstances giving rise to the death or act, Kalshi may instead use the last traded price prior to such circumstances becoming known or reasonably anticipated by market participants. For purposes of this Rule, Kalshi may rely on an approximate time where the precise time is unknown or cannot be reasonably determined. If Kalshi determines that no last traded price represents a fair settlement, the Outcome Review Committee shall determine the fair settlement price. Kalshi may halt or pause trading in any such Contract (with public notice on Kalshi's website or the Platform) if it reasonably believes that a death or act of terrorism subject to this Rule has occurred, is imminent, or that circumstances giving rise to such an occurrence may be

happening. Determinations of Kalshi and the Outcome Review Committee under this Rule are final and not subject to review.

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 <1. SKL 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.

APPENDIX B – TRADING PROHIBITIONS

In addition to the general prohibition against trading on material nonpublic information, the Exchange will institute additional prohibitions for trading the contract. Persons under 18 years of age are not permitted to create Kalshi accounts. The following individuals will be prohibited from trading:

- Current and former players, coaches, assistant coaches, training staff, medical staff, and front-office personnel of the league, association, or organization(s) governing <1. SKL game>.
- For college leagues/associations specifically, or where otherwise appropriate (as identified by the Exchange), this restriction applies to current and former players/coaches/staff of the specific teams in <1. SKL game> rather than the league/association as a whole.
- Current and former on-court game officials, referees, replay center officials, official scorekeepers, scoring crew members, statisticians, and timekeepers of the league, association, or organization(s) governing <1. SKL game>, and of the specific teams playing in <1. SKL game>.
- Paid employees of the league, association, governing body, and any league participants (including team employees, arena staff with access to officiating or game-management information, and team broadcasters).
- Ultimate beneficial owners, minority owners, and equity stakeholders (above any de minimis threshold) of the teams playing in <1. SKL game> and of the league.
- League office employees with access to scheduling, officiating assignments, disciplinary determinations, injury reports, or replay-review information not yet public.
- Persons with confirmed access to pre-public injury reports, lineup decisions, ejection/suspension determinations, or other material non-public information about <1. SKL game>.
- Household members and immediate family of all of the above.