

Soccer Outcome Event Contract (Total Goals) - Terms & Conditions

Scope - These terms govern the trading of the Soccer Outcome Event Contract (Total Goals) (the “Contract”), a type of “Event Contract” listed by the Exchange.

Underlying - The Underlying for this Contract is the final result of whether <soccer team> scores <over/under/exactly/at least/between> <count> <goals> in <soccer match>.

Source Agency - The Source Agencies are, in hierarchical order, the governing body of league or association (“soccer”), ESPN, CBS Sports, Fox Sports, the Associated Press, The Wall Street Journal, and the official broadcaster of <soccer match>.

Type - The Type of Contract is a swap.

Issuance - The Contract is based on the outcome of a recurrent sporting event. Accordingly, Contract iterations will be issued on a recurring basis, and future Contract iterations will generally correspond to subsequent scheduled <soccer match> or similar games within the same league or season as specified by the Exchange.

<soccer team> - Refers to a soccer entity participating in a <soccer match>, as specified by the Exchange. <soccer team> may refer to a singular team, multiple teams using AND/BOTH/OR logic, a team within a set of teams, or teams defined by distinguishing characteristics (e.g., “both teams”, “any group team,” “the home team,” “teams with winning records”). <soccer team> may also take the values “Any”, “Both” or “None.” The Exchange may list iterations of the Contract corresponding to variations of <soccer team>. If a team name changes, or undergoes organizational restructuring while maintaining substantial continuity, <soccer team> shall track the successor entity. This will be announced by the Exchange in the event it is relevant.

<over/under/exactly/at least/between> - “Over” means the Underlying is strictly greater than <count>. “Under” means the Underlying is strictly less than <count>. “Exactly” means the Underlying equals <count>. “At least” means the Underlying is greater than or equal to <count>. “Between” requires two numerical values and means the Underlying is greater than or equal to the lower value and less than or equal to the higher value.

<count> - Refers to a specific, non-negative numerical value specified by the Exchange, representing the number of goals. May include whole numbers or half-numbers (e.g., 2.5) or 0.

<goals> - Refers to an official scoring unit awarded in a <soccer match>, as recognized by the governing league or association of the competition. Unless otherwise specified, <goals> shall be understood to refer to the total combined goals, that is, the sum of the goals scored by both teams during the <soccer match>. <goals> may also refer, where specified, to:

- The total goals scored by a single team or group of teams identified with AND/BOTH/OR logic
- The total goals scored by an individual or group of players identified with AND/BOTH/OR logic

<soccer match> - refers to a specific, identified soccer match or set of matches specified by the Exchange, which may be defined by specific matchup (e.g. “Argentina vs. Brazil”), date and time, venue, game number within a playoff round, or other distinguishing characteristics. <soccer match> may also refer to multiple matches (even if non-consecutive), a specified portion of a match (e.g. “halftime”, “regulation time”, “first half”, “second half”), an element in a match or set of matches, matches defined by distinguishing characteristics (e.g. “any playoff game,” “all games on July 4, 2025,” “home games”), or the overarching tournament as a whole (e.g. the “Soccer Championship”). <soccer match> may also take the values “Any” or “None”. The Exchange may list iterations of the Contract corresponding to variations of <soccer match>, including “to advance”. The Contract has not been endorsed by any league or association as of self-certification. The use of any names of any leagues or associations does not indicate an endorsement of this product.

Trading and Settlement - During the Event Contract trading hours, Participants are able to adjust their positions and trade freely. After trading of the Event Contract has closed, Rothera will determine the Expiration Value and whether the Payment Criteria encompasses the Expiration Value (i.e. whether the outcome is “Yes” or “No”). The market is then settled by Rothera, and either the long position holders or the short position holders are paid the Settlement Value. In this case, “long position holders” refers to Participants who purchased the “Yes” side of the Event Contract and “short position holders” refers to Participants who purchased the “No” side of the Event Contract. If the Expiration Value is “Yes”, 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 Expiration Value 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 an Expiration Value of “Yes” are included below in the section titled “Payment Criterion”. The Expiration Date of the Contract is designed to account for multiple possible contingencies regarding the timing of the

determination of the event. Any subsequent revisions to the initial release of the final result of a <soccer match> by the league or association will NOT affect or alter the settlement value of the Contract once the Expiration Value is determined by the Exchange.

Payment Criterion - The Payment Criterion for the Contract encompasses the Expiration Value where <soccer team> scores <over/under/exactly/at least/between> <count> <goals> in <soccer match>. The market resolves based on the first final result reported by the Source Agency, unless the Exchange, in its sole discretion, determines such result to be clearly erroneous and elects to defer to a corrected final result issued prior to Expiration.

- Statistics are considered final at the conclusion of <soccer match>. Corrections made afterwards will not affect the value of the Contract.
- All overtime, penalty shoot-outs or tie-breaking procedures are NOT included in determining the total goals scored, unless specified by the Exchange.
- If <soccer match> is (i) abandoned, cancelled, or (ii) not scheduled or rescheduled to take place before the expiration time of the <soccer match>, or (iii) the organizer of <soccer match> awards the result of <soccer match> by reason of the disqualification, expulsion, or withdrawal, the Contract will resolve based on the last fair market price as determined by the Exchange pursuant to Rothera DCM Rule 7.2. Long position holders will receive the number of Contracts held multiplied by the fair market price, and short position holders will receive the number of Contracts held multiplied by \$1 minus the fair market price.
- If <soccer match> is suspended during play and is officially scheduled to resume from the point of suspension (i.e., from the minute and score at which play was halted) before expiration time of the <soccer match>, the Contract shall remain open and shall settle based on the final result of the <soccer match> as so resumed. If <soccer match> does not resume from the point of suspension before expiration time of the <soccer match>, the Contract shall resolve based on the last fair market price as determined by the Exchange pursuant to Rothera DCM Rule 7.2. Long position holders will receive the number of Contracts held multiplied by the fair market price, and short position holders will receive the number of Contracts held multiplied by \$1 minus the fair market price.
- If <soccer match> is shortened, called, or otherwise ended before the completion of regulation time (e.g., due to weather or curfew), and the Source Agency declares the game final and records the total goals scored, the market will resolve based on that final result.
- If <soccer team> forfeits <soccer match> before <soccer match> begins, the Contract shall resolve based on the league determination of the final score.
- If the <soccer match> is moved to either an earlier or later time of day than

originally scheduled, then the market will remain open and will resolve based on the final result.

- **VAR and Goal Reviews**

- Goals confirmed or disallowed by VAR (Video Assistant Referee) follow the final on-field decision
- The final whistle determines the official count - any subsequent reviews or appeals do not affect settlement
- Goals initially awarded then disallowed before play resumes do not count
- Where a VAR is used, the potential goal that led to it being called will be deemed to have occurred within the <soccer match> of its initial occurrence (rather than at the time at which the VAR decision was made).

- **Stoppage Time Clarifications**

- Goals scored during first half stoppage time count as first half goals
- Goals scored during second half stoppage time count as part of the 90-minute total
- For timing purposes, a goal in stoppage time is considered scored at the end of the regular period (45 or 90 minutes)

- **Special Circumstances**

- Friendly matches using unlimited substitutions follow the same counting rules
- Matches decided by coin toss, drawing of lots, or similar methods settle based on regulation time score
- Own goals shall count toward <goals> for the team that did NOT make the own-goal unless explicitly specified otherwise

Minimum Tick - The Minimum Tick for the Event Contract shall be \$0.01.

Position Limits - The Position Limit for the Event Contract is 500,000 Contracts for Participants. The Position Limit for Market Makers is 5,000,000 Contracts.

Last Trading Date - The Last Trading Date of the Contract is the date on which <soccer match> is completed or otherwise resolved pursuant to the Payment Criterion.

Settlement Date - The Settlement Date is the date on which money is paid to the account of a Participant in whose favor the contract settled pursuant to an Event Contract held until Expiration, and on which money is paid from the account of a Participant who is obligated to pay money pursuant to an Event Contract held until Expiration. The Settlement Date of the Contract shall be no later than the day after the Expiration Date.

Expiration Date - The latest Expiration Date of the Contract shall be two (2) days after the originally scheduled date of <soccer match>. If an event described in the Payment Criterion occurs expiration will be moved to an earlier date and time as determined by the Exchange.

Expiration Time - The Expiration Time of the Event Contract shall be 10:00 AM CT on the Expiration Date.

Settlement Value - The Settlement Value is the amount paid to the holder of the in-the-money Event Contract on the Settlement Date. The Settlement Value of an in-the-money Event Contract is \$1.

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 - If the Source Agency does not actually announce a result consistent with the settlement methodology or the Payment Criterion on or before the Expiration Date due to a delay, postponement, cancellation or otherwise in such release announcement by the Source Agency, the Settlement Date, Expiration Date and Expiration Time will be delayed until the Underlying outcome or results are released or as otherwise set forth on the Exchange pursuant to DCM Rule 7.2. Consistent with DCM Rule 7.2, Rothera reserves the right to make settlement determinations.

Trading Prohibitions - In addition to the prohibition against the misappropriation of material nonpublic information under CFTC Regulation 180.1, the Exchange's prohibited trading activities set forth in Chapter 7 of the DCM Rulebook, certain additional individuals are prohibited from trading the Event Contract. Those persons include:

- Any player, manager, coach, assistant coach, goalkeeping coaches, fitness staff, and on-field/bench personnel of either <soccer team> participating in <soccer match>, including reserve and academy players designated for matchday.
- Any replay official or other league or association official assigned to, supervising, or with authority over the referenced soccer game.
- Any scouting, analytics, medical, training, or clubhouse personnel of any Member Association participating in the referenced soccer match.
- Any employee, officer, or contractor of a league or association, or any league or association controlled or league-affiliated entity who has access to information relating to game operations, scheduling, officiating assignments, disciplinary

actions, or competitive conditions.

- Any sports agent, advisor, or representative of a player or team participating in the referenced soccer game.
- Any immediate family member or household member of any of the foregoing persons, where such person reasonably may have access to material nonpublic information regarding the referenced soccer game.
- Any individual subject to integrity or ethics rules of a soccer league or association who has a duty to safeguard the integrity of football competitions.
- Any other Person who, by sole determination of the Exchange, possesses material nonpublic information relating to the Underlying.