



FOOTBALLSPREAD

Official Product Name: Will football <team> score <above/below/between/exactly/at least> <count> more points during <time period> of football <game>?

Scope: These terms govern the trading of the Football Spread Event Contract (the "Contract"), a type of "Event Contract" listed by the Exchange.

Underlying: The Underlying for this Contract is the point differential recorded during <time period> of <game> in favor of <team>, calculated by subtracting the points scored by <opponent> from the points scored by <team> during <time period>. Statistics recorded during regulation time and any officially designated 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 Agencies are, in hierarchical order, the governing league or association of <team> (e.g., the National Football League, the NCAA, or the UFL), ESPN, CBS Sports, Fox Sports, the Associated Press, The Wall Street Journal, and the official broadcaster of <game>.

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 <game> or similar games within the same league or season as specified by the Exchange.

<team>: <team> refers to a football team officially entered in <game> as recognized by the governing body of the competition (e.g., NFL, NCAA, UFL) and specified by the Exchange. <team> is defined by the franchise, school, or national side name as listed on the official schedule of the relevant governing body. <team> may refer to a singular team, multiple teams using AND/OR logic, a team within a set of teams, or teams defined by distinguishing characteristics (e.g., "any conference team," "the home team," "teams with winning records"). <team> may also take the values "Any" or "None." <team> shall be tracked through official name changes, relocations, mergers, rebranding, and successor or expansion designations as recognized by the official governing body. The Exchange may list iterations of the Contract corresponding to variations of <team>.

<opponent>: <opponent> refers to the football team playing against <team> in <game>, specified by the Exchange. <opponent> is tracked through official name changes, relocations, mergers, rebranding, and successor or expansion designations in the same manner as <team>.

<count>: <count> refers to a numerical point margin specified by the Exchange. It may include whole numbers, half-numbers (e.g., 3.5, 7.5), or negative numbers.

<game>: <game> refers to a specific football contest or set of contests specified by the Exchange. This may be defined by exact matchup (e.g., "Green Bay Packers vs. Chicago Bears"), date and time (e.g., "September 13, 2026"), location or venue, playoff round or tournament stage (e.g., "Super Bowl LXI," "AFC Championship Game"), or other distinguishing information. <game> may refer to games sanctioned by the National Football League (NFL), the National Collegiate Athletic Association (NCAA), the United Football League (UFL), or any other organized football competition as specified by the Exchange. <game> may refer to a singular game, multiple games (even if non-consecutive), an element in a set of games, or games defined by distinguishing characteristics (e.g., "any playoff game," "all games on November 26, 2026," "home games"). <game> may also be used to refer to the overarching tournament as a whole (e.g. "The NFL Playoffs"). <game> may also take the values "Any" or "None." The Exchange may list iterations of the Contract corresponding to variations of <game>. The Contract has not been endorsed by any league or association as of self-certification. The use of any names of leagues or associations does not indicate an endorsement of this product.

<time period>: <time period> refers to a specific duration or discrete segment of <game> specified by the Exchange. <time period> may take, but is not limited to, the following forms: (i) the entire game, 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 plural with AND/OR operators (e.g., Q1, or Q1 and Q2); (v) any quarter, half, or subsegment across the game or a subset of the game, satisfied if at least one such segment meets the stated Payment Criterion; (vi) each quarter, half, or subsegment across the game, satisfied if all such segments meet the stated Payment Criterion; or (vii) a given duration denoted in hours, minutes, and/or seconds of matchplay, or constrained by a stated clock time in a stated timezone. 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. Where not specified otherwise, <time period> shall be understood to refer to the sum of regulation time and any officially designated overtime periods. All times are interpreted in Eastern Time (ET) unless otherwise specified.

<above/below/between/exactly/at least>: <above/below/between/exactly/at least> refers to the comparison operator that determines how the actual value is evaluated against <count>. "above X" means greater than X (value > X); "below X" means less than X (value < X); "between X and Y" means greater than or equal to X and less than or equal to Y ($X \leq \text{value} \leq Y$); "exactly X" means equal to X (value = X); "at least X" means greater than or equal to X (value $\geq$ X).

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, UDX 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 UDX, 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” is 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.

Payment Criterion: The Payment Criterion for the Contract encompasses the Expiration Value where the point differential recorded in <time period> of <game> in favor of <team> is <above/below/between/exactly/at least> <count> points. Where <time period> is not specified, the full game (including any officially designated overtime periods) is assumed. The market resolves based on the first final result reported by the Source Agency, unless the Exchange, in its sole discretion pursuant to Rule 5.a.v, determines such result to be clearly erroneous and elects to defer to a corrected official final result issued prior to Expiration.

For the purposes of this Contract:

- If <time period> is specified, the point differential for <team> will be calculated within that segment only; points scored outside of <time period> do not count unless explicitly marked to be cumulative.
- Statistics are considered final at the conclusion of <game>. Corrections made afterwards will not affect the value of the Contract.
- Where <team> is losing to <opponent> in <time period>, the point differential will be recorded as a negative value (e.g., losing by two points would be recorded as -2).
- Where <team> and <opponent> are tied in <time period>, the point differential will be recorded as zero.
- If <game> is cancelled prior to scheduled commencement, all markets on <game> will resolve to the last fair market price as determined by the Exchange.
- If <game> is cancelled or abandoned after the start of the game and does not recommence within 48 hours of the original scheduled commencement, all markets except for the final game score (which will resolve if the game reaches 55 minutes of gameplay, or if the league has declared the game's outcome as official regardless of

minutes played) and markets on totals already reached (which resolve on the basis of available strikes) will resolve to the last fair market price as determined by the Exchange.

- If <game> is delayed for 48 hours or less, all markets on <game> will remain open.
- If <game> is delayed for more than 48 hours, all markets on <game> will resolve to the last fair market price as determined by the Exchange.
- If the venue of <game> is changed but the designated home and away teams remain the same, all markets on <game> will remain valid. If the home/away designation is reversed, all markets on <game> will resolve to the last fair market price as determined by the Exchange.
- If <game> is forfeited, the official final score as recorded by the league or association governing <game> will be used for settlement.
- If <team> withdraws prior to the commencement of <game>, the markets on <team>'s performance in <game> will resolve to the last fair market price as determined by the Exchange.
- If <team> is disqualified following <game>, the markets on <team> will settle based on the end-of-game statistics if <team> has played for at least one (1) second.
- If data for the results of <game> is delayed or unavailable, the Exchange may wait 48 hours for it to become available. If, after 48 hours, the data remains unavailable, all markets on <game> that cannot be settled due to missing data will resolve to the last fair market price as determined by the Exchange.
- If there is a change to the format of <game> that materially affects markets on <game>, the affected markets may be resolved to the last fair market price as determined by the Exchange.
- If a season is truncated mid-season, all markets deemed to be affected (e.g., total points over a season) by the Exchange may resolve to the last fair market price as determined by the Exchange.

Minimum Tick: The Minimum Tick for the Event Contract shall be \$0.001.

Position Limits: The Position Limit for the Event Contract is 2,500,000 Contracts for Participants. The Position Limit for Market Makers is 25,000,000 Contracts.

Last Trading Date: The Last Trading Date of the Contract is the date on which <game> 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 three days after the originally scheduled date of <game>. 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 ET 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 Rule 5.a.v. Consistent with Rule 5.a.v, UDX 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 and the Exchange's prohibited trading practices identified 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, or other on-field personnel participating in or employed by a team involved in the referenced football league or association, whether on an active roster, injured reserve, practice squad assignment, or otherwise under contract.
- Any referee, replay official, official scorer, statistician, or timekeeper assigned to, supervising, or with authority over the referenced football game.

- Any front-office, football operations, scouting, analytics, medical, training, or locker-room personnel of any team participating in the referenced football game.
- Any employee, officer, or contractor of a league-controlled or league-affiliated media or data 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 football 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 football game.
- Any other Person who, by sole determination of the Exchange, possesses material nonpublic information relating to the Underlying.