UDX

FIFAGAMEWIN

Official Product Name: Will FIFA <team> score more goals during <time period> of FIFA <game>?

Scope: These terms govern the trading of the Fédération Internationale de Football Association (“FIFA”) Soccer Outcome Event Contract (the “Contract”), a type of “Event Contract” listed by the Exchange.

Underlying: The Underlying for this Contract is the official outcome of <time period> of <game>, specifically whether <team> records a greater number of goals than the opposing team during <time period> of <game> or, where <team> is the value "Draw," whether the two participating teams are credited with an equal number of goals during <time period> of <game>, as reflected in the first official final result and/or official match record and/or play-by-play published by FIFA. Revisions to the official record made after Expiration will not be considered when determining the Expiration Value.

Source Agency: The Source Agencies are, in hierarchical order, FIFA; the applicable FIFA confederation or FIFA member association; the official organizer or sanctioning body of <game>; ESPN; CBS Sports; Fox Sports; the Associated Press; Reuters; The Wall Street Journal; and the official broadcaster of <game>. FIFA and, where applicable, the official confederation, member association, organizer, or sanctioning body serve as the primary Source Agencies. The remaining Source Agencies serve solely as secondary sources, in the hierarchical order listed, where official data is unavailable.

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 a FIFA competition, national-team program, or eligible club-friendly program specified by the Exchange.

<team>: <team> refers to a national team or club officially entered in <game> and recognized by FIFA or the applicable FIFA confederation, FIFA member association, competition organizer, or sanctioning body, as specified by the Exchange, or to the value "Draw" as described below. <team> is defined by the official team or club name appearing in the official fixture or match record. <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., "the host nation," "the home team," or "a club from the host confederation"). <team> may also take the value "Draw" (i.e., a tie), which refers not to a participating team or club but to the outcome in which the two participating teams are credited with an equal number of goals during <time period> of <game>, so that no team wins <time period>. <team> may also take the values "Any" or "None." <team>

shall be tracked through official name changes, relocations, mergers, rebranding, and successor designations as recognized by the applicable official governing body. The Exchange may list iterations of the Contract corresponding to variations of <team>, and for a single <game> the Exchange ordinarily lists an iteration for each participating team together with an iteration for "Draw."

<game>: <game> refers to a specific soccer contest or set of contests specified by the Exchange that is (i) organized by FIFA; (ii) part of a FIFA World Cup, FIFA Club World Cup, FIFA qualifying competition, or other FIFA competition; (iii) an international match officially sanctioned or recognized by FIFA, a FIFA confederation, or a FIFA member association, including a national-team friendly; or (iv) a club friendly officially sanctioned or recognized by the applicable FIFA confederation or FIFA member association. <game> may be defined by exact matchup, date and time, location or venue, tournament, group, round, stage, match number, or other distinguishing information (e.g., "Poland vs. Argentina on September 5, 2026," "a FIFA World Cup quarter-final," or "a FIFA-recognized club friendly"). Domestic league and domestic cup matches are not eligible solely by reason of a club's FIFA affiliation; they must independently satisfy one of clauses (i)-(iv). <game> may refer to a singular game, multiple games, an element in a set of games, or games defined by distinguishing characteristics. <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 FIFA, any confederation, member association, competition organizer, sanctioning body, team, or club as of self-certification. The use of any such name does not indicate 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 only the following forms: (i) the entire game, encapsulating regulation time and, where played under the applicable competition format, any extra time and penalty shoot-out; (ii) the entire game excluding extra time (i.e., regulation time only); (iii) extra time and/or a penalty shoot-out only, as specified; (iv) a half of the game, specified in the singular or plural with AND/OR operators (e.g., the first half, or the first half and the second half, or the first half or extra time); (v) any half across the game or a subset of the game, satisfied if at least one such segment meets the stated Payment Criterion; or (vi) each half across the game, satisfied if all such segments meet the stated Payment Criterion. In no event may <time period> represent a segment of <game> shorter than a single half, other than extra time or a penalty shoot-out as described in clause (iii). For purposes of this Contract, regulation time consists of the two halves of the game, and each half includes any stoppage or added time appended to that half by the match officials; extra time, where played, consists of the additional periods provided by the applicable competition format; and a penalty shoot-out is not part of regulation time or extra time. For the avoidance of doubt, a half (including the second half) does not include extra time or a penalty shoot-out unless expressly specified, and extra time or a penalty shoot-out counts only where <time period> expressly includes it. Where not specified otherwise, <time period> shall be understood to refer to the entire game excluding extra time (i.e., regulation time only). Where <game> is tied after regulation, extra time and a penalty shoot-out count only where <time period> expressly includes them. All times are interpreted in Eastern Time (ET) unless otherwise specified.

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, as reflected in the first official final result of <game>: (i) where <team> is a participating team, <team> records a strictly greater number of goals than the opposing team during <time period> of <game>; or (ii) where <team> is "Draw," the two participating teams are credited with an equal number of goals during <time period> of <game>. The market resolves based on the first official 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 purposes of this Contract, only goals credited in the official record during <time period> of <game> shall count. Goals scored during pre-game warm-ups, exhibitions, halftime entertainment, post-game ceremonies, or any periods outside of <time period> shall not count. Goals scored from open play, penalty kicks, direct free kicks, and own goals are included to the extent reflected in the official record, in each case credited to the team recorded as scoring. Goals recorded in a penalty shoot-out are not goals scored during regulation time or extra time and count only where <time period> expressly includes a penalty shoot-out.

- Goals are considered final at the conclusion of <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 goals credited to each of the two participating teams is equal (i.e., a draw within <time period>), the Contract resolves to

"Yes" where <team> is "Draw" and to "No" where <team> is a participating team. If one team records a strictly greater number of goals than the other during <time period>, the Contract resolves to "Yes" for that team, and to "No" where <team> is the opposing team or "Draw." A draw does not result in any partial or split payment. Where <game> is a single match and each listed iteration names a participating team or the value "Draw," the set of those iterations is mutually exclusive and collectively exhaustive. Where <time period> comprises more than one segment, this paragraph is applied to each segment in accordance with clause (v) or clause (vi) of <time period>, as applicable.

- If <time period> is specified in the Contract (e.g., "win the first half"), then only goals credited to <team> and the opposing team within that segment count toward the comparison; goals credited outside of <time period> do not count.

- If <game> is cancelled prior to its scheduled commencement and is not rescheduled to commence within 48 hours of its original scheduled commencement, all markets on <game> will resolve to the last fair market price as determined by the Exchange.

- If <game> is cancelled, abandoned, or suspended after the start of the game and is not scheduled to resume within 48 hours of the original scheduled commencement, then: (i) for any <time period> that was fully completed prior to the cancellation, abandonment, or suspension and whose result is unequivocally determined by the official record at that point, the Contract shall resolve based on the official record at the conclusion of <time period>; and (ii) for any <time period> that was not fully completed at that time, the Contract shall resolve to the last fair market price as determined by the Exchange. For purposes of subclause (i), a <time period> is considered "fully completed" only if the match officials have confirmed the conclusion of that segment, including any stoppage or added time appended to it.

- For Contracts where <time period> covers the entire game or the entire game excluding extra time, and the game is cancelled, abandoned, or suspended after the start but is not scheduled to resume within 48 hours, the markets shall resolve based on the official record only if FIFA or the applicable official governing, organizing, or sanctioning body has declared the game’s result to stand as official; otherwise, the markets shall resolve to the last fair market price as determined by the Exchange.

- If <game> is delayed and re-commences within 48 hours of its original scheduled commencement, all markets on <game> will remain open until resolution based on the official record.

- If <game> is delayed for more than 48 hours, all markets on <game> for which the relevant <time period> has not been fully completed will resolve to the last fair market price as determined by the Exchange.

- If FIFA or the applicable official governing, organizing, or sanctioning body officially awards or forfeits <game> prior to the start of the game (i.e., before any officially recorded gameplay has occurred), all markets on <game> will resolve to the last fair market price as determined by the Exchange. If FIFA or the applicable official governing, organizing, or sanctioning body officially awards or forfeits <game> after the start of the game and publishes an official result or scoreline for <game>, the Contract shall resolve in accordance with that official result for Contracts where <time period> encompasses the entire game or the entire game excluding extra time. If the applicable official determination does not include an official result or scoreline, the affected markets will resolve to the last fair market price as determined by the Exchange. For Contracts where <time period> covers only a segment of the game that was fully completed prior to the event triggering the award or 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 market price as determined by the Exchange.

- If <team> does not enter <game> (i.e., does not participate in any officially recorded gameplay during <game>), all markets on <game> will resolve to the last fair market price as determined by the Exchange.

- If data for the results of <game> is delayed or unavailable, the Exchange may wait 48 hours from the conclusion of <game> 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.

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 participating in <game>, whether on an active roster, injury or suspension list, on loan, or otherwise under contract or registration.

- Any referee, assistant referee, fourth official, video assistant referee (VAR) official, match delegate, official statistician, or other match official assigned to, supervising, or with authority over the referenced <game>.

- Any front-office, soccer operations, scouting, analytics, medical, training, or locker-room personnel of any team participating in the referenced <game>.

- Any employee, officer, or contractor of a FIFA-, confederation-, member-association-, organizer-, or sanctioning-body-controlled or 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 <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 <game>.

- Any other Person who, by sole determination of the Exchange, possesses material nonpublic information relating to the Underlying.