

# Academic Tables for NFL Player Performance Models

2025-03-23

Table 1: Offense Grades Model Results

Variable	Starter Models			On-Field Models			Attempt Models		
	Starter LPM	Starter Probit	Starter Logit	On-Field LPM	On-Field Probit	On-Field Logit	Attempt LPM	Attempt Probit	Attempt Logit
<b>Quarterbacks</b>									
Short Grades Pass	0.028(0.016)*	0.036(0.019)*	0.037(0.020)*	0.031(0.014)**	0.039(0.017)**	0.041(0.017)**	0.007(0.004)	0.007(0.005)	0.006(0.004)
Medium Grades Pass	-0.014(0.013)	-0.016(0.016)	-0.017(0.016)	-0.002(0.015)	0.001(0.017)	-0.002(0.018)	0.006(0.004)	0.005(0.004)	0.004(0.004)
Deep Grades Pass	-0.013(0.013)	-0.017(0.015)	-0.019(0.016)	-0.021(0.013)	-0.029(0.015)*	-0.029(0.016)*	0.006(0.004)	0.005(0.004)	0.005(0.003)
<b>Running Backs</b>									
Grades Pass Block	-0.021(0.010)**	-0.026(0.012)**	-0.027(0.013)**	0.011(0.010)	0.012(0.011)	0.013(0.012)	-0.004(0.003)	-0.006(0.003)*	-0.005(0.003)*
Grades Run	0.012(0.011)	0.015(0.012)	0.016(0.013)	-0.005(0.011)	-0.006(0.013)	-0.007(0.013)	-0.001(0.003)	-0.001(0.003)	-0.000(0.003)
Short Grades Pass	0.004(0.011)	0.005(0.012)	0.004(0.013)	-0.002(0.010)	-0.001(0.012)	-0.001(0.012)	-0.000(0.003)	0.000(0.003)	0.000(0.003)
Medium Grades Pass	-0.015(0.009)	-0.017(0.011)	-0.017(0.011)	-0.005(0.009)	-0.006(0.010)	-0.006(0.011)	-0.001(0.003)	-0.001(0.003)	-0.001(0.003)
Deep Grades Pass	-0.004(0.010)	-0.005(0.011)	-0.006(0.011)	-0.002(0.009)	-0.003(0.010)	-0.003(0.011)	0.003(0.003)	0.002(0.003)	0.002(0.002)
<b>WR1</b>									
Grades Run Block	0.007(0.015)	0.006(0.018)	0.008(0.018)	-0.012(0.019)	-0.016(0.022)	-0.014(0.023)	-0.006(0.004)	-0.006(0.004)	-0.005(0.004)
Short Grades Pass	0.003(0.013)	0.003(0.015)	0.005(0.016)	0.000(0.016)	-0.002(0.018)	-0.002(0.018)	-0.000(0.004)	-0.000(0.004)	-0.001(0.004)
Medium Grades Pass	0.015(0.013)	0.017(0.015)	0.018(0.016)	0.001(0.014)	0.002(0.016)	0.002(0.017)	0.005(0.004)	0.004(0.004)	0.004(0.004)
Deep Grades Pass	0.001(0.011)	0.001(0.013)	0.001(0.013)	0.002(0.012)	0.005(0.014)	0.005(0.014)	0.003(0.003)	0.004(0.003)	0.003(0.003)
<b>WR2</b>									
Grades Run Block	-0.021(0.016)	-0.025(0.018)	-0.025(0.018)	0.027(0.036)	0.035(0.042)	0.038(0.043)	-0.001(0.004)	-0.001(0.005)	0.001(0.004)
Short Grades Pass	-0.011(0.013)	-0.012(0.015)	-0.014(0.016)	0.013(0.024)	0.015(0.027)	0.016(0.028)	0.008(0.004)**	0.008(0.004)**	0.007(0.003)**
Medium Grades Pass	0.016(0.012)	0.018(0.013)	0.020(0.014)	-0.005(0.020)	-0.009(0.023)	-0.009(0.024)	0.001(0.004)	-0.000(0.004)	-0.000(0.003)
Deep Grades Pass	0.003(0.011)	0.005(0.012)	0.005(0.013)	0.011(0.016)	0.017(0.019)	0.016(0.019)	0.000(0.003)	0.000(0.003)	0.000(0.003)
<b>WR3</b>									
Grades Run Block	-0.007(0.014)	-0.008(0.016)	-0.010(0.016)	0.018(0.027)	0.023(0.031)	0.023(0.033)	-0.001(0.004)	-0.001(0.004)	-0.000(0.004)
Short Grades Pass	-0.015(0.011)	-0.019(0.013)	-0.019(0.013)	-0.001(0.020)	0.001(0.023)	0.003(0.024)	-0.003(0.003)	-0.003(0.003)	-0.002(0.003)
Medium Grades Pass	0.008(0.010)	0.009(0.012)	0.009(0.012)	0.011(0.019)	0.007(0.022)	0.007(0.022)	0.006(0.003)*	0.005(0.003)	0.005(0.003)
Deep Grades Pass	0.003(0.010)	0.005(0.011)	0.004(0.012)	0.015(0.015)	0.021(0.017)	0.021(0.018)	0.001(0.003)	0.002(0.003)	0.002(0.003)
<b>TE1</b>									
Grades Pass Block	0.026(0.012)**	0.031(0.013)**	0.033(0.014)**	0.024(0.011)**	0.032(0.013)**	0.033(0.014)**	-0.002(0.003)	-0.003(0.003)	-0.002(0.003)
Grades Run Block	-0.015(0.015)	-0.018(0.017)	-0.020(0.018)	-0.012(0.012)	-0.016(0.014)	-0.017(0.015)	-0.000(0.004)	0.002(0.005)	0.001(0.004)
Short Grades Pass	0.004(0.013)	0.004(0.014)	0.003(0.015)	0.000(0.013)	-0.001(0.014)	-0.001(0.015)	0.003(0.004)	0.002(0.004)	0.002(0.003)
Medium Grades Pass	-0.017(0.011)	-0.020(0.012)	-0.021(0.013)	0.017(0.011)	0.020(0.012)*	0.022(0.012)*	0.002(0.003)	0.002(0.003)	0.001(0.003)
Deep Grades Pass	-0.003(0.010)	-0.004(0.011)	-0.004(0.012)	-0.015(0.009)	-0.018(0.011)*	-0.018(0.011)	0.002(0.003)	0.002(0.003)	0.002(0.003)
<b>OL1</b>									
Grades Pass Block	0.016(0.012)	0.021(0.014)	0.022(0.014)	-0.011(0.009)	-0.013(0.011)	-0.013(0.011)	-0.004(0.003)	-0.004(0.003)	-0.003(0.003)
Grades Run Block	0.004(0.014)	0.006(0.016)	0.004(0.017)	0.006(0.010)	0.007(0.011)	0.009(0.012)	0.001(0.004)	0.000(0.004)	0.000(0.004)
<b>OL2</b>									
Grades Pass Block	-0.008(0.012)	-0.009(0.013)	-0.010(0.014)	-0.005(0.010)	-0.006(0.011)	-0.006(0.011)	-0.000(0.003)	-0.001(0.003)	-0.002(0.003)
Grades Run Block	-0.002(0.014)	-0.003(0.016)	-0.003(0.017)	-0.012(0.010)	-0.015(0.011)	-0.017(0.012)	0.003(0.004)	0.005(0.004)	0.004(0.004)
<b>OL3</b>									
Grades Pass Block	0.009(0.012)	0.009(0.013)	0.011(0.014)	0.007(0.009)	0.009(0.011)	0.010(0.011)	0.001(0.003)	0.001(0.004)	0.001(0.003)
Grades Run Block	-0.015(0.014)	-0.018(0.016)	-0.019(0.017)	0.004(0.009)	0.006(0.011)	0.006(0.011)	-0.004(0.004)	-0.004(0.004)	-0.004(0.004)
<b>OL4</b>									
Grades Pass Block	0.023(0.012)*	0.025(0.014)*	0.028(0.014)*	0.006(0.010)	0.007(0.011)	0.008(0.012)	-0.003(0.003)	-0.004(0.003)	-0.003(0.003)
Grades Run Block	-0.006(0.013)	-0.008(0.015)	-0.009(0.015)	-0.013(0.010)	-0.014(0.011)	-0.016(0.011)	0.000(0.004)	0.001(0.004)	0.001(0.003)
<b>OL5</b>									
Grades Pass Block	0.031(0.012)**	0.035(0.014)**	0.037(0.015)**	-0.012(0.010)	-0.015(0.012)	-0.016(0.012)	0.001(0.003)	0.003(0.004)	0.002(0.003)
Grades Run Block	-0.031(0.013)**	-0.037(0.015)**	-0.038(0.016)**	0.010(0.010)	0.011(0.012)	0.012(0.012)	-0.002(0.004)	-0.002(0.004)	-0.002(0.003)
<b>Perf. Measures</b>									
GIMR	0.007(0.002)***	0.010(0.003)***	0.010(0.003)***	0.007(0.002)***	0.010(0.003)***	0.010(0.003)***			
<b>Control Variables</b>									
Game Situation	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Coach Variables	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Team Stats	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Season/Team FE	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Coach FE	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Player Presence	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Control Def. Players	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Control Off. Players	No	No	No	No	No	No	No	No	No

Note:

Marginal effects reported with standard errors in parentheses and significance levels.

\* p < 0.10, \*\* p < 0.05, \*\*\* p < 0.01

Table 2: Offense Yards Model Results

Variable	Starter Models			On-Field Models			Attempt Models		
	Starter LPM	Starter Probit	Starter Logit	On-Field LPM	On-Field Probit	On-Field Logit	Attempt LPM	Attempt Probit	Attempt Logit
<b>Quarterbacks</b>									
Short Yards	0.018(0.013)	0.021(0.015)	0.021(0.016)	0.020(0.014)	0.023(0.016)	0.023(0.017)	0.002(0.004)	0.001(0.004)	0.002(0.003)
Medium Yards	0.028(0.013)**	0.038(0.015)**	0.038(0.016)**	0.004(0.014)	0.006(0.016)	0.006(0.017)	0.006(0.004)	0.005(0.004)	0.004(0.004)
Deep Yards	-0.036(0.012)***	-0.045(0.014)***	-0.046(0.014)***	-0.017(0.012)	-0.021(0.013)	-0.021(0.014)	0.007(0.004)*	0.006(0.004)	0.005(0.003)
<b>Running Backs</b>									
Grades Pass Block	-0.015(0.010)	-0.018(0.011)	-0.019(0.012)	0.009(0.009)	0.010(0.010)	0.010(0.011)	-0.005(0.003)	-0.006(0.003)*	-0.005(0.003)*
Yards	0.002(0.010)	0.004(0.011)	0.003(0.012)	0.016(0.009)*	0.019(0.010)*	0.019(0.011)*	0.005(0.003)*	0.006(0.003)*	0.005(0.003)*
Short Yards	-0.007(0.010)	-0.009(0.011)	-0.008(0.012)	-0.015(0.010)	-0.018(0.011)	-0.017(0.011)	0.001(0.003)	0.002(0.003)	0.002(0.003)
Medium Yards	-0.020(0.009)**	-0.024(0.010)**	-0.025(0.010)**	-0.007(0.008)	-0.009(0.009)	-0.010(0.010)	-0.003(0.002)	-0.006(0.003)**	-0.005(0.003)*
Deep Yards	0.003(0.009)	0.005(0.012)	0.004(0.012)	-0.001(0.009)	-0.003(0.010)	-0.003(0.011)	-0.004(0.003)	-0.004(0.003)	-0.003(0.002)
<b>WR1</b>									
Grades Run Block	0.010(0.015)	0.010(0.017)	0.011(0.018)	-0.009(0.019)	-0.013(0.021)	-0.012(0.023)	-0.003(0.004)	-0.002(0.004)	-0.002(0.004)
Short Yards	-0.006(0.010)	-0.007(0.012)	-0.007(0.012)	-0.001(0.011)	-0.003(0.012)	-0.002(0.012)	-0.003(0.003)	-0.004(0.003)	-0.004(0.003)
Medium Yards	-0.001(0.011)	-0.001(0.012)	-0.001(0.013)	-0.004(0.011)	-0.003(0.012)	-0.004(0.013)	0.001(0.003)	0.000(0.003)	0.001(0.003)
Deep Yards	0.027(0.010)***	0.033(0.011)***	0.035(0.012)***	0.017(0.010)*	0.021(0.011)*	0.022(0.012)*	0.001(0.003)	0.002(0.003)	0.001(0.003)
<b>WR2</b>									
Grades Run Block	-0.022(0.015)	-0.026(0.017)	-0.027(0.018)	0.041(0.035)	0.050(0.041)	0.055(0.042)	0.002(0.004)	0.002(0.004)	0.003(0.004)
Short Yards	-0.009(0.010)	-0.009(0.012)	-0.011(0.012)	0.000(0.011)	0.000(0.013)	-0.000(0.013)	0.004(0.003)	0.003(0.003)	0.003(0.003)
Medium Yards	-0.008(0.011)	-0.011(0.012)	-0.012(0.013)	-0.016(0.012)	-0.017(0.014)	-0.019(0.014)	-0.003(0.003)	-0.003(0.003)	-0.003(0.003)
Deep Yards	0.016(0.010)	0.020(0.012)*	0.021(0.012)*	0.008(0.010)	0.010(0.012)	0.011(0.012)	0.002(0.003)	0.002(0.003)	0.002(0.003)
<b>WR3</b>									
Grades Run Block	-0.008(0.013)	-0.009(0.015)	-0.011(0.016)	0.024(0.024)	0.031(0.029)	0.031(0.030)	0.001(0.004)	0.001(0.004)	0.001(0.003)
Short Yards	-0.012(0.011)	-0.015(0.012)	-0.014(0.012)	0.010(0.012)	0.010(0.013)	0.012(0.014)	-0.002(0.003)	-0.003(0.003)	-0.002(0.003)
Medium Yards	-0.018(0.011)	-0.022(0.012)*	-0.023(0.013)*	0.003(0.011)	0.003(0.012)	0.003(0.013)	0.003(0.003)	0.003(0.003)	0.003(0.003)
Deep Yards	0.015(0.010)	0.019(0.011)*	0.019(0.011)*	0.002(0.010)	0.003(0.011)	0.003(0.012)	0.000(0.003)	0.001(0.003)	0.001(0.003)
<b>TE1</b>									
Grades Pass Block	0.025(0.011)**	0.032(0.013)**	0.033(0.014)**	0.024(0.011)**	0.032(0.013)**	0.033(0.013)**	-0.001(0.003)	-0.002(0.003)	-0.001(0.003)
Grades Run Block	-0.018(0.014)	-0.023(0.016)	-0.025(0.017)	-0.009(0.011)	-0.012(0.013)	-0.013(0.014)	0.003(0.004)	0.004(0.004)	0.003(0.004)
Short Yards	0.003(0.011)	0.003(0.013)	0.003(0.013)	-0.007(0.011)	-0.009(0.012)	-0.010(0.013)	0.002(0.003)	0.003(0.004)	0.001(0.003)
Medium Yards	-0.014(0.011)	-0.018(0.012)	-0.018(0.013)	0.008(0.010)	0.008(0.012)	0.008(0.012)	-0.000(0.003)	-0.002(0.004)	-0.001(0.003)
Deep Yards	-0.010(0.010)	-0.013(0.011)	-0.013(0.012)	-0.004(0.009)	-0.005(0.010)	-0.005(0.011)	-0.001(0.003)	-0.001(0.003)	-0.001(0.003)
<b>OL1</b>									
Grades Pass Block	0.013(0.012)	0.017(0.013)	0.018(0.014)	-0.011(0.010)	-0.014(0.011)	-0.014(0.012)	-0.004(0.003)	-0.004(0.003)	-0.003(0.003)
Grades Run Block	0.006(0.014)	0.008(0.016)	0.007(0.016)	0.006(0.010)	0.007(0.012)	0.008(0.012)	0.001(0.004)	0.000(0.004)	0.000(0.004)
<b>OL2</b>									
Grades Pass Block	-0.008(0.012)	-0.010(0.013)	-0.011(0.014)	-0.004(0.010)	-0.005(0.011)	-0.005(0.012)	-0.001(0.003)	-0.002(0.003)	-0.002(0.003)
Grades Run Block	-0.004(0.014)	-0.004(0.016)	-0.004(0.016)	-0.013(0.010)	-0.017(0.011)	-0.018(0.012)	0.004(0.004)	0.006(0.004)	0.006(0.004)
<b>OL3</b>									
Grades Pass Block	0.010(0.012)	0.011(0.013)	0.013(0.014)	0.008(0.009)	0.010(0.011)	0.010(0.011)	0.001(0.003)	0.001(0.004)	0.001(0.003)
Grades Run Block	-0.014(0.014)	-0.018(0.016)	-0.019(0.017)	0.003(0.009)	0.006(0.011)	0.005(0.011)	-0.004(0.004)	-0.004(0.004)	-0.004(0.004)
<b>OL4</b>									
Grades Pass Block	0.020(0.012)*	0.023(0.014)	0.025(0.015)*	0.005(0.010)	0.005(0.011)	0.006(0.012)	-0.002(0.003)	-0.003(0.003)	-0.002(0.003)
Grades Run Block	-0.006(0.013)	-0.007(0.015)	-0.009(0.016)	-0.012(0.010)	-0.014(0.011)	-0.015(0.011)	0.000(0.004)	0.001(0.004)	0.001(0.003)
<b>OL5</b>									
Grades Pass Block	0.022(0.012)*	0.025(0.014)*	0.026(0.015)*	-0.012(0.010)	-0.015(0.012)	-0.016(0.012)	0.001(0.003)	0.003(0.004)	0.002(0.003)
Grades Run Block	-0.023(0.013)*	-0.029(0.015)*	-0.029(0.016)*	0.010(0.010)	0.011(0.012)	0.011(0.012)	-0.001(0.004)	-0.002(0.004)	-0.002(0.003)
<b>Perf. Measures</b>									
GIMR	0.007(0.002)***	0.008(0.002)***	0.008(0.002)***	0.007(0.002)***	0.008(0.002)***	0.008(0.002)***			
<b>Control Variables</b>									
Game Situation	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Coach Variables	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Team Stats	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Season/Team FE	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Coach FE	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Player Presence	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Control Def. Players	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Control Off. Players	No	No	No	No	No	No	No	No	No

Note:

Marginal effects reported with standard errors in parentheses and significance levels.

\* p < 0.10, \*\* p < 0.05, \*\*\* p < 0.01

Table 3: Offense Completions Model Results

Variable	Starter Models			On-Field Models			Attempt Models		
	Starter LPM	Starter Probit	Starter Logit	On-Field LPM	On-Field Probit	On-Field Logit	Attempt LPM	Attempt Probit	Attempt Logit
<b>Quarterbacks</b>									
Short Completions	0.023(0.014)*	0.028(0.016)*	0.027(0.016)*	0.029(0.014)**	0.035(0.016)**	0.035(0.017)**	-0.001(0.004)	-0.001(0.004)	0.000(0.004)
Medium Completions	0.024(0.014)*	0.034(0.016)**	0.033(0.017)**	0.001(0.015)	0.003(0.017)	0.002(0.017)	0.008(0.004)*	0.006(0.004)	0.005(0.004)
Deep Completions	-0.033(0.012)***	-0.041(0.014)***	-0.042(0.015)***	-0.026(0.012)**	-0.032(0.014)**	-0.032(0.014)**	0.005(0.004)	0.004(0.004)	0.004(0.003)
<b>Running Backs</b>									
Grades Pass Block	-0.017(0.010)*	-0.020(0.011)*	-0.021(0.012)*	0.010(0.009)	0.011(0.010)	0.012(0.011)	-0.004(0.003)	-0.006(0.003)*	-0.005(0.003)*
Attempts	0.001(0.010)	0.003(0.011)	0.003(0.012)	0.014(0.009)	0.017(0.010)	0.017(0.011)	0.003(0.003)	0.003(0.003)	0.003(0.003)
Short Receptions	-0.003(0.010)	-0.004(0.012)	-0.004(0.012)	-0.017(0.010)*	-0.020(0.011)*	-0.019(0.011)*	0.002(0.003)	0.003(0.003)	0.003(0.003)
Medium Receptions	-0.016(0.009)*	-0.018(0.010)*	-0.019(0.010)*	-0.008(0.008)	-0.009(0.009)	-0.010(0.010)	-0.004(0.002)	-0.005(0.003)*	-0.004(0.002)*
Deep Receptions	-0.002(0.009)	-0.000(0.011)	-0.001(0.012)	-0.005(0.009)	-0.006(0.010)	-0.007(0.010)	-0.001(0.003)	-0.001(0.003)	-0.001(0.002)
<b>WR1</b>									
Grades Run Block	0.008(0.015)	0.007(0.017)	0.008(0.018)	-0.009(0.019)	-0.013(0.022)	-0.012(0.023)	-0.003(0.004)	-0.003(0.004)	-0.002(0.004)
Short Receptions	-0.007(0.011)	-0.009(0.012)	-0.009(0.012)	-0.003(0.011)	-0.005(0.012)	-0.005(0.013)	-0.002(0.003)	-0.002(0.003)	-0.002(0.003)
Medium Receptions	0.005(0.011)	0.006(0.013)	0.007(0.014)	-0.003(0.011)	-0.001(0.013)	-0.002(0.013)	-0.002(0.003)	-0.002(0.003)	-0.001(0.003)
Deep Receptions	0.023(0.010)**	0.027(0.012)**	0.029(0.012)**	0.015(0.010)	0.018(0.012)	0.018(0.012)	0.001(0.003)	0.001(0.003)	0.001(0.003)
<b>WR2</b>									
Grades Run Block	-0.022(0.015)	-0.026(0.017)	-0.027(0.018)	0.043(0.034)	0.052(0.040)	0.055(0.042)	0.002(0.004)	0.003(0.004)	0.003(0.004)
Short Receptions	-0.011(0.010)	-0.012(0.012)	-0.013(0.012)	-0.004(0.012)	-0.005(0.013)	-0.005(0.014)	0.005(0.003)*	0.004(0.003)	0.003(0.003)
Medium Receptions	-0.004(0.011)	-0.006(0.013)	-0.005(0.013)	-0.011(0.013)	-0.011(0.014)	-0.013(0.015)	-0.003(0.003)	-0.004(0.003)	-0.003(0.003)
Deep Receptions	0.011(0.010)	0.014(0.012)	0.014(0.012)	0.008(0.010)	0.010(0.012)	0.010(0.012)	0.002(0.003)	0.002(0.003)	0.002(0.003)
<b>WR3</b>									
Grades Run Block	-0.008(0.013)	-0.010(0.015)	-0.011(0.016)	0.020(0.024)	0.027(0.029)	0.027(0.030)	0.000(0.004)	0.001(0.004)	0.001(0.003)
Short Receptions	-0.013(0.011)	-0.016(0.012)	-0.016(0.013)	0.013(0.012)	0.014(0.014)	0.016(0.015)	-0.000(0.003)	-0.001(0.003)	-0.001(0.003)
Medium Receptions	-0.014(0.012)	-0.019(0.013)	-0.019(0.014)	0.004(0.012)	0.004(0.013)	0.003(0.014)	0.002(0.003)	0.002(0.003)	0.001(0.003)
Deep Receptions	0.010(0.010)	0.013(0.011)	0.013(0.012)	0.006(0.010)	0.007(0.012)	0.007(0.012)	0.000(0.003)	0.001(0.003)	0.001(0.003)
<b>TE1</b>									
Grades Pass Block	0.026(0.011)**	0.033(0.013)**	0.035(0.014)**	0.026(0.011)**	0.034(0.013)**	0.035(0.013)**	-0.002(0.003)	-0.002(0.003)	-0.002(0.003)
Grades Run Block	-0.018(0.014)	-0.023(0.016)	-0.025(0.017)	-0.008(0.011)	-0.011(0.013)	-0.012(0.014)	0.003(0.004)	0.004(0.004)	0.003(0.004)
Short Receptions	0.001(0.012)	0.002(0.013)	0.002(0.014)	-0.015(0.011)	-0.018(0.012)	-0.019(0.013)	0.003(0.004)	0.004(0.004)	0.002(0.003)
Medium Receptions	-0.017(0.011)	-0.022(0.013)*	-0.023(0.013)*	0.008(0.011)	0.008(0.012)	0.009(0.013)	-0.000(0.004)	-0.001(0.004)	-0.001(0.003)
Deep Receptions	-0.006(0.010)	-0.009(0.011)	-0.009(0.012)	0.001(0.009)	0.001(0.011)	0.001(0.011)	-0.003(0.003)	-0.003(0.003)	-0.002(0.003)
<b>OL1</b>									
Grades Pass Block	0.014(0.012)	0.017(0.013)	0.018(0.014)	-0.011(0.010)	-0.013(0.011)	-0.014(0.012)	-0.004(0.003)	-0.004(0.003)	-0.003(0.003)
Grades Run Block	0.006(0.014)	0.008(0.016)	0.008(0.016)	0.006(0.010)	0.007(0.012)	0.009(0.012)	0.002(0.004)	0.000(0.004)	0.001(0.004)
<b>OL2</b>									
Grades Pass Block	-0.008(0.012)	-0.010(0.013)	-0.010(0.014)	-0.003(0.010)	-0.004(0.011)	-0.004(0.012)	-0.000(0.003)	-0.002(0.003)	-0.002(0.003)
Grades Run Block	-0.003(0.014)	-0.004(0.016)	-0.004(0.016)	-0.012(0.010)	-0.016(0.011)	-0.017(0.012)	0.004(0.004)	0.006(0.004)	0.006(0.004)*
<b>OL3</b>									
Grades Pass Block	0.011(0.012)	0.012(0.013)	0.014(0.014)	0.008(0.009)	0.010(0.011)	0.010(0.011)	0.001(0.003)	0.001(0.004)	0.001(0.003)
Grades Run Block	-0.014(0.014)	-0.018(0.016)	-0.019(0.017)	0.003(0.009)	0.006(0.011)	0.006(0.011)	-0.003(0.004)	-0.004(0.004)	-0.004(0.004)
<b>OL4</b>									
Grades Pass Block	0.021(0.012)*	0.024(0.014)*	0.026(0.015)*	0.005(0.010)	0.006(0.011)	0.007(0.012)	-0.002(0.003)	-0.003(0.003)	-0.002(0.003)
Grades Run Block	-0.006(0.013)	-0.008(0.015)	-0.009(0.016)	-0.012(0.010)	-0.014(0.011)	-0.015(0.011)	0.001(0.004)	0.002(0.004)	0.001(0.003)
<b>OL5</b>									
Grades Pass Block	0.024(0.012)**	0.027(0.014)*	0.029(0.015)**	-0.012(0.010)	-0.015(0.012)	-0.016(0.012)	0.001(0.003)	0.003(0.004)	0.002(0.003)
Grades Run Block	-0.024(0.013)*	-0.029(0.015)*	-0.030(0.016)*	0.009(0.010)	0.010(0.012)	0.010(0.012)	-0.001(0.004)	-0.002(0.004)	-0.002(0.003)
<b>Perf. Measures</b>									
GIMR	0.008(0.002)***	0.010(0.003)***	0.010(0.003)***	0.008(0.002)***	0.010(0.003)***	0.010(0.003)***			
<b>Control Variables</b>									
Game Situation	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Coach Variables	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Team Stats	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Season/Team FE	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Coach FE	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Player Presence	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Control Def. Players	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Control Off. Players	No	No	No	No	No	No	No	No	No

Note:

Marginal effects reported with standard errors in parentheses and significance levels.

\* p < 0.10, \*\* p < 0.05, \*\*\* p < 0.01

Table 4: Defense Stops Model Results

Variable	Starter Models			On-Field Models			Attempt Models		
	Starter LPM	Starter Probit	Starter Logit	On-Field LPM	On-Field Probit	On-Field Logit	Attempt LPM	Attempt Probit	Attempt Logit
<b>DL1</b>									
Grades Stops	-0.002(0.009)	-0.003(0.010)	-0.002(0.011)	-0.007(0.009)	-0.009(0.010)	-0.009(0.011)	0.002(0.003)	0.002(0.003)	0.002(0.002)
Productivity Stops	0.016(0.009)*	0.019(0.010)*	0.020(0.011)*	-0.004(0.009)	-0.003(0.010)	-0.004(0.010)	-0.001(0.003)	-0.001(0.003)	-0.001(0.002)
<b>DL2</b>									
Grades Stops	0.008(0.009)	0.010(0.010)	0.009(0.011)	0.011(0.009)	0.014(0.011)	0.013(0.011)	0.002(0.003)	0.002(0.003)	0.001(0.002)
Productivity Stops	-0.001(0.009)	-0.000(0.010)	-0.000(0.010)	-0.014(0.009)	-0.017(0.010)	-0.017(0.011)	-0.006(0.003)**	-0.005(0.003)*	-0.004(0.002)*
<b>DL3</b>									
Grades Stops	-0.005(0.009)	-0.006(0.010)	-0.006(0.011)	0.007(0.011)	0.007(0.013)	0.006(0.013)	-0.001(0.003)	-0.002(0.003)	-0.002(0.002)
Productivity Stops	0.001(0.009)	0.000(0.010)	0.001(0.011)	-0.008(0.010)	-0.009(0.011)	-0.010(0.012)	-0.001(0.003)	0.001(0.003)	0.000(0.002)
<b>DL4</b>									
Grades Stops	-0.008(0.009)	-0.011(0.011)	-0.011(0.011)	-0.000(0.011)	-0.000(0.013)	0.000(0.014)	-0.000(0.003)	-0.002(0.003)	-0.001(0.002)
Productivity Stops	-0.003(0.009)	-0.004(0.010)	-0.004(0.010)	-0.021(0.010)**	-0.025(0.012)**	-0.027(0.012)**	-0.005(0.003)**	-0.004(0.003)*	-0.004(0.002)
<b>LB1</b>									
Grades Stops	0.033(0.010)***	0.040(0.011)***	0.041(0.011)***	-0.001(0.010)	-0.001(0.011)	-0.002(0.012)	0.003(0.003)	0.003(0.003)	0.003(0.003)
Zone Stops	-0.010(0.010)	-0.010(0.011)	-0.010(0.011)	-0.003(0.010)	-0.003(0.012)	-0.004(0.012)	0.000(0.003)	0.001(0.003)	0.001(0.003)
Man Stops	0.007(0.009)	0.008(0.011)	0.008(0.011)	-0.001(0.009)	-0.001(0.010)	-0.000(0.011)	-0.003(0.003)	-0.003(0.003)	-0.002(0.002)
<b>LB2</b>									
Grades Stops	0.012(0.010)	0.016(0.011)	0.016(0.012)	-0.018(0.010)*	-0.020(0.012)*	-0.022(0.012)*	0.002(0.003)	0.004(0.003)	0.003(0.003)
Zone Stops	-0.008(0.010)	-0.011(0.011)	-0.011(0.012)	0.011(0.010)	0.012(0.012)	0.013(0.012)	-0.002(0.003)	-0.003(0.003)	-0.003(0.003)
Man Stops	0.018(0.009)*	0.023(0.011)**	0.024(0.011)**	-0.013(0.010)	-0.015(0.011)	-0.016(0.011)	0.001(0.003)	-0.000(0.003)	0.000(0.002)
<b>LB3</b>									
Grades Stops	0.019(0.010)*	0.022(0.012)*	0.023(0.012)*	-0.010(0.013)	-0.012(0.014)	-0.013(0.015)	0.001(0.003)	0.002(0.003)	0.002(0.003)
Zone Stops	-0.004(0.010)	-0.003(0.011)	-0.004(0.012)	0.010(0.011)	0.011(0.012)	0.011(0.013)	-0.002(0.003)	-0.002(0.003)	-0.002(0.003)
Man Stops	-0.004(0.009)	-0.004(0.011)	-0.004(0.011)	-0.002(0.009)	-0.001(0.011)	-0.002(0.011)	-0.000(0.003)	-0.000(0.003)	0.000(0.002)
<b>LB4</b>									
Grades Stops	0.002(0.011)	0.004(0.012)	0.003(0.013)	-0.001(0.013)	-0.003(0.014)	-0.004(0.015)	-0.001(0.003)	0.000(0.003)	-0.001(0.003)
Zone Stops	-0.010(0.010)	-0.014(0.012)	-0.013(0.012)	-0.000(0.011)	0.001(0.013)	0.002(0.014)	0.002(0.003)	0.001(0.003)	0.001(0.003)
Man Stops	0.010(0.009)	0.012(0.011)	0.012(0.011)	0.000(0.009)	0.000(0.010)	0.001(0.011)	-0.003(0.003)	-0.002(0.003)	-0.002(0.003)
<b>CB1</b>									
Grades Stops	-0.008(0.009)	-0.009(0.010)	-0.010(0.010)	0.017(0.009)*	0.019(0.011)*	0.021(0.011)*	0.002(0.003)	0.003(0.003)	0.003(0.002)
Zone Stops	-0.018(0.009)**	-0.022(0.011)**	-0.023(0.011)**	0.011(0.009)	0.013(0.011)	0.014(0.011)	0.003(0.003)	0.003(0.003)	0.003(0.002)
Man Stops	0.005(0.009)	0.006(0.010)	0.006(0.010)	0.012(0.009)	0.014(0.010)	0.014(0.011)	-0.004(0.003)	-0.004(0.003)	-0.004(0.002)
<b>CB2</b>									
Grades Stops	0.004(0.009)	0.004(0.010)	0.005(0.010)	0.001(0.009)	0.001(0.011)	0.002(0.011)	-0.004(0.003)	-0.004(0.003)	-0.004(0.002)
Zone Stops	-0.001(0.009)	-0.002(0.010)	-0.002(0.011)	0.002(0.009)	0.004(0.011)	0.003(0.011)	0.003(0.003)	0.003(0.003)	0.003(0.002)
Man Stops	-0.014(0.009)	-0.016(0.010)	-0.016(0.010)	0.001(0.009)	0.000(0.010)	-0.000(0.011)	0.004(0.003)	0.004(0.003)	0.003(0.002)
<b>CB3</b>									
Grades Stops	-0.020(0.009)**	-0.023(0.010)**	-0.024(0.011)**	0.000(0.009)	-0.001(0.011)	-0.001(0.011)	-0.001(0.003)	-0.000(0.003)	-0.000(0.002)
Zone Stops	0.000(0.009)	0.002(0.011)	0.002(0.011)	0.004(0.010)	0.006(0.012)	0.007(0.012)	0.002(0.003)	0.002(0.003)	0.001(0.002)
Man Stops	-0.008(0.009)	-0.011(0.010)	-0.011(0.011)	0.010(0.009)	0.010(0.010)	0.012(0.011)	0.006(0.003)**	0.006(0.003)**	0.006(0.002)**
<b>S1</b>									
Grades Stops	-0.001(0.010)	0.001(0.011)	0.001(0.012)	-0.003(0.010)	-0.003(0.011)	-0.005(0.012)	0.005(0.003)*	0.006(0.003)**	0.005(0.003)*
Zone Stops	-0.005(0.009)	-0.007(0.011)	-0.007(0.011)	-0.002(0.009)	-0.002(0.011)	-0.003(0.011)	0.002(0.003)	0.001(0.003)	0.001(0.003)
Man Stops	0.002(0.009)	0.002(0.011)	0.002(0.011)	0.008(0.010)	0.009(0.011)	0.010(0.011)	-0.006(0.003)**	-0.006(0.003)**	-0.005(0.002)**
<b>S2</b>									
Grades Stops	0.008(0.010)	0.011(0.011)	0.011(0.012)	0.018(0.010)*	0.022(0.012)*	0.023(0.012)*	0.002(0.003)	0.001(0.003)	0.001(0.003)
Zone Stops	-0.000(0.009)	-0.001(0.011)	0.000(0.011)	-0.006(0.010)	-0.005(0.012)	-0.006(0.012)	0.003(0.003)	0.004(0.003)	0.003(0.002)
Man Stops	-0.003(0.009)	-0.003(0.010)	-0.003(0.011)	-0.004(0.009)	-0.006(0.011)	-0.007(0.011)	-0.000(0.003)	-0.001(0.003)	-0.001(0.002)
<b>S3</b>									
Grades Stops	0.017(0.010)*	0.020(0.011)*	0.021(0.012)*	-0.005(0.011)	-0.006(0.013)	-0.007(0.013)	-0.002(0.003)	-0.002(0.003)	-0.001(0.003)
Zone Stops	-0.009(0.010)	-0.011(0.011)	-0.012(0.012)	0.002(0.011)	0.001(0.012)	0.001(0.013)	0.001(0.003)	0.000(0.003)	0.000(0.003)
Man Stops	-0.007(0.009)	-0.010(0.011)	-0.009(0.011)	0.013(0.010)	0.016(0.011)	0.017(0.012)	0.001(0.003)	0.002(0.003)	0.001(0.003)
<b>Perf. Measures</b>									
GIMR	0.008(0.003)***	0.009(0.004)**	0.010(0.003)***	0.007(0.003)***	0.008(0.004)**	0.009(0.003)***			
<b>Control Variables</b>									
Game Situation	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Coach Variables	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Team Stats	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Season/Team FE	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Coach FE	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Player Presence	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Control Off. Players	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Control Def. Players	No	No	No	No	No	No	No	No	No

Note:

Marginal effects reported with standard errors in parentheses and significance levels.

\* \* p &lt; 0.10, \*\* p &lt; 0.05, \*\*\* p &lt; 0.01

Table 5: Defense Grades Model Results

Variable	Starter Models			On-Field Models			Attempt Models		
	Starter LPM	Starter Probit	Starter Logit	On-Field LPM	On-Field Probit	On-Field Logit	Attempt LPM	Attempt Probit	Attempt Logit
<b>DL1</b>									
Grades Run Defense	0.002(0.015)	0.002(0.018)	0.001(0.018)	-0.004(0.011)	-0.005(0.013)	-0.004(0.013)	-0.006(0.004)	-0.005(0.005)	-0.004(0.004)
Grds Pass Rush Def	0.009(0.015)	0.013(0.017)	0.014(0.018)	-0.015(0.011)	-0.019(0.013)	-0.020(0.013)	0.008(0.004)*	0.009(0.004)*	0.008(0.004)**
<b>DL2</b>									
Grades Run Defense	0.025(0.015)*	0.031(0.017)*	0.031(0.018)*	0.006(0.024)	0.010(0.027)	0.008(0.028)	-0.002(0.004)	-0.002(0.005)	-0.001(0.004)
Grds Pass Rush Def	-0.017(0.014)	-0.020(0.016)	-0.022(0.017)	-0.019(0.023)	-0.025(0.026)	-0.024(0.028)	-0.003(0.004)	-0.003(0.004)	-0.004(0.004)
<b>DL3</b>									
Grades Run Defense	-0.005(0.015)	-0.007(0.017)	-0.007(0.018)	-0.014(0.042)	-0.020(0.047)	-0.019(0.048)	-0.004(0.004)	-0.007(0.005)	-0.006(0.004)
Grds Pass Rush Def	0.003(0.015)	0.006(0.017)	0.005(0.017)	-0.001(0.045)	0.006(0.051)	-0.002(0.053)	0.001(0.004)	0.004(0.004)	0.003(0.004)
<b>DL4</b>									
Grades Run Defense	0.012(0.015)	0.012(0.017)	0.014(0.017)	-0.042(0.051)	-0.053(0.058)	-0.055(0.060)	0.000(0.004)	-0.002(0.005)	-0.001(0.004)
Grds Pass Rush Def	-0.004(0.015)	-0.003(0.017)	-0.005(0.017)	-0.019(0.053)	-0.019(0.060)	-0.024(0.062)	-0.002(0.004)	0.000(0.005)	-0.001(0.004)
<b>LB1</b>									
Grades Run Defense	0.028(0.013)**	0.034(0.015)**	0.035(0.016)**	0.006(0.010)	0.006(0.012)	0.006(0.012)	0.001(0.004)	0.000(0.004)	-0.000(0.003)
Man Grades Cov Def	-0.022(0.009)**	-0.028(0.011)**	-0.028(0.012)**	0.005(0.008)	0.007(0.010)	0.006(0.010)	0.002(0.003)	0.003(0.003)	0.003(0.003)
Zone Grades Cov Def	-0.007(0.012)	-0.008(0.014)	-0.008(0.015)	-0.002(0.010)	-0.004(0.011)	-0.003(0.012)	-0.005(0.004)	-0.004(0.004)	-0.004(0.003)
<b>LB2</b>									
Grades Run Defense	0.027(0.013)**	0.034(0.015)**	0.035(0.016)**	-0.015(0.017)	-0.016(0.020)	-0.017(0.020)	0.002(0.004)	0.004(0.004)	0.003(0.004)
Man Grades Cov Def	-0.011(0.010)	-0.013(0.012)	-0.014(0.012)	0.004(0.013)	0.006(0.015)	0.006(0.016)	-0.001(0.003)	-0.002(0.003)	-0.001(0.003)
Zone Grades Cov Def	-0.014(0.012)	-0.017(0.013)	-0.017(0.014)	0.014(0.017)	0.014(0.019)	0.015(0.020)	0.002(0.003)	0.003(0.003)	0.002(0.003)
<b>LB3</b>									
Grades Run Defense	-0.004(0.013)	-0.004(0.015)	-0.005(0.016)	-0.034(0.036)	-0.038(0.042)	-0.042(0.043)	-0.002(0.004)	-0.003(0.004)	-0.003(0.003)
Man Grades Cov Def	0.018(0.011)	0.021(0.013)*	0.022(0.013)*	0.019(0.019)	0.022(0.021)	0.023(0.022)	0.005(0.003)*	0.004(0.003)	0.004(0.003)
Zone Grades Cov Def	-0.001(0.012)	-0.002(0.014)	-0.001(0.015)	-0.042(0.028)	-0.050(0.032)	-0.054(0.034)	0.005(0.004)	0.006(0.004)*	0.005(0.003)*
<b>LB4</b>									
Grades Run Defense	-0.029(0.012)**	-0.033(0.013)**	-0.036(0.014)**	0.033(0.040)	0.034(0.045)	0.036(0.047)	0.002(0.003)	0.002(0.004)	0.002(0.003)
Man Grades Cov Def	0.023(0.012)**	0.029(0.013)**	0.030(0.014)**	-0.003(0.018)	-0.006(0.021)	-0.006(0.022)	-0.000(0.003)	-0.001(0.003)	-0.000(0.003)
Zone Grades Cov Def	0.003(0.013)	0.004(0.015)	0.005(0.016)	-0.004(0.029)	-0.002(0.035)	-0.003(0.036)	-0.001(0.004)	-0.002(0.004)	-0.002(0.003)
<b>CB1</b>									
Grades Run Defense	-0.013(0.015)	-0.015(0.017)	-0.015(0.018)	0.009(0.016)	0.012(0.018)	0.012(0.019)	-0.002(0.004)	-0.002(0.004)	-0.002(0.004)
Man Grades Cov Def	-0.010(0.013)	-0.014(0.015)	-0.013(0.015)	-0.029(0.014)**	-0.034(0.016)**	-0.036(0.016)**	0.000(0.004)	0.001(0.004)	0.001(0.003)
Zone Grades Cov Def	0.008(0.015)	0.011(0.017)	0.010(0.017)	-0.012(0.015)	-0.014(0.017)	-0.014(0.018)	0.000(0.004)	-0.001(0.004)	-0.001(0.004)
<b>CB2</b>									
Grades Run Defense	0.034(0.014)**	0.042(0.016)**	0.044(0.017)**	-0.020(0.020)	-0.022(0.023)	-0.024(0.023)	-0.008(0.004)*	-0.005(0.004)	-0.006(0.004)
Man Grades Cov Def	-0.014(0.012)	-0.019(0.014)	-0.019(0.014)	0.008(0.018)	0.009(0.021)	0.009(0.022)	-0.004(0.004)	-0.004(0.004)	-0.003(0.003)
Zone Grades Cov Def	-0.011(0.014)	-0.014(0.016)	-0.015(0.017)	-0.007(0.021)	-0.008(0.024)	-0.008(0.025)	0.002(0.004)	0.000(0.004)	0.001(0.004)
<b>CB3</b>									
Grades Run Defense	-0.018(0.012)	-0.025(0.014)*	-0.024(0.014)*	0.033(0.033)	0.042(0.037)	0.042(0.039)	-0.005(0.004)	-0.006(0.004)*	-0.006(0.003)*
Man Grades Cov Def	0.019(0.012)	0.026(0.014)*	0.027(0.015)*	0.001(0.030)	0.005(0.033)	0.006(0.034)	0.011(0.004)**	0.010(0.004)**	0.009(0.003)**
Zone Grades Cov Def	-0.011(0.013)	-0.012(0.016)	-0.014(0.016)	0.027(0.034)	0.031(0.038)	0.032(0.040)	0.002(0.004)	0.004(0.004)	0.004(0.004)
<b>S1</b>									
Grades Run Defense	0.002(0.016)	0.003(0.018)	0.004(0.019)	-0.020(0.013)	-0.023(0.015)	-0.024(0.016)	-0.003(0.005)	-0.004(0.005)	-0.002(0.004)
Man Grades Cov Def	-0.006(0.014)	-0.005(0.016)	-0.007(0.017)	-0.000(0.012)	-0.001(0.015)	-0.002(0.016)	-0.003(0.004)	-0.005(0.004)	-0.005(0.004)
Zone Grades Cov Def	-0.005(0.014)	-0.007(0.017)	-0.007(0.017)	0.013(0.012)	0.018(0.014)	0.018(0.015)	0.006(0.004)	0.006(0.004)	0.006(0.004)
<b>S2</b>									
Grades Run Defense	-0.009(0.015)	-0.011(0.018)	-0.012(0.019)	-0.004(0.027)	-0.006(0.030)	-0.008(0.031)	-0.002(0.005)	-0.004(0.005)	-0.003(0.004)
Man Grades Cov Def	-0.008(0.013)	-0.009(0.015)	-0.009(0.016)	-0.008(0.025)	-0.010(0.030)	-0.010(0.031)	0.003(0.004)	0.003(0.004)	0.002(0.004)
Zone Grades Cov Def	-0.005(0.014)	-0.007(0.016)	-0.007(0.016)	0.006(0.026)	0.010(0.030)	0.011(0.032)	0.002(0.005)	0.002(0.005)	0.003(0.004)
<b>S3</b>									
Grades Run Defense	-0.007(0.013)	-0.007(0.015)	-0.007(0.016)	0.010(0.044)	0.012(0.053)	0.010(0.056)	-0.002(0.004)	-0.001(0.004)	-0.000(0.003)
Man Grades Cov Def	-0.003(0.013)	-0.004(0.015)	-0.005(0.016)	-0.017(0.043)	-0.016(0.049)	-0.017(0.051)	0.004(0.004)	0.003(0.004)	0.003(0.003)
Zone Grades Cov Def	0.020(0.015)	0.024(0.017)	0.025(0.018)	0.017(0.047)	0.016(0.055)	0.019(0.059)	-0.005(0.004)	-0.004(0.004)	-0.005(0.004)
<b>Perf. Measures</b>									
GIMR	0.008(0.002)**	0.009(0.002)**	0.010(0.002)**	0.008(0.002)**	0.009(0.002)**	0.009(0.002)**			
<b>Control Variables</b>									
Game Situation	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Coach Variables	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Team Stats	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Season/Team FE	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Coach FE	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Player Presence	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Control Off. Players	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Control Def. Players	No	No	No	No	No	No	No	No	No

Note:

Marginal effects reported with standard errors in parentheses and significance levels.

\* p &lt; 0.10, \*\* p &lt; 0.05, \*\*\* p &lt; 0.01

Table 6: Defense Tackles Model Results

Variable	Starter Models			On-Field Models			Attempt Models		
	Starter LPM	Starter Probit	Starter Logit	On-Field LPM	On-Field Probit	On-Field Logit	Attempt LPM	Attempt Probit	Attempt Logit
<b>DL1</b>									
Grades Tackles	-0.004(0.009)	-0.005(0.010)	-0.005(0.011)	-0.009(0.009)	-0.010(0.010)	-0.011(0.010)	0.001(0.003)	0.001(0.003)	0.001(0.002)
Productivity Sacks	0.011(0.009)	0.014(0.010)	0.014(0.011)	-0.006(0.009)	-0.007(0.010)	-0.008(0.011)	0.000(0.003)	0.000(0.003)	-0.000(0.002)
<b>DL2</b>									
Grades Tackles	0.010(0.009)	0.012(0.010)	0.012(0.011)	0.016(0.009)*	0.020(0.011)*	0.020(0.011)*	0.002(0.003)	0.002(0.003)	0.001(0.002)
Productivity Sacks	-0.000(0.009)	0.001(0.010)	-0.000(0.010)	-0.009(0.009)	-0.010(0.010)	-0.010(0.011)	-0.006(0.003)**	-0.005(0.003)*	-0.005(0.002)*
<b>DL3</b>									
Grades Tackles	-0.006(0.009)	-0.008(0.010)	-0.008(0.011)	0.001(0.012)	-0.000(0.013)	-0.001(0.014)	0.002(0.003)	0.001(0.003)	0.001(0.002)
Productivity Sacks	-0.002(0.009)	-0.002(0.010)	-0.002(0.010)	-0.001(0.010)	-0.000(0.011)	-0.001(0.012)	-0.002(0.003)	-0.001(0.003)	-0.001(0.002)
<b>DL4</b>									
Grades Tackles	-0.009(0.010)	-0.013(0.011)	-0.012(0.011)	0.008(0.012)	0.010(0.014)	0.010(0.014)	-0.000(0.003)	-0.002(0.003)	-0.001(0.002)
Productivity Sacks	-0.002(0.009)	-0.002(0.010)	-0.003(0.011)	-0.017(0.010)*	-0.020(0.011)*	-0.020(0.012)*	-0.006(0.003)**	-0.004(0.003)*	-0.004(0.002)*
<b>LB1</b>									
Grades Tackles	0.021(0.012)*	0.025(0.014)*	0.026(0.014)*	0.012(0.011)	0.015(0.013)	0.015(0.014)	0.004(0.003)	0.004(0.003)	0.004(0.003)
Man Tackles	0.005(0.011)	0.006(0.012)	0.007(0.013)	-0.003(0.011)	-0.004(0.012)	-0.004(0.013)	-0.004(0.003)	-0.004(0.003)	-0.004(0.003)
Zone Tackles	-0.008(0.012)	-0.009(0.014)	-0.010(0.015)	-0.013(0.013)	-0.016(0.015)	-0.015(0.015)	0.000(0.004)	0.002(0.004)	0.001(0.003)
<b>LB2</b>									
Grades Tackles	-0.002(0.012)	-0.001(0.013)	-0.001(0.014)	-0.024(0.012)*	-0.028(0.014)**	-0.029(0.015)**	0.007(0.003)*	0.009(0.004)**	0.007(0.003)**
Man Tackles	0.007(0.011)	0.010(0.012)	0.010(0.013)	0.003(0.011)	0.003(0.012)	0.003(0.013)	-0.006(0.003)*	-0.007(0.003)**	-0.005(0.003)*
Zone Tackles	-0.001(0.012)	-0.003(0.014)	-0.003(0.015)	0.012(0.012)	0.014(0.014)	0.014(0.015)	-0.001(0.004)	-0.002(0.004)	-0.002(0.003)
<b>LB3</b>									
Grades Tackles	0.026(0.012)**	0.030(0.014)**	0.030(0.014)**	-0.018(0.016)	-0.022(0.018)	-0.023(0.018)	0.002(0.004)	0.002(0.004)	0.002(0.003)
Man Tackles	-0.001(0.010)	-0.001(0.012)	-0.001(0.013)	0.006(0.011)	0.009(0.012)	0.009(0.013)	-0.001(0.003)	-0.001(0.003)	0.000(0.003)
Zone Tackles	-0.017(0.013)	-0.019(0.014)	-0.019(0.015)	0.009(0.014)	0.010(0.016)	0.010(0.016)	-0.000(0.004)	-0.001(0.004)	-0.001(0.003)
<b>LB4</b>									
Grades Tackles	-0.018(0.012)	-0.020(0.014)	-0.022(0.014)	-0.002(0.015)	-0.005(0.017)	-0.005(0.018)	-0.001(0.004)	-0.001(0.004)	-0.001(0.003)
Man Tackles	0.008(0.011)	0.009(0.012)	0.010(0.012)	-0.016(0.011)	-0.019(0.012)	-0.019(0.013)	-0.004(0.003)	-0.005(0.003)	-0.004(0.003)
Zone Tackles	0.009(0.011)	0.010(0.013)	0.012(0.013)	0.015(0.013)	0.019(0.016)	0.020(0.016)	0.004(0.003)	0.003(0.003)	0.003(0.003)
<b>CB1</b>									
Grades Tackles	-0.013(0.009)	-0.014(0.010)	-0.015(0.011)	0.004(0.009)	0.005(0.010)	0.005(0.011)	0.002(0.003)	0.002(0.003)	0.002(0.002)
Man Tackles	-0.006(0.010)	-0.007(0.012)	-0.008(0.012)	0.023(0.010)**	0.027(0.012)**	0.028(0.012)**	-0.001(0.003)	0.000(0.003)	-0.000(0.003)
Zone Tackles	-0.015(0.010)	-0.017(0.011)	-0.017(0.011)	0.005(0.010)	0.007(0.011)	0.008(0.012)	0.003(0.003)	0.003(0.003)	0.003(0.003)
<b>CB2</b>									
Grades Tackles	0.021(0.009)**	0.025(0.010)**	0.026(0.011)**	0.001(0.010)	0.003(0.012)	0.003(0.012)	-0.005(0.003)**	-0.005(0.003)	-0.004(0.002)
Man Tackles	-0.009(0.010)	-0.010(0.011)	-0.010(0.012)	0.008(0.010)	0.009(0.012)	0.009(0.012)	-0.002(0.003)	-0.002(0.003)	-0.002(0.003)
Zone Tackles	-0.015(0.010)	-0.017(0.011)	-0.018(0.011)	-0.003(0.010)	-0.003(0.012)	-0.004(0.012)	0.002(0.003)	0.002(0.003)	0.003(0.003)
<b>CB3</b>									
Grades Tackles	-0.012(0.009)	-0.014(0.011)	-0.015(0.011)	0.002(0.011)	0.002(0.013)	0.002(0.013)	0.001(0.003)	0.002(0.003)	0.002(0.003)
Man Tackles	-0.010(0.010)	-0.013(0.012)	-0.012(0.012)	-0.007(0.011)	-0.008(0.013)	-0.008(0.013)	0.004(0.003)	0.003(0.003)	0.003(0.003)
Zone Tackles	-0.009(0.010)	-0.009(0.012)	-0.010(0.012)	0.002(0.013)	0.003(0.014)	0.003(0.015)	-0.001(0.003)	0.000(0.003)	-0.000(0.003)
<b>S1</b>									
Grades Tackles	0.009(0.010)	0.012(0.011)	0.012(0.012)	0.004(0.010)	0.005(0.011)	0.005(0.012)	0.004(0.003)	0.005(0.003)*	0.004(0.003)
Man Tackles	0.007(0.010)	0.009(0.012)	0.008(0.012)	0.003(0.010)	0.002(0.012)	0.004(0.012)	0.004(0.003)	0.004(0.003)	0.004(0.003)
Zone Tackles	-0.017(0.009)*	-0.021(0.011)*	-0.022(0.011)*	-0.001(0.010)	-0.001(0.011)	-0.002(0.012)	-0.003(0.003)	-0.003(0.003)	-0.003(0.002)
<b>S2</b>									
Grades Tackles	0.001(0.010)	0.002(0.011)	0.002(0.012)	0.008(0.012)	0.010(0.013)	0.010(0.014)	0.002(0.003)	0.001(0.003)	0.001(0.003)
Man Tackles	0.005(0.010)	0.006(0.012)	0.007(0.012)	-0.001(0.011)	0.001(0.013)	-0.001(0.013)	-0.002(0.003)	-0.003(0.003)	-0.001(0.003)
Zone Tackles	-0.006(0.010)	-0.007(0.011)	-0.008(0.012)	-0.002(0.012)	-0.004(0.014)	-0.004(0.014)	-0.003(0.003)	-0.003(0.003)	-0.003(0.003)
<b>S3</b>									
Grades Tackles	0.008(0.011)	0.010(0.012)	0.010(0.012)	0.014(0.013)	0.018(0.015)	0.019(0.016)	-0.000(0.003)	-0.001(0.003)	-0.000(0.003)
Man Tackles	-0.012(0.010)	-0.015(0.012)	-0.015(0.012)	-0.004(0.013)	-0.005(0.015)	-0.004(0.016)	0.003(0.003)	0.003(0.003)	0.003(0.003)
Zone Tackles	-0.003(0.011)	-0.004(0.013)	-0.005(0.013)	-0.008(0.014)	-0.011(0.016)	-0.012(0.017)	-0.001(0.003)	0.000(0.004)	-0.001(0.003)
<b>Perf. Measures</b>									
GIMR	0.007(0.002)***	0.009(0.002)***	0.009(0.003)***	0.006(0.002)***	0.008(0.002)***	0.008(0.003)***			
<b>Control Variables</b>									
Game Situation	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Coach Variables	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Team Stats	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Season/Team FE	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Coach FE	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Player Presence	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No
Control Off. Players	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Control Def. Players	No	No	No	No	No	No	No	No	No

Note:

Marginal effects reported with standard errors in parentheses and significance levels.

\* p &lt; 0.10, \*\* p &lt; 0.05, \*\*\* p &lt; 0.01