

Table 1
The Impact of On-Base and Slugging Percentage on Winning

	<i>Model</i>			
	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>
Constant	0.508 (0.114)	0.612 (0.073)	0.502 (0.099)	0.500 (0.005)
On-Base	3.294 (0.221)		2.141 (0.296)	2.032 (0.183)
On-Base against	−3.317 (0.196)		−1.892 (0.291)	−2.032 ^R
Slugging		1.731 (0.122)	0.802 (0.149)	0.900 (0.106)
Slugging against		−1.999 (0.112)	−1.005 (0.152)	−0.900 ^R
Number of observations	150	150	150	150
<i>R</i> ²	.825	.787	.885	.884
Hypothesis test of model 4, H ⁰ : On-Base = Slugging <i>F</i> (1, 147) = 16.74, <i>p</i> -value = 0.0001				

Source: Retrosheet Game Logs, (<http://www.retrosheet.org>). The data were obtained free of charge from, and are copyrighted by, Retrosheet, 20 Sunset Rd., Newark, DE 19711.

Notes: Data are aggregate statistics for all 30 teams from 1999–2003. Coefficient estimates were obtained using ordinary least squares. Coefficients for annual 0/1 dummy variables are suppressed. Standard errors are in parentheses. Superscript “R” indicates that the coefficient was restricted to equal its counterpart in the regression. The *p*-value for the null hypothesis that restrictions are valid is 0.406 (*F* = 0.52).