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## Assignment 2

1.) Approximate equation from *Brown and Jewell (2006)*...

$$\begin{aligned} \text{realrev}_i = & \alpha + \beta_1 \text{market}_i + \beta_2 \text{footballEntertainment}_i + \beta_3 \text{playersall}_i \\ & + \beta_4 \text{avgrankpointsthisseason}_i + \beta_5 \text{oppschedulerank}_i + \varepsilon_i \end{aligned}$$

Modeling for real revenue using OLS & quantile regression (at three levels) yields the following output...

|                         | <i>Dependent variable:</i>          |                                   |                                   |                                      |
|-------------------------|-------------------------------------|-----------------------------------|-----------------------------------|--------------------------------------|
|                         | realrev                             |                                   |                                   |                                      |
|                         | <i>OLS</i>                          |                                   | <i>quantile regression</i>        |                                      |
|                         | OLS                                 | 0.25                              | 0.50                              | 0.75                                 |
|                         | (1)                                 | (2)                               | (3)                               | (4)                                  |
| market                  | -0.720<br>(0.480)                   | -0.470<br>(0.440)                 | -0.700<br>(0.530)                 | -0.450<br>(0.980)                    |
| footballEntertainment   | -711,585.000<br>(941,220.000)       | -380,129.000<br>(376,250.000)     | -723,073.000<br>(675,357.000)     | -1,463,480.000***<br>(549,684.000)   |
| playersall              | 1,823,873.000***<br>(280,224.000)   | 1,463,184.000***<br>(286,789.000) | 1,669,465.000***<br>(288,528.000) | 2,377,535.000***<br>(478,177.000)    |
| avgrankpointsthisseason | 83,819.000<br>(355,312.000)         | 335,871.000*<br>(173,621.000)     | 516,944.000<br>(361,850.000)      | 213,676.000<br>(755,860.000)         |
| oppschedulerank         | 7,318,765.000***<br>(1,036,264.000) | 5,855,139.000***<br>(743,699.000) | 6,830,275.000***<br>(935,815.000) | 5,762,595.000***<br>(1,470,722.000)  |
| Constant                | 4,026,826.000<br>(3,110,622.000)    | -34,264.000<br>(1,225,917.000)    | 3,028,343.000<br>(2,460,510.000)  | 10,532,778.000***<br>(2,989,542.000) |
| Observations            | 117                                 | 117                               | 117                               | 117                                  |
| R <sup>2</sup>          | 0.720                               |                                   |                                   |                                      |
| Adjusted R <sup>2</sup> | 0.700                               |                                   |                                   |                                      |
| Residual Std. Error     | 15,185,950.000 (df = 111)           |                                   |                                   |                                      |
| F Statistic             | 56.000*** (df = 5; 111)             |                                   |                                   |                                      |

*Note:*

\* p<0.1; \*\* p<0.05; \*\*\* p<0.01

## Interpretation of ‘playersall’

Throughout all four modeling techniques, the resulting coefficients for the draft pick variables are positive and significant, yet the nature of OLS vs quantile regression leads to slightly different conclusions when testing at different levels. Specifically, the conditional mean approach that comes with simple OLS predicts a future drafted player to bring an additional \$1.823 million to their team. Building off this baseline value, we can more accurately gage the relative confidence of our ‘real revenue’ prediction by running the same model at the 25<sup>th</sup>, 50<sup>th</sup>, & 75<sup>th</sup> percentile. As such, we can interpret that for each model we are x% confident that each beta estimate will be below the predicted (\$1.4 million for .25 quantile, \$2.38 million for .75). Naturally, lower quantiles will take on more conservative estimates of real revenue. One last factor that should be considered when looking at these values is the relatively large standard error/errors for each of these coefficients. As Losak notes in his rebuttal to Brown and Jewell, these values lesson the precision of our potential conclusions.

### 2.) Estimating with 2SLS

$$\text{playersall}_i = \alpha_0 + \alpha_1 \text{pool}_i + \alpha_2 \text{multiyearrate}_i + \alpha_3 \text{avgrankpointsthisseason}_i + \alpha_4 \text{oppschedulerank}_i + \alpha_5 \text{market}_i + \alpha_6 \text{footballEntertainment}_i + \varepsilon_1 \quad (1)$$

$$\text{realrev}_i = \beta_0 + \beta_1 \text{playersall}_i + \beta_2 \text{avgrankpointsthisseason}_i + \beta_3 \text{oppschedulerank}_i + \beta_4 \text{market}_i + \beta_5 \text{footballEntertainment}_i + \varepsilon_2 \quad (2)$$

- a.) Upon running the 2SLS model shown above, we can estimate that the true value of an elite college football player is equal to the playersall beta coefficient shown below...

Coefficients:

|             | Estimate  | Std. Error | t value | Pr(> t ) |
|-------------|-----------|------------|---------|----------|
| (Intercept) | -2.54e+06 | 7.00e+06   | -0.36   | 0.718    |
| playersall  | 6.11e+06  | 2.88e+06   | 2.12    | 0.036 *  |
| market      | 1.71e+06  | 1.07e+06   | 1.59    | 0.115    |

Using the 2SLS modeling technique, our estimate of an elite player (**\$6.11 million**) is significantly higher than any of the OLS or quantile regression techniques.

- b.) Hausman test output with additional residual variable

```
Call:
lm(formula = realrev ~ market + footballEntertainment + playersall +
    avgrankpointsthisseason + oppschedulerank + residuals, data = data2015)
```

Residuals:

| Min       | 1Q       | Median  | 3Q      | Max      |
|-----------|----------|---------|---------|----------|
| -41325876 | -7067497 | -946117 | 4860543 | 76172912 |

Coefficients:

|                         | Estimate  | Std. Error | t value | Pr(> t )   |
|-------------------------|-----------|------------|---------|------------|
| (Intercept)             | -2.54e+06 | 3.86e+06   | -0.66   | 0.5117     |
| market                  | -1.71e+00 | 5.91e-01   | -2.89   | 0.0047 **  |
| footballEntertainment   | 3.97e+05  | 1.00e+06   | 0.40    | 0.6923     |
| playersall              | 6.11e+06  | 1.59e+06   | 3.85    | 0.0002 *** |
| avgrankpointsthisseason | -3.24e+06 | 1.26e+06   | -2.57   | 0.0114 *   |
| oppschedulerank         | 1.06e+06  | 2.49e+06   | 0.42    | 0.6722     |
| residuals               | -4.42e+06 | 1.61e+06   | -2.74   | 0.0071 **  |

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Signif. codes: 0 '\*\*\*' 0.001 '\*\*' 0.01 '\*' 0.05 '.' 0.1 ' ' 1

Residual standard error: 1.5e+07 on 110 degrees of freedom  
 Multiple R-squared: 0.734, Adjusted R-squared: 0.719  
 F-statistic: 50.6 on 6 and 110 DF, p-value: <2e-16

In the above output, the presence of statistical significance for the “residuals” variable means that the ‘playersall’ variable is indeed an endogenous regressor in predicting the true value of a player.

- c.) By investigating and subsequently accounting for the endogeneity problem within the OLS model, we get a more accurate view of player value that is uncorrelated with selection bias.
- d.) Based on the incredibly large beta estimate differences we can see in the output above, this model could very easily be overvaluing a player in an attempt to reduce endogeneity. In addition, a more accurate descriptor of player value (not just playersall, but draft position for example) seems to be more important in this 2SLS model, compared to the OLS model from question 1.

3.)

- a. By clustering types of variables together (school, year, etc.), we would hope to decrease heteroskedasticity in connection with the value of an elite college football player. Because of this subsequent inclusion of team fixed effects, our estimates of player value is much smaller (\$304,451) – shown below.

Coefficients:

|             | Estimate | Std. Error | t value | Pr(> t )    |
|-------------|----------|------------|---------|-------------|
| (Intercept) | -3463092 | 2007388    | -1.73   | 0.08482 .   |
| playersall  | 304451   | 60455      | 5.04    | 5.7e-07 *** |

b. In order to derive the value of the 1<sup>st</sup> and 218<sup>th</sup> player in each draft class, we would multiply the value coefficient (shown below) with the corresponding pick value.

Coefficients:

|             | Estimate | Std. Error | t value | Pr(> t )    |
|-------------|----------|------------|---------|-------------|
| (Intercept) | -3379069 | 2017145    | -1.68   | 0.09423 .   |
| value       | 546      | 136        | 4.00    | 6.8e-05 *** |

As such, we get the resulting values...

1<sup>st</sup> pick:  $546 * 1000 = \$546,000$

218<sup>th</sup> pick:  $546 * 128 = \$69,888$

c. The accuracy of the following rational entirely depends on the usability of the draft value coefficients. If these values (1000 for 1<sup>st</sup>, 128 for 218<sup>th</sup>, etc.) are somewhat accurate, it would seem that the logical approach to estimating true player value would have to further evaluate a player's future value to a more concrete extent than simply whether or not the player was drafted. In the long run, the future value of a player drafted in the first round is much higher than a player drafted in the 7<sup>th</sup>.

d. Results from both CSE models are shown below...

| Clustered SE Models            |                                     |                                   |
|--------------------------------|-------------------------------------|-----------------------------------|
|                                | Dependent variable:                 |                                   |
|                                | realrev                             |                                   |
|                                | (1)                                 | (2)                               |
| playersall                     | 304,451.000                         |                                   |
| value                          |                                     | 545.000                           |
| as.factor(season)2007          | 4,553,458.000                       | 4,598,219.000                     |
| as.factor(season)2008          | 4,867,165.000                       | 4,939,830.000                     |
| as.factor(season)2009          | 6,471,085.000                       | 6,537,586.000                     |
| as.factor(season)2010          | 7,384,410.000                       | 7,424,755.000                     |
| as.factor(season)2011          | 8,725,264.000                       | 8,776,802.000                     |
| as.factor(season)2012          | 10,048,122.000                      | 10,092,461.000                    |
| as.factor(season)2013          | 11,481,778.000                      | 11,539,710.000                    |
| as.factor(season)2014          | 13,880,524.000                      | 13,967,654.000                    |
| as.factor(season)2015          | 16,111,345.000                      | 16,208,265.000                    |
| schoolAlabama                  | 70,297,216.000                      | 71,113,458.000                    |
| schoolAlabama-Birmingham       | 2,374,901.000                       | 2,232,727.000                     |
| schoolArizona                  | 19,440,905.000                      | 20,584,075.000                    |
| schoolArizona St.              | 29,897,337.000                      | 31,347,246.000                    |
| schoolArkansas                 | 49,111,124.000                      | 51,334,773.000                    |
| schoolArkansas State           | -620,244.000                        | -766,726.000                      |
| schoolAuburn                   | 65,578,340.000                      | 66,924,047.000                    |
| schoolBall State               | 424,619.000                         | 279,133.000                       |
| schoolBaylor                   | 13,857,041.000                      | 15,118,090.000                    |
| schoolBoise State              | 9,855,944.000                       | 9,709,462.000                     |
|                                | <-break here for rest of schools    |                                   |
| Constant                       | -3,463,092.000**<br>(1,634,225.000) | -3,379,069.000***<br>(81,538.000) |
| Observations                   | 1,073                               | 1,073                             |
| R <sup>2</sup>                 | 0.950                               | 0.950                             |
| Adjusted R <sup>2</sup>        | 0.940                               | 0.940                             |
| Residual Std. Error (df = 945) | 5,497,061.000                       | 5,523,755.000                     |
| F Statistic (df = 127; 945)    | 143.000***                          | 142.000***                        |
| Note:                          | *p<0.1; **p<0.05; ***p<0.01         |                                   |

4.)

a.) Right off the bat, I would imagine that accounting for a variable like “recruiting value” over some period of time (& not just for a single year) would prove to be more accurate, as it takes time for recruits to develop their skills and ultimately provide value to the program. In the vast majority of instances, players do not enter a team and immediately contribute their future value. In turn, including the lagged variable based on this logic would ultimately help solve the endogeneity problem because it simultaneously reduces the model’s dependency on single year trends.

b.)

| <b>Lagged Recruiting Model</b> |  |
|--------------------------------|--|
|                                | <i>Dependent variable:</i>             |
|                                | realrev                                |
| market                         | -0.900                                 |
| footballEntertainment          | 381,635.000                            |
| playersall                     | 964,972.000                            |
| avgrankpointsthisseason        | 427,563.000                            |
| oppschedulerrank               | 3,527,031.000                          |
| pool                           | 0.015                                  |
| multiyearrate                  | 59,660.000                             |
| laggedRecruitingScore          | 133,612.000                            |
| as.factor(season)2007          | -12,779,683.000                        |
| as.factor(season)2008          | -12,341,782.000                        |
| as.factor(season)2009          | -10,858,433.000                        |
| as.factor(season)2010          | -10,539,469.000                        |
| as.factor(season)2011          | -10,266,619.000                        |
| as.factor(season)2012          | -10,592,244.000                        |
| as.factor(season)2013          | -10,573,613.000                        |
| as.factor(season)2014          | -10,164,802.000                        |
| as.factor(season)2015          | -9,099,273.000                         |
| Constant                       | -55,759,808.000***<br>(19,082,214.000) |
| Observations                   | 1,071                                  |
| R <sup>2</sup>                 | 0.730                                  |
| Adjusted R <sup>2</sup>        | 0.720                                  |
| Residual Std. Error            | 12,220,645.000 (df = 1053)             |
| F Statistic                    | 166.000*** (df = 17; 1053)             |
| Note:                          | * p<0.1; ** p<0.05; *** p<0.01         |

The value of a premium college football player is \$965,000 based on this methodology. Because there is no accounting for school fixed effects, this prediction is larger (but similar) to the panel approach model, yet well below the 2SLS prediction of over \$6 million (as we might expect). Overall, the inclusion of the lagged recruiting variable corresponds to a slight, yet comparable increase in expected player value, which I would surmise is more accurate than school fixed effects in the long run.