

Who Sponsors Whom and Why? An Empirical Investigation of Sports Sponsorships

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April 2014

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Abstract

This paper applies a two-sided matching model to investigate the formations of sports sponsorships using a dataset containing the shirt sponsorships from 43 English football clubs during the period from 1990 to 2010. We find that sponsorships become less valuable as the distance between the club and the sponsor's head office grows and that better-performing clubs can attract more distant sponsors. In addition, there is an assortative matching between a club's attendance and a sponsor's revenue. Based on the estimates from the two-sided matching model, we simulate the counterfactual matching outcomes if sponsorships on alcohol and gambling are banned. Our estimates suggest that such bans will not have the biggest impact on the (relatively successful) clubs that currently have alcohol and gambling sponsors. Instead, it is clubs with low attendance and clubs in low income, less populated areas will be most affected.

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1. Introduction

The sponsorship of sports, arts, culture, and charity events has become a popular promotional tool for organizations of all sizes and across many industry sectors. According to the report of the International Events Group (IEG, 2013), global sponsorship spending reached \$51.1 billion in 2012, with the majority of the spending being sports-related. Although sponsorship is a common marketing strategy, we know little what drives the choices of sponsors and sponsored organizations.

In this paper, we examine these choices through an empirical study of the shirt sponsorships of English football clubs from 1990 to 2010 using a two-sided matching model (Fox 2010). The coefficients of this model suggest that sponsorships become less valuable as the distance between the club and the sponsor's head office grows and that better-performing clubs can attract more distant sponsors. In addition, the estimates show substantial state dependence in sponsorships, suggesting that substantive switching costs occur when sponsors change clubs. Furthermore, there is an assortative matching between a club's performance and a sponsor's financial position.

We take these estimates to examine an important policy question: What are the consequences of banning alcohol and gambling sponsorships? Tobacco sponsorships have been banned from most professional sports in the UK, US, and elsewhere for several years. Recently, attention has turned to banning alcohol and gambling advertisers from sporting events.¹ Our model and estimates demonstrate that such bans will not affect all clubs equally. In particular, it

¹ Jones (2010), World Health Organization (2004), and Lamont et al (2011) provide discussions. Examples of news articles are <http://www.bbc.com/news/uk-22867315> and <http://www.dailymail.co.uk/news/article-438021/Ban-alcohol-ads-say-health-experts-binge-drinking-soars.html> (accessed March 31, 2014).

is not the clubs with alcohol and gambling sponsorships that would be most affected by a ban. Many of these clubs will be able to poach sponsors from other clubs. Instead, it is clubs with low attendance and clubs in low income, less populated areas that will be most affected, irrespective of whether they were sponsored by a banned sponsor or not.

Our study uses a newly constructed dataset that contain 490 shirt sponsorship signings and renewals from 327 sponsors of the 43 English football clubs that appeared in the Premier League at least once during the period from 1979 to 2010. Our policy simulations emphasize the 351 shirt sponsorship signings from 1990 to 2010. Shirt sponsorships in English football are an excellent setting to study sports sponsorships for several reasons. First, English football shirt sponsorships often involve a large amount of money. For example, the Arsenal football club received £30 million in season 2013-2014 from its sponsor Fly Emirates. Second, there is usually one (and only one) shirt sponsor for each club in each specific year, which allows for better identification of underlying factors. Third, shirt sponsorships are a well-established form of sponsorship in English football, meaning we have enough years of data to estimate the parameters. Fourth and finally, there has been some controversy around the prevalence of gambling and (especially) alcohol sponsors in English football, suggesting an interesting policy to study with our counterfactuals.

Unlike the previous literature that often employs manager surveys to study the objectives and selection of sponsorships (Walliser 2003), we apply a two-sided matching model on a dataset containing actual sponsorships to examine these issues. Two-sided matching models are used to study the relationships formed under the mutual agreements of two or more parties (Fox 2010; Yang, Shi and Goldfarb 2009, Wu 2012; Zamudio et al., 2012; Chatain 2013; Mindruta 2013). The formation of sponsorships depends on the mutual agreement of the sponsors and the

clubs. Furthermore, within a market, sponsorships are not independent of each other. Rather, who sponsors whom in a market result from the preferences of all the organizations on both sides. The two-sided matching model allows us to examine the interdependence between sponsorships within the same market when both sponsors and clubs need to agree to the partnership.

Overall, our results provide much needed data to discussions of sports sponsorships and their value. Our results are most directly relevant to policy makers interested in regulating sponsorships, suggesting that the impact of a ban is heterogeneous and that the clubs most impacted may not necessarily be the clubs that are sponsored by the gambling and alcohol companies. This calls some current policies into question. For example, Australian states that use tobacco taxes to subsidize organizations that had previously received funds from tobacco sponsorships (Jones 2010) might not allocate the funds to those most affected. Furthermore, at least for English football, our results suggest poorer clubs in poorer locations will be most affected. Looking forward, policymakers (and industry lobbyists) should consider exactly how a ban will affect their constituents. The equilibrium outcome of matching means that organizations that currently receive funds from a to-be-banned sponsor may not be severely affected by a ban.

More generally, our results provide insight into how the equilibrium outcomes in a matching market can be quite different from a naïve look at who is most directly affected. With assortative matching, high value organizations can often identify high quality replacement matches, and it is lower value organizations that suffer.

The rest of paper is organized as follows. We review the related literature in Section 2, then followed by the industry background and data in Section 3. We describe the two-sided matching model and estimation method in Section 4. The results from the two-sided models are

discussed in Section 5. Section 6 describes our counterfactual analysis on banning unethical sponsorships such as alcohol and gambling. We conclude our paper in Section 7.

2. Literature Review and Conceptual Framework

Our conceptual framework draws on the following literatures: sponsorships, strategic alliances, brand alliances, and two-sided matching.

2.1. Research on Sponsorships

To date, academic research on sponsorship has been limited (Walliser, 2003; Cornwell and Maignan 1998). Early research in the area focuses on either defining sponsorship (Meenaghan 1983; Gardner & Shuman 1987; Otker 1988) or on describing the development of sponsorships in a specific industry or country (Gratton & Taylor 1985; Meerabeau et al. 1991). More recent research focused on the managerial aspects of sponsorship, employing surveys to investigate the objectives and motivations underlying sponsorships, finds that enhancing brand image and improving goodwill are the main objectives for sponsorships (Hoek, Gendall & West 1990). Another stream of the literature focuses on measuring the effects of sponsorship on brand awareness and brand attitudes based on consumer surveys (McDonald, 1991; Speed & Thompson 2000), and field experiments (Pham, 1991). Much of this research emphasizes the ‘social’ sponsorship of non-profit events and organizations (e.g. Simmons & Becker-Olsen 2006; Becker-Olsen and Hill 2006). Both Speed & Thompson (2000) on sports sponsorships and Simmons & Becker-Olsen (2006) on social sponsorships emphasize the importance of the fit between the sponsor and the sponsorship.

In contrast to this prior work, we focus on revealed preferences of managers in order to understand the processes involved in the formation, renewal, or departure of sponsorships. Our

study uses the data on who sponsored whom and a two-sided matching model to discover the underlying factors influencing the formation of a sponsorship.

2.2. Strategic Alliances

We conceptualize the sponsorship relationship as a strategic alliance. The literature approaches strategic alliances from the point of view of transaction cost theory or the resource-based perspective. Transaction cost theory argues that strategic alliances are formed to provide more efficient organizational mechanisms than other organizational modes such as spot transactions (transactions that complete within a short time frame) and mergers, emphasizing transaction cost (e.g. efficiency) as the motivation for cooperation. This approach has been effective in predicting vertical integration among suppliers and buyers in mature industries such as automobile manufacturing, and the use of equity as a governance mechanism (e.g., Hennart 1988; Osborn & Baughn 1990). Using transaction cost theory, a number of researchers (Shan 1990; Kogut, 1988; Hennart 1991; Teece, 1986) have empirically studied the benefits of strategic alliances (such as cost sharing and reduction; economy of scale and scope; production rationality; and convergence of technologies). The resource-based view (Wernerfelt 1984; Barney, 1986 & 1991; Peteraf, 1993) conceptualizes firms as bundles of resources i.e., in terms of tangible (e.g., financial assets, technology) or intangible (e.g., reputation, managerial skills) strengths or assets of the firm. With respect to strategic alliances, Eisenhardt and Schoonhoven (1996) argue that strategic alliances arise when firms in vulnerable strategic positions (i.e., new markets, many competitors, and pioneering technology) need the resources that alliances bring or when firms in strong social positions (i.e., large, well-connected, and high status top management team) capitalize on their assets to create alliance opportunities. Alliances are, therefore, cooperative

relationships driven by a logic of strategic resource needs and social resource opportunities. This perspective emphasizes strategic and social factors, characteristics of the firm (e.g., strategy, top management), and a logic of needs and opportunities.

We suggest that sponsorships are inter-firm cooperation, in which the sponsor needs the intangible resources (i.e. brand image, awareness, customer base and goodwill) of the sponsored organization, while the sponsored organization needs the resources (e.g., financial support) from the sponsors. We therefore argue that the resource-based view explains the formation and renewal of sports sponsorships. Even though sponsorships usually do not involve tangible transfers, they do involve *intangible* transfers such as brand image, awareness, or goodwill. These intangible aspects are not typically foregrounded in previous studies. Therefore, we investigate sports sponsorships using strategic alliance theory and propose to focus on the intangible aspects involved. In addition, previous empirical work on strategic alliances had studied concurrently formed alliances separately until a few of recent papers using two-sided matching approach (Chatain 2013; Mindruta 2013). However, the interactions between concurrently formed alliances play an important role in the formations of sponsorships. We therefore propose a two-sided matching model to examine the interactions among concurrently formed sponsorships.

2.3. Brand Alliances

A sponsorship is an association of the sponsoring and the sponsored brands for a certain period of time. Thus, in marketing, sports sponsorships are brand alliances, involving either short- or long-term associations of two or more individual brands, products, and/or other distinctive proprietary assets (Rao & Ruekert, 1994). In the literature of brand alliances, a

majority of the research examines how consumers' attitudes toward a brand are influenced by its allied brand in an experimental setting or through surveys (Venkatesh & Mahajan 1997). For example, Park, Jun and Shocker (1996) study the fit between the two allied brands. Rao, Qu and Ruekert (1999) suggested that a brand ally can be used to signal unobservable product attributes such as durability and reliability; Simonin and Ruth (1998) study the spillover between allied brands and find that less familiar brands experience stronger spillover effects and that the brand fit greatly affects the spillover effect. Van der Lans, van den Bergh, & Dieleman (2014) ask study participants about brand personalities and their ratings of simulated brand alliances. They use structural equation modeling to demonstrate that brands with similar personalities on extrinsic dimensions have higher-rated alliances.

In our previous work, Yang, Shi & Goldfarb (2009), we have applied a two-sided matching model to empirically estimate the value created by an alliance between an athlete and a team using the observed contracts between athletes and teams. In this paper, the signaling effect, spillover effect, or created value through brand alliances between a club and a sponsoring company represent the underlying factors for the formation and renewal of sponsorships. We therefore apply the methodology used in Yang, Shi & Goldfarb (2009) to study the underlying factors of sports sponsorships.

2.5. Two-sided Matching Models

Our empirical approach employs two-sided matching models, which were first used to study the college admission problem (Gale & Shapley 1962). More recently, Fox (2010) has developed an empirical approach to study the supplier-manufacturer relationship. The Fox's approach has been applied into relationships such as brand alliances between teams and athletes

in professional sports (Yang, Shi and Goldfarb 2009), the matching between advertisers and publishers in online advertising (Wu 2012), research collaborations between universities and firms (Mindruta 2013), the matching between legal firms and their clients (Chatain 2013), and the job markets of Assistant Professors (Zamudio et al. 2012). In two-sided matching models, the market outcomes result from the preferences of agents on both sides. A sports sponsorship is formed based on the mutual agreement between a sponsor and a club or team. Since sponsorships are not formed independently from one another, suggesting the appropriateness of a two-sided matching approach. In this paper, we investigate sponsorships formed during the same period simultaneously using a two-sided matching model.

3. Industry Background and Data Description

In this paper, we investigate the sports sponsorships using a dataset containing the 490 shirt sponsorship signings and renewals of 43 English football clubs² from 1979 to 2010. Because of missing data in the earlier years, most of our analysis uses data on 351 sponsorships from 1990 to 2010. Unless otherwise stated, we will report results from the later subsample. Before describing the data, we first provide background information on English Football Leagues and their shirt sponsorships.

3.1 Industry Background

3.1.1 English Football League System and Structure

The English football league system, also known as the football pyramid, is a series of interconnected leagues for men's association football clubs in England, with six additional

² Given that English football leagues use the term “club” while other sports leagues such as NBA, NHL, and MLB use the term “team”, we use the terms “club” and “team” interchangeably in this paper.

clubs from Wales and one from Guernsey. The system has a hierarchical format with promotion and relegation between leagues at different levels, allowing even the smallest club the possibility of ultimately rising to the very top of the system. At the top of the system is the single division of the Premier League, which was formed by the 22 top flight clubs from the first division of the Football league in 1992. Later the number of clubs in the Premier League was reduced to 20 clubs in 1995 to be consistent with the International Federation of Association Football (FIFA). Below the Premier League is the Football League, which is divided into three divisions of 24 clubs each: the Championship (Level 2), League One (Level 3) and League Two (Level 4). The 92 clubs in the Premier League and Football League are all full-time professional clubs. Our data include all the 43 English football clubs that appeared at least once in the Premier league from its beginning in 1992 until 2010.

3.1.2 Shirt Sponsorships of Football Clubs

As early as 1979, companies started to put their names or logos on the shirts of English football clubs. In most of cases, there is only one sponsor name in the center of football shirts of a club in a season. For a few cases, there are two or more sponsors appeared on a club's shirts in a season.³ For example, the players of Sheffield United Football Club wore the shirts with VSports in their home games while wore Top Spring in their away games in 2013-2014 season. As the sponsorship deals become larger and larger in recent years, the revenue from shirt sponsorships has become increasingly important for the success of a football club. As reported by sportingintelligence.com (Miller 2013), the combined shirt sponsorship income of the Premier League's 20 clubs has risen to a record £165.75 million in season 2013-2014. The biggest deal in season 2013-2014 is the Arsenal football club's £30 million a year from its sponsor Fly Emirates.

³ In these cases, there is still one corporate sponsor name on the shirt each game.

We collect all the shirt sponsorships of the selected 43 clubs from 1979 to 2010 using the process discussed in the next section.

3.2. Data Description

In this section, we describe how we collect and construct the sponsorship dataset, the club dataset, and the sponsor dataset. Table 1 summarizes the basic descriptive statistics.

3.2.1 Sponsorship Dataset

We used a variety of sources to collect the shirt sponsorships. First, we used a historical football kits website (<http://www.historicalkits.co.uk/>) to identify sponsors, clubs, and signing seasons. This website contains images of almost all the shirts of all the English football clubs from 1979 to the present. Aggregate news sources (e.g., LexisNexis) were used to collect whether a sponsorship was renewed and the renewing season. In total, we have 490 sponsorship signings/renewals from 327 sponsors for the 43 clubs from 1979 to 2010 and we focus on the 351 sponsorships from 245 sponsors from 1990 to 2010. We focus on the later data for two reasons. First, as we will discuss below, there is a great deal of missing data prior to 1990. Second, prior to 1990, many clubs did not have sponsors. Starting in 1990, on average 42 of the 43 clubs had sponsors.

For each sponsorship signing/renewal, we include three variables: signing/renewal season, club name, and sponsor name in the sponsorship dataset. Most sponsorships are single-year contracts. For the few sponsorships that are longer contracts, we only include the first year as an observation in our analysis. Sponsorships change often, with the median time that a sponsor stays with the same club of just two years, and 93% of sponsorships last four or fewer years.

3.2.2 Club Dataset

The club dataset includes the following information for each club: stadium address, on-field performance, annual revenue, annual attendance, and demographics of the local authority where the club is located.⁴

Utilizing the information provided in Wikipedia, we first collect the postcodes of the clubs' stadiums and then convert each postcode to a location with an easting and a northing using the Code-Point of UK Ordnance Survey. Identifying a location with an easting and a northing allows us to use the Pythagorean theorem to calculate the geographical distance between a club's stadium and a sponsor's UK office. Several clubs changed their stadiums over the years, we also collect the addresses of previous stadiums and use the new postcodes of previous stadiums to identify their eastings and northings.

We use three types of measures of club quality: attendance at matches, on-field performance, and annual revenue. Attendance and on-field performance measure are available on the website: <http://www.european-football-statistics.co.uk>, which contains the data for all the European football clubs since they were first established.

As clubs play at different levels/leagues, it is hard to use the absolute performances such as points used in the fixtures to measure the club performance. Instead, we use the relative standings of the clubs among the 92 clubs in the top 4 levels as our performance measure. As a club can be promoted or relegated between leagues at different levels, we also include two dummy variables to indicate whether a club is promoted to or relegated from the Premier League or the top division before the Premier League was established. As our selected clubs are those that had been to the Premier League, our dummy variables focus on the promotion or relegation of the Premier League or the top division. Not only the performance of the most recent year

⁴ An authority is a local area in the UK, somewhat similar to a county in the United States. There are 326 authorities in England. The 43 clubs in our data are located in 39 different authorities.

matters, but also the historical performance matters to sponsors. For example, the “Big Four” clubs, Arsenal, Chelsea, Liverpool, and Manchester United, have dominated the Premier League for many years. The long appearance in this top league is also an important asset of these clubs. Therefore, we include the accumulated percentage in the Premier as another club performance measure.

The annual revenues of clubs are collected through a variety of sources. The main source is ORBIS database. As the ORBIS database provides only the most recent 10 years of financial information, we use other online sources such as LexisNexis database and newspaper reports. In our data, we have the revenue information for 74.6% of the club-years from 1990 to 2010 and just 1 of 321 observations (0.3%) prior to 1990. For missing club-years, we use the numbers from the closest years for the same club to fill in the missing information. General results are robust to alternative ways to address missing data such as linear interpolation. This is unsurprising because the within club variation in revenue is much less than the between club variation in revenue.

The demographics of a club’s local authority are collected from the data releases of the Office for National Statistics (ONS), the recognized national statistical institute for the UK. For each club, we include the following variables: the population density of the local authority from 1981 to 2010, weekly earnings index from 1997 to 2010 with the average of England as the base, and industry specialization indices of 2011 at the two-digit code level of the 2007 UK Standard Industrial Classification (SIC) at the local authority. The formula used for the industry concentration index (ICI) is:

$$ICI = \frac{E_{i,r}/E_i}{E_r/E}$$

where $E_{i,r}$ is the number of employee jobs in industry i region r , E_i is the number of employee jobs in industry i , E_r is the number of employee jobs in region r and E is the number of employee jobs in Great Britain. As sponsors are from 54 different SIC codes, we collect the indices for only the related 54 industries at two-digit levels of SIC 2007. The industry specialization indices are used to examine whether the sponsors from the highly-concentrated industries are more likely to sponsor their local clubs.

3.2.3 Sponsor Dataset

There are total of 353 companies that sponsored at least one season of at least one of the 43 clubs during the period 1979-2010. For 26 of these sponsors, we could not find any information about the sponsor and so we dropped them from the data, leaving 327 sponsors with 490 contracts used in the estimation. For the 1990-2010 estimations, we have 245 sponsors and 351 signings and renewals (and just 5 sponsors with no information that were dropped from the data). For each sponsor, we have information on the UK address (postcode is also converted to a location with an easting and a northing), two-digit UK SIC2007 industry code, annual revenue, and whether a sponsor is an international company whose head office is outside UK.

If a sponsor is based in UK, the UK address is the company's head office address. If a sponsor is an international company like Samsung, we use its UK address as its head office address. We collect the sponsors' addresses through variety sources such as annual reports if it is a public company, company websites, and business reports from aggregated databases (e.g. LexisNexis and ORBIS). Out of 327 total sponsors, 97 are international companies. Of the 245 sponsors from 1990 to 2010, 78 are international. In both data sets, there are 13 international companies that do not have a UK address or office. For these 13 international companies, we use the longest distance in the data to estimate the distance between a club and these sponsors. These

13 sponsors account for 30 club-year observations out of the total 881 club-years between 1990 and 2010.

The industry codes of sponsors are collected through ORBIS and LexisNexis. For the codes that are not in UK SIC2007, we convert them to UK SIC2007 using the description details provided in the industry classification by comparing with the descriptions in UK SIC2007. In the cases that a sponsor may have multiple industry codes, we will choose its main industry code. Table 2 summarizes the number of sponsors in different industry groups. As shown in Table 2, sponsors are from many different industries while the main sectors are manufacturing, wholesale and retail, information and communication, and financial and insurance. Our simulations below explore the impact of a ban on alcohol and gambling sponsors. Table 2 shows that this implies dropping 17 alcohol sponsors and 14 gambling sponsors. Between 1990 and 2010, there are 17 alcohol sponsors that appear 94 times in the data and 14 gambling sponsors that appear 33 times.

Total annual revenue for the majority of sponsors was collected through ORBIS, a financial database. As ORBIS covers only the most recent 10 years of financial data, we also search for earlier data through other sources such as company websites, Edgar online, and LexisNexis. We converted all the currencies to English pounds using the average exchange rates in the corresponding years, and then discounted all the revenue figures using the UK CPI from 1979 to 2010 to control the inflation factors. For those sponsor-years where we do not have revenue data, we use the nearest year's figure. We have no financial information for 48 sponsors in the full data and 31 sponsors in the 1990-2010 data. For these sponsors, we use the lowest value of the other sponsors in the same industry in that year in our data.

3.2.4 Correlations between sponsor and club characteristics

Table 3 shows the correlation matrix between sponsor and club characteristics for the full data set (1979-2010) and for the main data for estimation (1990-2010). The qualitative results of the two correlation matrices are similar, suggesting that our focus on the latter period does not generate a clear direction of bias. Overall, the correlations suggest assortative matching: Higher revenue sponsors match with better-performing, higher revenue clubs in larger higher income locations. Similarly, international sponsors sponsor better-performing, higher revenue clubs in larger higher income locations.

Next, we build a model that allows us to estimate the relative importance of the various factors in matching. We then use these estimates can then be used to simulate equilibrium policy changes to assess the consequences of a ban on certain types of sponsors.

4. Two-sided Matching Model

Sponsorships are formed based on the mutual choices of football clubs and sponsors and the formation of a club and a sponsor often impacts the decisions of other clubs and sponsors. Therefore, a two-sided matching model (Fox 2010; Yang, Shi and Goldfarb 2009; Mindruta 2013; Chatain 2013; Wu 2012; Zamudio et al. 2012) is appropriate to jointly study the choices of clubs and sponsors. Drawing on this prior work, we model the observed partner choices as equilibrium outcomes derived from the two-sided matching model based on the values created by a sponsorship to the club and the sponsoring company in a given year. The value generated by a sponsorship is also a measure of the quality of the match between the club and the sponsoring company. The two-sided matching model thereby enables us to investigate the factors underlying the formations of sports sponsorships by examining how these values vary across clubs and sponsors help to understand.

4.1 Local Production Maximization

In this subsection, we define the equilibrium concept used to solve the two-sided matching problem. We use the local production maximization condition developed by Fox (2010) to define equilibrium. Following Fox, we use the economic language of “production” but simply mean the joint value of a club-sponsor match. Fox’s definition accommodates matching models with unobserved endogenous transfers, meaning that the researcher does not need to know how much money changed hands in order to analyze the matching process. Accommodating unobserved transfers is important in this context because, while the estimated amount of a sponsorship is often announced in the media, a number of features in the contracts are often unobserved (e.g., incentives, renewal option, etc.). In addition, this equilibrium concept can allow for local (i.e. non-global) complementarities, which cannot be solved by an assortative matching model (Becker 1973). This equilibrium concept is closely related to pair-wise stability in cooperative game theory. A match is stable if no coalition of agents prefers to deviate and form a new match. Pair-wise stability means that no pair of agents is willing to exchange and form new matches. Similarly, the local production maximization condition means that the total production of any two observed matches should exceed the total production from an exchange of partners. Otherwise, the alternative matches could be formed without disturbing any other matches to make all the agents better off.

Suppose that the matching outcomes are club a with sponsor i , and club b with sponsor j . Let r be the transfer from a sponsor to a club, the function $\Delta V(a, i, t)$ be the value that club a adds to sponsor i (e.g., their brand equity through increased awareness, goodwill, and image) because of their sponsorship in market t , and $\Delta U(a, i, t)$ be the value that sponsor i adds to (or

takes away from) club a 's value through their sponsorship. Then the payoff functions for the sponsor (denoted by π^S) and the club (denoted by π^C) can be defined as:

$$\pi^S(a, i, t) = \Delta V(a, i, t) - r_{ait} \quad (1)$$

$$\pi^C(a, i, t) = r_{ait} + \Delta U(a, i, t) \quad (2)$$

The sum of payoffs to club a and sponsor i from their match is the total value that the sponsorship (a, i, t) generates to the two individual brands (club a and sponsor i). We define this value as the production value of the sponsorship as follows:

$$f(a, i, t) = \Delta V(a, i, t) + \Delta U(a, i, t) \quad (3)$$

We define production values for other matches similarly. Then, local production maximization condition can be written as follows:

$$f(a, i, t) + f(b, j, t) \geq f(a, j, t) + f(b, i, t) \quad (4)$$

The local production maximization condition defined by the above inequality means that the sum of production values from two observed matches is greater than the sum of production values if they exchange partners. This condition says the observed matches are socially optimal for a market with two clubs and two sponsors. However, it is important to note that the local production maximization condition is a necessary (but not sufficient) condition for the equilibrium. A more robust condition is a core stability concept, in which no coalitions of agents deviate from the equilibrium. However, the computational cost of computing core stability is much higher than the benefit for estimation (Fox 2010). Therefore, in our context the local production maximization condition is used as the equilibrium concept.

From the local production maximization conditions, we derive a system of inequalities that defines the interaction between a club's characteristics and a sponsor's characteristics. We apply maximum score estimation (Manski 1975) and find production functions that maximize the

total number of inequalities that satisfy Equation (4). Therefore, the objective function can be written as:

$$\max_f Q_H(f) = \frac{1}{H} \sum_{t \in H} \{ \sum_{\{a,b,i,j\} \in A_t} 1[f(a, i, t) + f(b, j, t) \geq f(a, j, t) + f(b, i, t)] \} \quad (5)$$

H is the number of observed markets and A_t is a realized quartet $\{a,b,i, j\}$ in the observed market t . $1[.]$ is the indicator function that is equal to 1 when the inequality in the bracket is true. The maximum score estimator will be any function f that maximizes the score function $Q_H(f)$. It is a consistent semi-parametric estimator that makes no assumptions about the distribution of the error terms.

As emphasized by Fox (2010), the maximum score estimator does not suffer from the “curse of dimensionality” involved with integrating over multivariate distributions. In particular, standard maximum likelihood and method of moment estimators require a nested computation of an equilibrium for every realization of error terms. These complex equilibrium computations are nested within an integral over the unobserved error terms in the market, which should be of a dimension equal to the number of potential matches in the market. In our analysis, this would mean calculating integrals of several hundred dimensions. Maximum score estimation eliminates the need to calculate this multi-dimensional integral. Maximum score estimation has the further advantage of allowing situations with multiple equilibria because equilibrium selection rules do not enter the objective function.

In the estimation, we define a market, t , as the clubs and sponsors sign/renew their sponsorships in the same season. In total, we have used 490 contract signings and renewals from 32 markets during the period 1979-2010. Much of our analysis emphasizes the 351 contract signings and renewals from the period 1990-2010. In each market, a pair is formed by any two clubs signing with two different sponsors (there are only a handful of cases that one sponsor

sponsors two clubs in the same season). In the end, we have 3740 pairs used in the estimation with the full sample and 2744 pairs in the estimation using only the later years of the data.

4.2. Production Function Specification

Function $f(a, i, t)$ is the total value generated by sponsorship (a, i, t) at season t to club a and sponsor i . We specify the production function as follows:

$$f(a, i, t) = \alpha X_{at} + \beta[X_{at}Y_{it}] + \gamma Y_{it} + \epsilon_{ait} \quad (6)$$

As the club-specific term $\alpha \times X_{at}$, and sponsor-specific term $\gamma \times Y_{it}$ are cancelled out in the inequalities. Our estimation focuses on the interaction term $\beta \times [X_{at} \times Y_{it}]$ of the production function, which is denoted as the matching value MV_{ait} between club a and sponsor i at time t .

In this paper, we include the following interaction variables between a club and a sponsor:

$$\begin{aligned} MV_{ait} = \beta[X_{at}Y_{it}] = & \beta_1 D_{ait} + \beta_2 D_{ait} CQM_{at} + \beta_3 D_{ait} FINC_{it} + \beta_4 D_{ait} INTL_i \\ & + \beta_5 D_{ait} INDUSTD_i + \beta_6 CPM_{at} FINC_{it} + \beta_8 ATTN_{at} FINC_{it} + \beta_9 CRV_{at} FINC_{it} \\ & + \beta_7 CPR_{at} FINC_{it} INTL_i + \beta_{10} PSD_{ait} + \beta_{11} INDUSTC_{ait} + \beta_{12} DEMO_{at} FINC_{it} \end{aligned} \quad (7)$$

Distance-related interactions

The geographical distance between club a 's stadium address and sponsor i 's UK address in season t , D_{ait} , is calculated by applying the Pythagorean theorem. The formula is the following:

$$D_{ait} = \sqrt{(e_{at} - e_i)^2 + (n_{at} - n_i)^2} \quad (8)$$

Where e_{at} and n_{at} are the easting and northing of club a 's stadium address in season t respectively while e_i and n_i are the easting and northing of sponsor i 's UK address. If sponsor i does not have a UK address, we apply the longest distance observed in the data to estimate it.

To investigate how the impact of the geographical distance varies across different clubs and sponsors, we include the following interaction variables: (1) $D_{ait} CQM_{at}$, is the interaction

variable between the geographical distance and three quality measures CQM_{at} of a club: club performance ranking, club attendance and club revenue. These variables are included to study whether a winning club can extend its geographical reach on its sponsors. (2) $D_{ait}FINC_{it}$ is the interaction variable between the geographical distance and a sponsor's revenue. We include this variable is to study whether the value of geographical distance matters less for a larger company. (3) $D_{ait}INTL_i$ is the interaction variable between the geographical distance and a sponsor's international status $INTL_i$. This variable is included to investigate whether the geographical distance matters less for international sponsors. As international sponsors usually have high awareness, they may be less concerned with raising awareness but rather focusing more on building image. (3) $D_{ait}INDUSTD_i$, is the interaction between the geographical distance and a vector of industry dummy variables. These variables are used to study whether the importance of distance depends on the industry characteristics. We include the industry dummies for the following industries: alcohol manufacturer ($Alcohol_i$), car manufacturers (Car_i), airline companies ($Airline_i$), telecommunication companies including Internet and wireless providers ($Telcom_i$), and gambling companies ($Gambling_i$). All other companies treated as the baseline with a value of one.

Interactions between a club's quality and a sponsor's financial strength

To investigate the matching between a club's quality and sponsor's financial strength, we include the following interaction variables: $CPM_{at}FINC_{it}$, $ATTN_{at}FINC_{it}$, and $CRV_{at}FINC_{it}$. A club's quality is measured by three aspects: on field performance CPM_{at} , club attendance $ATTN_{at}$ and club revenue CRV_{at} . A club's performance CPM_{at} is measured by the following four variables: a club's performance ranking CPR_{at} in season t , a dummy variable to indicate whether a club is promoted to the top league PMD_{at} in season t , a dummy variable to indicate

whether a club is relegated from the top league RLD_{at} in season t , and a club's accumulated percentage at the top league APT_{at} from its founding year to season t . A sponsor's annual revenue $FINC_{it}$ in season t is used to measure the sponsor's financial strength. To examine whether the matching value differs between domestic sponsors and international sponsors, we include the following three-way interaction variables: $CPR_{at} FINC_{it} INTL_i$.

Previous sponsorship effect, local industry concentration effect and local demographics effects.

We also include a dummy variable PSD_{ait} to indicate whether club a and sponsor i had a previous sponsorship before season t . This dummy variable is included to study the switching cost or lock-in effect generated by a previous sponsorship. Also, the model includes an interaction variable $INDUSTC_{ait}$, which is the club a 's local authority's industry concentration index in sponsor i 's industry. This industry code is at 2-digit code of the UK SIC2007. The 327 sponsors used in the estimation come from 54 different 2-digit industry codes. In addition, we include two demographic measures of local authorities— population density and weekly earning index — interacting with a sponsor's financial strength. These two interaction variables are used to examine how the demographic characteristics of a club's location impact its ability to attract a larger sponsor.

In the estimation, all the continuous variables are rescaled to 0~1 to make the results more interpretable and comparable (Fox 2010; Yang, Shi and Goldfarb 2009). The parameter of the distance variable is normalized to $\beta_1 = \pm 1$.

5. Estimation Results

Next, we show how the matching value generated by a sponsorship depends on the geographical distance between a club and a sponsor, their previous relationship, the

characteristics of a club (i.e., performance, attendance, team revenue, industry concentration and demographics of the local authority) and a sponsor (i.e., financial strength, industry, international status). Table 4 includes the parameter estimates for seven different specifications of the two-sided matching model. Numbers in bold are significantly different from zero with at least 95% confidence. The full confidence intervals are shown in the appendix.

Models 1 through 5 use the data from 1990 to 2010 and include different specifications of included covariates. These specifications show the qualitative results are robust to including alternative covariates. In particular, model 1 includes the coefficients that were significantly different from zero in any of the specifications we ran (plus the interaction of distance with alcohol manufacturer because of the simulation on banning alcohol, and the interaction of sponsor revenue with relegated from the top league for symmetry with the inclusion of promotion to the top league). Model 2 does not include attendance or the interaction of distance and company revenue. Model 3 only includes one measure of club performance. Model 4 adds interactions with club revenue. And model 5 drops many club-related interactions.

Model 6 estimates the model using all data from 1979 to 2010. This includes several years with very few sponsorships and several sponsors for which the financial data needed to be interpolated. Model 7 only includes sponsor-year combinations where we could find accurate sponsor revenue data. This restricts the sample substantially.

The general results are robust across all seven specifications. The maximum scores in the bottom row of Table 4 range from 93.98% to 95.30%, indicating a very high goodness of fit for all specifications. In our policy simulations, we emphasize the results using all of the 1990 to 2010 data because we believe it hits the right balance between the available financial data and use of the full market in each year. We emphasize model 1 because it encompasses the

significant results from the other specifications. In the online appendix, we show simulation results change very little had we used model 3 or model 6. The similarities across specifications in both the estimated coefficients and the policy simulations suggest that the limited financial information and our consequent interpolation of the revenue values do not drive our results.

5.1. Matching value of geographical distance

As shown in Table 4, the parameter for the distance is -1 , which suggests that the matching value is higher when a club and a sponsor are geographically closer. This is unsurprising for two reasons: one is related to the resource-based view (Barney 1991) and the other is related to social network perspective of strategic alliance formation (Gulati 1995&1998). First, a sponsor's customers, employees, and partners in the geographical areas that are closer to their home base are usually most valuable to the sponsor. Therefore, sponsoring a closer club generates the highest value to the sponsor's stakeholders (customers, employees, partners) as they are more likely to watch and support their local clubs. Second, the manager of a club and the managers of the closer sponsors have more shared networking opportunities, which should help to facilitate the formation of a sponsorship.

Perhaps more interestingly, the matching value of geographical distance is generally less for better performing clubs and for international sponsors. The interaction of distance with club performance is significantly positive in four of seven models and it is never significantly negative. Thus, better-performing clubs are able to attract sponsors from further away.⁵ Comparing to coefficients with the (normalized) coefficient on distance of -1 , these effects are economically modest: Column 1 suggests moving from the best team to the worst team drives a 1%

⁵ The coefficient on the interaction between distance and performance turns negative and insignificant in Model 7. We speculate that this is driven by having few small very local sponsors in this data.

decrease in distance. Club attendance and club revenue also have positive signs, though the coefficients are not significant in most specifications, perhaps due to collinearity with performance on the field. The interaction of distance with international is always significantly positive. The magnitudes can be quite large, with international the effect of distance reduced by 44.5% in model 1. The matching value of geographical distance varies on the industries of sponsors. The coefficients for airlines are significantly negative while the ones for telecommunication and gambling sponsors are significantly positive, perhaps because telecommunications and gambling sponsors depend less on geographic location for their business.

5.2. Assortative matching between clubs and sponsors

Our results show that there is assortative matching between clubs and sponsors. All significant coefficients on the interaction between sponsor revenue and the various measures of club quality are positive. We include several measures of club quality. The attendance results are strongest, with the value positive and significantly different from zero in four of the five specifications that include the interaction between club attendance and log sponsor revenue. When this interaction is not included (models 2 and 5), the interaction between club on-field performance and log sponsor revenue becomes significant. This suggests that the positive assortative matching is more driven by actual attendance than club performance. Perhaps performance drives attendance, and that is what sponsors care about. The discrete jump of being promoted to the top league also seems to attract sponsors with higher revenues., while being relegated to the league below has a negative sign (as expected) but the coefficients are insignificant and smaller in absolute magnitude. Clubs in higher income areas also attract higher

revenue sponsors, as indicated by the positive and significant coefficient on the interaction between the weekly earning index and log sponsor revenue.

The assortative matching suggests a higher matching value between a better clubs and larger sponsors. This helps top flight clubs but may make it difficult for lower ranked clubs with fewer fans to rise up to the top league. This may be a big contributing factor to the dominance of "Big Four" clubs--Arsenal, Chelsea, Liverpool and Manchester United-- in the Premier League where the four clubs have dominated the top spots of the league and won 19 titles out of 21 titles since the Premier League was established in 1992. Clubs with more fans can attract better sponsors, which allows them to hire better players (and be more likely to win and get even more fans).

Further, our results show that the coefficient for the three-way interaction variable, Club performance x sponsor revenue x international sponsor, is significantly positive in all five specifications that include it. This result suggests that the matching value between high performing clubs and international sponsors' financial strength is significantly higher. Thus, the assortative matching is particularly strong for international sponsors.

5.3. Lock-in effect or switching cost:

The estimate on the previous sponsorship effect is positive, statistically significant, and economically large in all specifications. This significant positive number suggests that previous sponsorships generate lock-in effect or switching cost for future sponsorships. As a previous sponsorship creates goodwill and a brand association between a club and a sponsor, the goodwill and brand association can be carried over to future sponsorship if they renew their relationship. It

also possible that learning may occur to both the club and the sponsor from previous sponsorship relationship (Doz 1996), creating a disproportionate benefit for sustaining the relationship.

5.4. Industry specialization effect and local demographics effect:

Our results show that there is a positive matching between the industry specialization of a club's local authority (city) and a sponsor's industry. This result suggests that more value is generated from a sponsor whose industry is more important for the local area. The reasons could be: a) as more people employed in the industry, sponsoring a local club improves relations with their (potential) employees and local communities. Thus more good will and better public image are generated to the sponsor. b) A local area is usually famous for or has already been associated with its specialized industry. Because of the well- established association among people between the area and the industry, the brand value generated from a sponsorship is higher for the sponsors in the highly concentrated industries of a local area. While we cannot separate out these two effects, we think it is noteworthy that our results suggest that, even controlling for distance, sponsors find locations with high same-industry employment more valuable.

Our results also show that the matching between local weekly earning index and sponsor's revenue is significant positive across all the 7 models. This suggests that clubs located in richer areas are more likely to attract a bigger sponsor.

Next, we use our estimates to answer our core research question: what happens with advertising of controversial products is banned?

6. Policy Experiments

6.1. Methodology for policy experiments

As discussed above, advertising and promotion of controversial products such as tobacco, alcohol, and gambling are highly regulated in many countries and even banned in some countries. For example, the sponsorship of sporting events by tobacco sponsors are banned in UK. However, alcohol sponsors have played a large role in sports sponsorships for some time, and, more recently, gambling sponsors have become important sponsors of teams. Therefore, it is very important for policy makers, clubs, and sponsors to understand the impact of a possible ban on alcohol or gambling on individual clubs and the whole market. Particularly, which clubs will be hurt most by the ban and what is the magnitude of the impact on the whole market. In this section, we investigate the impact of a ban on alcohol sponsors, gambling sponsors, or both. Specifically, we look at the 21 years in the data (1990-2010) and ask what the market would have looked like if certain sponsors were prohibited. We do this using the following steps:

Step 1. Define simulated markets. We define a market to be a season with the clubs and their sponsoring sponsors in a season grouped together. In total, 21 simulated markets from season 1990 to 2010⁶ are constructed. On average, there are 42 clubs⁷ in each simulated market.

Step 2. Calculate matching value matrix. Within each simulated market, the matching values are calculated for all the possible matches between a club and a sponsor using the following formula for the adjusted matching value: $AMV_{ait} = MV_{ait} - C = \beta \times [X_{at} \times Y_{it}] - C$, where term $\beta \times [X_{at} \times Y_{it}]$ is calculated using Equation (7) and the estimates from the two-sided matching model, and C is a constant which is equal to the minimum of all the matching values.

⁶ As the financial information on earlier years (before 1990) are often estimated, those markets are not included in our simulation.

⁷ Some clubs did not have a sponsor in a season. Therefore, the average 42 is lower than 43, the total number of clubs studied in the two-sided matching model.

The transformation of the matching values by adding a constant term⁸ will ensure that the individual rationality condition is satisfied for all the clubs and sponsors in each market. In other words, it would be better for a club or a sponsor to match with a partner than to be unmatched.

Step 3. Simulate the optimal matches and calculate the optimal matching values. An assignment problem for each simulated market is constructed using the matching value matrix calculated in step 2. The problem is specified as follows:

$$\max \sum_a \sum_i d_{ai} \times AMV_{ait}$$

$$s.t. d_{ai} \in \{0,1\},$$

$$\sum_a d_{ai} \leq 1 \forall \text{ all } i \text{ in market } t,$$

$$\sum_i d_{ai} \leq 1 \forall \text{ all } a \text{ in market } t.$$

The optimal matches for the problem above are obtained through a linear program (Shapley & Shubik 1971) for each simulated market. The optimal matching value \widehat{AMV}_{at} for each club is obtained for each simulated market based on the solution to the assignment problem.

Step 4. Simulate the counterfactual matches if alcohol sponsorships are banned. Similar to step 3, an assignment problem with the constraints on the alcohol sponsors is solved through linear program to simulate the counterfactual matching outcomes if a ban on alcohol sponsorships is implemented. The assignment problem is described below.

$$\max \sum_a \sum_i d_{ai} \times AMV_{ait}$$

$$s.t. d_{ai} \in \{0,1\},$$

$$\sum_i d_{ai} \leq 1 \forall \text{ all } a \text{ in market } t.$$

⁸ As maximum score estimation will not identify the absolute matching values, any linear transformation of the matching values will result in the same maximum score in Equation (5) (Fox, 2010).

$\sum_a d_{ai} \leq 1 \forall i$ if i is a non – alcohol company in market t ,

$\sum_a d_{ai} = 0 \forall i$ if i is an alcohol company in market t .

Based on the counterfactual matches, the counterfactual matching value $A\ddot{M}V_{at}$ for each club is calculated for each simulated market. For those clubs without a sponsor in the counterfactual matches, the matching value is assigned to be zero, which is the lowest matching value across all the simulated markets. In other words, clubs without a sponsor get a value equal to the lowest observed match between a club and a sponsor.

Step 5. Calculate the impact of a ban on alcohol sponsorships. The difference between the optimal matching value and the counterfactual matching value is calculated for each club in each simulated markets. That is, $DMV_{at} = \widetilde{AMV}_{at} - A\ddot{M}V_{at}$.

Step 6. Repeat the step 4 and step 5 for a ban on gambling sponsorships.

Step 7. Repeat the step 4 and step 5 for a ban both alcohol and gambling sponsorships.

6.2.Characteristics of original and optimal matches

In the simulations, 85.58% of the optimal match outcomes (step 4) are the same as the original matches. This result shows a very high goodness of fit of the two-sided matching model. Table 5 shows the close fit of the optimal matches in a different way. It shows the differences in average characteristics between the original matches in the raw data and our simulated estimates of the optimal matches based on our parameter estimates. Comparing across columns 1 and 4, 2 and 5, and 3 and 6 shows that the original and simulated optimal matches are similar.

Table 5 also shows differences between clubs that match with alcohol sponsors, gambling sponsors, and other sponsors. Alcohol and gambling sponsors tend to match with better teams in

terms of current and past performance, revenue, and attendance. These better-performing teams tend to be in relatively low income locations.

Next, we analyze the impact of a ban on the total market and by club characteristics.

6.3. Impact on the total market

To examine the overall impact of a ban, we calculate the matching value loss denoted as MVL_t for each simulated market using the following formula:

$$MVL_t = \frac{\sum_a DMV_{at}}{\sum_a AMV_{at}} \quad (10)$$

The matching value loss measures the percentage of the total matching value estimated to be lost if a ban is implemented. We calculate the matching value loss for banning alcohol sponsorships, banning gambling sponsorships and banning both for each simulated market.

Figure 1 shows the matching value loss for each year of banning alcohol sponsors, gambling sponsors, or both. Two messages stand out. First, the overall effect of a ban can be substantial. Banning both can reduce the overall matching values from sponsorships by over 20%, and it is never below 9%. Second, the impact of banning alcohol sponsors is highest in the 1990s, and the impact of banning gambling sponsors is highest in the 2000s (because there are more alcohol sponsors in the 1990s and gambling sponsors only start appearing in the data in the 2000s).

Table 6 summarizes the average matching value loss and the average number of clubs that are impacted each year. The bottom row shows the average across years of the values in Figure 1. The average reduction in matching value due to a ban on alcohol sponsors is estimated at 10.8%. It is 3.5% for a ban on gambling sponsors and 14.4% for a ban on both. As reported by sportingintelligence.com (2013), the combined shirt sponsorship income of the Premier League's

20 clubs is worth £165.75m in season 2013-2014. As a rough estimate, the Premier League would lose at least £24 million (the loss from transfers) if both alcohol and gambling sponsorships were banned. The total loss in economic value may be substantially larger if there are benefits to the league beyond the direct monetary transfer.

Table 6 also shows that the impact is spread unevenly across clubs. For those clubs that end up without a matching sponsor, the matching value loss is substantial. For the clubs that end up with a different matching sponsor, some gain and others lose, but the impact is much smaller. In all three simulations, over 85% of the loss in match value is driven by those clubs that do not find a new sponsor. Therefore, when we dig into the heterogeneous impact of bans across clubs, we provide detailed comparisons of those clubs that find new sponsors and those that do not.

6.3. Impact on individual clubs

Tables 7 and 8 dig into which teams were most affected. As suggested by Table 5, it is the clubs that failed to find sponsors after the ban that had the biggest reduction in match values. Table 7 provides further detail into this result. It examines the match value for clubs that had a banned sponsor in the optimal simulation and found a new sponsor with teams that did not find a new sponsor. It also looks at those clubs that did not have a banned sponsor, but still changed sponsors.

The results reinforce Table 5: It is clubs that ended up without a sponsor that were most hurt. Because we assume that these clubs received a match value equal to the lowest observed match value, this might be considered a lower bound on the impact. In other words, we assume that any new sponsors who might come in to sponsor the unmatched teams are as good as the

worst observed sponsor; however, these sponsors are likely to be an even worse match because they chose not to sponsor any teams in the actual data.

Perhaps most striking is the comparison between teams that had banned sponsors and now have other sponsors, and teams that did not have banned sponsors and now have no sponsors. Teams that had banned sponsors but found new ones only a slight loss in match value. In contrast, teams that ended up without a sponsor are much worse off, even if their initial sponsors were not banned. This suggests that the identity of the sponsor is not critical to understanding who is affected. Instead, it must be certain characteristics of the clubs that determine who is most hurt.

Table 8 shows that the simulation suggests better performing clubs and larger wealthier locations are much better at attracting new sponsors. It looks at clubs that had a banned sponsor and compares the counterfactual clubs that found a new sponsor with clubs that did not. Clubs that found a new sponsor performed better on the field, had more revenue and higher attendance, and are located in higher income more densely populated areas.

Table 9 looks at all clubs, regardless of sponsor, and examines what types of clubs are more affected by a ban. It shows the results of regressing the loss in match value on team and location characteristics. The loss is calculated as the difference in match value between the simulated optimum and the counterfactual under a sponsorship ban. A more positive coefficient means that teams with higher values of that characteristic were estimated to be more hurt by the ban.

While the results vary somewhat for bans of alcohol sponsors, gambling sponsors, or both, there are some consistencies. First, in all specifications, the coefficient on local weekly earning index is negative. This means that clubs in higher income locations are less hurt by a

(simulated) ban. Second, in all specifications, the coefficient on team attendance is negative, though it is not significant in the gambling sponsor bans. This suggests that teams with higher attendance are less hurt by a ban. This is consistent with the results of tables 6 and 8 which show that clubs with low attendance and clubs in low income areas were more likely to lose their sponsor.

In summary, the impact of a ban is significant in the economic value, and is likely to have the biggest impact on teams in lower income locations with poor attendance numbers. The cost of a ban is not borne by those teams currently with alcohol and gambling sponsors. Instead it is borne by those teams that are unlikely to be able to find a high quality replacement sponsor.

7. Conclusion

This paper applies a two-sided matching model to study the underlying factors influencing the formation decisions of sport sponsorships. We find the geographical distance is still an important factor even when alliances involve largely the intangible assets. However, the impact of geographical distance on the formation of a sport sponsorship depends on club quality (measured by attendance or performance) and the sizes and industries of sponsors. Furthermore, there is an assortative matching between club quality and sponsor revenue. Because sponsorships are a key revenue source, the assortative matching exacerbates differences between clubs and therefore may be a contributor to the persistent dominance of few big clubs in the football league.

Studying sports sponsorships using two-sided matching models allows us to examine the interdependence among these decisions. This is particularly important to capture the full effect of a policy change such as a ban on potentially controversial sponsorships. Using the estimates from the two-sided matching model, we conduct three counterfactual experiments on banning

alcohol sponsorships, gambling sponsorships or both. We estimate that over 14% of the total matching value (estimated to be about £24 million) will be lost if a ban on alcohol and gambling sponsorships is implemented.

Importantly, it is not the clubs with alcohol and gambling sponsors that are most affected. Many of them are able to poach replacement sponsors from other clubs. Because these sponsors tend to come from worse-performing clubs in relatively low income areas, it is these clubs that are most negatively affected by a ban. As Edelman and Schwarz (2010) showed in their examination of reserve prices in sponsored search auctions, in a matching setting, the indirect impact of a blunt policy can be larger than the direct impact.

As with any empirical paper, our analysis suffers from some limitations that may form a basis for future research. First, our model does not incorporate forward-looking behavior of either clubs or sponsors. The equilibrium could change if the sponsors or clubs anticipate switching costs. Second, and related, our simulations do not take the current sponsorships as given and then simulate what is likely to happen next year. Instead, we simulate what the market would have looked like had a ban been in place. This means that our results are better seen as a long-run estimate of the impact of a ban on different types of clubs. Switching costs mean that the short-term impact of a ban is likely to increase the relative importance of the direct effect. Third, we assume that the value of any new sponsors coming in is equivalent to the lowest value match. While we view this as a conservative assumption in terms of the overall size of the loss in match value, our results are constrained by the validity of this assumption. Fourth and finally, our empirical analysis focuses on one particular sponsorship setting. While English football is a relatively large sponsorship market, it is not clear the extent to which our results generalize to other settings, beyond the insight that the indirect effect of a ban can exceed the direct effect.

Notwithstanding these limitations, we believe our results provide an improved understanding of the drivers of sports sponsorships and the potentially surprising consequences of proposed bans on certain types of sponsors.

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Table 1: Basic Statistics Summary of the Variables in the Data

Variable	Mean	Std. Dev.	Min	Max
Full Sample 1979-2010				
No. of observations (club-years)	1202			
Club side				
Club performance ranking (normalized)	0.71	0.21	0.00	1.00
Promoted to the top league/division	0.06	0.24	0.00	1.00
Relegated from the top league/division	0.06	0.24	0.00	1.00
Accumulated percentage at the top league/division	0.50	0.27	0.00	0.96
Club revenue (in million pounds)	21.58	31.52	0.46	286.42
Club attendance ('000)	20.38	11.95	1.75	75.83
Population density (number of persons per hectare)	36.37	23.53	6.59	111.31
Local weekly earnings index	0.98	0.15	0.80	1.38
Industry concentration indices [#]	0.89	1.20	0.00	19.39
Sponsor side				
Sponsor revenue (in million pounds)	3868.70	10200.00	1.00	124000.00
International sponsor dummy	0.34	0.47	0.00	1.00
Sponsorship length (N=490)	2.62	1.55	1.00	15
Estimation Sample 1990-2010				
No. of observations (club-years)	881			
Club side				
Club performance ranking (normalized)	0.72	0.20	0.00	1.00
Promoted to the top league/division	0.07	0.25	0.00	1.00
Relegated from the top league/division	0.07	0.25	0.00	1.00
Accumulated percentage at the top league/division	0.50	0.27	0.00	0.96
Club revenue (in million pounds)	26.10	35.57	0.46	286.42
Club attendance ('000)	22.03	12.30	1.75	75.83
Population density (number of persons per hectare)	37.02	26.07	6.63	130.62
Local weekly earnings index	0.98	0.15	0.75	1.75
Industry concentration indices [#]	0.89	1.21	0.00	19.39
Sponsor side				
Sponsor revenue (in million pounds)	3921.40	10800.00	1.00	124000.00
International sponsor dummy	0.35	0.48	0.00	1.00
Sponsorship length (N=346)	2.51	1.42	1.00	15.00

[#] the numbers are based on the values across 54 industries

Table 2: Summary of Sponsors' Industries

Industry Category*	# of Sponsors 1979-2010	# of Sponsors 1990-2010	UK SIC2007 Code
MANUFACTURING	120	81	
Manufacturers of Food Products	11	10	10
Manufacturers of Alcohol	30	17	11
Manufacturer of electronics, computers, communication equipment components or accessories, telephones, GPS, appliances, electrical products, printers.	42	31	26, 27,28
Manufacturers of automobiles, or train, aircraft, parts	8	4	29, 30
Manufacturers of other goods	29	19	13-25,31,32
ELECTRICITY, GAS, STEAM & AIR CONDITIONING SUPPLY	3	3	35
WATER SUPPLY; SEWERAGE, WASTE MANAGEMENT & REMEDIATION ACTIVITIES	0	0	38
CONSTRUCTION	12	8	41, 43
WHOLESALE AND RETAIL TRADE; REPAIR OF MOTOR VEHICLES & MOTORCYCLES	57	42	45, 46, 47
TRANSPORTATION & STORAGE	15	8	
Airlines (Air transport)	9	6	51
Warehousing and support activities for transportation, Postal and courier activities	6	2	52, 53
ACCOMMODATION & FOOD SERVICE ACTIVITIES	6	4	55, 56
INFORMATION & COMMUNICATION	40	35	
Publishing activities (e.g., newspapers, magazines)	14	11	58
Programming and broadcasting activities (e.g., Radio stations)	5	3	60
Telecommunications (e.g., Internet, wireless, satellite)	11	11	61
Computer programming, consultancy and related activities	10	10	62
FINANCIAL & INSURANCE ACTIVITIES	36	31	64, 65, 66
REAL ESTATE ACTIVITIES	2	2	68
PROFESSIONAL, SCIENTIFIC & TECHNICAL ACTIVITIES	3	3	69-75
ADMINISTRATIVE & SUPPORT SERVICE ACTIVITIES (e.g., travel agencies)	7	6	78, 79
PUBLIC ADMINISTRATION & DEFENCE; COMPULSORY SOCIAL SECURITY	3	1	84
EDUCATION, HUMAN HEALTH & SOCIAL WORK ACTIVITIES	3	3	85-88
ARTS, ENTERTAINMENT & RECREATION	18	16	
Gambling and betting activities	15	14	92
Sports activities and amusement and recreation activities	3	2	93
OTHER SERVICE ACTIVITIES	2	2	94, 96
TOTAL	327	245	

The categories are based on the UK Standard Industrial Classification 2007

Table 3: Correlation Matrix

Correlation	Log sponsor revenue	International sponsor	Club performance ranking+	Promoted to the top league	Relegated from the top league	Accumulated percentage at the top league	Log club revenue	Log club attendance	Population density
All data (1979-2010)									
Log sponsor revenue	1.00								
International sponsor	0.45	1.00							
Club performance ranking+	0.35	0.36	1.00						
Promoted to the top league	0.05	-0.02	0.04	1.00					
Relegated from the top league	0.02	-0.02	0.09	-0.07	1.00				
Accumulated % at the top league	0.31	0.34	0.54	-0.02	0.03	1.00			
Log club revenue	0.29	0.28	0.67	-0.02	0.08	0.55	1.00		
Log club attendance	0.35	0.35	0.77	0.03	0.09	0.69	0.84	1.00	
Population density(people/hectare)	0.14	0.29	0.30	-0.04	-0.04	0.23	0.22	0.23	1.00
Local weekly earning index	0.12	0.22	0.18	-0.04	-0.05	-0.03	0.14	0.09	0.81
Estimation data (1990-2010)									
Log sponsor revenue	1.00								
International sponsor	0.43	1.00							
Club performance ranking+	0.36	0.35	1.00						
Promoted to the top league	0.02	-0.04	0.04	1.00					
Relegated from the top league	0.02	-0.03	0.09	-0.07	1.00				
Accumulated % at the top league	0.31	0.36	0.60	-0.02	-0.01	1.00			
Log club revenue	0.32	0.32	0.74	-0.05	0.08	0.58	1.00		
Log club attendance	0.35	0.32	0.79	0.02	0.09	0.74	0.87	1.00	
Population density(people/hectare)	0.11	0.25	0.28	-0.06	-0.05	0.22	0.25	0.09	1.00
Local weekly earning index	0.14	0.19	0.18	-0.08	-0.05	0.03	0.15	0.22	0.82

Numbers in bold are significant at the 95% confidence level

+ the values are normalized to a scale from 0 to 1 with 1 as highest

Table 4: Two-sided Matching Model Results

Interaction Variables	Data from 1990-2010 (inclusive)					1979-2010	Non-missing
	(1)	(2)	(3)	(4)	(5)	data	data
						(6)	(7)
Distance-related interactions							
Distance	-1	-1	-1	-1	-1	-1	-1
Distance×club performance ranking	0.011	0.096	0.196	-0.371	0.076	0.003	-0.443
Distance×log club attendance	0.139		0.258	0.237		0.012	0.430
Distance×log club revenue				0.586			
Distance×sponsor's financial	0.068		0.033	0.094	0.289	0.197	-0.198
Distance×international sponsor dummy	0.445	0.465	0.118	0.217	0.081	0.161	0.649
Distance×industry dummies of a sponsor							
Distance×alcohol manufacturer sponsor	-0.582	-0.183	-0.027	-0.037	-0.097	-0.664	-2.168
Distance×car manufacturer sponsor	-12.819	-2.126	-0.087	-6.040	-2.714	-0.270	0.219
Distance×airline sponsor	-0.530	-0.201	-0.059	-0.245	-0.369	-0.582	-0.211
Distance×telecommunication sponsor	0.748	0.700	0.454	0.359	0.422	0.377	0.999
Distance×gambling sponsor	0.701	0.533	0.359	0.351	0.627	0.423	0.986
Club's performance × log sponsor revenue							
Club performance ranking×log sponsor revenue	-0.468	0.277	-0.343	-0.434	0.643	-0.332	0.359
Promoted to the top league×log sponsor revenue	0.100	0.059		0.192		0.100	0.035
Relegated from the top league×log sponsor revenue	-0.031	-0.072		-0.051		-0.057	-0.408
Accumulated percentage at the top league×log sponsor revenue	0.164	0.251		0.014		0.144	-0.515
Log club attendance × log sponsor revenue	1.185		1.095	0.632		0.940	1.395
Log club revenue × log sponsor revenue				0.502			
Club performance ranking×log sponsor revenue×int'l sponsor	0.406	0.301		0.362		0.203	0.411
Previous sponsorship effect	2.479	2.799	4.729	2.903	1.753	1.776	2.137
Local industry concentration effect	0.521	0.583	0.411	0.486	0.554	0.385	0.729
Club city's population density×log sponsor revenue	-0.170	-0.351	-0.179	-0.480	-0.458	-0.427	0.036
Club city's weekly earning index×log sponsor revenue	0.293	0.655	0.226	0.524	0.768	0.450	0.388
Maximum Score	95.30%	94.93%	95.08%	95.15%	94.42%	93.98%	94.92%
# of inequalities	2744	2744	2744	2744	2744	3740	945

Numbers in bold are significant at the 95% confidence level

Table 5: Differences between clubs sponsored by alcohol, gambling, and other sponsors

Variables	Original matches			Optimal Matches		
	Clubs with alcohol	Clubs with gambling	Clubs with neither alcohol nor gambling	Clubs with alcohol	Clubs with gambling	Clubs with neither alcohol nor gambling
#of observations	94	33	754	94	33	754
Club performance						
Current year	0.81 (0.16)	0.81 (0.13)	0.70 (0.21)	0.81 (0.16)	0.79 (0.15)	0.70 (0.21)
Accumulated percentage	0.72 (0.16)	0.58 (0.23)	0.47 (0.26)	0.71 (0.17)	0.55 (0.23)	0.48 (0.27)
Club revenue	32784.27 (35752.69)	51448.52 (26697.91)	24187.15 (35389.49)	31930.73 (35910.32)	51475.21 (34479.37)	24292.39 (35106.36)
Club attendance	27.76 (10.64)	28.45 (7.34)	21.03 (12.40)	27.03 (10.64)	28.30 (10.62)	21.13 (12.35)
Population density	33.66 (19.40)	36.61 (25.09)	37.46 (26.82)	33.72 (18.17)	32.52 (19.55)	37.63 (27.10)
Local weekly earning index	0.93 (0.10)	0.91 (0.12)	0.98 (0.16)	0.93 (0.09)	0.89 (0.09)	0.98 (0.16)

Standard deviation in parentheses. N=881. Unit of observation is the club-year. Data includes 1990-2010. Numbers in bold mean that the alcohol or gambling group is significantly different from the other group at the 95% confidence level.

Table 6: The Impact of a Ban in the Whole Market*

	Banning Alcohol		Banning Gambling		Banning Both	
	Matching Value Loss	# of Clubs Impacted	Matching Value Loss	# of Clubs Impacted	Matching Value Loss	# of Clubs Impacted
Clubs without a match	9.34%	4.48	3.12%	1.57	12.61%	6.05
Clubs with a worse match	1.50%	3.43	0.47%	1.00	1.82%	3.81
Clubs with a better match	-0.05%	0.52	-0.05%	0.14	-0.07%	0.48
Total	10.80%	8.43	3.54%	2.71	14.36%	10.33

Numbers are per year averages (i.e. the values are for each market separately).

N=881. Unit of observation is the club-year. Data includes 1990-2010

Table 7: Impact of a ban depending on the matching outcome

Club Type	Banning Alcohol				Banning Gambling				Banning Both			
	# obs.	Optimal match	Counter-factual match	Diff-erence	# obs.	Optimal match	Counter-factual match	Diff-erence	# obs.	Optimal match	Counter-factual match	Diff-erence
Clubs that had banned sponsors and now have other sponsors	55	8.52 (1.01)	6.69 (0.56)	1.83 (1.05)	13	8.80 (0.91)	6.55 (0.36)	2.25 (1.08)	63	8.58 (0.99)	6.66 (0.54)	1.92 (1.08)
Clubs that had banned sponsors and now have no sponsors	39	8.55 (0.94)	0 (0.00)	8.55 (0.94)	20	7.30 (1.21)	0 (0.00)	7.30 (1.21)	64	8.16 (1.18)	0 (0.00)	8.16 (1.18)
Clubs that did not have banned sponsors and now have other sponsors	28	6.63 (0.31)	6.42 (0.30)	0.21 (0.37)	11	6.84 (0.88)	6.66 (0.98)	0.18 (1.29)	27	6.79 (0.58)	6.53 (0.65)	0.27 (0.82)
Clubs that did not have banned sponsors and now have no sponsors	55	6.38 (0.38)	0 (0.00)	6.38 (0.38)	13	6.26 (0.20)	0 (0.00)	6.26 (0.20)	63	6.36 (0.36)	0 (0.00)	6.36 (0.36)

Standard deviation in parentheses. Unit of observation is the club-year. Data includes 1990-2010. Numbers in bold mean that the optimal and counterfactual groups are significantly different at the 95% confidence level

Table 8: Comparing clubs with and without a replacing sponsor in the counterfactual matches

Variables	Banning Alcohol		Banning Gambling		Banning Both	
	Clubs with a replacement	Clubs without a replacement	Clubs with a replacement	Clubs without a replacement	Clubs with a replacement	Clubs without a replacement
#of obs.	55	39	13	20	63	64
Club Performance						
Current year	0.86 (0.14)	0.74 (0.16)	0.83 (0.16)	0.77 (0.14)	0.86 (0.15)	0.76 (0.15)
Accumulated percentage	0.77 (0.13)	0.63 (0.18)	0.72 (0.10)	0.44 (0.22)	0.75 (0.12)	0.59 (0.22)
Club Revenue	43751.47 (41568.90)	15260.46 (14595.02)	73627.31 (42620.32)	37076.35 (17348.93)	48936.37 (44309.16)	25268.44 (21003.34)
Club attendance	31.41 (9.40)	20.85 (9.19)	36.27 (11.99)	23.12 (5.23)	32.44 (10.25)	22.36 (8.39)
Local weekly earning index	0.96 (0.10)	0.89 (0.05)	0.94 (0.10)	0.85 (0.06)	0.96 (0.10)	0.88 (0.06)
Population Density	39.58 (20.42)	25.46 (9.80)	42.00 (26.39)	26.37 (10.12)	40.64 (21.99)	26.30 (10.13)

Standard deviation in parentheses. Unit of observation is the club-year. N=881. Data includes 1990-2010. Numbers in bold mean that the with and without replacement groups are significantly different at the 95% confidence level

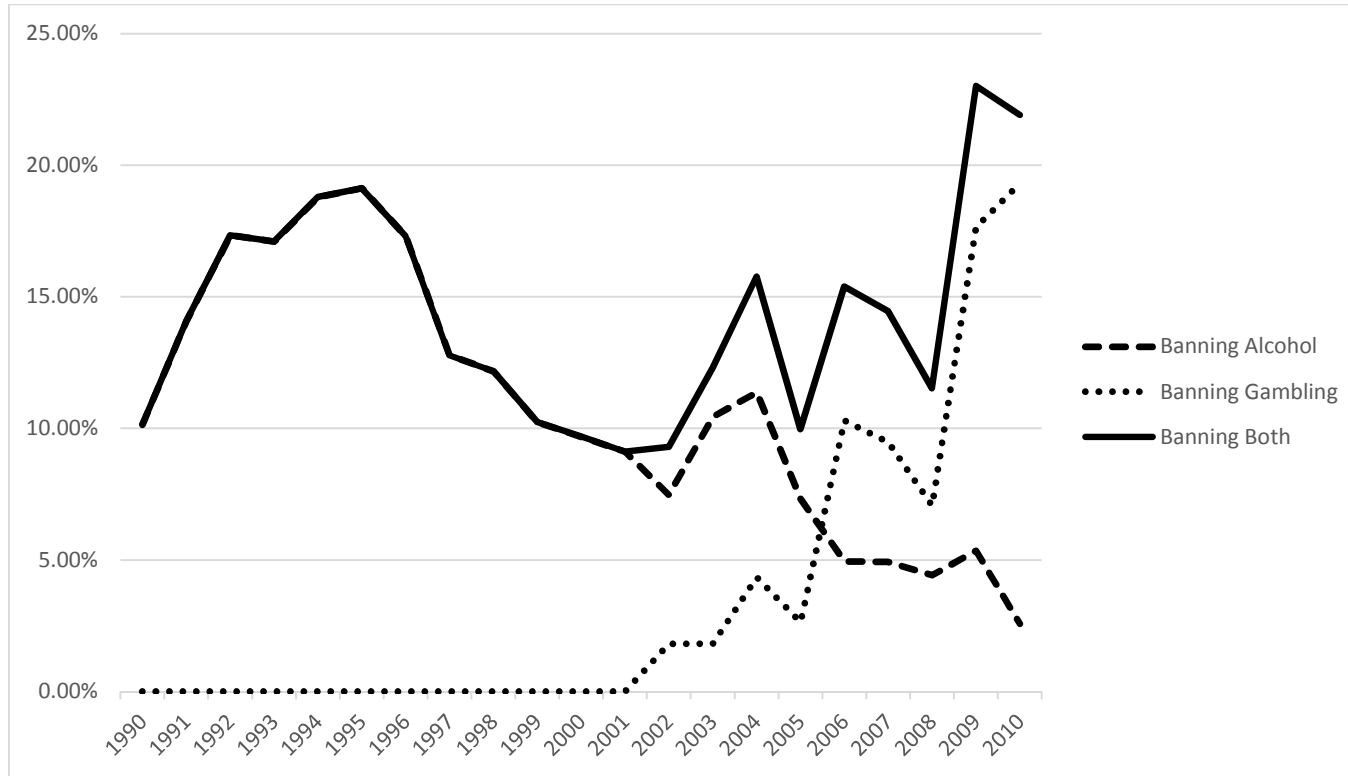
Table 9: Summary of the Impact of a Ban on Individual Clubs

Independent Variable	The Impact of Banning					
	Alcohol	Gambling	Both	Alcohol	Gambling	Both
Constant	4.473*** (0.837)	-0.888* (0.487)	3.079*** (0.947)	4.463*** (1.037)	-0.179 (0.603)	3.748*** (1.174)
Club Performance						
Current year	1.728*** (0.630)	-0.631* (0.367)	0.877 (0.713)	1.728*** (0.630)	-0.648* (0.366)	0.862 (0.713)
Accumulated percentage	1.397*** (0.431)	-0.725*** (0.251)	1.087** (0.488)	1.399*** (0.445)	-0.850*** (0.258)	0.969* (0.503)
Log club revenue	-0.104 (0.137)	0.405*** (0.080)	0.291* (0.155)	-0.104 (0.137)	0.394*** (0.080)	0.281* (0.155)
Log club attendance	-0.795** (0.323)	-0.149 (0.188)	-0.940*** (0.366)	-0.795** (0.324)	-0.126 (0.188)	-0.919** (0.367)
Local weekly earning index	-2.256*** (0.505)	-1.457*** (0.294)	-3.157*** (0.572)	-2.244** (0.897)	-2.316*** (0.521)	-3.967*** (1.015)
Population Density				0.000 (0.005)	0.006** (0.003)	0.006 (0.006)
R-squared	0.044	0.067	0.042	0.044	0.071	0.043

***significant at the 1% level; ** significant at the 5% level; *significant at the 10% level

Dependent variable is the loss in match value in the counterfactual relative to the simulated optimum. Standard error in parentheses. N=881. Unit of observation is the club-year. Data includes 1990-2010.

Figure 1. Matching Value Loss Year-by-year



Appendix Tables

Table A1: Table 4 with confidence intervals (to be continued)

Interaction Variables	Data from 1990-2010 (inclusive)					1979-2010 data	Non-missing data
	(1)	(2)	(3)	(4)	(5)	(6)	(7)
Distance-related interactions							
Distance	-1	-1	-1	-1	-1	-1	-1
Distance×club performance ranking	0.011 [-0.020, 0.187]	0.096 [0.002, 0.308]	0.196 [0.007, 0.286]	-0.371 [-0.397, 0.761]	0.076 [0.001, 0.238]	0.003 [-0.239, 0.151]	-0.443 [-2.424, 0.145]
Distance×log club attendance	0.139 [-0.319, 0.387]		0.258 [0.003, 0.528]	0.237 [-3.965, 0.179]		0.012 [-0.502, 0.467]	0.43 [-1.399, 0.695]
Distance×log club revenue				0.586 [-0.191, 1.997]			
Distance× log sponsor revenue	0.068 [-0.206, 0.483]		0.033 [-0.212, 0.400]	0.094 [-4.563, 0.256]	0.289 [0.080, 0.616]	0.197 [-0.768, 0.497]	-0.198 [-3.703, 0.399]
Distance× int'l sponsor	0.445 [0.096, 0.601]	0.465 [0.365, 0.634]	0.118 [0.039, 0.365]	0.217 [0.095, 1.893]	0.081 [0.004, 0.496]	0.161 [0.078, 0.717]	0.649 [0.387, 3.519]
Distance×industry dummies of a sponsor							
Distance ×alcohol manufacturer	-0.582 [-0.860, 0.062]	-0.183 [-0.293, 0.025]	-0.027 [-0.163, 0.015]	-0.037 [-0.987, 0.639]	-0.097 [-0.747, 0.053]	-0.664 [-1.164, -0.046]	-2.168 [-2.414, -0.032]
Distance ×car manufacturer	-12.819 [-18.082, 0.178]	-2.126 [-8.057, 0.117]	-0.087 [-4.933, 0.203]	-6.04 [-12.383, 0.797]	-2.714 [-6.768, 0.169]	-0.27 [-2.038, 0.013]	0.219 [-2.287, 7.803]
Distance ×airline sponsor	-0.53 [-1.093, -0.130]	-0.201 [-1.212, -0.184]	-0.059 [-0.353, -0.033]	-0.245 [-3.957, -0.218]	-0.369 [-0.640, 0.004]	-0.582 [-1.158, -0.139]	-0.211 [-2.685, 1.166]
Distance ×telecommunication sponsor	0.748 [0.335, 0.888]	0.7 [0.480, 0.935]	0.454 [0.212, 0.621]	0.359 [0.444, 3.122]	0.422 [0.309, 0.818]	0.377 [0.366, 0.915]	0.999 [0.034, 3.925]
Distance ×gambling sponsor	0.701 [0.351, 1.002]	0.533 [0.407, 0.983]	0.359 [0.185, 0.757]	0.351 [-0.019, 1.941]	0.627 [0.212, 0.723]	0.423 [0.052, 1.160]	0.986 [0.615, 4.052]
Club's performance × log sponsor revenue							
Club performance ranking ×log sponsor revenue	-0.468 [-0.802, 0.138]	0.277 [0.010, 0.543]	-0.343 [-0.343, 0.145]	-0.434 [-2.337, -0.137]	0.643 [0.231, 0.702]	-0.332 [-0.820, 0.118]	0.359 [0.020, 3.655]
Promoted to the top league ×log sponsor revenue	0.100 [0.035, 0.221]	0.059 [0.024, 0.256]		0.192 [0.105, 1.231]		0.100 [0.041, 0.497]	0.035 [0.027, 0.878]
Relegated from the top league ×log sponsor revenue	-0.031 [-0.243, 0.081]	-0.072 [-0.242, 0.161]		-0.051 [-1.526, 0.057]		-0.057 [-0.209, 0.155]	-0.408 [-2.678, 0.011]
Accumulated % at the top league ×log sponsor revenue	0.164 [-0.082, 0.421]	0.251 [0.030, 0.419]		0.014 [-0.030, 0.975]		0.144 [0.027, 0.337]	-0.515 [-2.710, 0.448]

TableA1.Table 4 with confidence intervals (continued)

Interaction Variables	Data from 1990-2010 (inclusive)					1979-2010 data	Non-missing data
	(1)	(2)	(3)	(4)	(5)	(6)	(7)
Log club attendance	1.185		1.095	0.632		0.94	1.395
× log sponsor revenue	[0.294, 1.829]		[0.487, 1.182]	[0.529, 6.602]		[0.297, 1.860]	[0.067, 6.143]
Log club revenue				0.502			
× log sponsor revenue				[-0.534, 2.046]			
Club performance ranking	0.406	0.301		0.362		0.203	0.411
×log sponsor revenue ×int'l sponsor	[0.104, 0.700]	[0.250, 0.892]		[0.217, 2.474]		[0.172, 0.601]	[0.088, 3.373]
Previous sponsorship effect	2.479	2.799	4.729	2.903	1.753	1.776	2.137
	[0.639, 7.676]	[0.665, 5.862]	[0.605, 9.457]	[1.428, 9.457]	[0.578, 6.791]	[0.982, 7.541]	[0.662, 6.717]
Local industry concentration effect	0.521	0.583	0.411	0.486	0.554	0.385	0.729
	[0.282, 0.977]	[0.234, 0.650]	[0.269, 0.532]	[0.457, 4.259]	[0.293, 0.776]	[0.297, 0.849]	[0.320, 2.869]
Club city's population density	-0.17	-0.351	-0.179	-0.48	-0.458	-0.427	0.036
×log sponsor revenue	[-0.750, 0.038]	[-0.690, 0.051]	[-0.401, -0.047]	[-2.458, -0.121]	[-0.456, 0.089]	[-0.666, 0.037]	[-1.960, 0.704]
Club city's weekly earning index	0.293	0.655	0.226	0.524	0.768	0.45	0.388
×log sponsor revenue	[0.074, 0.989]	[0.177, 1.042]	[0.069, 0.544]	[0.082, 2.000]	[0.088, 0.788]	[0.172, 0.975]	[0.031, 4.682]
Maximum Score	95.30%	94.93%	95.08%	95.15%	94.42%	93.98%	94.92%
# of inequalities	2744	2744	2744	2744	2744	3740	945

Numbers in bold are significant at the 95% confidence level

Table A2: Different Models for The Impact of a Ban in the Whole Market (as in Table 6)

	Banning Alcohol		Banning Gambling		Banning Both	
	Matching Value Loss	# of Clubs Impacted	Matching Value Loss	# of Clubs Impacted	Matching Value Loss	# of Clubs Impacted
Model 1 (Identical to Table 6)						
Clubs without a match	9.34%	4.48	3.12%	1.57	12.61%	6.05
Clubs with a worse match	1.50%	3.43	0.47%	1.00	1.82%	3.81
Clubs with a better match	-0.05%	0.52	-0.05%	0.14	-0.07%	0.48
Total	10.80%	8.43	3.54%	2.71	14.36%	10.33
Model 3						
Clubs without a match	6.52%	4.48	1.67%	1.57	8.86%	6.05
Clubs with a worse match	4.90%	2.95	1.32%	0.86	5.42%	3.14
Clubs with a better match	-0.07%	0.76	-0.16%	0.38	-0.06%	0.86
Total	11.36%	8.19	2.83%	2.81	14.22%	10.05
Model 6						
Clubs without a match	8.22%	4.48	2.40%	1.57	11.33%	6.05
Clubs with a worse match	2.62%	3.05	0.80%	0.90	2.55%	3.00
Clubs with a better match	-0.22%	0.95	-0.19%	0.48	-0.21%	0.90
Total	10.62%	8.48	3.01%	2.95	13.67%	9.95

Numbers are per year averages (i.e. the values are for each market separately).

N=881. Unit of observation is the club-year. Data includes 1990-2010 inclusive

Table A3: Different Models for Summary Ban in the Whole Market (as in Table 9)

Independent Variable	The Impact of Banning					
	Alcohol	Gambling	Both	Alcohol	Gambling	Both
Model 1 (Identical to Table 9)						
Constant	4.473*** (0.837)	-0.888* (0.487)	3.079*** (0.947)	4.463*** (1.037)	-0.179 (0.603)	3.748*** (1.174)
Club Performance						
Current year	1.728*** (0.630)	-0.631* (0.367)	0.877 (0.713)	1.728*** (0.630)	-0.648* (0.366)	0.862 (0.713)
Accumulated percentage	1.397*** (0.431)	-0.725*** (0.251)	1.087** (0.488)	1.399*** (0.445)	-0.850*** (0.258)	0.969* (0.503)
Log club revenue	-0.104 (0.137)	0.405*** (0.080)	0.291* (0.155)	-0.104 (0.137)	0.394*** (0.080)	0.281* (0.155)
Log club attendance	-0.795** (0.323)	-0.149 (0.188)	-0.940*** (0.366)	-0.795** (0.324)	-0.126 (0.188)	-0.919** (0.367)
Local weekly earning index	-2.256*** (0.505)	-1.457*** (0.294)	-3.157*** (0.572)	-2.244** (0.897)	-2.316*** (0.521)	-3.967*** (1.015)
Population Density				0.000 (0.005)	0.006** (0.003)	0.006 (0.006)
R-squared	0.044	0.067	0.042	0.044	0.071	0.043
Model 3						
Constant	1.972*** (0.536)	-0.705** (0.276)	1.086* (0.586)	1.705*** (0.665)	-0.435 (0.342)	1.235* (0.726)
Club Performance						
Current year	0.987** (0.404)	-0.405* (0.208)	0.568 (0.441)	0.994** (0.404)	-0.411**5 (0.208)	0.565 (0.441)
Accumulated percentage	1.630*** (0.276)	-0.091 (0.142)	1.558 (0.302)	1.678*** (0.285)	-0.138 (0.147)	1.531*** (0.311)
Log club revenue	-0.144* (0.088)	0.190*** (0.045)	0.061 (0.096)	-0.141 (0.088)	0.186*** (0.045)	0.059 (0.096)
Log club attendance	-0.200 (0.207)	-0.072 (0.107)	-0.261 (0.226)	-0.208 (0.208)	-0.063 (0.107)	-0.256 (0.227)
Local weekly earning index	-1.035*** (0.324)	-0.450*** (0.167)	-1.474*** (0.354)	-0.711 (0.575)	-0.777*** (0.296)	-1.655*** (0.628)
Population Density				-0.002 (0.003)	0.002 (0.002)	0.001 (0.004)
R-squared	0.080	0.036	0.078	0.080	0.038	0.078
Model 6						
Constant	1.405*** (0.308)	-0.402** (0.161)	0.988*** (0.342)	1.478*** (0.382)	-0.177 (0.198)	1.192*** (0.423)
Club Performance						
Current year	0.583** (0.232)	-0.240** (0.121)	0.329 (0.257)	0.582** (0.232)	-0.245** (0.121)	0.325 (0.257)
Accumulated percentage	0.781*** (0.159)	-0.167** (0.083)	0.812*** (0.176)	0.768*** (0.164)	-0.207** (0.085)	0.776*** (0.182)
Log club revenue	-0.070 (0.050)	0.138*** (0.026)	0.059 (0.056)	-0.0712 (0.050)	0.135*** (0.026)	0.056 (0.056)
Log club attendance	-0.160 (0.119)	-0.033 (0.062)	-0.225* (0.132)	-0.157 (0.119)	-0.026 (0.062)	-0.219* (0.132)
Local weekly earning index	-0.774*** (0.186)	-0.482*** (0.097)	-1.148*** (0.206)	-0.863*** (0.330)	-0.754*** (0.172)	-1.395*** (0.366)
Population Density				0.001 (0.002)	0.002* (0.001)	0.002 (0.002)
R-squared	0.064	0.071	0.074	0.064	0.075	0.074

***significant at the 1% level; ** significant at the 5% level; * ** significant at the 10% level. Standard errors in parentheses. Dependent variable is the loss in match value in the counterfactual relative to the simulated optimum. N=881. Unit of observation is the club-year. Data includes 1990-2010 inclusive.