Read me file for replication of: Leading-Effect, Risk-Taking and Sabotage in Two-Stage Tournaments: Evidence from a Natural Experiment

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1. INSTRUCTIONS FOR REPLICATION

The do-file "Replication dofile - Leading effect - FML PAV - J Econ and Stat 2016.do" replicates the following tables and figures:

Tables:
- Table 1: Summary of the data
- Table 2: UEFA regulation, passing the knock-out round and home advantage
- Table 4: Neutrality of two-stage tournament structure

Figures:
- Figure 1: Results in the first game (FG) and second game (SG)
- Figure 2: Sum of home and away goals by game

The tables and figures listed above have been generated using the “Leading effect_Data_Replication.xlsx” data, which consists of 1,146 games (573 knock-outs). These data was gathered by the authors from UEFA.com.

The IMPIRE dataset which replicates the remaining tables and figures was provided by IMPIRE, a professional soccer data provider that focuses on German teams, under a non-disclosure agreement and, thus, the authors cannot share these data. Instead of sharing the data we have generated a dataset, “Leading effect_IMPIRE_DataIdentifier_Replication.xlsx”, which uniquely identifies the knock-outs used in the analysis. This information can be used to generate the same data from alternative sources and replicate the results.

2. VARIABLES

The variables in the “Leading effect_Data_Replication.xlsx” dataset are described below and in the data section of the paper:
- Match: ID of the single leg
- Team_1: Team playing the first leg at home
- win_1: Dummy, equals 1 if Team_1 won the knock-out
- **goal_1**: Categorical variable with the number of goals scored by Team_1
- **Team_2**: Team playing the second leg at home
- **win_2**: Dummy, equals 1 if Team_2 won the knock-out
- **goal_2**: Categorical variable with the number of goals scored by Team_2
- **saison**: Year of the competition
- **uefachampionsleague**: Dummy, equals 1 if Champions League game
- **uefapokaluefaeuropaleague**: Dummy, equals 1 if UEFA Cup game
- **qualification**: Dummy, equals 1 if the game is played in the qualification
- **maincompetitionfirstround**: Dummy, equals 1 if the game is played in the first round of the main competition
- **rundederletztensechszehn**: Dummy, equals 1 if the game is played in the round of last 16 teams
- **viertelfinale**: Dummy, equals 1 if the game is played in the quarter finals
- **halbfinale**: Dummy, equals 1 if the game is played in the semi finals
- **finalrounds**: Dummy, equals 1 if the game is the final
- **second_game**: Dummy being 1 in the second leg
- **match_ID**: Knock-out ID
- **win**: Dummy, equals 1 in the first (second) leg, indicates that Team_1 (Team_2) won
- **sh**: Dummy, equals 1 in the second leg
- **sumgoal**: Sum of goals in the leg
- **CL_SH**: Interaction between Champions League dummy and Second Home dummy
- **R16_SH**: Interaction between round of last 16 dummy and Second Home dummy
- **QF_SH**: Interaction between quarter-final dummy and Second Home dummy
- **SF_SH**: Interaction between semi-final dummy and Second Home dummy
- **KORundeentschiedendurchTor**: Knock-out won by goal difference
- **KORundeentschiedendurchElf**: Knock-out won by penalty shootouts
- **KORundeentschiedenachVert**: Knock-out won after extra time