

**U.S. OUTLOOK CONFERENCE** 

# **NEW YORK**

# Sports Media: The Reach/Revenue Conundrum

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### Sports Rights Overview

- Sports industry exceeded \$83 billion in 2023, per PwC figures
- Economics consist of 1) rights fees, 2) gate revenues, 3) sponsorships, and 4) licensed merchandise
- Rights fees are the majority of revenue, growing at a 5% CAGR and the focus of this panel
- NFL is the richest league at ~\$19 billion of revenue, two-thirds of which is derived from rights fees
- MLB and NBA each generate ~\$10 billion in revenue, with roughly half from rights fees

#### Revenue Breakdown of U.S. Sports Leagues 6% 7% 10% **Estimated Revenue** 12% 19% NFL: ~\$19 billion 27% 31% MLB: ~\$10 billion 9% 44% 12% NBA: ~\$10 billion 11% NHL: ~\$6 billion 13% 23% 14% SEC: ~\$2 billion 64% 12% ~\$2 billion Big Ten: 40% 26% 19% North America Sports: \$80+ billion NFL MLB NBA NHL Sponsorships ■ National Rights Local Rights Gate Other

Source: Various media reports, Sportico and CreditSights.



# Sports Rights Costs Pass \$30 billion per Annum

### Recent Deals have increased by more than 2x on average (average annual value)

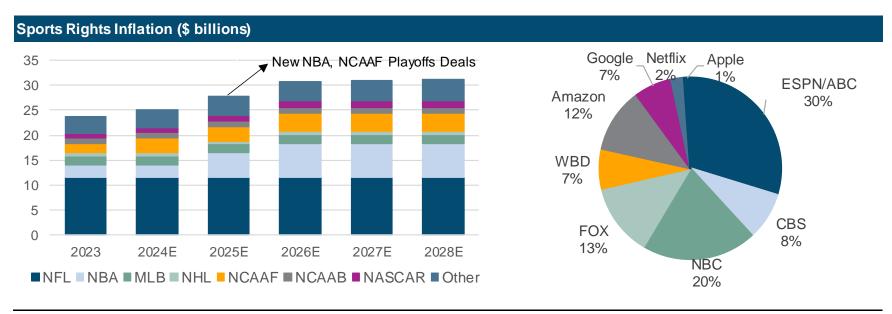
• NBA: \$2.6 billion ESPN/WBD → \$6.9 billion ESPN/NBC/Amazon

NASCAR: \$0.8 million FOX/NBC → \$1.2 billion FOX/NBC/WBD/Amazon/CW

NCAAF: \$0.6 million ESPN → \$1.3 billion ESPN (sublicense to WBD)

• French Open: \$24 million NBC/TC → \$65 million WBD

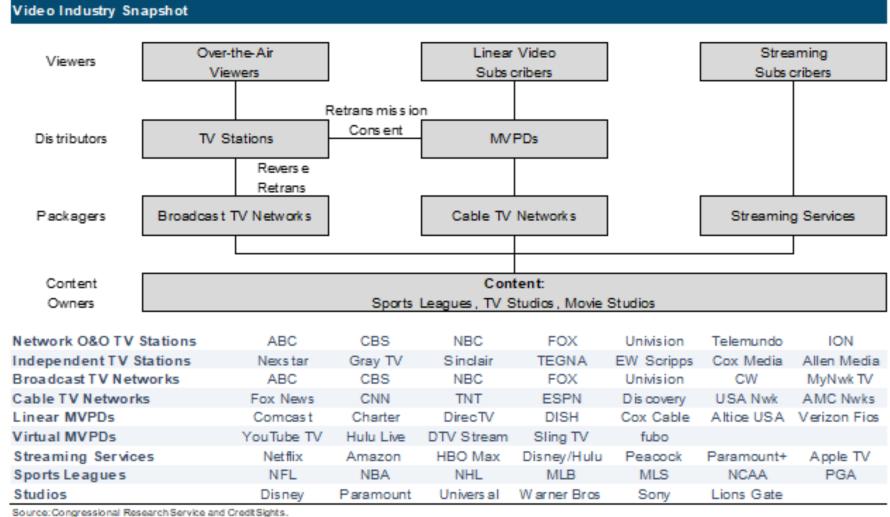
Next Up: Formula One, ESPN opt-out of MLB?



Source: Various media reports and CreditSights.



### Sports Media Players



- Sports leagues negotiate directly with media/tech companies
- Media companies package sports with entertainment and sell to linear MVPDs
- Sports networks are sold at a wholesale price
- Streaming services are sold at a retail price direct to consumer



## Tech: Deep Pockets, New Features, Customer Data, Global Distribution



#### **Metrics:**

Market Cap: \$2.2 tn

Cash & Inv (MRQ): \$88 bn CFO-Capex (LTM): \$48 bn

#### **Contracts:**

NFL (TNF): \$1.0 bn per year

NBA: \$1.8 bn per year

NASCAR: N/A

**Features:** Key Plays, Next Gen Stats, Defensive Alerts

**Distribution:** Prime members surpassed 200 million by April 2021

# Alphabet

#### **Metrics:**

Market Cap: \$2.1 tn

Cash & Inv (MRQ): \$93 bn CFO-Capex (LTM): \$56 bn

#### **Contracts:**

NFL (Sunday Ticket): \$2.0 bn per year

**Features:** Multiview, Key Plays

**Distribution:** YouTube TV >8 mn subs at year-end 2023; YouTube >2.5 bn MAUs (estimates)



#### **Metrics:**

Market Cap: \$3.6 tn

**Cash & Inv (MRQ):** \$157 bn **CFO-Capex (LTM):** \$109 bn

#### **Contracts:**

MLS: \$250 mn per year MLB: \$85 mn per year

**Features:** Multiview, Key Plays

**Distribution:** Apple TV+ has >25 mn subs (estimated); Apple surpassed 2.2 bn active devices in early 2024



#### **Metrics:**

Market Cap: \$0.4 tn

Cash & Inv (MRQ): \$9 bn CFO-Capex (LTM): \$7 bn

#### **Contracts:**

NFL X-Mas: \$150 mn

**WWE:** \$500 mn per year

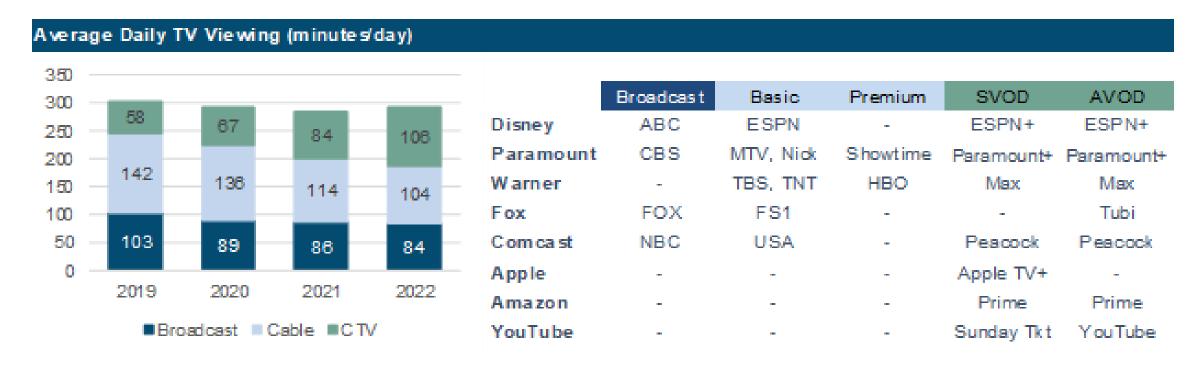
Features: N/A

**Distribution:** Netflix had 283 mn subs at 3Q24, including 85 mn in the US and Canada.



### Distribution Conundrum

- Distribution revenue makes up 80% of sports economics
- Media companies are at a crossroads focus on revenue or reach?
- Three choices in today's fast-moving environment: 1) streaming only, 2) linear only, or 3) side-by-side hybrid
- Diversified media companies have multi-platform distribution across broadcast, cable, and streaming



Source: Nielsen, company reports and CreditSights.



### Path No. 1: Streaming Only

- Churn is High: Subscribers to streaming tend to be much higher churn than linear
- ARPU is High: The price point for streaming must be high to counteract the elevated churn and large costs
- Reach is Low: Streaming households still make a minority of overall TV households
- Bundle is Low: Consumers face friction in switching between services and finding games
- Who is taking this path? So far, only Big Tech is doing streaming-only

### Weighing the Future of Sports Distribution

	lm pa ct		Churn	ARPU	Reach	Bundle	Commentary
Streaming/ Direct-to-Consumer	Pos itive	$\rightarrow$	Low	High	High	High	Streaming faces high
	Neutral	$\rightarrow$	Medium	Medium	Medium	Medium	chum and reaches
	Negative	$\rightarrow$	High	Low	Low	Low	sm aller audiences

Source: CreditSights...



### Path No. 2: Linear Only

- Churn is Low: Satellite TV churn is below 2% versus high-single-digits for streaming
- ARPU is Medium: Media companies charge a wholesale rate in bundle, but fees are spread across larger base
- Reach is Medium: Linear TV economics used to work because it had wide reach; now only 60% of TVHH
- Bundle is High: The convenience factor for sports fans is very good for linear

Weighing the Future of	f Sports Distrib	ution					
	Impact		Churn	ARPU	Reach	Bundle	Commentary
Pay TV (Cable/Satellite)	Pos itive	$\rightarrow$	Low	High	High	High	Pay-TV faces sub losses
	Neutral	$\rightarrow$	Medium	Medium	Medium	Medium	due to high cost; cable
	Negative	$\rightarrow$	High	Low	Low	Low	nets get wholesale rates
	Impact		Churn	ARPU	Reach	Bundle	Commentary
	Impact Positive	<b>→</b>	Churn Low	ARPU High	Reach High	Bundle High	Commentary Broadcast reaches the
Broadcast TV		→ →					-
Broadcast TV	Pos itive	_	Low	High	High	High	Broadcast reaches the

Source: CreditSights.



## Path No. 3: Hybrid Streaming/Linear Side-By-Side

- What is side-by-side hybrid? We think the best approach is simultaneously strengthening the linear bundle (by including DTC services) while expanding distribution to new, younger audiences with DTC streaming
- Disney went the other direction, asking for more linear fees but moving premium content to streaming
- Others simulcast sports on streaming and linear (e.g., NFL on Peacock and NBC)
- Churn is low as streaming services can be bundled with linear and could slow cord cutting
- Revenue opportunity is high given media companies can expand addressable market to younger demos
- Reach is high as sports reach pay-TV (60%), broadcast (80% incl. Pay-TV and OTA), and OTT (20%)

### Weighing the Future of Sports Distribution

	lm pa ct		Churn	ARPU	Reach	Bundle	Commentary
Hybrid (Streaming/Linear)	Pos itive	$\rightarrow$	Low	High	High	High	We think the best
	Neutral	$\rightarrow$	Medium	Medium	Medium	Medium	approach is to offer
	Negative	$\rightarrow$	High	Low	Low	Low	stream ing/linear together

Source: CreditSights.



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