

Article

Sport Fandom and Post-Event Memories: An Examination of Negative and Positive Rumination in Sport Fans

Jordan Marie Pearsall¹, Daniel L. Wann² *, Xavier Brown³, and Patrick Cushen⁴

¹ Murray State University

* Correspondence: dwann@murraystate.edu; Tel.: 270-809-2860

Abstract: Rumination is generally thought of as a negative thought pattern, in which thoughts are unwanted and cyclical in nature, and become more negative over time (Abbott & Rapee, 2004; Rachman et al., 2000). In Study 1, we examined the relationship between negative post-event rumination and sport fandom. We found that dysfunctional sport fandom was significantly and positively correlated with negative post-event rumination. Dysfunctional sport fans are those who are aggressive (Castleman et al., 2020; Wann et al., 2023), outspoken, and confrontational (Wakefield & Wann, 2006). In Study 2, we extended this work by examining the relationship between team identification and positive post-event rumination (i.e., thoughts that are cyclical and intrusive in nature, but that focus on positive outcomes like winning). We found that highly identified fans were more likely to positively ruminate on games and players.

Keywords: rumination, negative rumination, positive rumination, sport fandom, dysfunctional sport fandom, team identification

Sport fans have been the focus of a large amount of research for many decades. Given that their interest in sport frequently impacts their affective, behavioral, and cognitive reactions, such research is clearly warranted (Wann & James, 2019). One of the more interesting lines of research has investigated the memories fans have for past games and events involving their team. Earlier research (Hastorf & Cantril, 1954; Wann & Dolan,

1994) indicates that sport fans' memories for sporting events are far from perfect and often reflect biased beliefs and assumptions.

For example, consider the research by Wann and Waddill (2007). These authors were interested in car racing fans' recollections of the crash and death of popular race car driver Dale Earnhardt Sr. The investigators asked fans to recall where they were and what their reactions were when they learned about the crash. Interestingly, recall and reactions were greatly influenced by the extent to which the individual was a fan of Earnhardt, a fan of a rival driver, or not a fan at all. For example, a content analysis of participants' responses to the crash indicated fans of Earnhardt frequently included painful remarks (e.g., "shock" and "loss") in their recollections of and reactions to the crash. Fewer fans of other drivers included such responses and, instead, were more likely to dismiss the event (e.g., "he knew the risks").

Another relevant study was conducted by Talarico and Moore (2012), who examined team identification in the context of the creation and sustainment of flashbulb memories (team identification involves a fan's psychological connection to a team; see Wann & James, 2019). They hypothesized that higher levels of team identification would lead to greater memory retainment in instances of positive outcomes. That is, highly allegiant fans of the winning team of a specific game would recall that game more favorably and more consistently over time than would fans of the losing team. They attributed this to the use of team identification as a social identity marker, meaning that individuals use their fandom as a way to create a social identity for themselves. Fans have a desire to maintain a positive social identity, so they will rely on their fandom and therefore that identity when there are favorable outcomes, like winning a game. Talarico and Moore (2012) found that highly identified fans engaged in increased rehearsal of a favorable outcome, therefore enhancing the autobiographical context of the specific memory and assimilating this positive event to their social identity. Fans of the winning team thought more about, talked more about, and watched more highlights of the game than did fans of the losing team. Similar findings have been reported elsewhere (Breslin and Safer, 2011).

One area involving cognition and memory that has not been adequately studied within sport fandom concerns post-event rumination. Post-event rumination has been defined as a cognitive processing bias in which individuals may dwell on or obsess over memories of an event. This may lead them to, over time, exaggerate certain aspects, emotions, and/or details of the event (Whitmer & Gotlib, 2013). Typically, rumination is cyclical in nature, relatively uncontrollable, unwanted, and intrusive (Abbott & Rapee, 2004; Rachman et al., 2000).

The current pair of studies were designed to investigate the likelihood that sport fans ruminate on past contests, outcomes, and other events involving their favorite teams. In Study 1, we investigated negative post-event rumination and sport fan variables that predict the tendency to engage in this type of thinking. In Study 2, we examined positive post-event rumination and predictors of these thoughts.

Study 1: Dysfunctional Sport Fandom and Negative Post-Event Rumination

Although sport fandom is associated with positive psychological outcomes, such as higher collective self-esteem and lower levels of loneliness and social isolation (Inoue et al., 2015; Wann, 2006), it comes with a darker side as well. For instance, researchers have examined the attitudes and actions of dysfunctional sport fans—that is, fans who tend to be aggressive (Castleman et al., 2020; Wann et al., 2023), as well as confrontational and argumentative (Wakefield & Wann, 2006). Interestingly, dysfunctional fans are no more highly identified with their team than other fans who are not dysfunctional, yet these fans

are combative, loud, and obnoxious (Wakefield & Wann, 2006). Dysfunctional fans have been described as abnormal and having impaired functioning relating to socialization (Wakefield & Wann, 2006), illustrated in part by their tendency to complain loudly and angrily about things like coaches' and officials' decisions, players, and even other fans. Dysfunctional fans typically consume more alcohol in sporting environments compared to those with low levels of dysfunction, which may reduce their inhibitions and lead to an increase in dysfunctional behavior such as yelling and complaining (Wakefield & Wann, 2006). Other research has found that dysfunctional fans were likely to have been bullies as children (Courtney & Wann, 2010), and continue to display bullying behavior toward their own children when watching them compete in a youth sport (Partridge & Wann, 2015).

Kim and Byon (2020) examined the relationship between dysfunctional sport fandom and the revisit intentions of other fans. They found that the negative, disruptive, and inappropriate behavior of dysfunctional sport fans could make other fans so angry and uncomfortable that they were less likely to attend future games. Essentially, the anger and discomfort they experienced led to post-event rumination, which in turn led to avoidance of similar situations, thus decreasing future attendance of games.

The current investigation was designed to extend the work of Kim and Byon (2020) by examining the relationship between sport fan dysfunction and negative post-event rumination. Negative rumination involves exaggerating the negative aspects, emotions, or details of an event, with the memory becoming more negative over time (Whitmer & Gotlib, 2013). Dysfunctional sport fans are more likely to be vocal in their opinions, actively seeking out opportunities to talk about games and the performance of the team past what may be considered socially acceptable (Wakefield & Wann, 2006; Wann & James, 2019). This suggests that these fans may tend to ruminate on negative games and past team performances. Although other sport fan variables have been investigated, including general fandom (Wann, 2002) and team identification (Wann, 2006), given the characteristics associated with dysfunctional fandom, we expected this to be the critical variable for negative post-event rumination. Thus, we hypothesized that dysfunctional sport fandom would be a significant positive predictor of negative post-event rumination, even when controlling for the other fan variables.

Methods

Participants

The original sample consisted of 174 students attending a midsized university in the mid-south. A total of 77 participants returned incomplete protocols and were, as a result, removed from the sample. Thus, the final sample consisted of 97 students (67 females, 30 males), predominantly Caucasian ($n = 86, 88.7\%$), with a mean age of 20.65 years ($SD = 5.24$).

Procedure

Following IRB approval and gaining participant consent, respondents completed a questionnaire packet containing five sections, either in-person or online.

Demographics. Participants were first asked to report their age, biological sex, and race/ethnicity.

Sport Spectator Identification Scale - Revised (SSIS-R; James et al., 2019). The SSIS-R ($\alpha = 0.92$) is a revised version of the original SSIS, which has been found to be both valid and

reliable (Wann & James, 2019). Participants were asked to list their favorite sport team, then answer a series of items used to assess their identification with that team. The SSIS-R consists of seven items scored on a Likert-type scale ranging from 1 (low identification) to 8 (high identification). Thus, higher scores indicate greater levels of team identification for the targeted team. A sample item reads “How strongly do you see yourself as a fan of your favorite sport team?”

Dysfunctional Fandom Questionnaire (DFQ; Wakefield & Wann, 2006). The DFQ ($\alpha = 0.85$) consists of five items assessing levels of dysfunctional sport fandom. The response options for these items range from 1 (inaccurate as a description of me) to 10 (accurate as a description of me). Higher scores indicate greater levels of fan dysfunction. A sample item from this scale reads “I have had confrontations with others at sporting events when I voiced my opinion.”

Sport Fandom Questionnaire (SFQ; Wann, 2002). The SFQ ($\alpha = 0.94$) consists of five items and has been found as a reliable and valid measure of general sport fandom. The response options range from 1 (strongly disagree) to 8 (strongly agree). Higher scores correspond with greater levels of sport fandom. A sample item is “My life would be less enjoyable if I were not able to follow sports.”

Post-Event Processing Questionnaire (PEP-Q; Fehm et al., 2008). In addition to the demographic and sport fandom scales, participants were asked to complete a modification of the PEP-Q ($\alpha = 0.94$) as a measure of the degree to which they engaged in negative post-event rumination involving their favorite sport team or player. The modified version of the PEP-Q consists of 14 items which were scored on a Likert-type scale ranging from 1 (none, never, not at all) to 7 (very strong, always). A sample item from this scale is “Did your memories and thoughts about the event keep coming into your head even when you did not wish to think about it again?”

Results

Preliminary Analyses

Items comprising the SSIS-R, DFQ, SFQ and PEP-Q were combined to form indices of each. Means and standard deviations appear in Table 1.

Table 1. Means, Standard Deviations, and Correlations among the Variables.

Predictor Variable	Mean	SD	1	2	3	4
Team Identification (1)	35.33	11.74	--			
Fan Dysfunction (2)	20.77	10.17	.60*	--		
Sport Fandom (3)	22.50	10.14	.80*	.68*	--	
Negative Rumination (4)	40.38	19.04	.38*	.49*	.47*	--

Note: * = $p < .01$.

Main Analyses

To test the hypothesis that fan dysfunction would be a positive predictor of increased levels of negative ruminating behavior, a simultaneous regression was computed in which team identification, fan dysfunction, and sport fandom were entered as predictors of levels of negative rumination. Correlations among the variables appear in Table 1. Regression statistics can be found in Table 2.

The regression analysis revealed that the combined effect of the predictor variables was significant, $F(3, 93) = 11.60, p < .001$. Furthermore, as hypothesized, sport fan dysfunction was a significant unique predictor of negative rumination ($t = 2.67, p < .01$). Sport fandom ($t = 1.74, p < .09$) and team identification ($t = -.301, p > .70$) were not significant predictors of negative rumination.

Table 2. Regression Equation with Team Identification, Fan Dysfunction, and Sport Fandom as Predictors of Negative Rumination.

Predictor Variable		B	SE B	Beta	t	sig.
Team Identification		-.07	.24	-.45	-.30	ns
Fan Dysfunction		.61	.23	.32	2.67	**
Sport Fandom		.53	.31	.28	1.74	ns
Overall R	.52					
Overall R ²	.27					
Adjusted R ²	.25					
Overall F(3, 93)	11.60***					

Note: * = $p < .05$; ** = $p < .01$; *** = $p < .001$.

Discussion

The current investigation was designed to further our understanding of various aspects of sport fandom and their connection to negative post-event rumination. We examined three aspects of sport fandom; general sport fandom, team identification, and dysfunctional sport fandom. In support of the hypothesis, negative post-event rumination was significantly and positively predicted by levels of dysfunctional sport fandom. Team identification and sport fandom were not significant predictors of negative post-event rumination.

Previous research has shown that dysfunctional sport fans tend to be aggressive, disruptive spectators. They are more likely to complain and be confrontational (Wakefield & Wann, 2006). Dysfunctional sport fans have been found to call in to radio shows or seek out internet forums in order to complain and express their opinions beyond what is considered socially acceptable. Given this tendency to keep complaining and talking about games and players beyond what is considered normal, this suggests that highly dysfunctional

sport fans may be more likely to negatively ruminate following sporting events. It seems reasonable to assume that fans who exhibit negative behaviors at sporting events may also engage in negative cognitive patterns, like rumination, following exposure to a sporting event. Our findings from Study 1 confirm such a pattern of effects, thus contributing to the existing literature regarding sport fan dysfunction.

Study 2: Team Identification and Positive Post-Event Rumination

Although often thought to be negative, rumination can be positive as well (Nolen-Hoeksema, 1991). Thus, in Study 2, we focused instead on positive rumination, where individuals may overstate the positive aspects, emotions, or details of an event. However, we expected a different sport fan variable to predict positive rumination. That is, in Study 1 we predicted and found that fan dysfunction was associated with negative rumination. Such an expectation was warranted given the negative characteristics associated with fan dysfunction. But for positive rumination, it seemed like these cognitions would be best predicted by team identification, a fan variable which has historically been associated with positive psychological functioning. In fact, one of the more important and fruitful research streams has investigated the relationship between sport fandom and psychological well-being (Wann & James, 2019). This work has consistently found that sport fandom is related to multiple positive psychological outcomes. For example, sport fandom may help individuals meet basic psychological needs, including the need for meaning (Delia et al., 2022), the need to belong (Kim & James, 2019), the need for distinctiveness (Goldman et al., 2016), and the need for structure (Dimmock & Grove, 2006). Additionally, sport fandom and team identification have been found to be associated with social psychological health (Inoue et al., 2015; Wann, 2006). In fact, research indicates that higher levels of team identification correspond with lower levels of loneliness and feelings of social isolation, and higher levels of collective self-esteem (Wann, 2006).

Therefore, in Study 2 we replicated Study 1 but rather than assess negative post-event rumination, we tested for positive rumination. Based on the research described above, we hypothesized that team identification would be a significant positive predictor of positive post-event rumination, even when controlling for the other fan variables.

Methods

Participants

The original sample consisted of 203 students attending a midsized university in the mid-south. A total of 35 participants returned incomplete protocols and were, as a result, removed from the sample. Thus, the final sample consisted of 168 students (126 females, 41 males, 1 other), predominantly Caucasian ($n = 150$, 89.3%), with a mean age of 19.37 years ($SD = 1.94$). There was no overlap in participants between Studies 1 and 2.

Procedure

Following IRB approval and gaining participant consent, participants completed a questionnaire packet containing five sections, either in-person or online. The measures of sport fandom used for this study were the same as those in Study 1. After providing their age, biological sex, and race/ethnicity, participants completed the SSIS-R for their favorite team ($\alpha = 0.91$; James et al., 2019), the SFQ ($\alpha = 0.95$; Wann, 2002), and the DFC ($\alpha = 0.87$; Wakefield & Wann, 2006).

Post-Event Processing Questionnaire (PEP-Q; Fehm et al., 2008). In addition to the demographic and sport fandom scales, participants were asked to complete a modification of the PEP-Q ($\alpha = 0.91$) as a measure of the degree to which they engaged in positive post-event rumination involving their favorite sport team or player. The modified version of the PEP-Q consists of 12 items which were scored on a Likert-type scale ranging from 1 (none, never, not at all) to 7 (very strong, always). A sample item was “Did you experience a sense of pride while remembering the team’s/player’s behavior during the situation?”

Results

Preliminary Analyses

Items comprising the SSIS-R, DFQ, SFQ and PEP-Q were combined to form indices of each. Means and standard deviations appear in Table 3.

Table 3. Means, Standard Deviations, and Correlations among the Variables.

<i>Predictor Variable</i>	<i>M</i>	<i>SD</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>
Team Identification (1)	34.15	11.57	--			
Fan Dysfunction (2)	22.93	11.50	.61*	--		
Sport Fandom (3)	23.90	10.32	.73*	.66*	--	
Positive Rumination (4)	54.08	14.84	.67*	.52*	.61*	--

¹Note: * = $p < .01$.

Main Analyses

To test the hypothesis that team identification would be a positive predictor of increased levels of positive ruminating behavior, a simultaneous regression was computed in which team identification, fan dysfunction, and sport fandom were entered as predictors of levels of positive rumination. Correlations among the variables appear in Table 3. Regression statistics can be found in Table 4. The regression analysis revealed that the combined effect of the predictor variables was significant, $F(3, 164) = 51.40, p < .001$. Furthermore, as hypothesized, team identification was a significant unique predictor of positive rumination ($t = 5.43, p < .001$). Sport fandom as a predictor was also significant ($t = 2.32, p < .05$). Sport fan dysfunction was not a significant predictor ($t = 1.34, p > .10$).

Table 4. Regression Equation with Team Identification, Fan Dysfunction, and Sport Fandom as Predictors of Positive Rumination.

<i>Predictor Variable</i>		<i>B</i>	<i>SE B</i>	<i>Beta</i>	<i>t</i>	<i>sig.</i>
Team Identification		.59	.11	.46	5.43	***
Fan Dysfunction		.13	.10	.10	1.34	ns
Sport Fandom		.30	.13	.21	2.32	*
Overall R	.70					
Overall R ²	.49					
Adjusted R ²	.48					
Overall F(3, 164)	10.75***					

¹Note: * = $p < .05$; ** = $p < .01$; *** = $p < .001$.

Discussion

Study 2 was designed to investigate the relationship between positive post-event rumination and various sport fandom characteristics. We examined general sport fandom, team identification, and dysfunctional sport fandom. In support of our hypothesis, team identification served as a significant and positive predictor for positive post-event rumination.

Study 2 adds to the knowledge surrounding team identification. Team identification has been found to be correlated with various positive social psychological outcomes, including higher levels of collective self-esteem and lower levels of loneliness and isolation (Wann, 2006). Our findings suggest that team identification is also correlated with positive post-event rumination, consistent with our hypothesis. Considering that team identification can help with self-esteem through the process of assimilating positive outcomes to an individual's self-concept, this is a reasonable finding. The concept of team identification involves assimilating membership in a group into one's self. Therefore, positive outcomes, like winning games, lead to boosts in self-esteem because an individual is connected to the group.

General Discussion

Sport fandom has been studied extensively in relation to memories. It has been found that highly identified fans engage in increased rehearsal of favorable outcomes, which enhances the autobiographical context of memories and assimilates the event to their social identity (Talarico & Moore, 2012). Fans of the winning team were found to think more about, talk more about, and watch more highlights of the game than did fans of the losing team. Additionally, Wann and Waddill (2007) found that recollection of sporting events can be influenced by an individual's fandom. Therefore, in Study 1, it was expected that dysfunctional sport fandom would predict negative post-event rumination. The results support this hypothesis, showing that dysfunction serves as a significant unique predictor

for negative rumination. In Study 2, it was expected that sport team identification would predict positive post-event rumination. Indeed, the results support this hypothesis, with team identification serving as a significant unique predictor for positive rumination.

Study 1 attempted to examine the relationship between sport fandom and negative rumination. The findings support the hypothesis that dysfunctional sport fandom would be positively correlated with negative post-event rumination. The PEP-Q, used to measure negative rumination, includes four subscales; avoidance, cognitive impairment, negative self, and past and future. Avoidance is characterized by aggravation of existing avoidance behaviors, or future avoidance of similar events. Cognitive impairment includes difficulty forgetting about the event, interference in concentration, and effort given to resist thinking about the event. Negative self is characterized by self-criticism and feelings of shame. Past and future involves remembering past failures and thoughts about anxious feelings. Avoidance was not predicted by sport fan dysfunction; however, dysfunction predicted cognitive impairment, negative self, and past and future. Previous research has found that fan dysfunction is a key ingredient in aggressive forms of coping with shame, including attacking the self (Partridge & Wann, 2015; Partridge et al., 2010), which can be seen in the relationship between the negative-self subscale and dysfunction. Additionally, both rumination and dysfunction have a relationship with the Dark Triad in that they both involve elements of shame and self-hatred. This suggests the possibility of shame and self-hatred as a commonality between the three concepts (DeRossett et al., 2022; Giammarco & Vernon, 2014).

Previous research has examined the relationship between rumination and catharsis in the context of anger. Catharsis has been disproven as an effective treatment for anger (Geen & Quanty, 1977; Bushman et al., 1999). Cognitive neoassociation theory (Berkowitz, 1993) has asserted that negative or aggressive thoughts are linked together in the mind, creating a network of related thoughts. Thus, when an aggressive thought is experienced, the resulting spread of activation causes other aggressive thoughts to be activated as well. Cognitive neoassociation theory therefore predicts that catharsis would increase aggression, because experiencing an aggressive thought and then continuing to think or behave aggressively is essentially resulting in rehearsal and reinforcement of all manner of aggressive thoughts (Bushman, 2002). Repeated thoughts are a hallmark of rumination. Bushman (2002) presents evidence from multiple studies confirming that rumination increases angry feelings. By encouraging people to think about their anger, their anger is worsened. Furthermore, other studies have found that ruminating can increase displaced aggression after a minor frustrating event (Bushman, 2002). Dysfunctional sport fans have been found to be aggressive (Castleman et al., 2020; Wann et al., 2023), confrontational, and argumentative (Wakefield & Wann, 2006), affirming this displaced aggression.

Future research should also focus on mental health as a factor, since rumination has long been linked to depression (Whitmer & Gotlib, 2013) and social anxiety (Abbott & Rapee, 2004; Clark & Wells, 1995; Fehm et al., 2008; Rachman et al., 2000). It would be interesting to investigate any relationship between mental health issues, like depression and social anxiety, and the insulating effects of team identification. Previous research has shown that team identification has favorable outcomes for mental health (Wann & James, 2019), while rumination is typically associated with negative mental health outcomes.

A limitation to the current study is that our sample was small and relatively homogeneous (predominantly Caucasian, young, female college students). Future research would benefit from a more diverse, representative sample. Another possible limitation to the current study is that positive and negative rumination were measured separately. Therefore, future research should attempt to measure both negative and positive

rumination concurrently. It would be interesting to investigate what differences, if any, exist between dysfunctional fandom and team identification, in the context of rumination as a whole. As the saying goes, some people hate losing more than they love winning.

Conclusion

In Study 1, it was expected that sport fan dysfunction would predict negative post-event rumination. The results support this hypothesis, showing that dysfunctional sport fandom serves as a significant unique predictor for negative rumination. In Study 2, it was expected that sport team identification would predict positive post-event rumination. Indeed, the results support this hypothesis as well, with team identification serving as a significant unique predictor for positive rumination. These findings add to the existing literature of sport fandom and will be of interest to sport marketing professionals as well as professional sport organizations such as the NBA, which employs a Fan Code of Conduct (National Basketball Association, n.d.). The behavior of sport fans is crucial to the game, and better understanding this behavior will benefit everyone from the spectators to the players.

Author Contributions: Conceptualization, Jordan Marie Pearsall, Daniel L. Wann, Xavier Brown, Patrick Cushen; methodology, Jordan Marie Pearsall, Daniel L. Wann, Xavier Brown, Patrick Cushen; formal analysis, Jordan Marie Pearsall, Daniel L. Wann; investigation, Jordan Marie Pearsall, Daniel L. Wann, Xavier Brown, Patrick Cushen; data curation, Jordan Marie Pearsall, Daniel L. Wann; writing—original draft preparation, Jordan Marie Pearsall, Daniel L. Wann; writing—review and editing, Jordan Marie Pearsall, Daniel L. Wann. All authors have read and agreed to the published version of the manuscript.

Funding: This research received no external funding.

Conflicts of Interest: The authors declare no conflict of interest.

References

- Abbott, M. J., & Rapee, R. M. (2004). Post-event rumination and negative self-appraisal in social phobia before and after treatment. *Journal of Abnormal Psychology, 113*(1), 136–144. <https://doi.org/10.1037/0021-843X.113.1.136>
- Berkowitz, L. (1993). *Aggression: Its causes, consequences, and control*. New York: McGraw Hill.
- Breslin, C. W., & Safer, M. A. (2011). Effects of event valence on long-term memory for two baseball championship games. *Psychological Science, 22*(11), 1408–1412. <https://doi.org/10.1177/0956797611419171>
- Bushman, B. J. (2002). Does venting anger feed or extinguish the flame? Catharsis, rumination, distraction, anger, and aggressive responding. *Personality and Social Psychology Bulletin, 28*(6), 724–731. <https://doi.org/10.1177/0146167202289002>
- Bushman, B. J., Baumeister, R. F., & Stack, A. D. (1999). Catharsis, aggression, and persuasive influence: Self-fulfilling or self-defeating prophecies? *Journal of Personality and Social Psychology, 76*(3), 367–376. <https://doi.org/10.1037/0022-3514.76.3.367>
- Castleman, D. M., Wann, D. L., & Hackathorn, J. (2020). The contrasting influence of team identification and fan dysfunction on the hostile and verbal aggression of NCAA fans: Lashing out in pride. In M. Milford & L. R. Smith (Eds.) *Communication and contradiction in the NCAA: An unlevel playing field* (pp. 167–181). New York: Peter Lang.
- Clark, D. M., & Wells, A. (1995). A cognitive model of social phobia. In R. G. Heimberg, M. R. Liebowitz, D. A. Hope, & F. R. Schneier (Eds.), *Social phobia: Diagnosis, assessment, and treatment* (pp. 69–93). The Guilford Press.
- Courtney, J. J., & Wann, D. L. (2010). The relationship between sport fan dysfunction and bullying behaviors. *North American Journal of Psychology, 12* (1), 191–198.
- Delia, E. B., James, J. D., & Wann, D. L. (2022). Does being a sport fan provide meaning in life? *Journal of Sport Management, 36*(1), 45–55. <https://doi.org/10.1123/jsm.2020-0267>
- DeRossett, T., Copeland, H., Kordys, B., & Wann, D. L. (2023). I'm one of the good ones: An investigation into dysfunctional fandom, the Dark Triad, perspective taking, and restrictive emotionality. *Journal of Sport Behavior, 46*(2), 29–47.
- Dimmock, J. A., & Grove, J. R. (2006). Identification with sport teams as a function of the search for certainty. *Journal of Sports Sciences, 24*(11), 1203–1211. <https://doi.org/10.1080/02640410500497626>

- Fehm, L., Hoyer, J., Schneider, G., Lindemann, C., & Klusmann, U. (2008). Assessing post-event processing after social situations: A measure based on the cognitive model for social phobia. *Anxiety, Stress, and Coping*, 21(2), 129-142. <https://doi.org/10.1080/10615800701424672>
- Geen, R. G., & Quanty, M. B. (1977). The catharsis of aggression: An evaluation of a hypothesis. In L. Berkowitz (Ed.), *Advances in experimental social psychology* (Vol. 10, pp. 1-37). New York: Academic Press. [https://doi.org/10.1016/S0065-2601\(08\)60353-6](https://doi.org/10.1016/S0065-2601(08)60353-6)
- Giammarco, E. A., & Vernon, P. A. (2014). Vengeance and the Dark Triad: The role of empathy and perspective taking in trait forgiveness. *Personality and Individual Differences*, 67, 23-29. <https://doi.org/10.1016/j.paid.2014.02.010>
- Goldman, M. M., Chadwick, S., Funk, D. C., & Wocke, A. (2016). I am distinctive when I belong: Meeting the need for optimal distinctiveness through team identification. *International Journal of Sport Management and Marketing*, 16(3), 198-220. <https://doi.org/10.1504/IJSM.2016.077930>
- Hastorf, A. H., & Cantril, H. (1954). They saw a game; a case study. *The Journal of Abnormal and Social Psychology*, 49(1), 129-134. <https://doi.org/10.1037/h0057880>
- Inoue, Y., Funk, D. C., Wann, D. L., Yoshida, M., & Nakazawa, M. (2015). Team identification and postdisaster social well-being: The mediating role of social support. *Group Dynamics: Theory, Research, and Practice*, 19(1), 31-44. <https://doi.org/10.1037/gdn0000019>
- James, J.D., Delia, E.B., & Wann, D.L. (2019). "No" is not "low": Improving the assessment of sport team identification. *Sport Marketing Quarterly* 28(1), 34-45. <https://dx.doi.org/10.32731/smq.281.032019.03>.
- Kim, J., & James, J. D. (2019). Sport and happiness: Understanding the relations among sport consumption activities, long- and short-term subjective well-being, and psychological need fulfillment. *Journal of Sport Management*, 33(2), 119-132. <https://doi.org/10.1123/jsm.2018-0071>
- Kim, K.A., & Byon, K.K. (2020). The dark side of spectator behavior: Effects of spectator dysfunctional behavior on anger, rumination, and revisit intention. *Sport Marketing Quarterly* 29(3), 228-240. <https://dx.doi.org/10.32731/smq.293.092020.06>
- National Basketball Association. (n.d.). *NBA Fan Code of Conduct*. NBA. <https://www.nba.com/nba-fan-code-of-conduct>
- Nolen-Hoeksema, S. (1991). Responses to depression and their effects on the duration of depressive episodes. *Journal of Abnormal Psychology*, 100(4), 569-582. <https://doi.org/10.1037/0021-843X.100.4.569>
- Partridge, J. A., & Wann, D. L. (2015). Exploring the shame coping experiences of youth sport parents. *Journal of Sport Behavior*, 38(3), 288-305.
- Partridge, J. A., Wann, D. L., & Elison, J. (2010). Understanding college sport fans' experiences of and attempts to cope with shame. *Journal of Sport Behavior*, 33(2).
- Rachman, S., Grüter-Andrew, J., & Shafran, R. (2000). Post-event processing in social anxiety. *Behavior Research and Therapy*, 38(6), 611-617. [https://doi.org/10.1016/S0005-7967\(99\)00089-3](https://doi.org/10.1016/S0005-7967(99)00089-3)
- Talarico, J. M., & Moore, K. M. (2012). Memories of 'The Rivalry': Differences in how fans of the winning and losing teams remember the same game. *Applied Cognitive Psychology*, 26(5), 746-756. <https://doi.org/10.1002/acp.2855>
- Wakefield, K. L., & Wann, D. L. (2006). An examination of dysfunctional sport fans: Method of classification and relationships with problem behaviors. *Journal of Leisure Research*, 38(2), 168-186. <https://doi.org/10.1080/00222216.2006.11950074>
- Wann, D. L. (2002). Preliminary validation of a measure for assessing identification as a sport fan: The Sport Fandom Questionnaire. *International Journal of Sport Management*, 3, 103-115.
- Wann, D. L. (2006). Understanding the positive social psychological benefits of sport team identification: The team identification-social psychological health model. *Group Dynamics: Theory, Research, and Practice*, 10(4), 272-296. <https://doi.org/10.1037/1089-2699.10.4.272>
- Wann, D. L., & Dolan, T. J. (1994). Spectators' evaluations of rival and fellow fans. *Psychological Record*, 44, 351-358. <https://doi.org/10.1007/BF03395919>
- Wann, D. L., Hackathorn, J. & Brost, M. (2023). The relationship between sport fan dysfunction and trait aggression. *Findings in Sport, Hospitality, Entertainment, and Event Management*, 3(3).
- Wann, D. L., & James, J. D. (2019). *Sport fans: The psychology and social impact of fandom* (2nd ed.). Routledge.
- Wann, D. L., & Waddill, P. J. (2007). Examining reactions to the Dale Earnhardt crash: The importance of identification with NASCAR drivers. *Journal of Sport Behavior*, 30(1), 94-109.
- Whitmer, A. J., & Gotlib, I. H. (2013). An attentional scope model of rumination. *Psychological Bulletin*, 139(5), 1036-1061. <https://doi.org/10.1037/a0030923>

Copyright of Journal of Sport Behavior is the property of University of South Alabama and its content may not be copied or emailed to multiple sites or posted to a listserv without the copyright holder's express written permission. However, users may print, download, or email articles for individual use.