

1 Running head: MOTIVATION AND ENVIRONMENTAL CONTEXTS IN YOUTH SPORT

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3 **Does self-determined motivation interact with environmental contexts to influence**  
4 **moderate-to-vigorous physical activity during a girls' youth sport camp?**

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**Objective:** To explore whether basketball player's self-determined motivation interacts with environmental contexts and coach training to influence percentage time in moderate-to-vigorous physical activity (%MVPA).

**Methods:** A secondary analysis of data from 76 girls (mean±SD, 10.5±1.0y) was conducted. Players were classified as high (HSDM) or low (LSDM) self-determined motivation and randomised to trained (intervention) or untrained (control) coaches. Training included 2 workshops on strategies for activity-promoting practices. Girls were exposed to environment contexts (practices, games) led by a trained/untrained coach (depending on arm) and one without coaches (free time) daily. Girls wore accelerometers each day. Using mixed random-effects models, the influence of motivation, context, and training on %MVPA was analysed.

**Results:** Trained coaches' practices were associated with the greatest %MVPA with no difference between HSDM and LSDM players (38.28±1.77%; 37.64±1.80%;  $p=0.66$ ). HSDM players had significantly greater %MVPA versus LSDM players during untrained coaches' practices (23.58±1.77%; 20.51±1.78%;  $p=0.03$ ). During games with trained coaches, HSDM players had greater %MVPA compared to LSDM players (23.79±1.76%; 18.56±1.74%;  $p<0.001$ ). No between-group difference in %MVPA during free time was found (12.85±0.82%; 13.39±0.84%;  $p=0.64$ ).

**Conclusion:** The impact of individual differences in self-determined motivation on %MVPA during practices was attenuated when coaches were trained to implement activity-promoting practices.

**Keywords:** children, coach training, organised sport, motivation, physical activity.

46           **Does self-determined motivation interact with environmental contexts to influence**  
47           **moderate-to-vigorous physical activity during a girls' youth sport camp?**

48           Participation in youth sports has been positively associated with health-related quality of  
49 life (Vella, Cliff, Magee, & Okely, 2014), psychological (Eime, Young, Harvey, Charity, &  
50 Payne, 2013) and social (Eime, et al., 2013) health, and meeting physical activity/screen time  
51 recommendations (Vella, Cliff, Okely, Scully, & Morley, 2013). Youth sports participation is  
52 also one of the strongest predictors of physical activity in adulthood (Telama, Yang, Hirvensalo,  
53 & Raitakari, 2006). It is, therefore, encouraging that approximately two-thirds of Australian  
54 children participate in some type of organised youth sport or dance (Australian Sports  
55 Commission, 2018).

56           Simply participating in sports, however, does not necessarily provide youth with ample  
57 opportunities to accumulate much-needed health enhancing physical activity (e.g., moderate-to-  
58 vigorous physical activity, MVPA; (Fenton, Duda, Appleton, & Barrett, 2017). Several  
59 observational studies have found that youth spend a large percentage of time during sport below  
60 the MVPA threshold (Guagliano, Rosenkranz, & Kolt, 2013; Leek et al., 2011; Schlechter,  
61 Rosenkranz, Milliken, & Dzewaltowski, 2016). It has also been shown that MVPA accumulated  
62 during sport varies across time (e.g., within practices) and is driven by changes in the structure  
63 of the environmental context or setting (i.e., its design and delivery) (Schlechter, Guagliano,  
64 Rosenkranz, Milliken, & Dzewaltowski, 2018). Therefore, the large percentage of time youth  
65 spend below the MVPA threshold could be a result of inefficiently structured coach-led  
66 practices and games.

67           Structure refers to the clarity of information a setting leader (e.g., a coach) provides to  
68 the participants about expectations and desired outcomes (Jang, Reeve, & Deci, 2010). Previous  
69 literature has shown that setting leaders can provide elements of structure within an  
70 environmental context by providing participants with: clear expectations and directions,  
71 instructing or leading activities only when needed, feedback, consistent routines, marking

72 boundaries and organising the transitions between activities (Brophy, 1986, 2006; Doyle, 2006;  
73 Huston-Stein, Friedrich-Cofer, & Susman, 1977; Skinner, 1995; Skinner and Belmont, 1993;  
74 Skinner, Zimmer-Gembeck, Connell, Eccles, & Wellborn, 1998). Studies have found, however,  
75 that coaches seldom plan practices ahead of time (Guagliano, Lonsdale, Rosenkranz, Kolt, &  
76 George, 2014) and spend a large percentage of time in management (e.g., transitioning between  
77 activities) or instructing (Guagliano et al., 2015; Guagliano, et al., 2013), which is negatively  
78 associated with MVPA (Dudley, Okely, Cotton, Pearson, & Caputi, 2012).

79         Inefficiently structured coach-led sports practices could also negatively affect the  
80 motivation of attending youth. With regard to self-determined (or autonomous) forms of  
81 motivation, several studies have found that basic needs satisfaction (i.e., supporting an  
82 individual's experience of competence, autonomy and relatedness) is an important antecedent,  
83 and is positively associated with MVPA, enjoyment, and persistence in youth sports participants  
84 (Fenton, et al., 2017; Fenton, et al., 2014; Sanchez-Oliva, Sanchez-Miguel, Leo, Kinnafick, &  
85 García-Calvo, 2014). When coach-led sports practices are autonomy supportive, children are  
86 more likely to experience enjoyment, exhibit higher levels of daily MVPA, and be  
87 autonomously motivated. (Fenton et al., 2017; Fenton et al., 2014).

88         Self-Determination Theory differentiates between autonomous and controlled forms of  
89 motivation and the two forms comprise five behavioural regulations, that can be organised along  
90 a continuum based on the extent to which one's motivation is self-determined (Deci and Ryan,  
91 2008). Autonomous forms of motivation include (from most to least self-determined): *intrinsic*  
92 *motivation* (e.g., when being active because of inherent interest and enjoyment), *integrated*  
93 *regulation* (e.g., when being active because it aligns with core personal values and beliefs), and  
94 *identified regulation* (e.g., when being active because it is deemed important or beneficial; (Deci  
95 and Ryan, 2008). Controlled forms of motivation include (from most to least self-determined):  
96 *introjection* (e.g., when being active to ease guilt or gain approval from others) and *external*  
97 *regulation* (e.g., when being active to receive a reward or avoid punishment; (Deci and Ryan,

98 2008). *Amotivation*, the absence of intent to be active, also exists along this self-determination  
99 continuum (least self-determined; Deci and Ryan, 2008). Using an individual difference  
100 composite score, called a self-determination index (or relative autonomy index), the extent to  
101 which motivation is self-determined across environmental contexts can be measured (Lemyre,  
102 Treasure, & Roberts, 2006).

103 In summary, coaches are likely playing a large part in influencing their players' MVPA  
104 through the environment. Previously, we have shown that when intervened upon, coaches could  
105 be trained to structure more efficient practices that optimised MVPA opportunities (training  
106 described later), relative to a no-treatment control, resulting in significant increases in players'  
107 MVPA; but no between-group change in self-determined motivation was found (Guagliano,  
108 Lonsdale, Rosenkranz, Kolt, & George, 2015; Guagliano, Lonsdale, Rosenkranz, Parker, et al.,  
109 2015). It is, however, plausible that players' position on the self-determination index may  
110 interact with environmental contexts to impact MVPA in youth sport. To date, there have been  
111 relatively few studies examining how players' motivation interacts with environmental contexts  
112 to impact MVPA; to our knowledge, no study has considered multiple environmental contexts  
113 within a youth sport setting.

114 Using existing data from our intervention described above (Guagliano, Lonsdale,  
115 Rosenkranz, Kolt, et al., 2015), the purpose of this exploratory study was to examine whether  
116 environmental contexts (defined as practices and games of untrained and trained coaches and  
117 free time) and players of high or low self-determined motivation interacted, resulting in  
118 differences in the percentage of time spent in MVPA during a youth girls' basketball camp. We  
119 hypothesised that individual differences in self-determined motivation would contribute to  
120 significant differences in percentage of time in MVPA in all environmental contexts except  
121 during trained coach practices. During trained coach practices, we hypothesised individual  
122 differences in self-determined motivation would not contribute to differences in percentage of  
123 time MVPA. The reasons for the latter hypothesis were: (1) compared to games and free time,

124 during the practice context, coaches have the greatest ability to influence their players' activity  
125 (e.g., based on how practice was structured and through modelling) and (2) training coaches to  
126 optimise practices for MVPA opportunities (e.g., using circuits instead of lines, providing  
127 choice) may have led to greater quality and equality of participation.

## 128 **Methods**

### 129 **Study Design, Setting, and Participants**

130 The current study was an exploratory secondary analysis examining the interaction  
131 between individual differences in self-determined motivation and environmental contexts. Data  
132 for the current study were derived from a 2-armed, parallel-group randomised controlled trial  
133 registered with the Australian New Zealand Clinical Trials Registry (ACTRN12613001099718).  
134 The randomised controlled trial study protocol (Guagliano, Lonsdale, Kolt, & Rosenkranz,  
135 2014) and main findings (Guagliano, Lonsdale, Rosenkranz, Kolt, et al., 2015; Guagliano,  
136 Lonsdale, Rosenkranz, Parker, et al., 2015) have been published elsewhere.

137 In brief, the intervention aimed to assess whether a coach trained to structure practices  
138 that optimised MVPA opportunities, relative to a no-treatment control, could increase players'  
139 MVPA during practices over a 5 consecutive day girls' basketball camp (hereafter referred to as  
140 the camp). Baseline measures were collected at the end of the first day and follow-up measures  
141 were collected at the end of the fifth day of the camp. After baseline measures, 4 (out of 8)  
142 coaches were randomly allocated to receive training through 2 educational workshops (2 hours  
143 in duration each) after each of the first 2 days of the camp. Generally, coaches received training  
144 on how to structure efficient practices that optimised players' opportunities for MVPA. More  
145 specifically, coaches received training on several topics related to the design and delivery of  
146 practices, including: strategies to increase MVPA and decrease inactivity, providing choice, self-  
147 monitoring, and goal-setting. For example, a strategy taught to increase MVPA would be to use  
148 circuits that offered choice (e.g., choice of jump shot or lay-up) rather than lines. This  
149 modification can support competence, for example, by allowing players to move at their own

150 pace and supports autonomy by providing choice. During each workshop, coaches were also  
151 given time to reflect on their practices, discuss their coach feedback form (based on direct  
152 observation of their practices), role play, and plan their next practices. Coaches allocated into  
153 the control group were asked to coach as usual. Regarding players, they were randomly assigned  
154 to either the intervention or control arm, where they were either exposed to a coach who  
155 received training or a coach who did not, respectively.

156         The camp ran simultaneously across 2 sports venues in Sydney, Australia. Each venue  
157 hosted 38 players and 4 coaches. Each camp day included 2 practices (45 minutes each), 2  
158 games (40 minutes each), and 3 periods of free time (15 minutes each). Coaches were given half  
159 of a basketball court to deliver practices. A double round-robin tournament was created for the 2  
160 games per day, which was played 5 vs. 5 on a full basketball court. Finally, during the free time  
161 periods, players were free to do as they chose (e.g., talk amongst each other, eat, play basketball  
162 or other games of their choice). Each coach had a maximum of 10 players during practices and  
163 games, which is a common team size in youth basketball. Start and stop times of each practice,  
164 game, and free time period were recorded daily to define the time segment of each  
165 environmental context.

166         The current study adopted a strip-plot design (Milliken, 2003) to examine the interaction  
167 of individual differences (self-determined motivation) and environmental characteristics  
168 (context) on physical activity during the camp days. The daily time segmented period was the  
169 experimental unit and physical activity was an outcome characteristic of environmental context  
170 (i.e., trained coach practice, untrained coach practice, trained coach game, untrained coach  
171 game, free time) and individual difference (i.e., high self-determined motivation, low self-  
172 determined motivation). None of our previously published studies have segmented time periods  
173 throughout the camp day or examined the interaction between individual differences and  
174 environmental contexts. For the present study, only environmental contexts (and players in

175 attendance during those environmental contexts) from camp days 3–5 were included in the  
176 study, as they occurred after coach training.

177           A total of 76 female basketball players, aged 9-12 (mean  $\pm$  standard deviation age =  
178 10.5  $\pm$  1.0y) participating in a 5-day camp were eligible for inclusion in the current study. Girls  
179 were recruited because they have been identified as a high priority group for physical activity  
180 promotion (Biddle, Braithwaite, & Pearson, 2014) and; girls in the above range represent the age  
181 range with the highest participation rates (83%) among Australian girls in youth sports  
182 (Australian Sports Commission, 2018). Parental consent and child assent was obtained for all  
183 participants. The study received ethics approval from the Human Research Ethics Committee of  
184 Western Sydney University (approval number: H10215).

#### 185 **Outcome Measures**

186           *Physical activity.* ActiGraph GT3X+ accelerometers (ActiGraph; Pensacola, FL) were  
187 used to measure physical activity levels. Players wore accelerometers at the hip during camp  
188 hours for the duration of the basketball camp. Accelerometers were initialized once at the start  
189 of the week and set to record data at a sampling rate of 30 Hz. At the end of the camp, raw  
190 counts were downloaded using ActiLife software and integrated into 15-second epochs. The  
191 start and end times of each practice, game, and free time periods were recorded and used to  
192 define the parameters of each environmental context (i.e., practices, games, free time). Evenson  
193 and colleagues' (2008) cut-points were then applied to estimate physical activity intensity during  
194 each environmental context.

195           *Self-determined motivation.* Players completed the 14-item Situational Motivation  
196 Scale, which assesses constructs of intrinsic motivation, identified regulation, external  
197 regulation, and amotivation (Standage, Duda, Treasure, & Prusak, 2003). The Situational  
198 Motivation Scale does not assess constructs of introjected or integrated regulation. Players  
199 responded to questions on a 7-point Likert scale (1 = not true at all, 7 = very true). A self-  
200 determination index was then created using the following formula: (2\*intrinsic motivation) +



201 identified regulation – external regulation – (2\*amotivation); which has been used previously  
202 (Lemyre, et al., 2006). The self-determination index scores ranged from –18 to 18, where higher  
203 scores are indicative of greater self-determined motivation. The Situational Motivation Scale has  
204 received empirical support for reliability and validity (Standage, et al., 2003).

### 205 **Statistical Analysis**

206 To investigate whether players' self-determined motivation interacted with  
207 environmental contexts, mixed random effects models (with SAS PROC MIXED) were used.  
208 Player (nested within site, day, and self-determination index), coach (nested within site) and  
209 day-by-coach (nested within site and self-determination index) were used as random effects.  
210 Age and BMI *z*-score were covariates, because of their relationship with physical activity  
211 (Troiano et al., 2008).

212 Similar to a previous study (Lonsdale, Sabiston, Raedeke, Ha, & Sum, 2009), we split  
213 players into tertile groups to create stark contrast between high and low motivation players using  
214 their baseline self-determination index scores (measured at the end of the first camp day) prior  
215 to conducting the analyses. Players were included in the analyses ( $n = 50$ ) if they had low self-  
216 determined motivation (i.e., lowest tertile;  $n = 25$ ) or high self-determined motivation (i.e.,  
217 highest tertile;  $n = 25$ ). All statistical analyses were conducted in SAS (Version 9.4; Cary, NC,  
218 USA) and statistical significance was set at  $p < 0.05$ .

### 219 **Results**

220 Players' characteristics are presented in Table 1. By design, high and low motivation  
221 groups significantly differed in mean ( $\pm$  SD) self-determination index scores ( $13.0 \pm 1.4$  vs.  $2.6$   
222  $\pm 3.8$ , respectively). No other significant differences between low and high motivation groups  
223 were found for any other demographic variable.

224 No differences were found between the unadjusted model and the model adjusted for  
225 age and BMI *z*-score, adjusted findings are presented henceforth. Percentage of time in MVPA  
226 was an outcome of an interaction between self-determined motivation and environmental

227 context ( $F = 4.75, p < 0.001$ ). Least-squared mean estimates of the percentage of time high and  
228 low motivation players spent in MVPA by condition and environmental context are presented in  
229 Table 2. Overall, players with high motivation spent a significantly greater percentage of time in  
230 MVPA than players with low motivation ( $27.17 \pm 1.20\%$  [SE] vs.  $24.49 \pm 1.21\%$  [SE];  $t = 3.09,$   
231  $p = 0.002$ ). During practices delivered by untrained coaches (i.e., control coaches), high  
232 motivation players spent a significantly greater percentage of time in MVPA compared to low  
233 motivation players ( $23.58 \pm 1.77\%$  vs.  $20.51 \pm 1.78\%$ ;  $p = 0.03$ ). In contrast, during practices  
234 delivered by trained coaches (i.e., intervention coaches), there was no significant difference in  
235 the percentage of time spent in MVPA between players with high and low motivation,  
236 respectively ( $38.28 \pm 1.77\%$  vs.  $37.64 \pm 1.80\%$ ;  $p = 0.66$ ). During games, high motivation  
237 players spent a greater percentage of time in MVPA compared to low motivation players when  
238 led by trained coaches ( $23.79 \pm 1.76\%$  vs.  $18.56 \pm 1.74\%$ ;  $p < 0.001$ ). No significant difference  
239 between motivation groups was found when led by untrained coaches ( $23.03 \pm 1.80\%$  vs.  $21.24$   
240  $\pm 1.84\%$ ;  $p = 0.25$ ). There was also no difference between high and low motivation players  
241 during free time, respectively ( $12.85 \pm 0.99\%$  vs.  $13.30 \pm 1.01\%$ ;  $p = 0.70$ ).

242

### Discussion

243 The current study explored whether players' self-determined motivation interacted with  
244 environmental contexts defined by context task and coach training that occurred during a youth  
245 basketball camp to impact the percentage of time spent in MVPA. Findings showed that players'  
246 self-determined motivation interacted with environmental contexts to influence MVPA. Our  
247 findings also showed that training coaches to optimise practices for MVPA opportunities was  
248 associated with a higher percentage of time spent in MVPA (compared to untrained coaches)  
249 during practices, and it attenuated inter-individual differences in players' physical activity that  
250 result from varying levels of self-determined motivation. That is, motivation classification did  
251 not appear to influence players' physical activity when coaches were trained to implement an  
252 efficient, structured, and activity-promoting practice environment and could directly influence

253 their players. Indeed, we observed significant differences in physical activity between high and  
254 low self-determined players in practices led by untrained coaches. During games, however,  
255 training coaches was not associated with attenuated physical activity levels between motivation  
256 groups. This could be because coaches are limited in their ability to structure the game context  
257 and directly influence their players. To illustrate, during games coaches are less able to influence  
258 physical activity intensity because they are bound by the rules of the game and constrained to  
259 their bench; whereas, during practices coaches can influence physical activity intensity because  
260 they can structure practices as they choose and can participate. Lonsdale et al. (2009) provided  
261 further rationale for this finding, where the authors explained that a setting leader's (e.g., coach,  
262 physical education teacher) ability to influence an environment might assist in providing  
263 motivation for low-motivation (i.e., less self-determined) individuals to be physically active.  
264 But, when a setting leader's ability to influence the environment is reduced or removed (e.g.,  
265 during games or free time), it is likely that low-motivation individuals would decrease their level  
266 of physical activity. Similarly, a summer camp study found that girls spent the greatest  
267 percentage of time in MVPA during leader-led (i.e., able to directly influence participants)  
268 environmental contexts compared to the free play context (Guagliano et al., 2017).  
269 Alternatively, coaches could have selected self-determined players to have more playing time  
270 during games and this would have eliminated any impact of the environmental structure of game  
271 play on low motivation players.

272         Despite it being a positive finding that training coaches attenuated differences in MVPA  
273 between high and low motivation players, it is unclear how this may affect players' long-term  
274 participation in sports; particularly among the low motivation players. The importance of  
275 players' perceived self-determined motivation, therefore, should not be discounted. Self-  
276 determined forms of motivation have been positively associated with MVPA, enjoyment, and  
277 persistence; and negatively associated with sedentary time and dropout among youth sport  
278 participants within and outside of the youth sports setting (Balish, McLaren, Rainham, &

279 Blanchard, 2014; Fenton, et al., 2017; Fenton, et al., 2014). Basic needs satisfaction is an  
280 important antecedent to self-determined forms of motivation in youth sports participants  
281 (Fenton, et al., 2017; Fenton, et al., 2014). Along with being structured, efficient, and activity-  
282 promoting practice, these coach-led environments should also support basic needs to provide the  
283 best chances for youth to develop self-determined motivation to participate in sport.

284         Currently, many youth sport organisations do not require coaches to receive any formal  
285 coach training (Vella et al., 2016). Additionally, the coach training programs (i.e., accreditation  
286 courses) that are available generally do not provide coaches with direction on how to promote  
287 physical activity or create structured environments that foster autonomous motivation (Vella, et  
288 al., 2016), despite several frameworks being available (Lubans et al., 2017; Weaver, Webster, &  
289 Beets, 2013). Schlechter et al. (2016) found no difference in the percentage of time youth flag  
290 football players spent in MVPA between coaches who participated in a standard coach training  
291 program compared to those with no training. A change in what is currently being delivered in  
292 coach training programs is needed to increase health-enhancing physical activity during youth  
293 sports and to improve the likelihood of lifelong participation in sports.

#### 294 **Strengths, Limitations, and Delimitations**

295         Some potential limitations should be considered when interpreting the current findings.  
296 First, we used players' baseline scores to classify them as having high or low motivation. It is  
297 possible that these scores may have differed by day and environmental context (i.e., practice,  
298 game, free time) during the basketball camp. It would have been too burdensome to the  
299 participant, however, to obtain self-reported motivation at the end of each practice, game, and  
300 free-time period. Second, despite being instructed to distribute playing time equally, it is  
301 possible that coaches (consciously or unconsciously) selected more motivated players to  
302 participate in games. Consequently, the lower percentage of MVPA in low motivation players  
303 could partly be driven by greater bench time. Lastly, we may have been limited by a modest  
304 sample size. In addition, our study was delimited by only including girls and only exposing

305 participants to one sport, which may impact the generalisability of this study. Despite these  
306 limitations and delimitations, this was a novel study that used objective measurement that  
307 allowed for a rigorous description of MVPA and thorough recording of environmental context  
308 start and stop times.

### 309 **Conclusion**

310 This study was a novel exploration into the impact of environmental contexts and  
311 individual-level differences in self-determined motivation on percentage of time in MVPA  
312 during a youth sport setting. Our findings indicated that the impact of individual differences on  
313 self-determined motivation on MVPA during practices (but not during games) was attenuated  
314 when coaches were trained to implement efficient practices. Differences in environmental  
315 contexts which vary the coaches' ability to influence players' physical activity intensity may  
316 provide some rationale for the findings during games. Since the majority of Australian children  
317 and adolescents participate in youth sport, it may represent one of the widest reaching out-of-  
318 school settings. Therefore, deliberate and purposeful attempts are needed to train coaches to  
319 provide players with enjoyable, well-structured, and basic needs supportive sporting experiences  
320 that foster autonomous motivation and physical activity. Future studies could attempt to  
321 replicate our findings using leaders in other physical activity settings (e.g., physical education  
322 teachers, summer camps leaders), sports, populations (e.g., boys), and with a larger sample size.  
323 In the future, researchers could also consider using ecological momentary assessment (similar to  
324 Quested, Duda, Ntoumanis, & Maxwell, 2013) to better understand players' perceptions of the  
325 environmental contexts before and after coach training. The effect of this coach training on  
326 player motivation in the longer term could also be explored (e.g., over a season rather than a  
327 five-day camp).

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Table 1. Participants' characteristics.

Characteristics	High self-determined	Low self-determined
	motivation group <sup>1</sup> (n = 25)	motivation group <sup>2</sup> (n = 25)
Age, mean (SD), y	9.8 (1.0)	10.1 (1.0)
Height, mean (SD), cm	146.6 (9.0)	146.3 (12.0)
Weight, mean (SD), kg	38.8 (7.9)	41.9 (13.1)
Waist circumference, mean (SD), cm	64.3 (6.8)	66.8 (9.4)
BMI, mean (SD)	18.0 (2.9)	19.3 (4.5)
Players born in Australia, No. (%)	23 (92.0)	23 (92.0)
Plays organized basketball, No. (%)	22 (88.0)	21 (84.0)
Number of practices/week, mean (SD)	1.2 (0.5)	1.4 (0.6)
Practices duration, mean (SD), mins	95.3 (42.7)	84.7 (54.1)
Number of games/week, mean (SD)	1.1 (0.3)	1.4 (0.6)
Game duration, mean (SD), mins	55.3 (13.8)	55.6 (12.8)
Self-determination index score, mean (SD)	13.0 (1.4)*	2.6 (3.8)

**Abbreviations.** cm, centimetres; kg, kilograms; No., number; SD, standard deviation; y, years.

**Notes.** <sup>1</sup>high self-determined motivation group = participants' self-determination index scores were in the highest tertile; <sup>2</sup>Low self-determined motivation group = participants' self-determination index scores were in the lowest tertile.

\* = significant between-group difference ( $p < 0.05$ ).

Table 2. Least-squared mean estimates of percentage of MVPA time by condition (defined by context task, coach training, and participant SDM)<sup>1</sup>.

Condition			Frequency	%time MVPA (SE)	Diff Effect	95% CI	DF	<i>t</i>	<i>p</i>
Practice	Trained coach	High SDM <sup>2</sup>	48	38.28 (1.77)					
Practice	Trained coach	Low SDM <sup>3</sup>	48	37.64 (1.80)					
					0.63	-2.22 – 3.50	596	0.44	0.66
Practice	Untrained coach	High SDM <sup>2</sup>	48	23.58 (1.77)					
Practice	Untrained coach	Low SDM <sup>3</sup>	48	20.51 (1.78)					
					3.07	0.34 – 5.80	563	2.21	0.03
Game	Trained coach	High SDM <sup>2</sup>	48	23.79 (1.76)					
Game	Trained coach	Low SDM <sup>3</sup>	48	18.56 (1.74)					
					5.22	2.58 – 7.88	555	3.88	<0.001
Game	Untrained coach	High SDM <sup>2</sup>	48	23.03 (1.80)					
Game	Untrained coach	Low SDM <sup>3</sup>	48	21.24 (1.84)					
					1.79	-1.26 – 4.84	626	1.15	0.25
Free Time	No coach	High SDM <sup>2</sup>	9	12.85 (0.99)					
Free Time	No coach	Low SDM <sup>3</sup>	9	13.30 (1.01)					
					-0.44	-2.77 – 1.88	64	-0.39	0.70

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**Abbreviations:** %time, percentage of time; MVPA, moderate-to-vigorous physical activity; SDM, self-determined motivation.

**Notes.** <sup>1</sup>adjusted for age and body mass index z-score; <sup>2</sup>High SDM group = participants' self-determination index scores were in the highest tertile; <sup>3</sup>low SDM group = participants' self-determination index scores were in the lowest tertile. Alpha was set at  $p < 0.05$ .