A COMPARATIVE STUDY OF SPORTS AGGRESSION BETWEEN UNIVERSITY LEVEL KABADDI AND KHO-KHO PLAYERS

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Abstract

The present study was conducted to analyse the level of aggression between male university level Kabaddi and Kho-Kho players of Guru Ghasidas Vishwavidyalaya, Chhattisgarh. Sample of the study consisted of 100 University level Male players (50 Kabaddi male players and 50 Kho-Kho Male players) were randomly selected as subjects. The selected subjects were between the age group of 20 to 27 years. Sports aggression Questionnaire devised by Km. Roma Pal and Dr. Tasneem Naqvi was used for measuring the level of Sports aggression of University level Kabaddi and Kho-Kho players. To find out the difference in the level of sports aggression, mean, standard deviation and independent samples ‘t’ test was used to analyse the data. The result of the study shows that there is significant difference in between Kabaddi and Kho-Kho players with regard to their sports aggression (sig 2-tailed- .000) and Kabaddi players found greater Sports Aggression (Kabaddi mean- 124.000 and Kho-Kho mean- 99.900)

Keywords: Sports aggression, Kabaddi, Kho-Kho players

Introduction

The term aggression alludes to a scope of conduct that can bring about both physical and mental damage to yourself, others or things in the climate. Aggression is a piece of human way of behaving and is fundamental for a person to live and battle for higher accomplishments in your day-to-day existence. Battle for power predominance and greatness in sports clearly includes aggression. Hostility is one structure or the other is unavoidable and unpreventable in sports.
Activities where hostility takes precedence over aggression, the situation becomes alarming and it becomes antisocial behaviour. Positivity can help an athlete's performance put more effort into the team's success. Aggression in sport can be defined as damaging conduct that occurs outside the rules of the sport and unrelated to the competitive goals of that sport. Aggression is also defined as any form of behavior intended to harm or injure another living being with a motive to avoid such treatment. The International Society for Sports Psychology has released a statement of view that defines aggressive behavior as the use of hostile aggression stimuli by another person, physically verbally or nonverbally.

In sport, aggression is a trademark that can have many negative as well as constructive outcomes on execution Level. Sports aggression is described as "any type of coordinated behavior intended to cause injury or harm to another organism that is encouraged to avoid such treatment.". The vast majority view aggression as bad mental qualities, but some game therapists concur that aggression can further develop execution. This is called a decisive way of behaving, where a player will play inside the rules of the games at an extremely focused energy, however will have no goal to hurt a rival. An inquiry that can be posed is the place where does this aggression come from. The dissatisfaction aggression hypothesis, expresses that aggression happens in light of the fact that disappointment emerges because of an objective blockage.

This hypothesis expresses that each time a player becomes baffled this will continuously cause aggression. This hypothesis doesn't consider some other inherent or extraneous variables. Kumar (2012) observed a huge distinction in aggression among secondary school understudies regarding their orientation, stream of review and foundation type. He observed that female understudies displayed higher aggression score when contrasted with male Kabaddi and Kho-Kho players of West Bengal Student examining in Arts stream portrayed higher aggression score than understudies contemplating in science streams. Secondary school understudies of private foundations were viewed as more forceful when contrasted with understudies examining in government organizations.

Kabaddi is a team sport that actually originated in Tamil Nadu, India. Played between two teams of seven players, the object of the game is for a single attacking player, called "raider", to run into one half of the opposing team of a pitch, touch as many of their defenders as possible and get back into their half, all unimpeded by defenders and in one breath. Points are scored for each tagged player, while the opposing team earns points for stopping that player. A player is disqualified from the game if tagged or tackled, but is taken home for each point their team scores from a card stroke or tackle.

The origin of the Kho-Kho is extremely difficult to trace, but many artifact players accept that it is a modified type of Catch, with the least complicated structure, including the pursuit and contact of a separate origin in Tamil Nadu. Kho-Kho in ancient times was played on 'raths' or chariots and was called Rathera. The game's current appearance is a World War I time reception in 1914. In any case, at the time there were no elements of the jungle gymnasium nor the columns electricity separates the focal line.
In today's competitions, Kabaddi & Kho-Kho players need to be more organized, especially preparing Kabaddi to strike quickly, the Cather side, the Cather side Kho-Kho to chain, poll drive and pay enough attention to improving the actual health quality. Accordingly, the most modern model in the field of Kabaddi & Kho-Kho is to effectively evaluate the connected parts as a feature of the body and the absolute size of each Kabaddi & Kho-Kho player, and to decipher how useful each Kabaddi & Kho-Kho players This division in the presentation of a Kabaddi & Kho-Kho player in game conditions.

Objective of the Study:

The purpose of the study was to compare sports aggression between university level Kabaddi and Kho-Kho players from Guru Ghasidas Vishwavidyalaya.

METHODOLOGY:

Selection of Subjects:

For the purpose of the study 100 University level Male players (50 each from Kabaddi and Kho-Kho Male players) were selected randomly as subject who falls between the age group of 20 to 27 years.

Selection of Variables:

After reviewing through all the scientific literature, journals, magazine and keeping feasibility criteria in mind the content sports Aggression was selected for the purpose of the present study.

Criterion measures:

Sports aggression inventory constructed and standardized by Km. Roma Pal and Dr. Tasneem Naqvi. The Sports Aggression Questionnaire was consisting of 30 questions and keyed as Very Much, Much, Ordinary, Less, Very Less, not at all. The score is 5, 4, 3, 2, 1, 0 for each correct item while 150 may be the maximum score and 0 (zero) as the minimum score. A score ranging from 100-130 is taken as average aggression, the score which range above 130-150 are considered as high aggression and the scores lower than 100 are considered as low aggression.

Statistical analysis of data:

Percentage was used to compare university level male Kabaddi and Kho-Kho players of Guru Ghasidas Vishwavidyalaya players with regard to their sports aggression. Independent samples t-test was employed to compare male Kabaddi and Kho-Kho players of Guru Ghasidas Vishwavidyalaya players with regard to their sports aggression.
RESULT AND DISCUSSION OF THE STUDY:

**Table – 1**

<table>
<thead>
<tr>
<th>Group</th>
<th>N</th>
<th>Mean</th>
<th>Std. Deviation</th>
<th>Std. Error Mean</th>
<th>t-value</th>
<th>Sig. (2-tailed)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aggression</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kabaddi</td>
<td>50</td>
<td>124.000</td>
<td>19.613</td>
<td>2.774</td>
<td>5.582*</td>
<td>.000</td>
</tr>
<tr>
<td>Kho-Kho</td>
<td>50</td>
<td>99.900</td>
<td>23.397</td>
<td>3.309</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Significant at 0.05 level.

Table-1 indicates that the level of aggression between male Kabaddi and Kho-Kho players. The mean of male Kabaddi and Kho-Kho players found 124.00 and 99.900 Whereas SD recorded 19.613 and 23.397. The ‘t’ value is 5.582 and significance 2-tailed shows (.000) which is less than tabulated t-value. Hence there is significant difference between male Kabaddi and Kho-Kho players with regard to their sports aggression and Kabaddi players found greater sports aggression.

**CONCLUSION AND FINDING:**

It is documented from the table that the result of the present study, the researcher concluded that there was significant difference between Kabaddi and Kho-Kho players of Guru Ghasidas Vishwavidyalaya players with regard to their sports aggression and Kabaddi players found greater Sports Aggression in comparison to Kho-Kho players.
REFERENCES:


