Political Causes of Sport Related Violence and Aggression: A Systematic Review

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Abstract- Sporting violence and aggression, on the part of participants and spectators, frequently existed in many locations throughout the world and it remains at an alarming stage. Aggressiveness and violence has multi-causal and multi-variant agents including (coaches, referees, parents/spectators); situations like training, matches and scorings etc. This study attempts to examine the contribution of politics in violence and aggression in sporting arena. So that the result of this study shows that reinforcement of aggressive acts by players, coaches, parents, or mass media and verbal abuse by players, parents, coaches, and fans as well as playing violent video games, nature of the sport, Fans' rivalry, frustration, Overcrowding and a poorly maintained sports facility are not the only causes of violence and aggression in sport, rather ethnic politics in ethnic federalism has a great contribution for violence and aggression sport.

Indexed Terms- sport aggression, sport violence, spectator violence, fan violence, crowd violence, team violence and player violence.

I. INTRODUCTION

Participation in sporting activities contributes to the health of peoples in the world. Teamwork and fair play which athletes learn on the playing field also provide a basis for a good society. So far the achievements of athletes throughout the world might enhance the image of their nations. But sport games are not without shortcomings. Whilst sporting violence, on the part of participants and spectators, frequently existed in many locations throughout the world and it remains at an alarming stage of concern (Brian Wenn, 1989). He also indicated that violence on the playing field sets a bad example for easily influenced young Athletes.

Different reports indicate that there has been an increase in the severity and the frequency of violence in sports, (UK essay 2017).

At the present day spectator violence in sport has become increasing time to time (Robert W. Case, Robert L. Boucher, 1981), but aggression is also another term which is related to violence used by the society interchangeably. Even though these are behaviors used by individuals with the objective of hurting or harming others, there is a difference between the two.

Aggression is a human behavior with the intent of harming or injuring others either physically by hitting or psychologically through rude languages, whereas violence is physical assault with intent to harm or injure others (or fan, coach, game official etc (Thirer, 1993). However, all aggression does not lead to violence, but intent to harm others remains at the root of violence.

Although violence in sports often appear from the players, parents, media, coaches, and fans have contributed to the existence of violence in sports presently (Abdal-Haqq, 1989).

According to (Higgins A. Power & Kohlberg's, 1984) as cited in (Rahimizadeh, Arabnarmi, Mizany, Shahbazi, & Bidgoli, 2011), Violence and aggression may occur between fans and spectators of the sport events, from spectators against athletes, and between athletes.

According to (Nasir A., 2016), sometimes peoples use violence to demonstrate patriotism, but it is a terrible act in reality. He also indicated that violence is particularly perceptible in contact sport such as soccer, Basketball, Hockey, Handball among others.

As (Brian Wenn, 1989), some sports like boxing; wrestling and martial art are violent by nature where physical attack is the aim of the exercise. These forms of "violence" are within the rules of sport and the possibility of injury is well known by participants. There is also a range of contact sports, particularly football, where there is punishment on body contact within the rules since there is a scope for borderline or unintentional "violence" such as late tackles, high tackles and tackles on players without the ball. On the other hand these tactics can be used intentionally.

Abdal-Haqq also described that one team may create group unity between players, fans, and coaches thus they recognize opposing teams as enemies, therefore the perception of other teams as enemies promotes hostility or aggression towards the enemy groups and the hostility extends to fans/supporters, geographical location, ethnicities, and the alleged social class.

Fan aggression and violence in sports contest has represent a widespread phenomenon, causing deaths, injuries, and damage to property. Sports crowd violence occurs at all levels of sport, from professional and amateur adult competitions to collegiate and youth leagues. The targets of fan violence are equally diverse, ranging from fellow spectators to players, officials, coaches, administrators, police, or bystanders. Spaaij also identified seven main categories of sports crowd violence: - Assault, Fighting, Verbal abuse, Pitch invasion, Discharge of missile: the throwing or kicking of a projectile (e.g., a bottle, flare, or coin), Vandalism, Terrorism.

II. METHODOLOGY

Methods: A systematic search of several academic databases has made by the reviewer, such as sport violence and aggression Abstracts, books, PubMed, and Web of Knowledge. Google Scholar searches were conducted to locate articles that are published associated with violence and aggression in the area of sport. Studies that focused on specifically in sport violence, studies that were published as peer-reviewed journal articles, dissertation/theses, conference presentation, or books are inclusion criteria for this review. However the exclusion criteria consist of studies that are conducted violence and aggression out of sport. The reviewer searched this database using the search term sport aggression, sport violence, spectator violence, fan violence, crowd violence, team violence and player violence.

III. DISCUSSION

There is no single factor that can explain sports violence rather, sports violence emerges from the dynamic interplay between individual, interpersonal, situational, social environmental, and social structural factors. The relative weight of each dimension or factor will vary depending on the particular nature of an act of violence (Spaaij, 2014). Reports, such as (UK essay 2017) stated that Spectators can engage in violence due to reinforcement of aggressive acts by players, coaches, parents, or mass media, on the other hand violence can result from verbal abuse by players, parents, coaches, and fans when they do not like moves by the other teams' fans, players, and coaches. These abuses make the opposing teams or supporters angry and eventually release their anger through violence. Therefore, the attachment that the fans, players, coaches, and parents have towards a team can prompt them to verbally abuse the supporters of the opposing team and consequently lead to violent behaviors (Jamieson & Orr, 2009). Another Experimental research study conducted in Canada by (Adachi & Willoughby, 2011), shown that playing violent video games produces higher levels of aggressive cognition, aggressive affect, physiological arousal, and aggressive behavior in the short-term than non- violent video games.

The nature of the sport could also greatly influence violence experienced by athletes, especially for physical violence(Parent & Fortier, 2017). More over Fans' age has also a significant effect on fans' aggression; means that immature individuals may aggravate violence compared to elderly individuals(Toder-Alon, Icekson, & Shuv-Ami, 2018).

Another study made by (WANJIKU, 2016),discussed that Fans' rivalry, frustration, Overcrowding and a poorly maintained sports facility are also a major cause of crowd violence in sport, For instance, the fans' rivalry witnessed between Liverpool of England and Juventus of Italy in Brussels, Belgium at Heysel

Stadium in 1985 led to a disaster in which 39 people died and 600 were injured.

Further, Powell described, Fans may be frustrated by lack of scoring while others are excited by scoring a goal. A game in the United Kingdom in 1971 at Ibrox Park Stadium, Glasgow, Scotland, 66 people died and many more injured as fans began to leave the stadium in the last moments of a scoreless match.

A larger than expected groups of fans striving to enter the stadium also caused a police to open gates to relieve the crowd pressure. In 1989, more than 93 persons were asphyxiated and over 200 injured at the Hillsborough stadium, Sheffield, England (The Hillsborough Stadium Disaster, 1989). Finally there is no single elements of causal character can guarantee that violence will or will not occur. Rather a combination of poorly designed physical environments, high-energy events, and poorly trained or inexperienced staff will increase the possibility of spectator violence.

CONCLUSION

Based on the results of different scholars the reviewer concluded that spectators can engage in violence due to reinforcement of aggressive acts by players, coaches, parents, or mass media and verbal abuse by players, parents, coaches, and fans as well as playing violent video games produces higher levels of aggressive cognition, aggressive affect, physiological arousal, and aggressive behavior in the short-term than non- violent video games. On the other hand the nature of the sport could also greatly influence violence experienced by athletes, especially for physical violence. Moreover Fans' rivalry, frustration, Overcrowding and a poorly maintained sports facility are also a major cause of crowd violence in sport. So far there has no work examining the relationship between politics and associated violence and aggression in sporting populations. However in addition to the aforementioned causes the study finds out, politics as a major cause for violence and aggression in sport. Ethnic politics in ethnic federalism might result violence and aggression in sporting arena. When unfair distribution of political power, infrastructure and economic resources between regions or districts of higher authority's and the rest of politically less represented regions or districts, violence and aggression might exist between players, teams, coaches, parents, spectators, fans, and mass media of politically un represented regions or districts and highly monopolized politically represented ones.

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