

**THE CAUSE AND EFFECTS OF UNETHICAL BEHAVIOR AND
VIOLENCE OF FANS THE CASE OF FOOTBALL PREMIER
LEAGUE CLUBS OF ADDIS ABABA**

BY

TATEK KIFLE

**A THESIS SUBMITTED TO THE SCHOOL OF GRADUATE
STUDIES OF ADDIS ABABA UNIVERSITY IN PARTIAL
FULFILMENTS OF THE REQUIREMENTS FOR THE DEGREE OF
MASTER IN SPORT SCIENCE**

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Abstract

Identifying the causes and effects of the problems, assessing the current level of football violence and suggesting possible solution is the main purpose this research. 187 respondents will selected as represented sample among Clubs officials, Football Federation officials, football fans, Football fans association, spectators, Sport Journalist, referees and Players. This research describes an increasing trend of sports violence, and the supposed causes. Also describes several manifestations of sports violence; player to player, spectator to spectator, spectator to player or coach, spectator to- official, and player or coach to official. It is obvious that, most people go to a soccer game to have fun, to enjoy the game and to watch player's talents and skills. And when attending a contest, peoples are required to refrain from the following behaviors and actions like abusive language, offensive gestures, violence and aggressions which include throwing objects, fighting and the like; the damaging impact of violence or the threat of violence at or in connection with sports events can extend far beyond most of our expectation. Many people physically and psychologically impaired; distractions and loses of materials occurred; so many people wounded, permanently disabled and even died In addition the federation faced financial drop to re-arrange the broken materials. Factors that contribute to violent behavior in athletes include, , low skill level of the players and their act against referees, spectators and towards other players these include; win at all cost attitude, violent or aggressive arguments between spectators; incidents on the field among players; incompetent or biased refereeing; the consumption of alcohol etc. are among the majors. However, the research explained and discussed the possible justifications or reason behind such inappropriate behavior. As the research findings suggested that Verbal and physical violence, lose of material and fighting and property destruction are the most frequent fun violence that spectators, players as well as the federation faced and most of this is because of Winning at any cost attitudes. And the federation should modify spectator violence and alcohol consumption policy and should build partnerships and organizes resources to solve or minimize the problems and to reduce the frequency of the occurrence. The federation and other stakeholders working at the event are a critical component of any strategy designed in reducing this unethical behavior, violence of fans and spectator aggression within and around stadiums.

KEY WORDS:-(abusive language, aggression, fans, offensive gestures, spectators, unethical behavior, violence)

Abbreviations

SNAPS - Sports Need for Achievement and Power Scale

SD - Strongly Disagree

D - Disagree

UD -Undecided

A- Agree

SA -Strongly Agree

APPENDIX- I

Addis Ababa University
School of Graduate Studies
Faculty of Life Science
Department of Sport Science

Questionnaire

The main objective of this questionnaire is to gather data from the concerned bodies to assess the level of football fan violence, identify the causes and effects of the problems and to recommend the best solution to the problems. Dear respondents! Information which is obtained from you with this questionnaire is essential for the success of the study under taking. Therefore; you are kindly requested to respond to each item carefully and honestly.

Note

1. No need of writing your name
2. put this symbol “√” in the box given

Thank you In advance!

Part I. General Information

1. Sex: a) Male _____ b) Female _____
2. Age in years: _____
3. Qualification: a) Diploma _____ b) First Degree _____
c) Second degree _____ d) other _____

Part II.

Instruction: Please show the extent to which these practices are being carried out or not by putting “√” mark in one of the alternatives.

Rating: 1= Strongly Disagree, 2 = Disagree, 3 = Undecided, 4 = Agree,
5 = Strongly Agree

No	I. The general circumstances surrounding fan violence. Most fans:-	Responses				
		SD	D	UD	A	SA
1	Standing in their seats and cheering for their team					
2	Drink alcohol before the match					
3	Bring alcohol in the stadium					
4	uses verbal and gesturing violence					
5	Engaged in disorder and riots					
6	Engaged in property destruction and physical violence					
7	Engaged in swarming and throwing objects					
	II. Fan violence mostly occur					
8	At the beginning of the game					
9	At the Middle the game					

10	At the End of the event					
	III. The possible causes for unsporting behavior and violence of fans					
11	The time schedules of the match and the game					
12	Point difference among the clubs					
13	Players act or behavior					
14	Biased or unfair decision of referees'					
15	The Attitude of winning at any cost					
16	Taking too much alcohol before and during the game					
17	Biased or unfair decision and the management style of the federation					
18	Interference of the government					
19	Home and away match					
	IV. More frequent victim of fan violence					
20	Players					
21	Referees					
22	Spectators					
23	Officials					
24	The community around the stadium					
	V. Potential challenges of the violence that spectators, players and referees faced					
25	Death					
26	Major Injuries					
27	Minor Injuries					
28	Material loss					

29	Insecurity and frustration					
30	Players unable to use their potential fully					
31	Inappropriate decision or Biasness of the referee					
	VI. The potential challenges of the violence that the federation faced					
32	Material loss (seating chairs etc.)					
33	Decrease number of attendant or (Decrease the source of income)					
34	Extra expenditure (to replace the materials:- setting chairs etc)					
35	Compensation fee					
36	Losing its value and acceptance					
37	Program fallacy (time schedule, year plan etc.)					
38	Additional expense for the security					
	VII. The most frequent fan violence in Ethiopia					
39	Harassing, gesturing and insulting					
40	Physical violence (fighting) and throwing objects					
41	Disorder, riots and Property destruction					
42	Swarming and Aggression					
43	Hooliganism					
	VIII. General information regarding the incident and the federation					
44	Many incidents of fan violence occur every year					
45	Minor incidents could indicate future trouble if left unaddressed					
46	There are particular teams or performers associated with more fan violence					

47	The federation has stadium's policy on spectator violence					
48	The federation has stadium's policy on alcohol consumption					
49	The federation has build partnerships and organizes resources to solve the problems					

Declaration

I here declare that this thesis is my original work and has not been presented for the fulfillment of a degree in any University and all sources of materials used the thesis have been duly acknowledged.

Declared by:

Ato.TatekKifle

Student

Signature

Date

ID No. GSE/1361/11

Confirmed by:

Dr.SolomonTeka

Advisor

Signature

Date

CHAPTER ONE

Introduction

1.1. Background of the Study

Because of violence in football pitch like fighting, taunting, harassing, distracting or any other acts or behavior many people lose interests to attend the match and this incidents of violence at, before and after sports events have generated political, social, academic, and media debates; as well as the federation unable to collect income as usual.

Sport plays an important part in human development and in strengthening the fabric of society; it fosters social integration and participation and thereby makes a valuable contribution to democracy; it promotes understanding between individuals and groups from different countries and cultures; it also brings major economic benefits at local, regional and national level.

But all of this is put at risk by violence. That is way the issue of spectator violence is dealt with not only by the expert body of the Standing Committee but also by political bodies. The Parliamentary Assembly's of the Council of Europe Recommendation 1434 (1999) on football hooliganism and the Committee of Ministers' Recommendation Rec(2001) on the prevention of racism and intolerance, in particular, should be mentioned.

Most authors also agree that it should not be viewed as an isolated phenomenon requiring its own explanations, but rather should be studied in a wider social context. One of the most common explanations for violence in sport is linked to tolerance of it by participants, coaches, parents, spectators, officials and sport administrators.

The researcher also faced a number of violence hear in Addis Ababa stadium and heard and read a lot of report from different parts of Ethiopia. Various factors can be noticed at this level most fans are young, profanity spreads in every game, supporters of the same team throw stones and objects at each other or at the opponents' supporters, chaos and panic are extended to citizens and regional expressions are also used even off field.

Furthermore the damaging impact of violence or the threat of violence at or in connection with sports events can extend far beyond its victims. It actively discourages families, women, children, older people and people with disabilities from attending matches, it creates a climate of fear among local residents around stadiums, and it also results in substantial material damage, reflected in the damage to sports facilities and public transportation vehicles.

In addition, who causes misconduct in Soccer games is also important question to be answer. In the cases of spectators; spectators can involve at violence in one of three ways: Players may attack spectators, spectators may attack players or match officials, or spectators may fight among themselves. Probably the most frequently reported form of spectator violence involves attacks on players, match officials, and, above all, fights between spectator groups.

Therefore, this study assessedthe current level of unethical behaviors, fan violenceand aggressions in Addis Ababa football premier league clubs, the causes and effects of the problem identified andrecommends the possible solution.

1.2. Statement of the Problem

Modern media coverage and scientific research of fan violence range from understanding the phenomenon as a “notable social problem” (Williams, Dunning, & Murphy, 1986), or “moral crisis” (Petrovic, 1990) to a “moral panic.” From the social problem approach, fan violence threatens the well being of society. (Murphy, Dunning, & Williams, 1988)

The emphasis of this research is to describe football fans violence and its consequences. Also to mentions the statistics regarding the violent incidents over the time during football matches, the patterns of the individuals' aggressive behavior and the causes for such behavior as well as the possible solution to the problem.

Most people go to a soccer game to have fun, to enjoy the game and to watch players exhibit their talents and skills but in contrast the problem made a lot of distractions and loses of materials; so many people wounded, permanently disabled and even died and these leads the spectators unable to watch the event safely and enjoyably and even most People loses interests to attend the match in addition to this the federation faced financial drop to re-arrange the broken materials all this leads us to clearly see that the problem does exist.

In a precise approach, the research explained and discussed the possible justifications or reason behind such inappropriate behavior (unethical behaviors, aggressions and violence). This include the consumption of excessive alcohol and other drugs; player's behaviors and their deeds against spectators, referees and officials; incidents on the field among players; incompetent or biased refereeing and complains on the federation etc.

1.3. Research questions

The researcher is trying to examine the following review questions:-

1. What are the causes for violence and unethical behavior?
2. What are the potential challenges of the violence on spectators, the players, the referees, the development of the game and the federation?
3. What will be recommended for the possible solution to the problems of unethical behavior, fan violence and aggressions?

1.4. Objectives of the Study

1.4.1. General Objective

To assess the current level of football violence, identify the causes and effects of the problems in some football premier league clubs of Addis Ababa and recommend the best solution to the problems.

1.4.2. Specific Objectives

The specific objectives of this study are:

1. To assess critically the cause of the problems of unethical behavior, fan violence and aggressions.
2. To find out the potential challenges of violence or effects on spectators, the game, the players, the referees and the federation.
3. To find out the challenges faced to control the problem
4. To suggest some possible solutions to alleviate the problem

1.5. Significance of the Study

This study may have the following significance.

1. It may create awareness on the degree (severity) of football fan violence.
1. It may identify the possible causes of unsporting behavior and violence of football fans.
2. It may identify the cause of football violence and its effects
3. It may deliver possible solution to the problems
4. It may pave the way to others for further investigation

1.6. Delimitation of the Study

This study was delimited to only some premier league clubs of Addis Ababa. Even though, addressing all premier league clubs is important to assess and identify the cause, effect and the degree of the problem because of the financial constraint, time consuming nature of the topic and shortage of materials on the issues, etc. this study was focused on only the three of the premier league participants of Addis Ababa specially those who have fan association.

1.7. Limitation of the study

This study was limited with lack of necessary reference materials especially in Ethiopian context. Uncooperativeness of peoples in some selected samples to respond the questionnaires and returned back on time were another problem that the researcher faced. To overcome this problem all the necessary effort were paid cooperatively with the respondents.

1.8. Definition of key Terms

Aggression: -Is employed to describe angry violent behavior with intent to hurt a person (physical, verbal, or gestural) or cause damage to property. Or verbal or physical actions grounded in an intent to dominate, control, or do harm to another person.

Ethics:-A tool to help and provide the necessary means to teach athletes important skills while still enjoying the sport and the main goals of Ethics in Sports is to teach sportsmanship, leadership, compassion, goal setting, and work ethic

Fans: -Keen supporter of the game and it is not about being a mere spectator it is about being a participant. They truly believe that they must attend the game to help the team to win; not just to observe the event. They motivate the team through ritual chants, songs, banner waving, etc. And intimidate the opposition players and perhaps influence referees' decisions even.

Gesturing :- (forms of spectator aggression) —signaling to others with threatening or obscene motions.

Hooliganism: -Is disruptive or unlawful behavior such as rioting, bullying, and vandalism.

Misconduct: -A legal term meaning a wrongful, improper, or unlawful conduct motivated by premeditated or intentional purpose

“Missile” throwing: - Throwing items such as food, drinks, bricks, bottles, broken seats, and cell phones at particular or random targets

Negative fan behavior: - Verbal anger such as parents yelling at officials; nonverbal anger such as avoidant communication; and physical anger such as shoving a coach

Physical:- (forms of spectator aggression) Spitting, kicking, shoving, fistfights, stabbings, and shootings

Player: - An individual who plays in the sporting event

Property destruction: - Knocking down sound systems, tearing up the playing field, and burning/damaging the venue or others’ property

Spectator: - A person who is watching an event; to have fun, enjoy the game and to see players exhibit their talents and skills

Supporters: -Are those who only attend matches occasionally or when their team is doing well.

Unsportsmanlike conduct:-Also called unsporting behavior or ungentlemanly conduct is a foul or offense in the game that violates the sports generally accepted rules of sportsmanship and/or participant conduct.

Verbal: - (forms of spectator aggression) Singing, chanting, and yelling taunts or obscenities

Violence: - Is the use of excessive physical force or physical acts beyond the normal levels of contact expected, which causes or has obvious potential to cause harm and destruction. There are many forms of violence that can be anticipated. These include: - Player to official, Fan -- to fan, Fan to – official, Fan -- to player, Coach to – player, Coach to – fan and Coach to – official.

Warming: -Rushing the field or stage and trying to crash the gates to gain entry, or rushing the exit, both of which may result in injury or death from trampling

Organization of the Study

This study will have five chapters. The first chapter deals with the background of the study, statement of the problem, objective, significance, delimitation, limitation and organization of the study. The second chapter presents the review of related literatures. The third chapter focuses on the research design and methodology. The fourth chapter deals with the data presentation, analysis and interpretation, while the fifth chapter presents the summary, conclusion and recommendation.

CHAPTER TWO

Review of related literatures

Humans watch sports for many different reasons. For some spectators, sporting events simply provide entertainment in the form of drama. Alternatively, the entertainment value may be related to an appreciation of the athletic ability on display. For others, watching sports is a social activity, in which individuals of similar cultural or national backgrounds gather to have a community experience. Many ancient sports (e.g., the ancient Olympic Games started as rituals to honor the gods, a leader, or the deceased and later developed into large public spectacles, with city or country-wide festivities surrounding the games. Whatever the reason, for the sports fan “following sport is a worthwhile leisure pursuit that enhances an individual’s quality of life” (Smith 1988)

The acts of violence vary from disruptions outside the stadium, to disturbances during the game that affect it and represent a loss of self-control. Manifestation of hooliganism among individuals and groups of individuals is a social phenomenon, which can be easily witnessed in most football matches. Often violence is seen as part of the game, especially in certain contact sports, where it is seen as a means to intimidate and to win and as a tool to develop masculinity and ‘character’. But when attending a contest, the peoples are required to refrain from the following behaviors and actions like abusive language, obscene gestures interference or violence and aggressions with the progress of the contest/event, which includes throwing objects on to the area of contest, fighting and the like; and the presence of all these and much more made the Spectators unable to watch the event safely and enjoyable. (Smith, M.D, 1983)

The phenomenon of violence in stadiums is taking serious proportions. Violence includes all verbal statements as a verbal rude and offensive which used by players, coaches and football spectators intentionally or against referee or

opponents, but in most cases it observed in football sport by spectators, (Wang 2007, Shields 2007). Aggression occurs in sports where athletes generalized expectancies for reinforcement for aggressive behavior are high and where the reward value outweighs punishment value (e.g., gaining a tactical and/or psychological advantage with a personal foul). Situation related expectancies (the time of game, score opposition, the encouragement of the crowd) also influence the athlete in terms of whether this is deemed an appropriate time to exhibit aggression (Husman& Silva, 1984).

Some studies have found that violence and aggressive play in sports may serve to enhance the entertainment value of a sporting event. Aggressive and violent play may intensify the entertainment value because it adds drama (Comiskyet al.1977).Russell (2003) stipulates that situational, environmental, social and cognitive variables all play major roles in spectator violence in order to arrive at a simplistic cause - effect relationship. The reality remains however, that authorities cannot be passive. Because sports and activities have dedicated time and energy; and have an important place in society. Basically, if sport competitions occur in normal situation rules for athletes and spectators, it will be easy to control violent behaviors. (Dunning, Murphy and William1986)

2.1. Violence and Aggression in Ancient Sports

Media reports of violent behavior at sport events around the world, especially at soccer matches, have increased our awareness of crowd violence. However, crowd violence is not new. Although data documenting the behavior of sport spectators through the ages is scarce, research does suggest that spectator violence did occur in the past and that much of it would make crowd violence today seem rare and tame in comparison (Dunning, 1999: Guttman, 1986, 1998; Scheinin, 1994; Young, 2000).

Roman events during the first five centuries of the first Christian millennium contained especially brutal examples of crowd violence medieval period were not much better, although levels of violence decreased in the late medieval period.

With the emergence of modern sports, violence among sport spectators decreased further, but is remained common by today's standards. (Iaycoakley, 1978)

In an era where man's moral standards are tested by material social trends, the phenomenon of violence proliferates to an irrepressible degree imposing catastrophic results in many areas of society. A display of violent behavior was recorded in the 218th Olympic Games from Alexandria the so called Randi. The athlete was late arriving for the Games and so his opponent Irakledis was declared the winner without a contest-taking place⁵⁹. His excuse for being late did not satisfy the judges and he became angry at their decision and reacted violently towards the winner. (YiannakiSoteria)

The account continues to explain that, when the Cubs scored six runs in the sixth inning of the first game, guns were fired around the stadium to the point that gun spoke made it difficult to see the field. When the Cubs tied the score in the ninth inning, fans again fired guns, and hundreds of them shot holes in the roof of the grandstand, causing splinters to fly on their heads. As the game remained tied during three extra innings, fans pounded the seats with the butts of their guns and fired in unison every time the Phillies' pitcher began his wind up to throw a pitch. It rattled him so much that the Cubs scored on a wild pitch. After the score, a vocal and heavily armed Cub fan stood up and shouted, Fans around the stadium emptied the rest of their ammunition in a final explosive volley. (Iaycoakley, 1978)

Lawful physical violence is strongly manifest in boxing particularly when the hand straps were changed from ox leather, "meilchios"⁶¹, to that of pig skin⁶² straps this made the punches all the more dangerous and caused wounds that did not heal easily. This was permissible and done mainly for the spectator's pleasure. These demands from the spectators were due to their repression, more because of pressure from political and social areas rather than from any athletic ideology.

Athletics never really cultured violence and most of the competitors were not violent either. It is man who uses sport as an expression of violence! Violence lawful or unlawful appears to form human emotion in the Ancient Greek sports arena as well. We need to assess all the events according to the period they took place in and to the laws and the morals of the time so that the violence can be seen as an expression of religious atonement, redemption and freedom.

Violence plays a dual role serving as an escape from repressed emotions but at the same time forwarding and improving ideology. The use of violence was present in the role of enforcing the law; this was an accepted part of their society, whereas psychological aggression brought out the power of emotion and soul. The facts should always be taken in context, of course we are unequivocally against violence, which breaks down the structure of society and creates dysfunction. (Poliakoff 1987) Much of the relationship between violence and sports in the ancient world derived from the connection between ancient sports and warfare. Sport had value as a technique for military preparedness, and it also had value as a substitute for direct military conflict. Battlefield tactics required soldiers to be in excellent shape, and fighting skills learned from combat sports were invaluable during times of war. It is believed that Greeks discovered the use of combat sports after the Battle of Marathon as a result of the hand-to-hand fighting that took place (Poliakoff 1987).

Scholars have debated the relationship between war, violence, and sports. There are two general perspectives. First, some researchers believe that humans have a need to discharge their natural aggression, which can be accomplished in war or in a substitute for war like violent sports. In the drive-discharge theory, war and sports are substitutes in the release of aggression. Similar to the theory of catharsis, spectators use the viewing of aggression and violence to relieve their aggressive tension. Proponents of this theory would suggest that violence in ancient sports developed as a way to redirect the human need to discharge aggression toward a more contained and localized form of violence.

Second, some researchers believe that violence in sports merely reflects the aggressive tendencies of society; the cultural-pattern theory suggests that the more warlike a society is the more likely warlike sports will be found in that society. (Sipes1973)

2.2. Violence and Aggression in modern sport

Violence in modern sports can be traced back to ancient sports where violence was an inevitable outcome. These ancient sports had few restrictions, and even those rules that did exist were not always enforced. Many of these sports only concluded when one opponent succumb bed to the superior strength of the winner. In recent years, however, violence in sport, both on and off the field, has come perceived as a social problem. For instance, commissions have been appointed in Canada, England and Australia to investigate violence in the athletic setting (National Committee on Violence, 1989; Pipe, 1993).

Discussions of fan violence in modern sports normally surround the issue of violent behavior of the fans of association football (soccer) teams, called “hooliganism.” The motivation behind fan violence is researched in depth by sociologists around the globe. Much of the violence appears to be related to socioeconomic factors, such as poverty and class, but fan violence related to religion (e.g., Scotland) and regional issues (e.g., Italy and Spain) also occurs (Frosdick and Marsh 2005).

Soccer hooliganism in its contemporary sense refers to the social genesis of a distinctive fan subculture among youth and their engagement in regular and collective violence, primarily targeted at rival peers (Giulianotti, 1999). Thus we define hooliganism as competitive violence among socially organized groups of soccer fans which is principally directed against opposing fans. As such, soccer hooliganism should be viewed as one particular sub-form of fan violence.

In the United States, Canada, Germany, England and Australia, court cases have been heard concerning the sport-related victims or perpetrators of aggressive acts (e.g., see Murphy, 1988).

As Thirer (1993) stated “those with a legitimate, genuine concern for all levels of sport, from early childhood experiences to age group and master’s competition, need to be acutely aware of the negative specter of aggression and violence. This applies equally to participant behavior and spectator behavior”. Since sport and society are presumed to mirror each other, there frequency and intensity of aggressive acts in the athletic realm take on added importance, i.e., the high levels of aggression and violence in sport may indeed go beyond the competitive event itself and have larger societal implications.

Compared to the inter-fan rivalries that developed from the 1960s onwards, first in England and later in other European countries, the spectator violence that took place at soccer matches in the late 19th and early 20th century was relatively unorganized, spontaneous and ad hoc (Spaaij, 2006).

Over time, due to both the repression of violence in and around soccer grounds and the escalation of some inter-group rivalries, hooliganism has gradually transformed into an increasingly organized and premeditated phenomenon that is only loosely connected to the soccer match itself. As Collins (2008) puts it: On the other hand, spontaneous fan violence that occurs during a soccer match often appears to be a more direct result of events on the pitch Collins (2008) correctly argues that fans are subject to the same rhythms of dramatic tension as players, and that it is chiefly to experience these tensions and to express their emotions collectively that fans are attracted to attending a game in person (see also Elias and Dunning, 1986).

Feshbach has argued that the ultimate goal of an individual’s drive to aggress is not the infliction of injury on others but the restoration of the aggressor’s self-

esteem and sense of power. Most authors also argue that it should not be viewed as an isolated phenomenon requiring its own explanations, but rather should be studied in a wider social context. One of the most common explanations for violence in sport is linked to tolerance of it by participants, coaches, parents, spectators, officials and sport administrators. (1971).

Research by Daniel Wann and his colleagues (2004) has shown that the perceptions and actions of spectators depend on the extent to which they identify with teams and athletes. Highly identified fans are more likely than others to link their team's performance to their own emotions and identities. Although, by itself, this does not cause violence, it predisposes fans to take action if and when they have opportunities to do something that they think might help their team. This is important because team personnel and venue management encourage fans to believe that they can motivate home team players and distract visiting team players. Although most fans restrict their "participation" to cheering, stomping, and waving objects, some systematically harass and taunt opposing players. When tensions and conflicts are intense and widespread in a community or society, sport events may become sites for confrontations. (Guttmann, 1986).

In cities where housing segregation has created heavily segregated schools, racial and ethnic conflicts have contributed to confrontations before, during, and after games. Gangs, some of whose members have weapons, may stake out territories around a sport stadium so that a game becomes an occasion for displays of gang power. Similarly, when the "ultras," organized groups of fans prevalent in Italy during the 1990s, attended soccer games, they often used violence to express their loyalty to peers and the teams they followed (Roversi, 1994).

Between 1900 and the early 1940s, crowd violence was common: bottles and other objects were thrown at players and umpires, and World Series games were disrupted by fans angered by umpires' calls or the actions of opposing players (Scheinin, 1994). Playing feared being injured by spectators as much as they

feared the “bean balls” thrown regularly at their heads by opposing pitchers. (Iaycoakley, 1978)

Spectators, including students, used chains, switchblade knives, and tire irons to attack each other. During the late 1960s and early 1970s some high school games in Chicago were closed to the public and played early on Saturday morning, because the regularly scheduled games had become sites for regular crowd violence related to racial and ethnic tension. (Iaycoakley, 1978)

These examples are not meant to minimize the existence or seriousness of current crowd violence. They are intended to counter the argument the violence is a bigger problem today than it was in the past that coercive social control tactics are needed to prevent what some people see as a growing decline of civility among fans. These are obnoxious and violent fans today, and they present problems, but they should not be viewed as new and unprecedented threats to the social order. (Iaycoakley, 1978)

2.3. Measurement of Aggression

A number of inventories have been developed to measure aggressiveness as a personality disposition or trait. Two of these inventories are the Aggression Questionnaire (Buss & Perry, 1992) and the Aggression Inventory (Gladue, 1991). Sport-specific inventories include the Athletic Aggression Inventory (Bredemeier, 1978) and the Continuum of Injurious Acts (Bredemeier, 1985). The actual measurement of aggression, however, is much more difficult. Because aggression is defined as the intent to harm another human being, the measurement device must be able to capture this intent.

2.4. Ethics (unethical behavior) Violence and Aggression in sport

Ethics, sometimes known as philosophical ethics, ethical theory, moral theory, and moral philosophy, is a branch of philosophy that involves systematizing, defending and recommending concepts of right and wrong conduct, often addressing disputes of moral diversity. The term comes from the Greek word or

ethos, which means "character", "habit", "and praxis". The super field within philosophy known as axiology includes both ethics and aesthetics and is unified by each sub-branch's concern with value. Philosophical ethics investigates what is the best way for humans to live, and what kinds of actions are right or wrong in particular circumstances. (<http://www.iep.utm.edu/ethics/>)

Ethics seeks to resolve questions dealing with human morality—concepts such as good and evil, right and wrong, virtue and vice, justice and crime. Richard Paul and Linda Elder of the Foundation for Critical Thinking define ethics as "a set of concepts and principles that guide us in determining what behavior helps or harms sentient creatures". (The Cambridge Dictionary of Philosophy) states that the word ethics is "commonly used interchangeably with 'morality' and sometimes it is used more narrowly to mean the moral principles of a particular tradition, group or individual."(John Deigh 1995).

Paul and Elder state that, "most people confuse ethics with behaving in accordance with social conventions, religious beliefs and the law", and don't treat ethics as a stand-alone concept. (Paul, Richard; et , al. 2006)All sports loving fans, good players, sports administrators, commentators, and others need to support good ethics in sports. No one likes to be cheated, and that includes being unethical in sporting activities. Rude comments, getting mad unnecessarily, shouting against the rules, discretely breaking the rules and others, are just examples that are not acceptable and should not be supported.

Good ethical character, such as humility, is more highly appreciated than cheating and winning. Decency in making choices that are essential to the objectives and values of the team and fans is better than outrageous errors. Self-discipline or control in doing what is to be done according to objectives rather than doing what feels well is more professional and acceptable. When someone actions shows respect and value for others participation, this is better than blatant disrespect and self glorifications. Honorable character in demonstrating

good values will always be highly regarded than boastful attitudes in winning at all costs. (Michael Taylor, 2007)

Ethics is two things. First, ethics refers to well-founded standards of right and wrong that prescribe what humans ought to do, usually in terms of rights, obligations, benefits to society, fairness, or specific virtues. Ethics, for example, refers to those standards that impose the reasonable obligations to refrain from rape, stealing, murder, assault, slander, and fraud. Ethical standards also include those that enjoin virtues of honesty, compassion, and loyalty. And, ethical standards include standards relating to rights, such as the right to life, the right to freedom from injury, and the right to privacy. Such standards are adequate standards of ethics because they are supported by consistent and well-founded reasons.

Secondly, ethics refers to the study and development of one's ethical standards. As mentioned above, feelings, laws, and social norms can deviate from what is ethical. So it is necessary to constantly examine one's standards to ensure that they are reasonable and well-founded. Ethics also means, then, the continuous effort of studying our own moral beliefs and our moral conduct, and striving to ensure that we, and the institutions we help to shape, live up to standards that are reasonable and solidly-based. (Manuel .V, Claire .A et,al. 2014)

2.2.1.Ethics (unethical behavior) in Sport

Sport ethics is that branch of the philosophy of sport addressing the specific ethical questions that arise during and around sport competitions. With the affirmation of professional sports in the past century as well as the rise of a voluminous entertainment industry related to it, sport ethics has come to be not only a fertile terrain for testing and developing philosophical notions and theories, but also a foremost point of contact between philosophy, civil institutions, and the society at large. (Andrea .B2014)

Sports are based on the fair enforcement of rules. At a first approximation, this means that every contestant (being an individual player or a team) has the right to see the rules of the game applied in equal measure to each and every contestant, while having the duty to try and respect the rules as best as possible. The educational importance of this aspect, not just for children and young adults but for everyone, can be hardly overstated. Sport is a critical tool to teach justice, the respect of rules for the benefit of a group (the contestants as well as the spectators), and honesty. (Andrea .B2014)

And yet, as it happens outside a competition, one may wonder if at times – players are justified in seeking an unequal treatment. For instance, when breaking the rule will offset some mistaken call that the referee has made earlier the game, or will partially make up for some economic, social, or political inequities that stand in between the contesting teams; it seems that a player may have some justifiable motives for breaking the rule. (Andrea .B2014)

2.2.2.The Role of Ethics in Sports

To understand the role ethics plays in sport and competition, it is important to make a distinction between gamesmanship and sportsmanship. Gamesmanship is built on the principle that winning is everything? Athletes and coaches are encouraged to bend the rules wherever possible in order to gain a competitive advantage over an opponent, and to pay less attention to the safety and welfare of the competition. Some of the key tenants of gamesmanship are: - Winning is everything, It is the referee's job to catch wrongdoing, and the athletes and coaches have no, the ends always justify the means (Michael Taylor Sep 29, 2007)

A more ethical approach to athletics is sportsmanship. Under a sportsmanship model, healthy competition is seen as a means of cultivating personal honor, virtue, and character. It contributes to a community of respect and trust between competitors and in society. The goal in sportsmanship is not simply to win, but to

pursue victory with honor by giving one's best effort. Ethics in sport requires four key virtues: fairness, integrity, responsibility, and respect. (Michael Taylor Sep 29, 2007)

The sportsmanship model is built on the idea that sport both demonstrates and encourages character development, which then influences the moral character of the broader community. How we each compete in sports can have an effect on our personal moral and ethical behavior outside of the competition. Some argue for a "bracketed morality" within sports. This approach holds that sport and competition are set apart from real life, and occupy a realm where ethics and moral codes do not apply. Instead, some argue, sports serves as an outlet for our primal aggression and a selfish need for recognition and respect gained through the conquering of an opponent. In this view, aggression and victory are the only virtues. For example, a football player may be described as mean and nasty on the field, but kind and gentle in everyday life. His violent disposition on the field is not wrong because when he is playing the game he is part of an amoral reality that is dictated only by the principle of winning. (Michael Taylor Sep 29, 2007)

So we all need to remember the essential principles in good ethics when sports activities are involved. Sport worldwide is big business. Someone can genuinely earn a very good life or income from playing professional sports. But by no means should this override fairness and good values in all sporting events and participation. (Michael Taylor Sep 29, 2007)

2.2.3. Violence and aggression in sport

2.2.3.1. Violence in sport

Sports involve dynamics of organization, competition, and physical skill. Second, the generalizations and conclusions about fan violence may depend on how fans are defined. Because attending sporting events are not always consistent across various individuals and groups. Third, violence should be distinguished from aggression. Violence is "the use of excessive physical force, which causes or has

the potential to cause harm or destruction” Aggression is “verbal or physical behavior grounded in an intent to dominate, control, or do harm to another person”. Violence involves a behavioral component, but aggression entails motivation. (Coakley, 2001)

Being aggressive and violent towards: opponents, coaches, spectators, (individually or in groups) are aggressive and violent towards coaches, parents and the police. These incidents have occurred at training as well as during or after competition and serve to emphasize the different forms and contexts for sport violence. (John H. Kerr 2005). The word violence is found in Ancient Greek writing and its meanings are varied. Homer uses violence to mean courage, strength, power, the might of domination, the taking of human life and psychological violence. He refers to physical bodily violence, physical assault, violent behavior, extortion coercion and force. Hesiod distinguishes two types of violence, which are conflicting: Hateful, which is represented by war, and Peaceful, which is expressed by creativity in society. (YiannakiSoteria)

Violence refers specifically to the physical component of aggression. It is defined as “harm inducing behavior bearing direct relationship to the competitive goals of sport, and relates, therefore, to incidents of uncontrolled aggression outside the rules of sport, rather than highly competitive behavior within the rules of sport, rather than highly competitive behavior within the rules of boundaries” (Terry & Jackson, 1985). Violence is the use of excessive of physical force, which cause or has the potential to cause harm or destruction. We often think of violence as actions that are illegal or unsanctioned, but there are situations, in which the use of violence is encouraged or approved in a group or society. When violence occurs in connection with deviant under conformity or a rejection of norms in society, it is often classified as illegal and is sanctioned severely (Laycoakley, 1978).

When violence occurs in connection with the enforcement of norms, the protection of people and property, or deviant over conformity to widely accepted norms, it may be approved and even lauded as necessary for the preservation of

order or the reaffirmation of important social norms. (Ilaycoakley, 1978) In the case of sports, pushing a referee who has just penalized you or choking your coach in anger to express your defiance of his or her authority is violence based on a rejection of norms. These forms of violence would be defined as illegal and punished severely by teams and sport organizations, even if the referee or coach were not seriously injured. (Ilaycoakley, 1978)

However, if a football player were to deliver a punishing tackle, which broke the ribs or destroyed the kidney of an opposing running back after his coach had told him to be aggressive and to put his body on the line for the team, the violence would be based on extreme conformity to norms. Such violence is “part of the job” and it would be seen as justified by most fans and respected by teammates and even many opponents. The player would feel righteous in his action, despite their harmful consequences, and he would be prepared to do them again, even if it meant doing harm to his own body or the bodies of others. His violence would not be punished, because it conformed to current perceptions of how football should be played. Furthermore, it would be used to affirm his identity as an athlete and a football player. (Ilaycoakley, 1978)

Leonard (1993) has illustrated the conceptual distinction between violence and aggression: Violence is “the use of excessive physical force, which causes or has the potential to cause harm or destruction” (Coakley, 2001, p. 174). Aggression is “verbal or physical behavior grounded in an intent to dominate, control, or do harm to another person” (p. 175). Violence involves a behavioral component, but aggression entails motivation.

Football violence has been subject to investigation from many scientists around the world. According to Thacker (2003), the expression “football hooliganism” refers to the spectator violence through acts of vandalism and bloody aggression, perpetuated by young people mainly men, that is by hooligans. Some of the worst examples of sports aggression and violence occur among the fans watching an athletic contest. Every sports event is attended by individuals who may instigate

fan violence. These are individuals who score high in the personality disposition of anger and physical aggression. These individuals are attracted to violence and fighting among fans, and exhibit a false belief about the willingness of other fans to join in acts of violence. Cox, H. Richard (2002)

Soccer fan violence can be conceptualized as operating on two different continua. This first refers to the level of intensity of the violence, which ranges from low-level conflicts, such as interpersonal verbal assaults, to high-level violence, for example mass fighting which involves large sections of the soccer crowd. The second refers to the degree of organization and planning involved. (Duke and Crolley, 1996)

2.2.3.2. Aggression in sport

Aggression is defined as the infliction of an aversive stimulus, physical, verbal, or gestural, upon one person by another. Aggression is not an attitude but behavior and, most critically, it is reflected in acts committed with the intent to injure (LeUnes& Nation, 1989). And according to (Iaycoakley, 1978) aggression refer to verbal to physical behavior grounded in an intent to dominate, control, or do harm to another person. Aggression is often involved in violence, but some violence may occur without aggressive intent. This definition allows us to distinguish aggressive behavior from other behavior we might describe as assertive, competitive, or achievement-oriented. For example, a very competitive person may use violence during a game without the intent to dominate, control, or do harm to others.

However, there is often a difference between being aggressive and simply being assertive or trying hard to win or achieve other goals. The term intimidation will be used to refer to words, gestures, and actions that threaten violence or aggressive. Like aggression, intimidation is used as a means to dominate will control another person. These definitions will help focus discussion, but they will not eliminate all conceptual problems. (Iaycoakley, 1978) Aggression has long

been a part of the sport domain. Indeed, Russell (1993; p.191) suggested that outside of wartime, sports is perhaps the only setting in which acts of interpersonal aggression are not only tolerated but enthusiastically applauded by large segments of society.

Aggressive behavior can be classified according to the primary reinforcement sought via the act. Hostile aggression is where the principal reward, or intent, is to inflict upon another for its own sake. Instrumental aggression, on the other hand, is where the major reinforcement is the achievement of a subsequent goal. In this case, an athlete may intend to injure the opponent, but the most important goal to be achieved by the aggression acts is to win the competition, to be acknowledged by the coach, and the like. (Thirer, 1994)

Spectators may also exhibit hostile or instrumental aggression when they verbally abuse or throw objects at an opposing athlete or team. If the intent is to physically or psychologically injure the athlete, spectators are being hostile. If their intent is to gain an advantage for their team by distracting the opposing player(s), then it is considered instrumental aggression. If there is no intent to injure the opponent and the athlete is utilizing legitimate means in order to achieve his/her goals, then the athlete is not being aggressive but assertive. The distinction is that the intent, when one is being assertive, is to establish dominance rather than to harm the opponent (Thirer, 1994).

2.3. Different theories and research findings on the issues sport violence

The characteristics of fans have been used to explain fan violence. The most prevalent of these theories include instinct theory, frustration-aggression theory, and hooligan addiction theory etc.

2.3.1. Instinct theory

The German neurologist and psychoanalyst Sigmund Freud believed that much of human behavior is programmed by instincts. One instinct constructed by Freud was the death wish. He theorized that all human beings possess self-destructive energy that must find a safe release (i.e., catharsis) or else violence against oneself or others will result. Instinct theory implies that sporting events are safe opportunities for fans to express their self-destructive energy (Lorenz, 1966).

In a variation of instinct theory, Freud (1922) believed that people in a crowd develop a childlike and frustrated dependence on a leader who cannot possibly control the primitive impulses and needs for love experienced by every member in the group.

As people in the crowd grow dependent and frustrated, they renounce the moral component (i.e., superego) of their personality in favor of a more primitive and irrational level that could lead to violence. Contemporary frameworks for understanding the possible psychological sequence of events leading to football hooliganism have been developed (Brindley, 1982).

2.3.2. Frustration-aggression theory

The premise of frustration-aggression theory is that aggressive behavior can be traced to frustration. The intense involvement characteristic of watching sports can lead fans to closely identify with their team. If their team plays poorly or faces defeat, fans may feel frustrated because they have not “proven” themselves. This inability to realize their desired identity may create a new frustration in their life that could lead to aggressive behavior. This biologically based understanding of fan violence has lead sport psychologists to measure the aggression levels of individual fans and focus on the type of people who attend sporting events.

In a study of spectator aggression toward officials (Wann, Carlson, and Schrader 1999) find that fans who report a high degree of identification with their team report more acts of aggression toward officials than fans who report low team identification.

2.3.3.Hooligan addiction theory

While both instinct and frustration–aggression theories focus on aggression, other theories of fan violence maintain that violence can occur without aggressive intent. Hooligan addiction theory borrows from work that describes escalating stages of addiction (Brown, 1991).

The core thesis of hooligan addiction theory is that extreme fans become addicted to violent behavior. For some fans, violent behavior may provide a sense of arousal predictable as the highs that come from drugs. In the same way that an alcoholic or gambler gains emotional satisfaction from thinking about and preparing for his or her drug or activity of choice, hooligans may get high from planning for and participating in violent events. (Brown, 1991)

2.3.4.Collective mind theory

Near the turn of the 20th century, two French theorists articulated the idea that society consists of both individual and collective minds. These theorists had opposing views about the level of rationality existing within the individual and society. One theorist adopted the view that phenomena exist in the social system that unifies the masses (Durkheim 1893/ 1933).

One such phenomenon is the “conscious collective,” or collective mind this concept refers to the ideas and sentiments shared by each member of society. According to Durkheim, the conscious collective establishes moral order.

In the absence of the conscious collective, individuals would act in their own self-interest, and not in the interests of society (Durkheim 1893/ 1933). The existence

of the collective mind in society is accepted by (Le Bon 1895/1960), but his interpretation of it contradicts Durkheim. In opposition to Durkheim, who proclaimed the moral supremacy of the conscious collective, Le Bon believed that the collective mind is intellectually inferior to the more rational individual. According to Le Bon, decent solitary individuals become transformed to a more primitive level in crowds where people become impulsive and lose judgment. It is believed by collective mind theorists that the more primitive the level of consciousness, the greater the likelihood of violence. From Le Bon's perspective, the mechanisms for generating violence in a crowd are anonymity, contagion, and suggestibility (Milgram&Toch, 1969).

2.3.5.Conflict theory

The conflict perspective has its roots in the 19th century (Marx and Engels 1846/1947) idea that structural conditions (e.g., capitalism) in society create classes of people with opposing interests. For instance, laborers who want less work for more money are in conflict with the owners of production, who want more work for less money. Sport may be another institution that creates tension in society. Violence at sporting events may sometimes be connected to strains that exist between fans because of economic, religious, ethnic, or political reasons (Eitzen, 1979).

Sporting events may be catalysts for violence because the events fail to provide fans with the power and resources to relieve social strains. Violence forces others to take notice and respond to the needs of the powerless. Conflict theory argues that the political maneuvers and economic interests of sport may create the conditions for fan violence. One explanation for the excess violence in contemporary professional sports emphasizes the culpability of the owners of sports facilities who increase their profits through the sale of alcoholic beverages at games (Levine & vinten Johansen, 1981).

Conflict theory introduces the culture of commercialization, and focuses on how sport emphasizes heroic values, including violence, to generate spectator interest, and to “enhance the chances for players commercial reputations and popularity” (Coakley, 1981, p. 44). According to conflict theory, fan violence originates with the corporate decisions made by powerful people working within a capitalist system.

2.3.6. Emergent norm theory

People modify their judgments to make them more consistent with others in the group (Asch, 1951; Sherif, 1958). Common expectations or norms emerge about how people are to act. From this observation, Turner (1964) and Turner and Killian (1957) have developed an emergent norm theory where the power of the norm is more salient than individual motivation. Norm theory implies that people behave violently at sporting events, because they deem such violence to be appropriate or expected, and not because they are irrational from emotion or want to live vicariously through the “battle” they see on the playing field.

2.3.7. Contagion theory

Unlike emergent norm theory, which asserts individual fans are active agents in determining the “correct” line of conduct, contagion theory states that individuals become unwittingly infected with emotion. Fan violence may erupt because one aroused person (e.g., usually a leader) affects another in the crowd, producing a heightened sense of arousal that further influences the leader. As people move throughout the crowd, “they present each other. (R.E. Ward Jr. 2002) as stimuli, and in turn react to the emotional tones of others” (Milgram & Toch, 1969). Arousal may reach the point where rational thought is subordinated. Violent acts, which are not normally considered by the individual crowd members, may be committed.

2.3.8. Convergence theory

Convergence theory is less interactional than either emergent norm or contagion theory. Violence does not evolve among heterogeneous people at the sporting event. Rather, a process of selection occurs. The major assumption of convergence theory is that inhibitions are lowered in a crowd because like-minded people are gathered together. The fans consist of people who share common qualities. It may be that people surrounded by others, who are perceived to be similar, feel freer to express violent emotions. Furthermore, sporting events may attract people predisposed toward aggression.

2.3.9. Value-added theory

One popular crowd-based approach has been Smelser's (1963) value-added theory that identifies six determinants of crowd violence. By "value-added," Smelser means that each determinant is a prerequisite that sets the limitations for the following determinant to operate. For instance, the second determinant of structural strain (e.g., rival fans are seated close enough together to engage in taunting and baiting) can occur only within the limits established by the first determinant of structural conduciveness (e.g., fans from different teams arrive at the football game).

Most research from Smelser's (1963) theory assumes a rationality that underlies fan violence. In particular, the potential for violence and aggression exists because fans in the crowd believe that force can be used to right a perceived wrong. The crowd crush at Hillsborough Stadium in Sheffield, England has been analyzed with the framework of Smelser's theory (Lewis & Kelsey, 1994)

2.4. Violence and the social, economic, and political context

Some theories identify factors of fan violence more distal than the characteristics of fans, or the dynamics of crowds. Examples of these theories include functionalist theory, figuration-al theory, conflict theory, and postmodern theory.

2.4.1.Functionalist theory

From a functionalist view, the institutions in society are analogous to the organs of the body. Interrelationships among the parts of society are necessary to maintain the social system (Parsons, 1951). Sports, for instance, may help create strong bodies and endow individuals with the personal characteristics (e.g., persistence, a healthy body) necessary for the economic system of capitalism to thrive. At the heart of the functionalist perspective is the “problem of order.” How can a system comprised of individuals pursuing their self-interest achieve any order at all? One answer for functionalists is the pursuit of temporary roles. The sick role, for example, may be functional because it offers a respite from the pressures of working in a competitive system. Similarly, the fan role may permit people to let off steam. (Parsons, 1951)

Functionalists would argue that it is more appropriate to “act out” at a ball game than at work or home. Thus, fan violence may serve a purpose. It occurs because people need a break from their disciplined lives. Fan violence may even be interpreted as a ritual (Marsh, Rosser, & Harre, 1978), and to the extent that rituals provide energy and a sense of renewal, fan violence may sustain order in society.

2.4.2.Figuration theory

Figuration theory (Dunning, Murphy, & Waddington, 1991) may be the most interdisciplinary fan violence theory, combining biological, psychological, sociological, and historical approaches. The theory introduces the importance of social class, and has its roots in a rather complex theory of civilization (Elias, 1978), based on the idea that human history has moved (R.E. Ward Jr. 2002) toward a refinement of manners. From this observation, it is speculated that there are greater expectations for people to monitor their own behavior as opposed to external constraints, fewer structured opportunities to express human

aggression, and more guilt, shame, and anxiety about experiencing feelings of aggression. Modern violence exists in the form of “socially constructed ritual violence” that differs from the freer and more unexpected episodes of violence from the past. Civilization has had an important implication for violence. That is, expectations for self-control and the decline of external constraints to control human behavior lead to not more aggression, but the type of chaotic and bloody aggression that occurs among fans at sporting events.

(While Elias (1978) believes in the progression of a civilized lifestyle, he asserts that the civilization process is not a random phenomenon. Rather, the process begins with the top classes and moves downward. This trickle-down process implies that groups with different lifestyles and resources will inevitably interact. The dissimilarities and inequalities become visible at sporting events where many owners, athletes, and players are rich, but many of the fans receive average or below average incomes.

Dunning, Murphy, and Williams (1988) further argue that the rougher sections of the working class experience resentment toward the securely employed, and have strong feelings about kinship and territory, and a distrust of outsiders.

The territorial attitude assumed to exist within certain segments of the working class may have been amplified by the changes in organized sport (e.g., especially football in England) in the 20th century.

Taylor (1982) has argued that prior to the 1960s unskilled workers who were active with players and involved in policy making attended English football. As affluence among players and owners grew, the working class felt a loss of ownership over the game. Hooliganism could be a violent product of this process.

2.4.3.Postmodern theory

Postmodern society is better understood as the “transgression of the normal” (Douglas, 1969) Of course, the transgression of boundaries cannot occur unless boundaries exist. Boundaries that include nationalism and masculinity continue to exist in the postmodern era, but they are constructed and deconstructed at the will of the people. In particular, the desires to defend against outsiders and become the proper male exist as before, but for different reasons. They exist not to divide society in some logical and orderly way (e.g., home team vs. visiting team, or males vs. females), but to create exciting opportunities for breaching nationalism and masculinity.

In a postmodern world, these boundaries of nationalism and masculinity operate as confrontations articulated by male fans rather than structures created to prevent disorder (King, 1997). For instance, male fans may use the coexistence of outrage and sensationalization propagated by the media to continue establishing and breaching boundaries for the sake of pleasure and affirmation of identity, and not necessarily because of aggression.

Academic studies have found that violence and aggressive play in sports may serve to enhance the entertainment value of a sporting event. Aggressive and violent play may intensify the entertainment value because it adds drama (Comisky et al.1977).

2.4.4.Catharsis theory

Catharsis some social researchers hypothesize that sporting events provide a way to contain human aggression, for both the athletes and the spectators. The catharsis theory, or the theory of purging of emotions, is based on the work of Austrian ethnologists Konrad Lorenz. His theory has several supporting assumptions:

In terms of sport spectatorship, viewing a sporting event serves to both build up and relieve the “destructive energy” (Sipes 1973; Russell 1983; Wann et al.1999). The theory also suggests that the more violent the sport is, the greater the pleasure received for both the participant and the viewer. If the catharsis theory holds for sports spectators, we might expect to see less violence outside of the sports arena than would occur in the absence of violent and aggressive sporting contests. However, violent acts committed by fans are a semi constant feature of sporting events, even those that are undeniably violent in nature.

2.4.5.Motivational theories

Motivational theories from various sociological and psychological perspectives have been suggested by researchers desiring to develop buyer behavior sport consumer motivation scales. The main body of research began in 1987, when Sloan, Bates, Davis, and Schweiger presented a sport consumer motivation measure– Sports Need for Achievement and Power Scale (SNAPS)..

Several psychological theorists also agree that sport violence seems to be the result of a long evolutionary process that is either innate or acquired through cultural and social adaptation, or by a mix of the two. Freud’s ‘innate theory’ suggests that humans have a basically untrustworthy inner nature and are universally and instinctively aggressive. (Leizman, J., 1999)

Similarly, ‘drive theory’ suggests that drives are the internal impellers of action. Accordingly, any frustration of goal achievement induces an aggressive response, designed to injure the person or object causing the frustration, (LeUnes, A.D. and J.R. Nation, 1989.)

2.5. Cause, Challenges and effects of sport violence

There are many reported causes of violence in sport settings. Dollard, Doof, Miller, Mouser, and Sears (1939) hypothesized that aggression results from frustration. Physical factors, such as heat, noise, and crowding has been

espoused as causes of aggression in sport, especially among spectators. What emerges from the research, however, is that these factors appear to be facilitators of aggression; i.e., they interact with other variables to produce aggression in situations in which the propensity for aggression already exists. Other factors that have repeatedly been linked with acts of spectator vandalism and hooliganism worldwide include alcohol abuse, the presence of rival fans who are members of groups that are at odds in the larger society, and previous occurrences of athlete aggression in the competition itself. Coalter (1985) suggested that seating, the segregation of rival fans, and ban of alcohol are effective in reducing spectator violence only when offered in combination rather than separately.

Arguably, hooliganism was at its highest point during the 1970s and 1980s in the UK. Two defining events in the history of hooliganism occurred in the latter half of the 1980s and involved English hooligans. In 1985, the Heysel Stadium Disaster led to the death of 39 fans and to English clubs being banned from European competitions until 1990. The Hillsborough Disaster of 1989 led to the Football Spectators Act, since which UK hooliganism has been in decline (Duke 1991).

In 1909 a riot that even today would merit bold headlines, broke out after officials declined the fans' demand for extra-play time to settle a draw between Glasgow and Celtic. The ensuing riot involved 6000 spectators and resulted in injury to fifty-four policemen, serious damage to the grounds, emergency equipment, and "the destruction of virtually every street-lamp around Hampden" Although no accurate figures are available on the frequency of such episodes, the reported levels of violence and mayhem should be enough to dissolve any romantic nostalgia for the gentlemanly behavior of pre-war football fans. Hooligans, they argue, make political and non-political claims and use actions by state institutions such as the police and the consequent media attention to give voice to their concerns.

The authors claim that most research on soccer hooliganism principally addresses the general question as to why hooliganism exists at all, rather than investigating the precise conditions in which it is more or less likely to occur, as well as the evolution of fan violence over time (Braun and Vliegenthart, 2008: 797). Research and analysis of publicized incidents suggest that specific characteristics of stadiums and arenas are associated with higher levels of spectator violence. Some of these features are.

2.5.1.Performance proximity

Violence between spectators and entertainers is more likely to occur when there is less physical distance between them. Those in the front row of concerts are better able to reach out and grab performers, Smith (2007). Fans with courtside seats can stretch their legs to trip players, McCallum (2004). And fans can throw objects or jump onto a baseball field or into a hockey penalty box to assault players, coaches, or referees. Price (2003) Verbal insults and other aggressive behavior by spectators close to the action can also prompt retaliatory behavior from entertainers who feel threatened or disrespected. (Sappenfield 2004)

2.5.2.Noise level

Researchers have found that extreme noise levels increase the likelihood of interpersonal aggression. See literature review in Russell (2004). This implies that spectator violence is more likely to be a concern at very loud concerts or for those who are closer to amplification systems.

It has also been suggested that noise meters, used to indicate the crowd's volume and encourage spectators to yell and cheer more loudly at sporting events, may encourage obnoxious behaviors that set the stage for spectator aggression. (Branscombe and Wann 1992)

2.5.3.Seating arrangements

One of the most consistent findings regarding higher levels of aggression in stadiums relates to the type of seating available to spectators. An individual seat are related to lower violence levels, while general admission seating that requires spectators to stand, often referred to as festival seating, generates higher violence levels.(1992); Roberts and Benjamin (2000)

While all crowds eventually become mobile, when entering and exiting the stadium, it appears that assigned seating helps maintain order during the event. When seats are not assigned, enthusiastic fans will try to push their way toward the stage, and crush those ahead of them.2000 Roskilde Festival Empty spaces without seats can encourage mashing or provide places to start bonfires. However, individual seats do not guarantee a violence-free event. People who move into unoccupied seats or toward railings can instigate aggression if they refuse to move when the ticket holder arrives or if they block the view of those seated directly behind access barriers. (Arbetter and Holy 1994) In addition, temporary seats not bolted to the floor can become weapons.

2.5.4.Place reputation

Some places experience more violence than others. Some banks are robbed more. Some bars experience more fights between patrons. Therefore, it is not surprising to find that some stadiums experience more violence than others. If left unaddressed, routine violence at a particular venue may contribute to a negative reputation or promote the view that violence is tolerated, or even expected, at the location. Stadiums where conflict is seen as routine or customary may attract people looking to cause trouble or encourage violent behavior among average spectators. (Stott and Adang 2005)Venues hosting high-profile events that receive intensive media coverage can also attract people who will act aggressively to see themselves on television or their name in print.Price (2003)

2.5.5. Temperature

Studies have found a positive relationship between heat and both spectator and performer aggression. As the temperature increases in stadiums and arenas, so does the likelihood of violence. (Bale 2000) Spectators may also drink more alcohol to “warm up” in cold weather conditions, thus increasing the likelihood of aggressive behavior. Enclosed venues have an advantage over open-air venues since you can regulate the facility’s internal temperature to avoid extreme temperatures.

2.5.6. Stadium location

Residents often oppose the construction of new stadiums because they fear increased violence, noise, litter, and parking troubles that will drive down residential property values. (Bale 2000). While these facilities’ potential negative impact is often discussed, the surrounding community’s impact on stadium events is not. Stadiums in inner cities may face different problems from stadiums in suburban neighborhoods. For example, an inner-city facility is more likely to experience problems with aggressive panhandling than a suburban facility. It is important to consider how existing community problems may impact the likelihood of violence at stadium events.

2.6. Event Characteristics associated with spectator violence

Tamara D. Madensen John E. Eck 2008. Discuss the event characteristics that have been previously associated with spectator violence in stadiums. Every event brings with it a unique set of circumstances. A different collection of individual fans, differing numbers of attendees, and anticipated or unanticipated outcomes are just a few of the factors that vary across events, even when the setting remains constant.

2.6.1.Crowd demographics

As mentioned previously, males are more likely to engage in violent behaviors. Acts that tend to attract more males, particularly younger males, are more likely to generate violence than acts that draw demographically mixed crowds. Sporting events with less “away team” supporters’ involvement are less likely to produce violent incidents. European soccer matches experience serious spectator aggression when some fans “invade the pitch” (charge the playing field); fans of one team rush toward fans of the other team in the stands. Research also suggests that venues hosting teams with highly dedicated fans are also more likely to experience spectator violence. Wann et al. (2003)

2.6.2.Event significance

An event considered significant can provoke aggression among spectators. (Courakis 1999) For example, an important victory can produce celebratory rioting within the stadium or in adjacent parking lots or neighborhoods. (Madensen and Eck 2006)An increase in emergency room visits has been documented following celebratory victories after highly charged games. Moore, and Shepherd (2004)other research has shown that violence is more likely to occur at games where the teams have played each other previously in the same season, and when interdivisional rivals are playing.Russell (1983)

2.6.3.Performance quality

Spectators may be more likely to act out if their team performs poorly. Russell (2004).Aggression in sports fans has been associated with team performances that did not live up to spectator expectations. (Wann et al. 2003)Crowds have been known to verbally taunt and throw objects at bad concert performers. Audience members at Weird Al Yankovic’s first concert threw objects at him and his band and booed loudly until they left the stage. (McNamara (1999)

2.6.4.Alcohol availability

Special considerations must be made if event organizers decide to make alcohol available at a particular event. There is a large body of research that suggests intoxication is related to aggressive behavior.

While drinking does not “drive” people to act violently, alcohol can impair the judgment of people who are predisposed to violent behavior. Excessive drinking can cause people to act overconfidently and carelessly, lose awareness of their surroundings, and react violently to people they perceive as offensive.

Johnson (2004) Studies of college students have found a link between sports, binge drinking, and problems associated with high intoxication levels. (Neal et al. 2005) In addition, if people drink alcohol from glass bottles, they can become weapons in an altercation.

2.6.5.Crowding

Another factor contributing to increased levels of spectator aggression is crowding.Russell (2004)crowding increases the likelihood of violence for a variety of reasons: it limits mobility, increases the likelihood of unwanted physical contact between spectators, and increases wait times for entry, purchases, and exiting. A major difference between British and North American soccer is that North American venues are generally less crowded. Road burg (1980) larger crowds are also theoretically more likely to have more people willing to engage in violent behaviors.

2.6.6.Performer behavior

An event’s performers can influence spectators’ behavior. Waddell (2000) Research has found that spectator violence commonly follows player violence during soccer and football games, and to a lesser degree, during baseball and hockey games.Russell (2004)other studies suggest that player fights can attract

people who are more likely to engage in and escalate spectator aggression. Arms and Russell (1997)

2.6.7.Event duration

A stadium event's actual duration is always longer than the time allotted for it. The assembly and dispersal process can significantly lengthen the time of larger and more popular events and thus allow more time for spectators to engage in violent behaviors. Pre- and post-event socialization (e.g., tailgating) is an integral part of many sporting and concert events, and spectators often drink large quantities of alcohol during that time. A variety of serious injuries, including death, have occurred during tailgating activities at recent events. (Miller and Gillentine's 2006) Failure to develop violence prevention strategies that target pre- and post-game activities can increase the likelihood of spectator violence.

By illuminates factors which affect temporal and spatial fluctuations in spectator violence at soccer matches. As such, what they have identified is moderating variables implicated in the phenomena of fan violence. However, we strongly believe that their findings do not evidence the deeper causes of crowd violence in sport and collective violence more generally. We believe that the causes of collective violence are more informed through a model which incorporates macro-level influences, mediating and also moderating factors as they affect that phenomenon. (Braun and Vliegthart 2008)

Failure to prevent these incidents can produce a variety of negative consequences, including injury to spectators, entertainers, and security personnel; decreased public confidence; damage to the reputation of the facility and those providing the entertainment; and property destruction. (Berk, R. 1974)

2.7. Characteristics, Stages and forms fan violence

Distinction between spontaneous fan violence and more organized or premeditated forms of violence opens up interesting questions regarding the historical development of soccer fan violence. First, the distinction between spontaneous violence and more socially organized or premeditated forms of soccer fan violence is observable in the relative shift from a pattern in which attacks on match officials and opposing players predominated over attacks on rival fans, to a pattern in which inter-fan fighting and confrontations between fans and the police became the predominant form of spectator violence (Dunning, 1994: 136).

The broad definition frustrates analysis of the scale, intensity and sophistication of fan violence. The incidents registered include both physical and verbal offences, and fail to distinguish between qualitatively distinctive types of violence, such as fighting, vandalism, missile throwing and pitch invasion. Moreover, there is no way of linking individuals with incidents and building a profile in terms of their motivations, (socioeconomic) backgrounds and whether or not they are allied to any organized hooligan group. Research shows that spectator violence at sporting events takes many forms, and that different types of violence may require (partially) different explanations (Smith, 1983; Wann et al., 2001; Young, 2000).

Issue-relevant factors assume that the origins of fan violence lie outside the stadium; it is a variety of societal strains that are believed to be the cause of this violence. The causes of issue-irrelevant fan violence, in contrast, are to be found inside the stadium or venue. From this perspective, it is the immediate social environment in which the event occurs that holds the key to understanding the roots of fan violence (Eitzen, 1979).

Braun and Vliegthart (2008) usefully define 'hooliganism' as a form of contentious behavior. However, they base their definition largely on arguments

relating to what we would argue is one specific sub-form of fan violence: soccer hooliganism. For example, they argue that 'In most cases, more or less organized groups try to initiate fights with rival groups' that 'hooligans want to humiliate the competing gangs that support other club teams', and that hooligans deliberately seek to obtain media attention for their actions. Their definition appears to equate fan violence to organized hooliganism and thus clouds the issues around the explanation of fan violence more generally. Many of the fans and spectators at youth sporting events are parents and other family members. While examining fan behavior, it is also important to study the gender differences among supporters. Several studies have shown females attend sports for more social reasons, whereas men attend more so because of the love of the sport (Hall & O'Mahony, 2006).

Stott and Reicher (1998: 354–5), for example, have suggested that as crowd 'conflict becomes more widespread and involves larger numbers of people, the importance of violent predispositions as an explanation of violent conduct becomes increasingly marginal'. Soccer fan violence can be conceptualized as operating on two different continua. This first refers to the level of intensity of the violence, which ranges from low-level conflicts, such as interpersonal verbal assaults, to high-level violence, for example mass fighting which involves large sections of the soccer crowd.

2.7.1. Stages of fan violence in football pitch

There are very few generalizations about fan violence drawn from studies of the phenomenon across diverse societies. The most significant generalization may be that fan violence occurs everywhere in three stages of development (Marsh et al., 1996). First, there is an initial stage of random violence directed at sports officials, coaches, and players. These encounters occur inside the stadium, and typically involve at least two broad forms of violence: (a) verbal assaults and (b) "missile throwing" or "aerial bombardments." Verbal assaults are probably the most common type of fan violence. Singing, chanting, yelling, or making obscene

gestures of fans towards other fans, players, referees, and/or the police. (Ward Jr. 2002)

The verbal attacks can range from mild heckling or name calling during the event, to threats of “kicking some butt” in the parking lot after the game. Verbal assaults can precipitate other forms of fan violence such as throwing things at people inside the playing arena. Examples of ammunition tossed by fans range from fairly harmless objects and liquids, such as hot dogs and beer, to potentially injurious or deadly materials that include bricks, darts, coins (sometimes with edges sharpened), bottles, broken seats, fireworks, smoke bombs, and crude petrol bombs (Beaton, 2001; Dunning et al., 1986; Lewis, 1982; Porter, 1993).

The second stage of fan violence involves clashes between groups of fans or between fans and the police/security inside the stadium. The forms of fan violence in this stage range from verbal assaults and missile throwing, to fights that break out in seated sections of the stadium, to “pitch invasions” (Dunning et al., 1986). Pitch invasions may be one of the more dramatic forms of fan violence, and are sometimes precipitated by verbal assaults and missile throwing.

In a pitch invasion, as many as two to three hundred fans rush toward the territory of opposing fans in an attempt to “take the end” of the rival fans. Hundreds of people can be trampled to death during the invasion or in the mass flight from police who attempt to intervene.

The third stage of fan violence involves encounters between opposing groups of fans outside the stadium. Fans from opposing teams may engage one another at bars, trains, and busses around town before the game. The opportunity for pregame fights occurs because rival fans visit the same bars near the playing grounds, and use the same transportation (e.g., trains, busses, subways) en route to the game. It may be speculated that pregame fights occur less often on the North American continent because of the underdeveloped and underused public transportation system. Furthermore, the North American tradition is for

fans to gather in private residences before the game rather than assemble in a bar (Roberts & Benjamin, 2000).

Violence in sports comes in many forms, and it is grounded in social and cultural factors related to the sport ethic, commercialization, gender ideology and ideas about masculinity, the dynamics of social class and race, and the strategies used in sports. Violence also has significant consequences for athletes and presents challenges for those who wish to control it.

Spectators attending non-contact sport events seldom engage in violence. They may be emotionally expressive, but violence directed at fellow fans, players, coaches, referees, or police is rare. Of course, there are occasions when fans use hostile words or engage in minor skirmishes when someone spills a drink on another person, but such cases of violence are usually controlled effectively by the fans themselves. The exception is when there are pre-existing hostilities between particular fans looking to confront each other. Spectators attending contact sports tend to be vocal and emotional, but most of them don't engage in violent acts. However, crowd violence occurs with enough regularity and seriousness in certain sports to be defined as a problem for law enforcement and a social issue for which it would be helpful to have an explanation (Briggs, 2004).

2.7.2.Violence in football field

If spectators perceive players' actions on the field as violent, they are more likely to engage in violent acts during and after games. This point is important because spectators' perceptions often are influenced by the way in which events are promoted. If an event is hyped in terms of violent images, spectators are more likely to perceive violence during the event itself and then to be violent themselves. This leads some people to argue that promoters and the media have a responsibility to advertise events in terms of the action and drama expected, not the prospect of blood and violence. (Smith, 1983)

Research by Daniel Wann and his colleagues (2004) has shown that the perceptions and actions of spectators depend on the extent to which they identify with teams and athletes. Highly identified fans are more likely than others to link their team's performance to their own emotions and identities. Although, by itself, this does not cause violence, it predisposes fans to take action if and when they have opportunities to do something that they think might help their team.

This is important because team personnel and venue management encourage fans to believe that they can motivate home team players and distract visiting team players. Although most fans restrict their "participation" to cheering, stomping, and waving objects, some systematically harass and taunt opposing players.

2.7.3. Controlling On-the-Field Violence

The roots of violence on the playing field are deep. They're grounded in over conformity to the sport ethic, processes of commercialization, and definitions of masculinity. Therefore many of the men who control and play power and performance sports resist efforts to reduce violence. They understand that their identities in the context of these sports depend on approving and doing violence and that competitive success often requires the strategic use of violence (Tamara D. Madensen John E. Eck 2008).

CHAPTER THREE

The Research Design and Methodology

This research was designed to conduct study on the cause and effects of football violence in some selected premier league clubs of Addis Ababa. Under this chapter the research design, source of data, sample and sampling techniques, instruments and procedures of data collection and methods of data analysis was presented.

3.1. The Research Methods

The study was targeted to assess the different aspects of unsporting behavior and violence of the spectators and the causes for their deeds. Thus, descriptive survey method was used. This method enables to gather a large variety of data related to the problems under the study from large population at a particular time. According to Chen and Manion (1994) “Descriptive survey gather data at a particular point in time with the intention of describing the nature of existing conditions, or identifying standards against which existing conditions can be compared, or determining the relationships that exist between specific events.” Therefore, the descriptive research method was used to collect reliable and valid data.

3.2 Sources of Data

For present research work, primary as well as secondary data was used. Various statistical tools were used to suggest and analyze the primary and secondary data. Primary sources of data was collected from (Clubs officials, Football Federation Officials, football fans of different clubs, Football fans association, spectators, Sport Journalist, premier League Players and referees) Secondary sources of data was gathered from documents, books, journals, web and other research papers that are related to the study.

3.3 Sample and Sampling Techniques

In this study a number of respondents were participated and the study was use Simple Random Sampling. All sample units was personally contacted and interviewed. These are Clubs officials, Football Federation officials, football fans, Football fans association, spectators, Sport Journalist, referees and Players. Because it is important to get first-hand information about the research problem, since they have a direct relation and experience about the issues. From this population sample was selected in the following ways.

Table 1: sample Population

Samples types	Samples			Remark
	M	F	Total	
Clubs officials(team leaders, coach and assistance coach)	12	-	12	
Football Federation Officials	8	2	10	
Football fans association Officials	10	2	12	
premier League Players	35	-	35	
Sport Journalist	15	3	18	
Some Football Game Attendant	50	25	75	
Referees	8	2	10	
Football fans(members of the association)	10	5	15	
Total samples	148	39	187	

As a result, 187 respondents will selected as represented sample for the study.

3.4 Instruments of Data Collection

Depending on the purpose of the study, both quantitative and qualitative data collecting instrument was employed in the data collecting process. These tools include questionnaire, and review of documents.

a) Questionnaire

Questionnaires are suitable in gathering data from large population. In this study both close and open ended items were used in order to obtain better and relevant data. These questionnaires were administered to the stated sample population respondents.

b) Document Review

In order to get necessary information with regard to the objectives of the study and to validate the information that was collected from the quantitative source of data, documents were reviewed.

c) Pilot Study

A pilot study usually involves stimulating the actual data collection process on small scale to get feedback on whether or not the instruments are likely to work as expected in the actual situation. Therefore, before the actual questionnaire distributed to the respondent that selected for this questionnaire was informed about the objective of this pilot study. Based on their reflections (feedback) the instrument was developed; questionnaire was prepared and distributed to main participants of the study.

3.5. Procedures of Data Collection

Totally 187 questionnaires based on the stated criteria were prepared and distributed. For respondents enough time was given to complete the questionnaires and return back to the researcher based on their concern and sample size.

3.6. Methods of Data Analysis

The data was collected from Clubs officials, Football Federation Officials, football fans of different clubs, Football fans association, spectators, Sport Journalist, premier League Players and referees through questionnaires. These data was analyzed, presented and interpreted in terms of simple tabulation percentage. A five point Liker scales ranging from strongly agree to strongly disagree was used to analyze and interpret the score rated by respondents.

CHAPTER FOUR

Presentation, Analysis and Interpretation of Data

4.1. Presentation

This chapter deals with the presentation, analysis and interpretation of the data obtained from the respondents through questionnaire and document analysis. The chapter presents the characteristics of the sample population involved in the study 187 and then deals with the analysis and interpretation of the data. The study includes 35 men Players from all football clubs, 12 Coaches (club officials), 10 federation officials, 12 fan association officials, 18 Journalist, 75 game attendant, 10 Referees and 15 football fans were part of the study.

Table 2 Characteristic of Respondents

No	Item		Respondents															
			Club officials		Officials		Fan associations		Players		Journalists		Game attendant		Referees		Fans	
			No	%	No	%	No	%	No	%	No	%	No	%	No	%	No	%
1	Sex	M	12	6	8	4	10	5	35	35	15	8	50	27	8	4	10	5
		F	-	-	2	1	2	1	-	-	3	2	25	13	2	1	5	3
		Total	12	6	10	5	12	6	35	18	18	10	75	40	10	5	15	8
2	Age in years	18-25	-	-	-	-	-	-	30	16	-	-	20	10.6	-	-	-	-
		26-32	4	2	1	0.5	2	1	5	3	5	2.7	20	10.6	2	1	4	2
		33-39	6	3	5	2.7	5	2.7	-	-	4	2	20	10.6	5	2.7	6	3
		>40	2	1	4	2	5	2.7	-	-	1	0.5	15	8	3	1.6	5	2.7
		Total	12	6	10	5	12	6	35	19	10	5	75	40	10	6	15	8
3	Qualification	Diploma	3	1.6	2	1	4	4	8	4	-	-	11	6	3	1.6	5	2.7
		1 st degree	5	2.7	4	2	3	1.6	7	3.4	6	3	6	3	2	1	2	1
		2 nd degree	2	1	2	1	2	1	6	3	3	1.6	3	1.6	1	0.5	1	0.5
		Other	2	1	2	1	3	1.6	14	7	1	0.5	55	29	4	2	7	3.4
		Total	12	6	10	5	12	6	35	18	10	5	75	40	10	5	15	8

The above table show that, the characteristics of respondents regarding to the age of the respondents, of club officials, 4 (2 %) are aged between 26-32 years, 6 (3 %) are aged between 33-39 years, whereas 2 (1%) are aged greater than 40 years. When we see the age distribution of federation officials respondents, 1 (0.5%) are aged between 26-32 years, 5 (2.7 %) are aged between 33-39 years, whereas 4 (2 %) are aged greater than 40 years. The age of fan association officials respondents, 1 (0.5 %) are aged between 26-32 years, 5 (2.7 %) are aged between 33-39 years, whereas 4 (2 %) are aged greater than 40 years. The age of the players respondents, 30(16 %) of the officials are aged in between 18-25 years, and 5 (3 %) are aged between 26-32 years. And the age of journalist respondents, 5(2.7 %), are aged 26-32, 4 (2%) are aged 33-39, whereas 1(0.5%) are above 40 years.

When we see respondents of game attendant are aged between 18-25, 20(10.6%) are aged 26-32, 20(10.6%) are also aged between 33-39 years, and 15(8) are aged above 40 years. When we see referees 2(1%) are aged in between 26-32 years, 5(2.7 %) are aged between 33-39 years, whereas 3 (1.6 %) are aged greater than 40 years. And see the respondents of fans 4(2%) are aged between 26-32 years, 6(3%) are aged between 33-39 years, whereas 5(2.7%) are aged between above 40 years. The data shows that relatively a large respondents of coaches, fans, officials, journalists and referees of 46 (25 %) are age between 26-32 and 50(26.6 %) of players and game attendant respondents are aged between 18-25 years. This indicates that most of the respondents are younger, and they will have a possibility to improve their work experiences and abilities. Concerning to educational qualification 36(19%) of respondents had diploma, first degree and second degree, holders 55(29%) and 88(47 %) of Respondents were other qualification.

4.2. Analysis and Interpretation of Data

Table 3the general circumstances surrounding fan violence

No	Item	Percentage				
		SD	D	UD	A	SA
1	Standing in their seats and cheering for their team	-	-	24.9	75.1	-
2	Drink alcohol before the match	-	-	24.9	25.4	49.7
3	Bring alcohol in the stadium	-	-	49.7	50.3	-
4	uses verbal and gesturing violence	-	-	24.9	50.2	24.9
5	Engaged in disorder and riots	-	-	24.9	75.1	-
6	Engaged in property destruction and physical violence	-	-	24.9	50.2	24.9
7	Engaged in swarming and throwing objects	-	-	24.9	50.2	24.9

Table 3 shows 75.1% of the respondents are rated under strongly agree and agree in item 1 ,2, 4 ,5 ,6 and 7 that is they are agreed up on the characteristics that the fans exercise like they stand in their seats and cheering for their team, drink alcohol before the match being started, uses verbal and gesturing violence during the game, engaged in property destruction and physical violence, engaged in disorder and riots in or outside the stadium and engaged in swarming and throwing objects against spectators, to the opponent fans, players, referees, the federation officials and the materials and facilities within and outside the stadium

as well as swarming of the pitch. But in item 3 which is bringing alcohol to the stadium; only 50.3% of the respondents placed under agree column.

The others 49.7 % of the respondent rated on undecided column this shows all most half of the respondents are not in the position to see or have no exposure when the fans bring alcohol beverages or/and they don't think this will be happened.

Table 4 Fan violence mostly occur

	Item	Percentage				
		SD	D	UD	A	SA
1	At the beginning of the game	24.9	49.7	25.4	-	-
2	At the Middle the game	-	24.9	25.4	49.7	-
3	At the End of the event	-	-	-	24.9	75.1

Table 4 shows that 24.9% of the respondents strongly disagree. 49.7% disagree, and 25.4% undecided this indicate that the probability of violence occurrence at the beginning of the game (item 1) is almost none even if, 25.4% of the respondents placed under undecided column but in item 2 respondent rated 24.9% disagree, 25.4%, undecided and 49.7% agree which is almost half of the respondents agreed up on its occurrence but the others half not. In item 3 the respondent rated 24.9% agree and 75.1% strongly agree. This indicates almost 100 % of the respondents agreed up on the occurrence of violence at the end of the game.

Table 5The possible causes for unsporting behavior and violence of fans

N o	Item	Percentage				
		SD	D	UD	A	SA
1	The time schedules of the league and the match	-	25.4	24.9	49.7	-
2	Point difference among the clubs	24.9	-	-	75.1	-
	Players act or behavior	-	-	-	24.9	75.1
3	Biased or unfair decision of reefers'	-	-	-	50.3	49.7
4	The Attitude of wining at any cost	-	-	-	75.1	24.9
5	Taking too much alcohol before and during the game	-	10.9	25.4	-	64.7
6	Biased or unfair decision and the management style of the federation	-	-	25.4	24.9	49.7
7	Interference of the government	-	-	50.3	-	49.7
8	Home and away match	-	24.9	24.9	50.3	

Table 5 indicates that 100% of the respondent in item 3 and 4 rated under strongly agree and agree his shows players act or behavior against spectator and fans, officials, referees, or others player, etc. and biased or unfair decision of reefers' during the match are the major causes for violence in and around the stadium. In item 2, 5 and 6 also most respondents placed under strongly agree and agree 75.1%, 64.7% and 74.6% respectively that is point difference among the clubs, taking too much alcohol before and during the game and biased or unfair decisions of the referees as well as the management style of the federation are also factors for violence during the match.

In other hand the time schedules of the league and match, interference of the government and home and away match in item 1, 7 and 8 the respondent rated 49.7%, agree 49.7% strongly agree and 50.3% agree respectively and this indicates that the probability of being factor for violence is almost half; because, the 24.9%, 50.3% and 24.9% (accordingly the stated above position) of the respondents are rated in undecided column.

Table 6 More frequent victim of fan violence

No	Item	Percentage				
		SD	D	UD	A	SA
1	Players	-	-	25.4	74.6	-
2	Referees	-	-	-	75.1	24.9
3	Spectators	-	-	-	25.4	74.6
4	Officials	-	-	25.4	75.6	-
5	The community around the stadium	-	-	24.9	75.1	-

Table 6 shows that the more frequent victims of fan violence in Ethiopia and it can be expressed by putting all response of the respondent in percentages players 74.6% agree and 25.4% undecided, referees 75.1% agree and 24.9% strongly agree, spectators 74.6% strongly agree and 25.4% agree, officials 75.6% agree and 25.4% undecided and the community around the stadium 75.1% agree and 24.9% undecided. This indicates that the spectators and referees are the potential victims of the violence.

But almost 25% of the respondent rated undecided regarding players, officials and the community around the stadium; but not spectators and referees this also a good indication of the victims of the violence and it can be expressed the potential victims of the violence are spectators and players are the least potential

victims of the violence or spectators, referees, officials, the community around the stadium and players from more frequent victim to low.

Table 7 Potential challenges of the violence that spectators, players and referees faced

N o	Item	Percentage				
		SD	D	UD	A	SA
1	Death	-	-	25.4	49.7	24.9
2	Major Injures	-	-	-	50.3	49.7
3	Minor Injuries	-	-	-	50.3	49.7
4	Material loss	-	-	-	25.4	74.6
5	Insecurity and frustration	-	-	-		100
6	Players unable to use their potential fully	-	-	-	25.4	74.6
7	Inappropriate decision or Biasness of the referee	-	-	-	24.9	75.1

Table 7 shows potential challenges of the violence that spectators, players and referees faced. To indicate all the items in percent death 49.7% agree, 25.4% undecided and 24.9% strongly agree, major injures 50.3% agree, 49.7% strongly agree, minor injuries 50.3% agree, 49.7% strongly agree, material loss 25.4% agree, 74.6 % strongly agree, insecurity and frustration 100% strongly agree, players unable to use their potential fully 25.4% agree, 74.6 % strongly agree, inappropriate decision or biasness of the referee 24.9% agree, 75.1 % strongly agree this shows insecurity and frustration the major problem of the victims of the violence (spectators, players and referees) which rated 100% And all the other items also rated 100% under strongly agree and agree this indicates all items has potential to occur during the match even if, in item 1 25.4% of the respondents rated under undecided but in other hand 74.6% of the respondent accepted

death probability during violence. All this shows the degree of the severity of fan violence in football field.

Table 8 the potential challenges of the violence that the federation faced

N o	Item	Percentage				
		SD	D	UD	A	SA
1	Material loss (seating chairs etc.)	-	-	-	50.3	49.7
2	Decrease number of attendant or (the source of income decreases)	-	-	24.9	25.4	49.7
3	Extra expenditure (to replace the materials:- setting chairs etc)	-	-	-	50.3	49.7
4	Compensation fee	-	-	50.3	24.9	24.9
5	Losing its value and acceptance	-	24.9	24.9	25.4	24.9
6	Program fallacy (time schedule, year plan etc.)	-	-	-	53.3	49.7
7	Additional expense for the security	-	-	-	75.1	24.9

Table 8 shows the potential challenges of the violence that the federation faced. Material loss seating chairs etc. 50.3% agree and 49.7% strongly agree, decrease number of attendant or (the source of income decrease) 24.9% undecided 25.4% agree 49.7% strongly agree, extra expenditure (to replace the materials: - setting chairs etc.) 50.3% agree and 49.7% strongly agree, compensation fee 50.3%, undecided 24.9%, agree 24.9% strongly agree losing its value and acceptance 24.9%, disagree 24.9%, undecided 25.4% agree and

24.9%strongly agree, Program fallacy (time schedule, year plan etc.)53.3% agree and 49.7% strongly agree andadditional expense for the security this indicates the federation is the major victims of the violence and only 24.9 % of the respondent disagree in item 5 which is losing its acceptance; even if, 50.3% of the respondent agreed and 50.3% of the respondent are under column undecided in item 4 that is compensation fee payment of the federation to the victims of the violence which shows most of the respondent uncertain about the federation practices. But in item 1, 3, 6 and 7 strongly agree and agree respondents rated 100% this shows these are the major potential challenges of the federation because of football violence.

Table 9the most frequent fan violence in Ethiopia

N o	Item	Percentage				
		SD	D	UD	A	SA
1	Harassing, gesturingand insulting	-	-	-	50.3	49.7
2	Physical violence (fighting) and throwing objects	-	-	-	50.3	49.7
3	Disorder, riots and Property destruction	-	-	-	75.1	24.9
4	Swarming and Aggression	-	-	-	100	
5	Hooliganism	-	-	-	75.1	24.9

Table 9 indicate that the most frequent fan violence in Ethiopia to identify this it is better seeing the percentages of all the items and Harassing, gesturingand insulting 50.3% agree and 49.7% strongly agree, Physical violence (fighting) and throwing objects 50.3% agree and 49.7% strongly agree,Disorder, riots and Property destruction, 75.1% agree and 24.9% strongly agree,Swarming and Aggression 100% agree Hooliganism 75.1% agree and 24.9% strongly agree.

It shows all item has a potential of occurring during the match because as the data indicated almost all responses rated in between agree and strongly agree column which is 100% this shows all forms violence and aggression practiced during the match day inside and outside the stadium and item 4, 3 and 5 are the most potential challenge of spectators, referees, officials etc. in sport field as well as the most practiced violence in Ethiopians football pitch.

Table 10General information regarding the incident and the federation

N o	Item	Percentage				
		SD	D	UD	A	SA
1	Many incidents of fan violence occur every year	-	-	-	75.1	24.9
2	Minor incidents could indicate future trouble if left unaddressed	-	-	-	24.9	75.1
3	There are particular teams or performers associated with more fan violence	-	-	-	75.1	24.9
4	The federation has stadium's policy on spectator violence	-	-	24.9	50.3	24.9
5	The federation has stadium's policy on alcohol consumption	24.9	-	24.9	25.9	24.9
6	The federation has build partnerships and organizes resources to solve the problems	-	24.9	24.9	25.4	24.9

Table 10 shows information regarding the incident and the federation and the responses of the respondents based on the items stated above can expressed in percentage many incidents of fan violence occur every year 75.1% agree and 24.9% strongly agree, Minor incidents could indicate future trouble if left unaddressed 24.9% agree and 75.1% strongly agree.

There are particular teams or performers associated with more fan violence 75.1% agree and 24.9% strongly agree, The federation has stadium's policy on spectator violence 24.9% undecided, 50.3% agree and 24.9% strongly agree, The federation has stadium's policy on alcohol consumption 24.9% strongly disagree, 24.9% undecided, 25.9% agree and 24.9% strongly agree, The federation has build partnerships and organizes resources to solve the problems 24.9% disagree, 24.9% undecided, 25.9% agree and 24.9% strongly agree this indicates in item 1, 2 and 3 the respondents agreed and strongly agreed 100% up on many incidents of fan violence occur every year, minor incidents could indicate future trouble if left unaddressed, there are particular teams or performers associated with more fan violence and in item 5 and 6 24.9% of the respondent strongly disagree and disagreed up on The federation has stadium's policy on alcohol consumption and the federation has build partnerships and organizes resources to solve the problems even if, more than 50% of respondent agreed.

CHAPTER FIVE

Summary, conclusions and Recommendation

This section will discuss how the findings of this study relate to the research questions and the previous literature. Limitations, conclusions and recommendations for future research will also be addressed

1.1. Summary

The game of football is one of the most popular team sports worldwide. In Ethiopia Football is not just a sport; Ethiopians are Football-obsessed nations. Spaaij supposed that in fact, the love for football is associated with many other social and political aspects Therefore, the fans of the game as a result of the effect of the overall environment are encouraged to display an aggressive and violent behavior. (Spaaij, 2006, pp.105) These include the consumption of excessive alcohol or other drugs; violent or aggressive arguments; incidents on the field amongst players; incompetent or biased refereeing; aggressiveness, etc. and the concepts of masculinity and complains on the federation.

The phenomenon of violence in stadiums is taking serious proportions. Violence includes all verbal statements as a verbal rude and offensive which used by players, coaches and football spectators intentionally or against referee or opponents, but in most cases it observed in football sport by spectators, Wang (2007), Shields (2007). And the acts of violence vary from disruptions outside the stadium, to disturbances during the game that affect it and represent a loss of self-control.

The researcher also faced a number of violence hear in Addis Ababa stadium and heard and read a lot of report from different parts of Ethiopia. Various factors could noticed at this level most fans was young, profanity spreads in every game, supporters of the team were thrown stones and objects at each other or at the opponents' supporters, chaos and panic were extended to citizens and regional expressions were also used even off field.

Often violence is seen as part of the game, where it is seen as a means to intimidate and to win and as a tool to develop masculinity and 'character'. But when attending a contest, the peoples are required to refrain from the following behaviors and actions like abusive language, obscene gestures interference or violence and aggressions with the progress of the event, which includes throwing objects on to the area of contest, fighting and the like; and the presence of all these and much more made the Spectators unable to watch the event safely and enjoyable. A human being always wants to succeed.

However, a sport persons should have an idea that failure like success, logging like winning are the results of the football (Doğan, 1999: 73-85). Especially players, club managers and club authorities must have this idea and when they make an explanation, they ought not to provoke spectators to make violence. The reasons for attending sporting events are not always consistent across various individuals and groups. Among the fans themselves, there may be individual and subgroup differences that make theorizing about fan violence a challenging pursuit.

Most people go to a soccer game to have fun, to enjoy the game and to watch players talent and skills; in contrast, the problem made a lot of distractions and loses of materials; so many people wounded, permanently disabled and even died and these leads the spectators unable to watch the event safely and enjoyably and even most People loses interests to attend the match in addition to this the federation faced financial drop to re-arrange the broken materials. As results of substantial material damage to sports facilities and public transportation vehicles, private cars, etc.

The federation, including security and others working at the event, are a critical component of any strategy designed to reduce spectator violence. One may argue that the control of fan violence will best be accomplished by implementing interventions that require adjustments from all groups, both those groups who hold positions of power and those who do not.

This plan may not be easy to put into practice. This means that unless systematic changes in institutions and shifts in social values occur. Russell (2003) stipulates that situational, environmental, social and cognitive variables all play major roles in spectator violence. In order to arrive at a simplistic cause - effect relationship, is therefore both implausible and in advisable.

The consumption of excessive alcohol and other drugs; violent or aggressive arguments; incidents on the field amongst players; incompetent or biased refereeing; aggressiveness, the concepts of masculinity and the federation officials are reason behind such inappropriate behavior. However, violence in football can be curtailed, or at least minimized, if all the concerned bodies are interested in doing so. Basically, if sport competitions occur in normal situation, with strong rules for athletes and spectators, it will be easy to control violent behaviors. Therefore, this study assessed the current level of violence in Addis Ababa football premier league clubs, identified the causes and effects of the problem and finally, recommended the possible solution.

1.2. Conclusions

1. This research describes several manifestations of sports violence; player to player, spectator to spectator, spectator to player or coach, spectator to official, and player or coach to official but the most often violence occurs among spectators.
2. The research showed that extreme noise levels; Yelling and cheering more loudly at sporting events encourage unacceptable behaviors and increase the likelihood of interpersonal violence among spectators.
3. Seating arrangements and stadium location also one of the most consistent findings regarding levels of violence in stadiums and some places experience more violence than others; relates to the type of seating available to spectators and the stadium location.
4. The research finding indicates that acts of violence on the part of an athlete will constitute a distraction and result in a decrement in performance and potentially to be distracting to the team as a whole.
5. The paper also indicated the link between the aggressive behavior and the concepts of masculinity in the minds of young fans belonging to different groups. Hence, for this very reason, fans that are ever ready to engage in a fight with fans of other clubs enjoy a higher status, attention and approval by the fellow group mates are known to fight each other for proving the superiority and authority.
6. At the first and middle of the game most fans use verbal and gesture (signaling to others with threatening or obscene motions) violence. And spectators may be more likely to act out if their team performs poorly or in the position of losing (Fear of failure)

7. The assembly and dispersal process can significantly lengthen the time of the events and thus allow more time for spectators to engage in violent behaviors
8. The research findings shows that an event considered significant can provoke aggression among spectators more and spectators are the most frequent victim of fun violence
9. Drinking alcohols can cause people to act overconfidently and carelessly, lose awareness of their surroundings, and react violently to people they perceive as offensive.
10. Crowding is another factor contributing to increase levels of spectator violence because it increases the likelihood of violence for a variety of reasons: it limits mobility, increases the likelihood of unwanted physical contact between spectators, and increases wait times for entry, purchases, and exiting and concerning crowd demographics, males are more likely engaged in violent behaviors.
11. Most violence occur at the end of the game; disorder and riots, throwing objects, property destruction and physical violence are most of the violence that occurs at the end of the event.
12. The research suggested that biased or unfair decision of referees', Players act or unethical behavior during the match, the federation officials and their management style are the potential causes for unsporting behavior and violence of fans.

5.3. Recommendation

1. The research describes an increasing trend of sports violence, and the supposed causes. Factors that contribute to violent behavior in athletes include: a "win at all cost" attitude, irresponsible coaches, incompetent officiating, low skill level of the players and their act against referees, spectators and towards other players are among the majors. A great deal of attention should be given to the causes of sports violence in advance to reduce the problem.
2. The federation must ensure proper coaching of teams, particularly at junior levels, which emphasize a fair play code-of-conduct among all participants. Coaches, managers, athletes, media, officials, and authority figures should take part in workshops on aggression and violence to ensure the topic of violence understanding, why it occurs, the cost of aggressive acts, and how violent behavior can be controlled.
3. The Research incidents suggest that specific characteristics of stadiums and arenas are associated with higher levels of spectator violence. The federation should make sure facilities are adequate regarding seating, spacing and entrance gate etc. needs and the provision of modern services. And incidents of fan violence occurred every year and there are particular teams or performers associated with more fan violence and minor and major injuries, material loss, insecurity and frustration are potential challenges of the violence. So that, the federation and other concern bodies should work hard to tackle this problem by giving great attention to every single activities of it because minor incidents could indicate future trouble if left unaddressed.
4. The federation should make fundamental penalty revision and then tightening of rules, imposing of penalties and changing of reinforcement patterns could answer to inhibiting violence in sport. Additionally, Potential troublemakers should be closely supervised and Fans with a history of violence and fighting should be identified and denied admission.

5. The media can promote responsible behavior on the part of the fans by not glamorizing acts of violence. And then the media must place in proper perspective; the isolated incidents of violence that occur in sport, rather than making them “highlights”. And in promoting a campaign to decrease violence and hostile aggression in sport which will also involve the participation and commitment of athletes, coaches, management, officials, and spectators.
6. The athlete must assume responsibility for his/her behavior and athletes should be provided with models of nonviolence but effective and assertive behavior. Athletes who engage in violence acts must be severely penalized. Coaches, managers, officials, and the media should encourage athletes to engage in pro-social behavior and also athletes should take part in programs aimed at helping them reduce behavioral tendencies toward violence.
7. Athletes can learn to control their feelings of hostility/anger. The research shows that angry feelings and angry behaviors are the precursors to violence but it can be modified through anger awareness training and role playing. Role playing particularly is effective in reducing an athlete's anger feelings and behavior. So that, the concerned bodies should consider this alternatives to reduce the problem.
8. Alcohol availability is another finding of the research and the federation should revise and outlaw the use of alcoholic or the sale and distribution at sporting events. Drinking alcohols can cause people to act overconfidently and carelessly, lose awareness of their surroundings, and react violently to people they perceive as offensive. So the spectators shouldn't be allowed to enter to the stadium if they got alcohol. By doing this, the aggressive behaviors of the drunk people can be prevented. And Cameras should be put in the stadium. The spectators should be watched. By doing this,

security, guards can identify the spectators who behave violently. As a result, the rights of the other spectators and property of the federation will be protected.

9. As the research findings suggested that Verbal and physical violence, loss of material and fighting and property destruction are the most frequent forms of violence that spectators, players as well as the federation faced and the federation should modify spectator violence and alcohol consumption policy and should build partnerships and organize resources to solve or minimize the problems and/or to reduce the frequency of the occurrence.
10. The research finding as indicated “Winning at any cost” is another major problem of fan violence. Human beings always want to succeed. However, sports persons should have an idea that failure like success, winning are the results of the football especially players, club managers, coaches and media must have this idea and when they make an explanation, they ought not to provoke spectators to make violence and also should work in collaboration to create awareness among spectators.

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APPENDIX- I

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