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Spartaman's Spirit of Kho Kho Players: Chaser and Runner

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Abstract

The purpose of the study was to compare the sportsman's spirit level of Kho Kho players: Chases and Russier. The sample of Forty (40) male Kho Kho Players were selected from vinous clubs or manifels of Amravati, who has at least participated in state level or intercollegists lessel tournaments. Subjects were selected with purposive random sampling methods, 20 players who were mainly interested in chasseing in kho kho game and 20 players mainly interested in running in kho kho game. The age of the subjects were ranged between 20 to 28 years. Subjects did not use any ergogenic nids or supplementations and also they were all free from any injuries during the collection of data. To measure the sportsmen's spirit level researcher has selected 'Sportsman-Spirit Test' which was constructed by L. N. Dubey Statistical analysis was done on the basis of Mean for the comparison of sportsman's spirit of Chaser and Runner in Kho Kho game. A 't' test was utilized in order to determine the significant difference. The Significance of Level was kept at 0.05 Level.. Result shows that on the basis of mean there was difference found between the mean of Sportsman's Spirit of Chaser and Runner of Kho Kho players of various clubs or mandals of Amravati. To see this differences is significant or not at 0.05 level of significance. Researcher further colonisted 't' test & above table shows that there was no significant difference was found between chater and runner as the calculated "t" value 0.391 is lesser than the tabulated "t" value 2.024. Hence, the difference shows insignificant. It may be attributed that the player of kito kho game plays the role of chaser and as well as runner in chorus means the chaser of the first half of the game becomes ranger in second half same way pinner of the first half of the game becomes chaser in second half.

Key Word: Sportsman's Spirit, Kho Kho players: Chaser and Runner.

Introduction

Sportsmanship is an desire or ethos that a sport or activity will be enjoyed for its own rake, with proper contemplation for farmers, ethics, respect, and a sense of fellowship with one's competitors. A leser can be referred to an individual, player or team who does not take defeat woll, while a "good sport" means being a "good winner" as well as being a "good loser" (someone who shows courteousness towards another in a sports as well as in games).

Sportsmanship can be stated as an stuble relatively and. enduring characteristic or disposition such that individuals differ in the way they are generally expected to behave in every sport situations. In general, sportsmanship refers to qualities or characteristics such as cournee. self-control, fairmess. persistence, and has been associated with an interpersonal concepts of treating others and being treated fairly, or maintaining self-control even dealing with others, and respect for authority, rules and regulations, opponents team as well as own team even spectators. Sportsmanship is also looked as being the way of an individual who reacts towards a sport/game/player.

The spirit of fun and good fellowship

First of all, the men who play this great game have fun playing it. The desire to win is not permitted to assume a position of such vast importance in the minds of the players that fun is replaced by grimness, relaxation by tension, and cordial friendships by bitter enmittes. The players on opposing teams fraternize both before and after their matches.

The spirit of moral conduct

Thus, we believe, perhaps the outstanding characteristic of volleyball today. When a player's finger barely touches the net, no official can possibly detect the foul. The player is faced with the necessity of making a moral choice between two diametrically opposed courses of action. Shall be conceal the foul or shall be admit it?

This is a stern test of moral fiber, for admission of the foul may lose a national championship. But so high is the level of human conduct in this sport that the hand goes up immediately, even though there is no rule requiring him to do so.

One of the traditions of the game, developing as it did in the Holyoke, Massachusetts, YMCA in 1895, is that of personal responsibility and integrity in calling fouls - even when the referee, umpire, or linesmen fail to see violations. From this standpoint it is truly a players' sport and incidents in the topflight national

have called their own fouls, missed by the officials, at rimes when it meant the difference between winning or losing a game and the match.

All this is "the spirit of player," a spirit of which we who have had some small past in its development may well be proud.

Kho Kho game is one of the most popular traditional sports in India. The origin of the game which most likely to be said as originated in Maharashtra but it is difficult to trace, but most historians consider, that it is a modified version of Run and Chase a game which involved the skill of touching and running. Kho Kho game is also like my other traditional Indian game. is inexpensive, simple and bughly enjoyable. However, Kho Kho players need to be physically fit, again, powers quick reflexes, agile movement and alertness to successfully compar. The nature of the game demands requires kho kho player should be able to pick up speed as quickly as possible and perform the movement rapidly. Speed is the quickness with which a player can be able to move his body form one place to another as fast as possible. During running and chasing in kho kho, players have to change their direction quickly and accurately for better performance. In spite of the physical qualities kho kho game also develops tent or individuals spirit, a sense of solidarity a highly sense of discipline and obedience

Chaser. The players who sits in the squares are known as chasers our smaler (active chaser) is a player who chases the players of the opposite side (canners) with a view to tag and touch runner.

Runners: The players other than the chasers side are known as numers. The

never who are inside the limits for their are of running and who save themselves are being touched by the chaser are also moved as defenders.

potential purse's different potential spirit fevel, at different level in mematicisal, national, variaty etc. fikewise every individual may posse's different spotsman's spirit according to their different playing position's of a particular game. To see whether there is significant different or not the researcher has taken study as Spotsmann's spirit of Kho Kho players. Chaser and Runner

Methodology

Subjects

Fifty (40) made Kho Kho Players were selected from various clubs or mandals of Amrayan who has at least participated in state level or inter collegate level tournaments. Subjects were selected with purportive random sampling methods, 20 players who were mainly interested in clustering in kho kho game and 20 players mainly interested in running in kho kho game. The age of the subjects were ranged between 20 to 28 years. Subjects shid not

une any ergogenic aids or supplementations and also they were all free from any injuries during the collection of data.

Administration of test

To measure the sportsmen's spirit level researcher has selected 'Sportsman-Spirit Test' which was constructed by L. N. Dubey. There are 30 different situations in this test. Every situation has three alternative responses. The response indicates high sportsman-spirit should be awarded 2 marks, moderate 1 marks and the response indicating no sportsman's-spirit should awarded 0 marks. The test was distributed to the players and the same were collected back after having filled by the players.

Analysis:

Statistical analysis was done on the basis of Mean for the comparison of sportsman's spirit of Chaser and Runner in Kho Kho game. A 't' test was utilized in order to determine the significant difference. The Significance of Level was kept at 0.05 Level.

Comparison of Sportsman's Spirit level of Chaser and Runner of Kho Kho Game

Table - 1

Variables	Player	Mea n	S.D.	S.E.	M.D	D.F	Obt 't'	Tab
Sec 1000 at a second	Chase	31.2 5	2.04 8	0,63	0.25	38	0.391	2.024
Sportsma n's Spirit	Ruune	31.5	1.98					

(107)

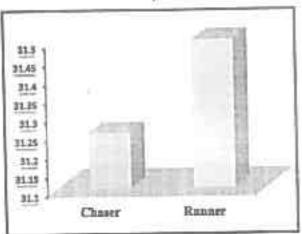
*0.05 level of Significance (38df)

tabulated 't' = 2.024

The above table reveled that on the basis of mean there was difference found between the mean of Sportsman's Spirit of Chaser and Runner of Kho Kho players of various clubs or mandals of Amruvati. To see this differences is significant or not at 0.05 level of significance. Researcher

further calculated 't' test & above table shows that there was no significant difference was found between chaser and runner as the calculated 't' value 0.301 is lesser than the tabulated 't' value 2.024. Hence the difference shows maignificant.

Graph



Means of Sportsman's Spirit Level of Kho Kho Player: Chaser and Runner

Conclusions

It is conclude that on the basis of mean there was difference found between the mean of Sportsman's Spirit of Chaser and Runner of Kho Kho players of various clubs or mandals of Amravati. To see this differences is significant or not, researcher further calculated "I" test and result shows that there was no significant difference was found between chaser and runner. Hence, the difference shows insignificant. It may be attributed that the player of this kho game plays the role of chaser and as well as runner in chorus meant the claser of the first half of the game becomes chaser in second half same way runner of the first half of the game becomes chaser in second half.

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