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The correlation of leadership behaviour between individual and team game male players

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Abstract

The aim of study was to discover the correlation between participants of team and individual sports. To get data, the researcher had selected forty male individual and team game players between the age group of 18-24 years were curtailed. The subjects were purposively dispersed into two groups: one is 20 individual game players and second is 20 team game players to find out the significant differences of Leadership Behaviour between Individual and Team Game Male Players. With the help of a questionnaire is organized by Prof. L. I. Bhushan. It was used to assemble the data. The data were analyzed, using Descriptive and Comparative statistical techniques. The results of comparative statistics exposed insignificant difference between the subjects. In conclusion, there no significance difference in the leadership behaviour between the participants of team games an individual sports.

Keywords: Individual Game, Team Game, Leadership.

Introduction

Sport (or sports) is all forms of usually competitive physical activity which, through casual or organised participation, aim to use, maintain or improve physical ability and skills while providing entertainment to participants, and in some cases, spectators. Hundreds of sports exist, from those requiring only two participants, through to those with hundreds of simultaneous participants, either in teams or competing as individuals.

Sport is generally recognised as activities which are based in physical athleticism or physical dexterity, with the largest major competitions such as the Olympic Games admitting only sports meeting this definition, and other organisations such as the Council of Europe using definitions precluding activities without a physical element from classification as sports. However, a number of competitive, but non-physical, activities claim recognition as mind sports. The International Olympic Committee (through ARISF) recognises both chess and bridge as bona fide sports, and Sport Accord, the international sports federation association, recognises five non-physical sports, although limits the amount of mind games which can be admitted as sports.

Sports are usually governed by a set of rules or customs, which serve to ensure fair competition, and allow consistent adjudication of the winner. Winning can be determined by physical events such as scoring goals or crossing a line first. It can also be determined by judges who are scoring elements of the sporting performance, including objective or subjective measures such as technical performance or artistic impression.

In organised sport, records of performance are often kept, and for popular sports, this information may be widely announced or reported in sport news. In addition, sport is a major source of entertainment for non-participants, with spectator sport drawing large crowds to venues, and reaching wider audiences through broadcasting.

Sports are an essential and important aspect of American society; they are indispensable when it comes to their impact on a plethora of public arenas, including economics and the mass media. Sport coincides with community values and political agencies, as it attempts to define the morals and ethics attributed not only to athletes, but the totality of society as a whole. Fans of spectator sports find a reaffirmation of key societal values through sports, as

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they give meaning to their own lives. "By becoming fans, spectators engage in certain kinds of pleasures, fulfilling their own desires through fetishism, voyeurism, and narcissism," writes Brummett.

Sports provide key dynamics when it comes to the augmentation of communal principles by enhancing the physical and mental well-being of individuals and the integration of social classes. The idea of "winning" in sports serves as a prime exemplar of success: a highly valued commodity which often results in elitism and superiority. The world of sports affords us the opportunity to gain vital insight into the sensitive issues of racism, sexism, and classism. Delaney writes, "to ignore sport is to ignore a significant aspect of any society and its culture", continuing to note, "sport is the opiate of the masses, due to the fact that we are in the age of the sport consumer, which is dissimilar to the age of the sport spectator" (Delaney,). By placing a "value" on a specific athlete, you are not only defining that athlete based on his or her attributes, you are bestowing upon them a specific worth which ultimately translates into the worth of that specific sport en masse, which is why we unjustly deem certain sports more imperative than others.

The possibilities are endless and you should find a person, people or group local to you that could help. You should develop a programme which is interesting, relevant to you and will improve your physical fitness. Along the way you'll have fun, make friends, learn new skills - or even share your own skills with others.

Complementing our extensive team sports program, are a variety of individual sports – from archery and biking to tennis and golf – designed to develop skills and promote coordination and discipline. And for those times when kids just want to play – no drills, no coaches – Cedar provides plenty of opportunity for kids to just be kids and enjoy some fun and games.

When an athlete makes it to a professional level in any sport, their commitment and obligation to perform at a high level shouldn't be simply desired by the fans, but expected. Televised sports, specifically, create assured fixations by co-modifying athletes and their actions. Within the Steve Yzerman video, spectators and the media label him as a "hero" or the "model" athlete based on the fact that he was willing to play through a severe injury for the betterment of his team. Therefore, we place a higher "value" on a player like Yzerman, than on an athlete like Floyd "Money" May weather. Some may view Yzerman's action as an act of stupidity which could've resulted in further injury, while others may deem him invaluable. I view athletes like Steve Yzerman and Derek Jeter as a commodity or product; someone who I invest money in to perform at a high level and win. Playing a hockey game injured or diving into the crowd is expected for a twenty-five million dollar pay check.

Some "casual" athletes perform not for financial gain or professional esteem, but simply as a way of living. Take Kathy Martin for example, who runs not just as sport, but as a way to improve her lifestyle and to become an inspiration for a younger generation. Athletes like Martin have no quandary when it comes to becoming a role model; she doesn't need twenty-five million dollars to execute her craft at a high level. Martin places expectations and limitations on herself; she doesn't have fans placing those expectations on her like certain professional athletes do,

being that they are on television during a weekly basis. "The expression of "spectator sport" itself insists on seeing that which is viewed as a performance.

Material and Methods

The researcher had selected forty male individual and team game players between the age group of 18-24 years were curtained. The subjects were purposively dispersed into two groups: one is 20 individual game players and second is 20 team game players to find out the significant differences of Leadership Behaviour between Individual and Team Game Male Players.

A liker type questionnaire was used in the current study consisting 30 items process authoritarian vs. democratic leadership was engaged for this study. Out of 30 items in the questionnaire fifteen were positively worded (autocratic) and fifteen negatively worded (democratic). In order to determine the trustworthiness of the scale both the internal constancy and temporal strength of the scale both the internal consistency from 80 students, the co-efficient of internal consistency as an accurate by spearman-Brown formula was originate to be 54. The retest was done after four weeks on 40 subjects and test-retest reliability was found to be 59. The players of altered individual and team sports were asked to emphasize only one of the five different responses for a positive item (i.e. a concurrence with which designated partiality for democratic leadership) the scoring was completed as follow:

Responses	Strongly Agree	Agree	Undecided	Disagree	Strongly Disagree
Scores	5	4	3	2	1

In case of negative items (i.e. a concurrence with which designated partiality for autocratic leadership) the scoring was reversed. The whole score was the summation of the scores on all the statements. Descriptive and comparative analysis was done to analyze the data of present study.

Results and Discussion

Table explained that mean of individual group is 91.58 and standard deviation is 5.24 and on other hand mean of group is 89.99 and standard deviation is 6.58. t- value obtained is 0.93 which is insignificant of the tabulated value.

Table 1: Comparison of the Scores of Leadership Behaviour of the Participants of Team Game and Individual Sports

Groups	Mean	SD	t-ratio	Significant
Individual	91.58	5.24	0.93	NS
Team	89.99	6.58		

Discussion: An insignificant difference in leadership between the participants of individual and team sports was attained by means of t-test. This insignificant difference may be because the participants tradition in a similar kind of environment irrespective of team or individual sport. Sport participants being sociable in character, they might be mixing with others before as well as after exercise. Over and above this, the influencing factors for guidance might be their background, the background training and activities of coaches, the occasions for improvement of leadership qualities etc. Since these factors were also comparable for

participants of both individual and team games, hence, insignificant difference might have obtained.

Conclusion

Within the limitations identified and on the foundation of the result it can concluded that here is no significance difference in the leadership behaviour between the participants of team games an individual sports.

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