Factors Affecting the Excitement and Violence in Football
(A Survey on Spectators and Fans of Esteghlal and Persepolis)

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Abstract: Today, sport has become an important part of life in society, on the other hand, with regard to the role of football, its impact on various forms of social life and its positive and negative functions make it something interesting for the researchers of human sciences, especially sociologists. This study aims to investigate the influence of excitement and violence in football (checking audience and fans of Esteghlal and Persepolis) in 1394. This study is a descriptive-analysis of cross-sectional. It is based on survey, theory of social learning, theory of Robert Merton and Norbert Elias and subculture of delinquency. The population of study is 80000 football fans of Esteghlal and Persepolis that with the respect to Cochran formula, 500 people has been selected as sample of the study. Snowball sampling is used for leader's selection and simple random sampling for viewers. The study shows that there is a meaningful relationship between family's pattern with thrill-violence, friend's pattern with thrill-violence, the pattern of media with thrill-violence and age of the respondents with the level of thrill and violence.

Key words: Excitement and violence in football, family's pattern, friend's pattern, the pattern of media, Iran

INTRODUCTION

It seems that sports and sports organizations are the main part of the requirements and needs of communities. So, many people either directly or indirectly have been involved in it. Sports and activities related to it devoted a lot of time and energy and has become an important place in the culture of a society. Undoubtedly, football is one of the most popular, attractive and viewed sports among the various activities and entertainments that is done all over the world. And its enhancement has transcended the geographical, racial, ethnic, political and ideological boundaries.

Social researchers paid attention to football because of its significant impact in improving communications and social and cultural changes of youth and community. In anthropology, football is of great importance as a sport from the interactional and cultural perspectives and on the other hand it is an important issue that used as a means to observe the cultural changes in the society (Vosoghi and Khosravinejhad, 2009). Athletes, audience or sports competitions can be placed in situations that easily violate the rules, norms and common tasks division and cause violence and aggressive confrontations. In football more than other sports, violent and aggressive behaviors especially between supporters and football fans, can be

seen (Rahimi, 2009; Ziapour and Kianipour, 2012). In fact, endless emotions of football as a popular sport have had different achievements to fans around the world. From involving in bloody clashes between fans of the two teams to national happiness which is a result of the success of the national football teams, all and all confirmed that it is an exciting sport which can cause harm and an irreparable damage to the body of society which is a result of the lack of emotions controlling among the spectators and fans of this sport. Therefore, this study attempts to investigate the pathological causes, pattern of emotional behaviors in spectators and reasons of developing this phenomenon in football (fans of Esteghlal and Persepolis in November 30th 2015).

Theoretical Foundation of the Research: These are three theories of violence which often describe the causes of violence

Ecological theory: This theory claims that the human being is basically aggressive and violent.

Frustration and aggression theory: This theory is based on the idea that disability and exclusion often encourages aggressive reaction.

Cultural theory: This theory claims that violent behavior is learned where culture or sub-culture offer violence as an appropriate response (under certain circumstances) (Seddigh, 1990-1991).

Social learning theory: Edwin Sutherland (1883-1950) is a sociologist of Chicago school who found differential theory or relative relation (Vander zanden, 2002). He believes that deviant behaviors are learned by communication with others, or by social relationship with special groups like criminals. He says that for becoming a criminal one first has to learn how to does criminal actions. In fact, the process of learning deviant behaviors determines by deviant parents or friends (Sotoudeh, 1995). This theory is based on symbolic interaction point of view and emphasize on social interaction role in the formation of human behaviors and attitudes (Vander Zanden, 2002; Vold and Bernard, 1986). Sutherland claims that by socialization processes some people are more prepared to commit crime. These people internalize an orientation to the crime and gained this orientation from the people with whom they had close relation. These groups, includes family, childhood playmates, friends or neighbors are important factors of socialization. Also, there are some subcultures which teach crime and encourage abnormal behaviors.

Norbert Elias and Robert Merton: In the discussion of manifest and latent functions, Robert Merton interprets these two concepts comprehensively. Here, he emphasize on social solidarity. From his point of view, concepts of proper and improper function help us to think about the effects of society and its structure as a whole (Tavassoli, 2010). This theory is used for sport analysis. Important social structures which determine the selection patterns show that for every historical period a degree of solidarity at competitions level is determined. Also, a degree of racial functional solidarity and selection frequency exist among social structures alternatives.

Elias believes that sociology is the study of interaction network, configuration and processes which put people in interdependence. Play or exercise is the social phenomenon which shows these interdependence systems, actions and processes of vibrant cooperation and conflict. He also believes that sport match presents a model by help of which sociologist can think about social structure.

Motor habits have important role in gradual management of emotions. Games and sports became useful equipments to regulate violence, because they activate physical competition and regulate it. By the help of game and sport, affluent social classes try to popularize actions and interactions which called social habit by Elias. He borrowed this phrase from marcel moss. These physical habits are based on finding personality and Individuation by which affluent classes try to fix their social benefits and dominant (Jacques de ferance, 2006).

Sport is an occasion for people to experience excitements which are not dangerous. It is an outlet for the feelings which can not be refined by other means. Sport incidents can happen among spectators who arrive in stadium with relatively comfort mind. As debate, irritation of feeling can happen by the way of excessive competition or generally physical nature of competition. Finally, one team can experience these feelings more than the other (Mehraein, 2008).

Misdemeanor subculture theory: Stanley Cohen, Birmingham School theorist, explains subcultures formation regarding to fundamental and important values of society and legal occasions to achieve success. So, Misdemeanor subcultures are considered as the consequence of lower classes deprivation from legal occasions to achieve success. In the race to gain social status, deprived classes found misdemeanor subculture whose value system is against upper classes' value system, thus activity in this subculture is beneficial for them (Seddigh Sarvestani, 1999).

A person who has no commitment to the society, but has strong connection with local adolescents and youth's subculture, is more likely to fallow their behaviors and absorb their values and norms.

literature review: Mousa Anbari *et al.* (2002) carried out a study entitled "Assessment of Aggression Creation Incentives among football spectators". The general aim of this study was to identify aggression incentives among football spectators and to offer solutions to minimize them. Statistical population was football spectators in Tehran. The sample size was 1020 spectators in Azadi and Shiroudi stadiums selected from 3 matches: Esteghlal vs. Perspolis, Esteghlal vs. Aboumoslem and a national match. Explanatory results indicate that with the increase of age and education level excitement and rudeness will decrease. Also, emotional behaviors in public, positive evaluation of police performance and believing in the necessity of the presence of these forces in stadiums, extreme sense of belonging to team, reading partial press and being affected by their interpretation, anonymity, Suggestibility and group pressure, the feeling of lack of control and inappropriate behaviors of coaches and referees against harsh acts are identified as effective factors.

In 2014, Seyyed Ahmad Mousavi carried out a study entitled "the study of sociological factors which are effective on football spectators' violent behaviors". The sample size was 343 spectators. Research findings show that factors like age, socio-economic status, peers effects, media, police operation, political and social discontent, crowded spectators, excessive belonging to team and environmental discontent are some factors of violence and conflict in sports fields. Thus, it can be said that spectators' violence is a function of subculture characteristics, group structure and environmental factors. Presented assumptions explain 65% of fan's violent behaviors variance.

Ali Hasani carried out a study entitled "sociological assessment of effective social factors on violent behaviors formation among football spectators in Khalkhal stadium in 2012". The sample size was 379. Findings show that there is a significance relation between spectators' violence (dependant variable) and learning violence from family, learning violence from friends, learning violence from media and age (independent variable).

Seyyed Hassan Shahcheraghi (2012) carried out a research in Azadi stadium with 420 participants. The title of research was "assessment of identification process among football spectators". Findings show that singles are looking for identity than married, because of more leisure time, less sense of belonging to social institute like family, job position and else. Family income, education, age and family socio-economic status had significant relation with identification (dependant variable). Also, media (newspapers, magazines and navad) had important effects on youth and adolescents' football identity. But, the neighborhood had no relation with identification.

Nestor Courakis (2004) shows that the most of violent fans in Greece are single with the average age of 20 from lower classes, jobless, with the academic problem background and from disorganized family.

Jeff Pearson and Clifford Stott in 2006 consider hooliganism as disturbances launched by football fans. Usually this definition contains criminal activities which most of the times happen before or after the match. These hooliganism behaviors perform by a group of people. These groups are usually spontaneous but sometimes pre-planned. They show themselves as fans to make conflict.

Ramon Spaaij in 2006, from Amsterdam University, concludes that hooliganism and vandalism have 6 main factors: excitement and favorable emotional arousal, development of manly and rough identity, local and regional identification, individual and collective management of fame, creation of a sense of solidarity, belonging and autonomy.

Bodin *et al.* (2004) believe that hooliganism means violent behaviors of a group of fans which happen inside or outside of the stadium and most of the times are committed by youth.

MATERIALS AND METHODS

Positivistic methodology is involved in this study. According to the Sage dictionary of Social Research Methods (2006), methodology is the philosophical stance or worldview that underlines and informs a style of research. In other words, methodology is the philosophy of methods. It encompasses, first, epistemology, the 'rules of truth' for warranting the validity of conclusions and secondly, ontology, establishing the 'objects' about which questions may be asked and conclusions may be drawn. In all researches the epistemology is 'rules of science', conclusions based on arguments cast in terms of information that has been collected 'transparently' by known and in principle, testable and reproducible means. The ontology of research, however, reflects the worldview or 'map' with which the researcher engages (Sapsford Roger, 2006).

The method of research is documentary, survey, descriptive and explanatory. By using documentary method conceptual and theoretical aspects of the topic is assessed. Survey method also assessed prevalence, distribution rate and correlation between personal and social variables (Kerlinger, 2013).

In this research, the phenomenon is studied in its natural texture and without manipulation. Statistical population is the all fans and spectator of football match who arrive straightly in Azadi stadium includes 80000 people. Data collection mean was questionnaire. Because of overpopulation and lack of control on statistical population we used snowball sampling. First, we recognize leaders and gain their trust. Then, we reach to fans. For collecting data simple random method was used. Based on formula the number of sample was 398 people but, we increased it to 500 to promote reliability of study:

$$n = \frac{X^2 NP(1-P)}{d^2(N-1) + X^2 P(1-P)}$$

$$= \frac{(3.84)(80000)(0.5)(1-0.5)}{(0.0025)(80000) + (3.84)(0.5)(0.5)}$$

$$= \frac{76800}{192.96} = 389$$

To accreditation, face validity technique was used. In this technique, we present our means to experts and social pathologists who were familiar with study concepts and

then with reference to sample, recognition weaknesses and strengths and considering expert's viewpoints, we draw and compose final questionnaire.

Cronbach's alpha test was used to estimate the reliability of test. Cronbach's alpha test is used to calculate internal homology and accordance of questionnaires and test which measures different characteristic.

Conceptual definitions

Dependant variable (excitement and rudeness in football): From the realm perspective, based on researches, excitement and rudeness in football are considered as the acts which are measured at verbal and physical stage. At verbal stage, we mean mental preparation for verbal action and at physical stage we mean behavioral and practical excitement and rudeness.

Rudeness can be considered as harmful action which one does reach his/her aims. Not only physical, but also it has mental (Vilification, humiliation, brawling, secluding), sexual (sexual torment and rape), financial (breaking one's furniture) aspects (Darvishpour, 1999). From Jean Cazoneuve's point of view, rude action is the act associated with offensive and aggressive behaviors, especially physical or at least verbal aggression (Sotoude, 1995). Excitement and rudeness variable is measured by Likert scale with 5 GQ. This variable presented as questions with fallowing aspects: (to use bad language and verbal conflict against the rival's fans during match, to brawl at the rival's players when to get excited to use bad language when the favorite team loses, when the favorite team wins to damage to objects and tools when the favorite team loses).

Independent variables

A; Family model for excitement and rudeness: It means that one grows in a family and learns parent's behaviors (especially father) as instructional behavior. This variable is measured by Likert scale with 5 GQ. Indexes include: quarrel between father and mother at home, father's aggression at home, parent's brawling for solving problems, the use of foul language by father at home, parents bullying to reach their aims and intentions.

B: Media model for excitement and rudeness: It means that T.V and sport magazines cause and trigger some special collective behaviors. They can present behavioral models to young people and make collective excitement in them. This variable is measured by Likert scale with 7 GQ. Indexes include: being interested in blowing horn and chanting slogan outside the stadium, being interested in harsh and critical programs like navad, one's favorite

Table 1: Results of Cronbach's alpha test for measurement tools

Variables	No. of items	Reliability
Excitement and rudeness in football	5	0.836
Family model for excitement and rudeness	5	0.752
Media model for excitement and rudeness	7	0.863
Friends model for excitement and rudeness	5	0.799

sport magazine and newspaper tendency to ridicule and chant slogan against opponent, magazine and newspaper encouragement to chant slogan against opponent, one's favorite sport magazine and newspaper's analysis of opponent's weak point to debilitate it, persuading the fans to protest against referee, exciting the fans by magazines and newspapers, predictions and analysis before match and show off in media.

C: Friends model for excitement and rudeness: It means the effect of peers and favorite players on one's which cause him to behave like them. Here, these behaviors are excitement and rudeness in football. This variable is measured by Likert scale with 5 GQ. Indexes include: popularity of foul language among friends, popularity of mocking and humiliation of rival in local match, the measure of physical involvement in match among youth, supporting favorite player's verbal dispute even when he is night right, supporting favorite player's rudeness even against the opponent.

D: Family socio-economic status: This variable is the combination of family occupational, educational and income status evaluated by ordinal measurement by which we make socio-economic variable (Table 1).

Research hypotheses It seems that there is a significant relation between family model for excitement and rudeness and excitement and rudeness in football. It seems that there is a significant relation between media model for excitement and rudeness and excitement and rudeness in football. It seems that there is a significant relation between friends' model for excitement and rudeness and excitement and rudeness in football.

It seems that there is a significant relation between family socio-economic status and excitement and rudeness in football. It seems that there is a significant relation between age and excitement and rudeness in football.

RESULTS AND DISCUSSION

Descriptive analysis: In this section, background variables like age and education will be described. Results show that according marital status, from 500 participants 166 participants were married (33%), 334 were single (67%), their age groups: 151 people had 18 years old or

Table 2: Describes participants' age and education variables

Variables	Frequency	Percentage
Marital status		
Married	166	33
Single	334	67
Age groups		
18 year old or less	151	30
19-30 year	167	33
31-40 year	144	29
41 year old or more	38	8
Education levels		
Diploma or lower	324	65
Bachelor	159	32
MA or higher	17	3

Table 3: Pearson correlation test between the independent variables with the dependent variable (political participation of the students)

Dependent and independent variables	Pearson correlation	The significance level	The total number of respondents
Friends model for excitement and rudeness	0.370	0.000	500
Media model for excitement and rudeness	0.260	0.000	500
Family model for excitement and rudeness	0.430	0.000	500
Family socio-economic status	0.020	0.231	500
Respondents age	-0.460	0.000	500

<18 (30%) and 167 people were 19-30 years old (33%), 144 people were 31-40 years old (29%) and 38 people were 41 years old or <41 (8%). According education, 324 participants hold diploma or lower (65%), 159 people hold BA or bachelor's degree (32%), 17 people hold master's degree or higher 93%). Table 2, shows a higher mode of singles, 19-30 year old age group and degree of diploma or lower for participants.

Inferential analysis Based on Emile Durkheim's point of view, a negative and abnormal social phenomenon is somewhat natural in society. But, if it passes that extent, we have to consider it as a social problem and pathological.

It seems that there is a significant relation between friends' model for excitement and rudeness and excitement and rudeness in football. Significance level of test (sig. = 0.000) is lower than sig. = 0.05, thus, the research hypothesis that there is a significant relationship between the two variables of family model for excitement and rudeness and excitement and rudeness in football is confirmed. Pearson correlation coefficient equals 0.37 that implies positive relation between two variables with moderate impact level (Table 3).

It seems that there is a significant relation between media model for excitement and rudeness and excitement and rudeness in football. Regarding to correlation coefficient between two variables (0.26) and acceptable Significance level (sig. = 0.000), there is a significant relationship between the two variables of family model for excitement and rudeness and excitement and rudeness in football. In other words, increase in media effects on excitement and rudeness will increase spectators' excitement and rudeness weakly (Table 3).

It seems that there is a significant relation between family model for excitement and rudeness and excitement and rudeness in football. Significance level of test (sig. = 0.000) is lower than sig. = 0.05, thus the research hypothesis that there is a significant relationship between the two variables of family model for excitement and rudeness and excitement and rudeness in football is confirmed. Pearson correlation coefficient equals 0.43 that implies positive relation between two variables with moderate impact level. Thus, with this level of significance the result can be generalized to statistical population (Table 3).

It seems that there is a significant relation between family socio-economic status and excitement and rudeness in football. Pearson correlation coefficient equals 0.020 that implies no relation between two variables. In other words, family socio-economic status has no effect on excitement and rudeness in football. Significance level of 0.231 is not acceptable (Table 3).

It seems that, there is a significant relation between age and excitement and rudeness in football. Pearson correlation coefficient equals 0.46 that shows negative relation between age and excitement and rudeness in football. It means that with the increase of age, excitement and rudeness will decrease. The intensity of relation evaluates upper than mediocre. Significance level of 0.000 is acceptable in this test.

Eventually, among these 5 variables, age (inverse), family model and friends' model had higher level of positive effect on participants' excitement and rudeness in football.

CONCLUSION

In conclusion, among the five independent variables influence the three variables of the respondents age (inversely), family's pattern with thrill-violence-violence and friend's pattern with thrill-violence had high and positive impact on the creation of higher levels of excitement and violence in people.

SUGGESTIONS

- Families have to be informed that social and cultural conditions are changed, thus to control and manage family affairs and emotions in current situation, they have to learn required instructions to be good role model for their children
- Regarding to the fact that learning is one of the factors of violence manifestation (Bandura's learning theory) by media and textbook, we have to teach and internalize non-violent behaviors to our children. Also, parents have to be taught to avoid any violent behavior against each other in the presence of children
- Patterns for excitement and anger management have to be taught to people and young generation by famous players in media (behavioral culture)
- In popular T.V shows like navad, Iranian famous players criticize foreign players' rude verbal and physical reactions to prevent popularization of them

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