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A comparative study of group cohesion between inter university and inter college circle style Kabaddi male players

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Abstract

The purpose of the present study was to investigate and compare the level of group cohesion of interuniversity and inter college circle kabaddi player. The subjects of the study were 60 male kabaddi players of age between 18 to 28 years. 30 kabaddi players were of inter college level and 30 players were of inter university level. The group environment questionnaire developed by Brawley and widener was used to assess team cohesion of players. The independent samples t-test revealed that the team cohesion aspects ATG-T of inter university kabaddi players was significantly better than the inter college kabaddi players. However, no significant differences were reported on other aspects of team cohesion between the inter university and inter college level players.

Keywords: Kabaddi, team cohesion, inter college, inter university

Introduction

The game of kabaddi is one of the oldest games of Indian Origin. As you know the Game has been playing for a long time (about the thousands of years ago) in India. Circle Kabaddi is a 4000 year old game. It was properly invented to be group attacks in. It was properly invented to be group attacks individual and vice versa. Game was very popular in the southern parts played in its different forms of circle Kabaddi. The sport of Circle Kabaddi has a long history. in Mahabharata times, different kings like – Jarasandh, Bhim, Balrama, Krishna, Abhimanyu, Kansa, Daryodhana, etc. are few examples who make the history of Great Battle by performing rules of fight. A dramatized version of the great Indian epic Mahabharata, has made an analogy of the game a tight situation faced by Abhimanyu, Pandava king, when he was surrounded by the entire enemies.

The Indian epic – Shivpurana – gives the evidence of battle between Lord Shiva with Demons to protect Devtas for maintaining Goodness and Humanity. Again transforming with the ages “The Hanuman” of Ramayana times is the great epitome who did remove each and every obstacle by his strength, vigour, character during fight with Ravana.

Buddhist literature speaks of the Gautam Buddha was also playing Circle Kabaddi for history also reveals that princes of Yore playing circle Kabaddi and display their strength to win the game. The King Chadergupta, Krishna, Prithviraj Chauhan are further great examples for maintaining tradition of Kabaddi in form of sport as well as battle.

Again the Mughal Dynasty has seen overwhelming examples traditionally played across the country under different Empire. The British under his rule observed great face of “GAMMA” Pehalwana & associates of his times and finally transforming today’s world.

The Great Heroes as Dara Singh, Harjeet Singh Brar, Bhalwinder Phidoo, Bhima, Khali who poses the spirit of this sport.

Social grouping are part of the human relationship with society. Groups have power and culture. A group has a common fate to its members, a mutual benefits for members common fate means that the whole team win or whole team loses, it is the team identity mutual benefits refers to the victory. The group process refers to the communication, cooperation, task performance and the social interaction with in the group. This is personal and task interdependence.

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The term group and cohesion are tautological if group exist then cohesion exist. Social cohesion is degree to which the members of the team like each other and receive personal satisfaction from each other. Group cohesion is a dynamic process where group tends to remain together and united in the pursuit of its goal. To establish cohesion, everyone needs to be on the same page when it comes to team goals. If everyone is striving towards the same thing this will help cohesion developed. Productivity must be established by setting challenging and specific goals. Making sure the members know what the individual goals are, for themselves and their teammates, is very important. If you know what your teammates are striving for, many times you can aid them in their endeavor, which will lead to a more cohesive relationship. There can be no hidden agendas by any of the members, their goals must coincide with team goals. What's good for the team has to be good for the individual and vice versa.

The study had a clear purpose to investigate the level of inter university and inter college circle style Kabaddi players.

Objective of the study

The purpose of the study was to investigate the level of group cohesion of interuniversity and inter college circle Kabaddi player.

Delimitation of the study

1. The subjects of the studies were 60 male Kabaddi players age between 18 to 28 year olds.
2. The inter college player were Guru Gobind Singh Khalsa College Sarhali and DAV College Amritsar.
3. The interuniversity players were selected from Guru Nanak Dev University Amritsar and Punjabi University Patiala.

Methodology

The study had a clear purpose to investigate the level of inter university and inter college circle kabaddi players. The subject for this study were 30 male kabaddi players were a range between 18 to 30 years selected by using purposive sampling technique. The questionnaire used for the study was the group environment questionnaire developed by Brawley and widener which assess team cohesion of players. To compare the team cohesion of inter-university and inter-college level Kabaddi players, t-test was applied to observed significant differences at 0.05 levels.

Results

Table 1: Significant difference of mean group cohesion (ATG-T) inter-university and inter college male Kabaddi players

Level	Mean	M.D	SE	T-Ratio
Inter University	21.03			
Inter college	20.90	0.13	3.85	4.91

Significant at 0.05 level's 0.05 (58) = 2.57

It is clearly evident from the above table that the calculated 't' is 4.91 and tabulated value of 't' is 2.57. Hence calculated 't' is greater than tabulated 't'. It means there is significant difference between the mean of both group. Therefore it concluded that National Kabaddi players dominated in attraction to group task of University Kabaddi players task.

Table 2: Significant difference of mean group cohesion (atg-s) inter university and inter college male Kabaddi players

Level	Mean	M.D	SE	T-Ratio
Inter University	26.13			
Inter college	28.01	1.97	5.67	0.34

Significant at 0.05 level's 0.05 (58) = 2.57

It is clearly evident from the above table that the calculated 't' is 0.34 and tabulated value of 't' is 2.57. Hence calculated 't' is greater than tabulated 't'. It means there is significant difference between the mean of both group. Therefore it concluded that University Kabaddi players dominated in attraction to group social of National Kabaddi player's attraction to group social.

Table 3: Significant difference of mean group cohesion (gi-t) inter-university and inter-college male Kabaddi players

Level	Mean	M.D	SE	T-Ratio
Inter University	24.33			
Inter college	26.13	1.8	4.84	0.37

Significant at 0.05 level's 0.05 (58) = 2.57

It is clearly evident from the above table that the calculated 't' is 0.37 and tabulated value of 't' is 2.57. Hence calculated 't' is greater than tabulated 't'. It means there is significant difference between the mean of both group. Therefore it concluded that University Kabaddi players no dominated in group integration task of national Kabaddi player's group integration task.

Table 4: Significant difference of mean group cohesion (gi-s) inter-university and inter-college male Kabaddi players

Level	Mean	M.D	SE	T-Ratio
Inter University	19.96			
Inter College	20.73	0.77	5.77	0.13

Significant at 0.05 level's 0.05 (58) = 2.57

It is clearly evident from the above table that the calculated 't' is 0.13 and tabulated value of 't' is 2.57. Hence calculated 't' is greater than tabulated 't'. It means there is significant difference between the mean of both group. Therefore it concluded that University Kabaddi players dominated in to group Integration social of national Kabaddi player's Group Integration social.

Conclusions

1. It was found that the Team cohesion aspects ATG-T of inter university kabaddi player were better than the intercollege kabaddi players.
2. It was found that the Team cohesion aspects ATG-S of inter university kabaddi player were lower than the inter college level kabaddi players.
3. It was found that the Team cohesion aspects GI-T of inter university kabaddi player were lower than the inter college level kabaddi players.
4. It was found that the Team cohesion aspects GI-S of inter university kabaddi player were lower than the inter college level kabaddi players.

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