British
- Jules
- (Jessie’s partner)
- British girl with short blond hair
- She is from United Kingdom

Jess
She wants to be a football superstar just like Beckham.
She also needs to meet the expectations her parents set out for her. Unsure of her sense of identity

Jules
Stands strong as she knows she is meant for football
Has a strong sense of identity.

Politics
- Creating policies to ensure the society can bond together, e.g. buying wheelchair-friendly buses to cater to wheelchair bound passenger and at the same time benefiting the elderly and other age groups.
- Promote its policies (e.g. 'clean n Green' campaign, 'Friends of Singa').

Social Class
- Different people from different social classes will behave carry themselves differently (e.g. Rich individuals will wear expensive clothes, live in exclusive apartment, drive sports car and play high-end sports such as golf and shooting sports; whereas the poor will have dirty clothes, live in slumps, ride bicycle and play low-end sports such as soccer)

From Bend it like Beckham
- Jess belongs in a family of low-middle social class “We need to show them that we are not poor”, “we were never good enough for them”
- They mix almost entirely with people of the same race. *Confused with what the whites were doing.*
- High academic expectations to meet
- Social appearance did not matter much. (Make up)

Cultural
- Asians behave differently compared to Caucasians (e.g. Caucasians will celebrate their success by having a drinking party, whereas Asians will usually celebrate their success by having prayers)

From Bend it like Beckham
A family following their own cultural customs.
(In the movie, Jess’s parents insist her of marrying an Indian. It shows Indians are only allow to marry their own race which is their marriage cultural.)
- Arranged marriages and dowry for the bride/groom’s family
- Needed to be married in order to stay aboard
- Indian parents are not as open minded as English parents
**Sumo Wrestling Rituals**
- Blessing of the Dohyo
- Clapping of hands
- Drinking water and throwing salt
- Exposing hands and feet
- Entrance of Rikishis
- Celebrating victories

**Comparison for WWE**

**Analysis:**

<table>
<thead>
<tr>
<th>For</th>
<th>Against</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attract new followers.</td>
<td>Traditional followers are turned off.</td>
</tr>
<tr>
<td>Create a more exciting game by using modern technology e.g. fireworks, lighting.</td>
<td>More reliance of technology rather than real skills and techniques.</td>
</tr>
<tr>
<td>Shortens the pre-bout rituals for more action.</td>
<td>Took away the essence of the sport.</td>
</tr>
</tbody>
</table>

**Using the sociology theories**

- **Functionalists’ Perspective**
  - Good entertainment, brings up spectatorship.
  - Uniquely Singapore (first played in Singapore), could potentially attract fans from all over the world to MBS.

- **Interactionists’ Perspective**
  - Traditional Japanese will feel ridiculed by the new format.
  - New-age Japanese will see it as a new way to play this traditional sport.

- **Conflict theorists’ Perspective**
  - Power on the owners of MBS to create the change, Sumo-fans are deprived the rights to prevent this change from happening.

**Allen Guttmann’s 7 Characteristics**

<table>
<thead>
<tr>
<th>Characteristics</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Secularism</td>
<td>No direct link to religious beliefs or rituals, emphasis on personal achievement and entertainment, not worship or the appeasement of gods</td>
</tr>
<tr>
<td>Equality</td>
<td>Participation is open to all and competitors face the same set of competitions</td>
</tr>
</tbody>
</table>

**Table 3.1** Comparison of the organizational characteristics of games, contests, and sport activities during selected periods in “Western” history

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>Greek Contests and Games (1000 BC to 100 AD)</th>
<th>Roman Contests and Games (100 BC to AD 500)</th>
<th>Medieval Tournaments and Games (500 to 1300)</th>
<th>Renaissance, Reformation, and Enlightenment Games (1300 to 1800)</th>
<th>“Modern” Sports</th>
</tr>
</thead>
<tbody>
<tr>
<td>Secularism</td>
<td>Yes and no</td>
<td>Yes and no</td>
<td>Yes and no</td>
<td>Yes and no</td>
<td>Yes and no</td>
</tr>
<tr>
<td>Equality</td>
<td>Yes and no</td>
<td>Yes and no</td>
<td>No</td>
<td>Yes and no</td>
<td>Yes and no</td>
</tr>
<tr>
<td>Specialization</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Rationalization</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Bureaucratization</td>
<td>Yes and no</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Quantification</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Records</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>Yes and no</td>
<td>Yes and no</td>
</tr>
</tbody>
</table>

*Modified version of Table 2 in Guttmann (1978). This characteristic existed in some sports during this time, but not in others. For example, the games at Olympia in Greece spanned 2700 years, and the organization of certain events changed over time. Such variations also occurred during other time periods, as noted by the “Yes and no” descriptions in the table.*
Free of adult-supervision

The lack of adult supervision might cause additional problems - lack of guidance.

Less formal in its rules and outcomes

Rules might not be adhered to.

Young people learn how to work within group dynamics, make decisions, and get along with peers.

Players come and go, lopsided scores develop, bad feelings arise, players are forced to be creative and flexible if the game is to go on.

Get to play alternative sport like, line skating, snowboarding.

This sport's inherent dangers in the sports.

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<table>
<thead>
<tr>
<th>Advantages of Adult-Organized sport</th>
<th>Disadvantages of Adult-Organized sport</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rules are established to protect their safety, ensure fairness in game, and control the length of games.</td>
<td>Physical development proceeds at different rates, children that are not ready to perform precise skills will feel frustrated and lack of confidence can cause kids to lose interest in the sport.</td>
</tr>
<tr>
<td>Well balanced and positive. Athlete can gain more from the sport.</td>
<td>Untrained adult may cause risk to the athletes.</td>
</tr>
<tr>
<td>When parents are involved in the game, they will get a better picture of the experience and be prepared to counsel their child when problem arise.</td>
<td>When the game is over, the parents need to let it go, so that the kids will not feel constant pressure even after the game.</td>
</tr>
</tbody>
</table>

If your team considers any of these situations something that should be of concern, articulate how one would try to curb some of the issues which are taking place in the current youth sports scene.

Ensure that parents of kids participating in sport are briefed about the rules and regulations of the sport. Have coaches ensure the parents that measures would be taken to ensure the success of their kids and that no interference would be needed/tolerated from parents during competition - e.g. giving your kid an illegal object/advantage.

Ensure that coaches understand the need for rest and recovery for the athletes.
<table>
<thead>
<tr>
<th>Success/ failure attributed to factors beyond personal control such as luck, fate and environment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Belief that one control key events and consequence in one’s life</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Social Environment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Family, close friends and work can be sources of social support</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Sociocultural Variables</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cultural background, age, ethnic group and socioeconomic class affect individual’s view of their sickness</td>
</tr>
</tbody>
</table>

**What is labelling theory, total institutions and stigmatization?**

Labelling Theory: focuses on the effect that social institutions and professions (e.g., psychiatry) have in labelling (defining and social constructing) behaviour and activities as deviant.

Stigmatisation: a physical or social trait, such as a disability (physical or psychological) or a criminal record, that results in negative social reactions such as discrimination and social exclusion.

Total Institutions – institutions where large number of individuals lead highly regimented lives segregated from the outside world. E.g., mental hospitals, military prisons

Mortification of the self – the process through which one’s self-image is damaged and replaced by a personality adapted to institutional life.

Depersonalisation – a feeling that one is no longer considered fully human/individuals.

Deinstitutionalization – a trend in mental health treatment whereby individuals are admitted for short periods of time rather than undergoing lifetime hospitalization.

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S204 Sociology of Sports, Health and Leisure

**Problem 8 Social Class and Sport**

**Social class**
A social class system is defined by Coakley as “categories of people who share an economic position in society based on their income, wealth (savings and assets), education, occupation, and social connections.”

**Social stratification**
Media trivializes violence

Case study: Boxing

Crowd Violence

General Factors:
1. The action of the sport itself.
2. The crowd dynamics and the situation in which the spectators watch the event.
3. The historical, social, economic and political contexts in which the event is planned and played.

Others: The degree of dedication of the fans, the players’ reactions, the officiating, the sense of oneness (lack of individual responsibility)

Football Hooliganism

Football Hooliganism refers to spectator violence in soccer in the forms of vandalism or aggression perpetrated by specific groups of fans

Causes of football hooliganism stems from
- The nature of football which is akin to two groups fighting for dominance
- Excessive alcohol intake by spectators
- Strong identification with the teams

Curtailing Athlete Aggression

- Promote only non-aggressive athlete role models
Masculinity and Sport
Sport helps males to define what it means to be masculine and also plays an important role in determining how society defines masculinity.

Hegemonic Masculinity
- Heterosexual
- Aggressive
- Competitive
- Emphasizes the capacity to dominate
- Plays down emotion

Masculinity relates to violence
- Boys learn that dangerous acts in sports is a necessary part
- Being violent in sports can avoid labels such as “faggot” and “sissy” and become a “real” man
- Dominant ideas about masculinity leads to higher rate of injuries
- However, violence may not necessarily be limited to men

Femininity and Sport
- Sport makes women more masculine, not more feminine
- Feminine sports are more likely to be individual than team sports (emphasize beauty and aesthetic pleasure)

Exclusion of women in Sport
- Pierre de Coubertin, founder of the modern Olympics publicly opposed women’s participation in sport well into the 1930s.
- Excluded from golf clubs
- Excluded from certain sports (e.g. marathon till 1984)
- Seeing some recent improvements but still not equal

What is sexploitation?
Commercial exploitation of sex or sexual attractiveness. For example: Men athletes would usually be topless and dress in tight trunks, exposing their upper body to attract buyers due to the attractiveness of the athlete’s body and the magazine is made for female readers.

There has been criticism/resistance of TITLE IX since it was implemented. Name some of the criticism/resistance that has happened.

Critics claim that TITLE IX is affecting men’s performance in sports negatively. They also claimed that TITLE IX forces schools to cut sports for men and boys, narrowing their exposure and opportunity in taking part in sports. This is called reverse discrimination whereby men have been cut into to give chances to women.

One of them mainly being how the men claims that their control over particular sports and the resources are supposed to be rightfully and ‘naturally’ theirs being that they are the ‘dominating gender’. They saw it as a radical, subversive and destructive concept as it would mean that they
Sporting organizations / events forced to align their values with their corporate partners / sponsors
Distraction and stress to athletes in fulfilling obligations to sponsors

Advantages
- Essential funding alternative for sporting organization and events
- Alternative revenue source for athletes
- Increase media exposure of a sport and its athletes, thus gaining popularity and increase participation
- Potentially bringing health and leisure benefits for participants who will then be able to involve in more sports
- Development opportunities for both the sport and its athletes

Guidelines for responding to change due to Commercialization in Sports
- Positive economic consequences for sustainability
- Not be made on the basis of implications for the media
- Traditions concerns
- Be aware of emergence of competition
- Changes will not overcome poor quality of play

What is Media

Main types of Media:
- Print (eg. newspapers, magazines)
- Audio/Radio
- Electronic (one-to-many eg. TV, SMS, non-interactive website, video games)
- New Media (many-to-many eg. blog, online games, chatbox/MSN)
- Social Media (twitter, facebook, myspace)

Role of Media in Sport
5) A source of information (global and local events).
6) A medium relaying specific information to its target audience.
7) A means to trigger action eg. advertising.
8) To sway opinions and perceptions of a situation

For Sporting organizations, the media tends to fulfill objectives (1) and (2). Objectives (3) and (4) can also be achieved according to how the media manipulates images, and ‘scripts’ the production to its audiences.