ABSTRACT: There is no doubt that sports and their related activities have become very important in contemporary societies. Soccer, among various sports, has much more importance, and attracts utmost attention of people throughout the world. Throughout its history, soccer has been faced with violent and aggressive behavior of fans, and such behavior have been one of the most serious and important issues in this sport. Many theories and theoretical approaches have been used to study and explain the factors that influence on violent and aggressive behavior of soccer fans. In spite of some suitable outcomes that these researches have had, but in many cases, there are fundamental critiques to the theories that have been the base for these researches. The main purpose of this article is empirically analysis one of the current explanations on violence and aggression, frustration-aggression theory, between soccer fans. In this article, at first, sport violence and aggression will be defined and categorized. Then, with emphasis on violence and aggression as a psycho-social matter, it will be trying to study and analysis the reactions of soccer fans, while encounter with situations that perform as a frustration factors. The main hypothesis of this study is that "frustration of soccer fans in achieving to their athletic goals causes the tendency to violence and aggressive behavior in them". Questionnaire, field observations, and in-depth interviews have been used for data collection. According to the measurement levels of research variables, relevant statistical tests, such as analysis of variance, regression, and Q-square test have been used for data analysis. According to the findings of a survey research on a sample of 284 soccer fans between two Iranian well-known soccer teams - Persepolis and Esteghlal-, it concluded that frustration only in some extent could explain sport violence and aggression in soccer fans. In fact, frustration is just one of multiple and potential resources for violence and aggression. Then, we cannot reduce all factors of these behaviors to frustration. Therefore, we can say that, various and different reactions are performed in frustrated situations. These reactions have wide range, from disappointment and retreatism to more effort for overcome on resources of frustration. Finally, it should remind that no single theoretical approach can tell us all we may want to know about violence and aggression in sport.

Keywords: Soccer, Aggression, violence, Frustration, Soccer Fans

INTRODUCTION

Sports and the related activities consume much time and energy of the people in a society, enjoying an important status in the culture of communities. The ever-increasing advancement of sports has crossed geographical, ethnic, racial, national, political, and ideological boundaries. Sports competitions put the players and the spectators in positions that may easily violate rules, norms, and usual division of labor, leading to aggressive and violent confrontations. There is no doubt that, among the various sports activities around the world, soccer has the most audiences, supporters as well as spectators. The situation of soccer teams, their victory or failure in local, national, and international levels, have become very important between people of different communities.

Between 1900 and the early 1940s, crowd violence was common: bottle and other objects were thrown at players and umpires, and world series games were disrupted by fans angered by umpires’ call or the actions of opposing players (Scheinin, 1994; Coakley, 2001). In recent decades, violent and aggressive behaviors have been one of the most important issues that have attracted the attentions of people, soccer administrators, politicians, and researchers. Occasionally, we can see some expressions of violent and aggressive behavior in
spear. The most visible and distinguished example of violent and aggressive behavior among soccer fans is the so-called phenomenon of "Hooliganism", that is prevalent in a relatively organized form in the famous soccer leagues, especially in Europe. For example, in England, the hooligans with bigoted thoughts and beliefs have caused tragic events in the stadiums. From 1960s, the importance of this subject led scientists and researchers to offering different ideas and interpretations about violence and aggressive behavior of spectators and fans in soccer matches and tournament.

**What is violence and aggression?**

According to social psychologists, the 'most destructive force in our social relations is aggression' (Myers,1996). There are many definitions about violence and aggression. Most social psychologists define aggression in terms of the intent and purpose behind the behavior (Feldman,1993). Some consider aggression as instinctive reaction to the failures, and as a competition for access to resources, that mainly finds expression through physical encounters (Argyle,1993). Some define aggression as any behavior that causes harm to others (Smith and Bond,1993). To Berkowitz (1986) 'aggression is intentional injury of or harm to another person'. Aronson (1995) defines aggression "as a behavior aimed at causing harm or pain". Therefore, 'aggression is a physical or verbal behavior intended to hurt someone (Myers,1993), whether done out of hostility or as a calculated means to an end' (Myers,1996).

Violence is usually distinct from aggression based on severity of injury. Coakley, in a comprehensive manner, distinguishes violence from aggression. He defines violence as 'the use of excessive physical force, which causes or has the potential to cause harm or destruction (Coakley,2001). Then, he defines aggression as a 'verbal or physical behavior grounded in an intent to dominate, control, or do harm to another person' (Coakley,2001). He acknowledged that aggression is often involved in violence, but some violence may occur without aggression intent.

Aggression typically divided into two types. Psychologists label the two types "hostile aggression" and "instrumental aggression". Hostile aggression springs from anger. Its goal is to injure. Instrumental aggression also aims to hurt but only as a means to some other end (Myers,1993). Hostile aggression per se is done with the aim of physical or psychological injury (Alderman, 1975; Wiggins,1994). According to Leonard (1988), this type of aggression essentially has emotional component and its aim is hurting. During this process, aggressor is often perturbed with the target of the act, with both perception of the other person as a threat or noxious stimuli and the emotion of anger being necessary concomitants (Alderman, 1974; In: Blanchard,1985). Instrumental aggression involves an intent to inflict pain or injury as a means to an end, tangible reward as money, victory, or praise (Silva,1979; In: Blanchard,1985). Some researchers, based on the style of manifestation, have divided aggression and violence to verbal and physical (Russel,1993).

**What is sport violence aggression?**

What is "sport violence aggression," and which factors lead to it? In sport activities, violence and aggression are used to describe a range of actions, and are included instrumental/hostile 'committed by a person attending, engaging in, or otherwise involved in an athletic event upon any player, spectator, coach, game official, public and/or private official or entrepreneur, or property' (Blanchard,1985).

Therefore, Violence and aggression can defined as any behavior that occur outside the sport rules and norms, causes intentional damage, and does not have direct relation with sport competitive purposes (Terry and Jackson,1985). There are different ways for damaging others, including humiliation, disrespect, abuse and insult, or attempt to physical harm, whether to persons or to equipment and objects. In each case, the aim of behavior is damaging other, mentally or physically.

**Theoretical debates**

An important issue that attracts the attention of social thinkers and social scientists in sport, especially in the last decades, is study and explanation of aggressive and violent behavior of soccer fans. Many thinkers with different theoretical approaches have tried to answer this question. They have introduced different factors and have discussed on diverse interpretations about this matter. If we want to summarize all of the explanations and approaches about sport violence and aggression, we can summarize them in the three main approaches:

1- Instinct approach: According to one view, argued by Sigmund Freud and others, our species has a violence potential to erupt in aggression. Freud thought that, along with positive survival instincts, we harbor a self-destructive "death instinct" that we usually displace toward others as aggression or release in socially approved activities such as painting or sports (Myers,1996). One of the major proponents of the instinct approach is Konrad Lorenz, an ethologist who suggested that humans, along with members of other species, have fighting instinct, which in earlier times ensured protection of food supplies and weeded up the weaker of species (Feldman,1993). The controversial notion arising from Lorenz’s instinct approach is the idea that
aggressive energy is constantly being built up within an individual until it is finally discharged in a process called catharsis.

Dollard and his colleagues described catharsis as a two-step sequence. First, aggression reduces the level of physiological arousal. Second, because arousal is reduced, people are less angry and less likely to aggress further (Dollard et al., 1939; Brehm and Kassin, 1993). Probably the most controversial idea to come out of instinct theories of aggression is Lorenz’s proposal that society ought to provide acceptable means of catharsis through, for instance, participation in sports and games, in order to prevent its discharge in less socially desirable ways (Dollard et al., 1939; Brehm and Kassin, 1993). Some theories that stand in this approach emphasize on the effects of physiological and biological factors on violence and aggressive behavior. In this approach, factors such as hormones, alcohol, blood pressure, genetics, body morph, testosterone, saccharine and etc. are argued have influence on aggression (Myers, 1996; Atkinson et al., 1993).

2- Psychological approach: As you know, in this approach two main theories that have discussed more than others are frustration – aggression theory and social learning (cognitive) theory. The most important aspect of this approach in studying violence and aggression is turning attention from physiological and biological dimensions to psychological and social factors.

3- Sociological approach: some social scientists have paid attention on the social and cultural dimensions of violence and aggression. Of course, you know that there is a wide range of theories in sociological approach for study and investigate in social phenomena. Each researcher, according to his/her theoretical position, proceeds to the scientific subjects.

In this research, inspired from frustration – aggression theory, a descriptive – causal model will be consider to study the dimensions of soccer fans behavior in Tehran – Iran.

**Frustration – Aggression Theory**

According to Freud’s early psychoanalytic theory, many of our actions are determined by instincts, particularly the sexual instinct. When expression of these instincts is frustrated, an aggressive drive induced. Later some theorists broadened this frustration-aggression hypothesis to the following claim: whenever a person’s effort to reach any goal is blocked, an aggressive drive is induced that motivates behavior to injure the obstacle (person or objects) causing the frustration (Atkinson et al., 1993).

Most social psychologists and psychologists suggested that we should look to frustration-aggression approach to explain aggression. For over fifty years, the frustration-aggression hypothesis has been a popular explanation for aggressive behavior.

According to the original version of the theory, frustration-aggression produces aggression; aggression never occurs without prior frustration (Wiggins et al., 1994). When first put forward, the theory said flatly that frustration always led to aggression of some sort, and that aggression was always the result of some frustration (Feldman, 1993). In other words, as Dollard and his Yale colleagues (1939) proposed: “aggression is always a consequence of frustration” and “frustration always leads to some of aggression”. One cannot occur without another (Myers, 1993). Frustration creates anger, which may in some people generate aggression, especially in the presence of an aggressive cue (Myers, 1996). There was a dual proposition in this theory: frustration always elicits the motive to aggress, and all aggression is caused by frustration. The first proposition states that frustration produced by interrupting a person’s progress toward an expected goal will always elicit the motive to aggress. The second maintains that aggression has only one ultimate cause: frustration (Brehm and Kassin, 1993). In fact, according to this theory, obstacle in achieving the goal increases people’s readiness to aggress. This phenomenon we know as the frustration-aggression principle (Myers, 1996).

The term “frustration” refers to the interference with or blocking of the attainment of some goal or reward (Myers, 1996; Wiggins et al., 1994). In other words, frustration is anything that blocks our attaining a goal. Frustration grows when our motivation to achieve a goal is very strong, when expected gratification, and when the blocking is complete (Myers, 1993). The goal may be subjective – i.e. people think that they are reaching the desired goal and predict its pleasures –, or may be objective and have obvious manifestation.

There are two critical aspects of this theory: one is that the usual cause of aggression is frustration; the other is that aggression has properties of a basic drive-being form of energy that persist until its goal is satisfied, as well as being an inborn reaction (hunger, sex, and other basic drives have these properties (Atkinson et al., 1993). Thus, according to this theory, aggression is a general reaction to frustration.

After 1940s, many studies have done about relationship between aggression and frustration. In this process, frustration-aggression approach has subjected to some verification. Displacement is one of crucial concepts that entered in this approach. Frustrated person has many motivations to attack obstacles that are in the way of achieving his/her goals. Suffering and frustration resulting from lack of goal achievement caused hate and enemy in frustrated person. When the cause of our frustration is intimidating or vague, we often redirect our hostility. This phenomenon of “displaced aggression” may have contributed to the lynching of African-Americans in the south after the civil war. Between 1882 and 1930, there were more lynching in years.
when cotton prices were low and economic frustration was therefore presumably high (Hepworth and West, 1988; Myers, 1993). Therefore, we can define displacement as the redirection of aggression to a target other than the source of the frustration. Generally, the new target is a safer or more socially acceptable target (Myers, 1993). Freud has called this process as “sublimation”. Sublimation is the transformation of unwanted impulses into something less harmful. Freud believed that the greatest achievements in civilization were due to the effective sublimation of our sexual and aggressive urges that are sourced in the Id and then channeled by the Ego as directed by the Super ego (Kalat, 2011).

In Berkowitz’ conceptualization, frustration only creates a readiness for aggressive acts. This readiness is specific in the sense that it makes aggression more probable; but this is not a sufficient condition. Berkowitz contended that some stimulus cues are Mandatory for that readiness to become overt aggressive acts. Under specific circumstances, the cues could even “pull out” aggression despite a lack of readiness in the form of anger (Gustafson, 1989).

In this study, violence and aggression are independent variables that considered in two aspects: physical and verbal. Insults, abusiveness, and slogans with inappropriate words, are indicators of aggressive behavior. Physical fighting with supporters of rival teams, throwing objects (toward players, umpires, and playing field), and destruction of stadium properties and buses - used for fans transportation - are indicators of violence behavior. The main hypothesis of this study is “frustration of soccer fans in achieving their sporting purposes led them toward violent and aggressive behavior” (see figure 1).

**METHODOLOGY**

The method of this research is survey and emphasizes on analysis of an important issues in soccer: violence and aggression. In this research, the aggressive and occasionally violent behaviors of Iranian soccer fans in the city of Tehran in 2008-9 are studied.

In this study, two dimensions have considered for frustration. On the one hand, it is dependent variable, for it is the resultant of other variables. However, from the other hand, because frustration has positive effects on violence and aggression, it is independent variable. We define frustration as an experience of nonfulfillment of some wish or need. In other word, frustration is the prevention or hindering of a potentially satisfying activity. According to theoretical debates, the emotional reaction to such prevention may involve aggression. In this research, Frustration has considered from fans’ behavior and viewpoints in six aspects. These aspects are: 1) failure to attend stadium; 2) unexpected and poor performance of favorite players during game; 3) opponent foul; 4) inference of incorrect judgments against favorite team; 5) defeat of favorite team; and, 6) deprivation of access to welfare services and facilities (such as toilet, drinking water, buffet, coffee shop, sitting place). It is assumed that, while soccer fans present in stadium, the failure to satisfy these wishes and needs are indications that create frustration feeling among them.

In the pilot study, at first 60 questions were prepared, and finally after pre-test, due to the weakness of reliability and overlapping, some questions deleted. During the holding of Premier League soccer competition and at different times, the questionnaires completed.

The population of this research was supporters and fans of two Iranian well-known soccer teams - Persepolis and Esteqlal. Using random sampling, 284 soccer fans selected for data gathering and completion of questionnaires. 170 cases of the samples (%60) were from supporters of Persepolis team, and 114 cases (%40) form the Esteqlal team. These proportions were set according to the attendance of these two team supporters in the games at previous season.

In order to measure the frustration feeling among soccer fans, a spectrum designed for each of the six-state that create the feeling in stadium environment. Each spectrum has seven answers: not at all, very low, low, middle (partly), high, very high, and totally.

Based on research indexes, questionnaire, field observations, and in-depth interviews have used for data collection. In addition to using dispersion and central tendency indexes, according to the measurement levels of research variables, relevant statistical tests such as analysis of variance, regression, and Q-square test have used for data analysis. Given the insignificant differences between statistics related to the supporters of teams, the results have mentioned in general.

**RESULTS**

**General characteristics**

Findings of this research show that 276 respondents (%97.2) are singular and only 8 (%2.8) respondents are married. Moreover, statistics indicate that the average of respondents’ age is 18.9 year – max 30 and min 15. Education data show that the level of education in most respondents is about 11 year (high school).
**Frustration feeling**
Research data show that the lowest level of frustration feeling among soccer fans is related to deprivation of access to welfare services and facilities (such as toilet, drinking water, buffet, coffee shop, sitting place). As you see in table 1, the failure of favorite team to win is a factor that creates most frustration, so that %87.3 of respondents acknowledged that they feel high frustration when their favorite team fails (see table 1).

On the other hand, lowest frustration sense in stadium is concerned to deficiency and lack of welfare services and facilities. More than third of respondents (%35.2) feel low frustration, when they encounter these conditions.

**Violence and aggression**
To measure violence and aggression between fans, the researcher considers all of the behavior and actions that typically indicate on mental or physical hurting on persons or objects. For this purpose, I have studied degrading and nasty slogans against opponent players, fans, and other officials of games. Moreover, variables such as physical clashes with supporters of rival teams, throwing objects and explosive materials to the players, referees and playing field, and destruction of stadiums property, and public transportation equipment between respondents was evaluated.

The result of factor analysis shows that these variables have two dimensions (factors). These factors explain %66.7 of violent and aggressive behavior between research subjects. These variables have loaded on the first factor: physical clashes with supporters of rival teams, throwing objects and explosive materials to the players, referees and playing field, and destruction of stadiums property, and public transportation equipment. This factor explains %40.8 of violent and aggressive behavior of fans. The second factor has loaded on these variables: slogans against opponent players, fans, and other officials of games, and explain %25.9 variance of violent and aggressive behavior in fans. These factors, which have named verbal aggression and physical violence, analyze separately.

**Verbal aggression**
Verbal aggression is any behavior that referring to degrading and nasty slogans against opponent players, fans, and other officials of games. In order to calculate and measure this type of behavior, in addition to the occurrence, its frequency is studied. According to the occurrence and frequency of this behavior, the results can put in five categories (see table 2). Data show that %58.5 of respondents does not have this aggression, and %1.4 has very high verbal aggression.

Slogans of Persepolis and Esteqlal’s supporters during their present in stadium encompass three categories.

1) Express emotional sympathy and interests to players and coaches. These slogans only use words that are loving and emotional, and indicate interest to the players and teams.
2) Simulation favorite players and teams with the famous international peers, such as Ronaldo, Messi, Zidane, Manchester United, and A.C. Milan.
3) Some slogans have militaristic and sometimes aggressive and violent themes to support the favorite players and teams.

The research data indicate that, about half of fans (%47) chanted in favor of team, players, and coaches. The contents of these slogans involve emotional dimensions. Moreover, these slogans refer to technical potentials and skills of players. Fans believe that emotional support of players promote their mental power and by which, provide opportunities for better performance of sport activities. In some cases, fans, using militaristic literatures, try to encourage their favorite teams to attack and achieving scores.

After the mentioned category, degrading slogans against opponent team and fans, with %37 is the second priority. These slogans have a dual purpose: demoralize opponent, and strengthen the spirit of favorite team. In addition to the two categories that mentioned, %16 of fans gives nasty slogans.

**Physical violence**
In this research, we have considered three behaviors for measuring physical violence in stadium. These behaviors are: 1) Physical fighting with the opposing team fans; 2) Throwing objects and explosive materials to the players, referees and playing field; and 3) Destruction of stadium property and public transportation facilities that have devoted for spectators. Like verbal aggression, in addition to the occurrence of violent behavior, its frequency is considered. Research findings show that %23.9 of respondents are not doing any behavior that indicates physical violence; and %32.4, %26.8, %8.5, and %8.4, respectively, are committed these behaviors in low, moderate, high, and very high extent.
**Verbal aggression and physical violence**

The combination of verbal aggression and physical violence indexes suggest that %21.8 of fans have not doing aggressive and violent behavior, %31.8 and %20.4 respectively committing these behaviors in low and moderate extent. Moreover, %16.2 of fans have aggressive and violence behavior in high level, and %9.8 have these behaviors in very high level.

Analysis of aggressive and violent behavior among spectators and fans show that, in this case, the most percentage of such behaviors is related to the slogans against opponent teams, so that %64.8 of respondents acknowledged that during their presence in the stadium, they alternately have done this behavior. After this, there are behaviors such as destruction of stadiums properties (%19.7), fighting with opponent fans (16.6), and harm to public transportation equipment (%16.2). The least violent behavior among fans is throwing explosives materials that only %7.7 of the subjects have acknowledged that during the time attending soccer matches they have attempted to act.

**Hypotheses Test**

Given the level of variables measurement, that is ordinal, Spearman’s rho coefficient used to test hypotheses of research. The results of hypotheses test show that variables such as defeat of favorite team, foul of rival players, inference of inappropriate judgment of referee, and lack of access to facilities and welfare services in stadium have significant effects on verbal aggression by fans. Moreover, defeat of favorite team and inference of inappropriate judgment of referee have significant effect on violent behavior. In total, only these two variables have significant effect on both violence and aggression (see table 3).

In order to better analyzing data, different reactions of fans to the most severe type of frustration – defeat of favorite team – studied. Research data indicate that %54.9 of respondents take passive position to this type of frustration, and even %25.4 of fans encourage their favorite team and players. In fact, considerable majority of fans (%80.3) do not make actions that involve violence and aggression. Look at other options about reactions to favorite team defeat shows that %15.8 and %3.9, respectively, are committed to verbal aggression (to players, officials and referee) and destruction of stadium properties (see table 4).

In general, research findings indicate that only %19.7 of subjects make violent and aggressive actions, when they encounter with severe frustration. According to the results of this research, we can conclude that, among soccer fans, frustration does not necessarily lead to aggression and violence. When persons faced with frustration, regardless violence and aggression, there are other options for reaction.

**DISCUSSION AND CONCLUSION**

Findings of this research show that although frustration is one of the violence and aggression resources, but does not necessarily lead to violent and aggressive behavior. Frustration mainly leads to aggression in people that have learned to use such a mechanism for changing the conditions. As social learning theorists have claimed, frustrated people may take different actions toward frustration. According to their cultural models and environment conditions, the frustrated persons may resort to diverse actions: dependency, achievement, withdrawal and resignation, aggression, psychosomatic symptoms, self-anesthetization with drugs and alcohol, and constructive problem solving (Atkinson et al.,1993). In fact, as Berkowitz has stated, frustration produces anger, an emotional readiness to aggress (Myers,1993).

Some research findings indicate that the aggression does not reduce the stimulation level of aggressive people, but in some cases may cause formation and even increase violence and aggression (Brehm and Kassin,1993). Moreover, it is possible that non-aggressive activities lead to arousal of aggression and violence. There are many activities that violence and aggression are common in them, but there is not any relation between these activities with frustration. Boxer’s behaviors, for example, that their goal is harm to another, are not frustrated persons. Soldiers and warriors during the war, not because of frustration but for other reasons such as attempting to defend and maintain of homeland, take the most violent action. Although in everyday life frustration manifested itself in different forms, but frustration-aggression theory does not provide convincing explain about ongoing resources of aggression impulses.

It seems that the frustration-aggression theory has faced with epistemological difficulty. The postulate of this theory has based on a vicious circle: aggression is always a consequence of frustration and frustration always leads to some of aggression. One cannot occur without another. This theory does not consider the nature and resources of frustration. Moreover, this theory has neglected importance of social and cultural conditions and does not pay necessary attention to these factors. In fact, this theory has attempted to reduce violence and aggression to a purely psychological phenomenon. This approach does not give adequate attention to social and training structures, and ignores the crucial influence of these structures in personality development.
This study indicates that, despite the criticisms to the frustration-aggression theory, some aspects of abnormal behaviors in the stadiums by fans are rooted in frustration to achieving sport goals. For example, protesting or degrading of referees, destruction of stadium properties and behaviors like these, that often occurs by fans after the defeat of their favorite teams, somewhat could be analyzed within the framework of this theory. However, the results of this study show that reactions to the failure of favorite team are not necessarily violent and aggressive. In many cases, after the defeat of favorite teams, spectators and fans have reactions with relative calm, or maximum with peaceful protest. Sports, as a social phenomenon, provide exciting and enjoyable experiences. There is no doubt that, in addition to environmental management and many situational factors, variables such as socialization, acculturation, personality and attitudes of participants affect the quality of sports activities.

Table 1. level of frustration feeling against different conditions of fans frustration

<table>
<thead>
<tr>
<th>Defeat of favorite team</th>
<th>Lack access facilities</th>
<th>of to Inappropriate judgment</th>
<th>Foul of players</th>
<th>Poor play of rival team</th>
<th>Failing to attend Stadium</th>
<th>Sense of frustration</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.3</td>
<td>35.2</td>
<td>12.8</td>
<td>1.4</td>
<td>10.3</td>
<td>14.6</td>
<td>Low</td>
</tr>
<tr>
<td>8.4</td>
<td>46.5</td>
<td>13.1</td>
<td>19.7</td>
<td>63.2</td>
<td>66.7</td>
<td>Middle</td>
</tr>
<tr>
<td>87.3</td>
<td>18.3</td>
<td>74.1</td>
<td>78.9</td>
<td>26.5</td>
<td>18.7</td>
<td>High</td>
</tr>
</tbody>
</table>

Table 2. The percentage of aggressive and violent behaviors among soccer fans

<table>
<thead>
<tr>
<th>Aggressive and violence behavior</th>
<th>Fighting with opponent fans</th>
<th>Slogans against opponent team</th>
<th>Writing slogans on the wall</th>
<th>Throwing objects</th>
<th>Throwing explosives</th>
<th>Destruction of property</th>
<th>Harm to transportation &amp; E.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yes</td>
<td>16.6</td>
<td>64.8</td>
<td>12.7</td>
<td>12</td>
<td>7.7</td>
<td>19.7</td>
<td>16.2</td>
</tr>
<tr>
<td>no</td>
<td>83.4</td>
<td>35.2</td>
<td>87.3</td>
<td>88</td>
<td>92.3</td>
<td>80.3</td>
<td>83.4</td>
</tr>
</tbody>
</table>

Table 3. Spearman’s correlation coefficients between frustration and violence-aggression

<table>
<thead>
<tr>
<th>Defeat of favorite team</th>
<th>Lack access facilities</th>
<th>of to Inappropriate judgment</th>
<th>Foul of players</th>
<th>Poor play of rival team</th>
<th>Failing to attend Stadium</th>
<th>Causes of frustration</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.269</td>
<td>0.185</td>
<td>0.237</td>
<td>0.196</td>
<td>0.085</td>
<td>0.087</td>
<td>Verbal</td>
</tr>
<tr>
<td>0.000</td>
<td>0.000</td>
<td>0.000</td>
<td>0.000</td>
<td>0.153</td>
<td>0.147</td>
<td>aggression</td>
</tr>
<tr>
<td>0.170</td>
<td>0.111</td>
<td>0.155</td>
<td>0.075</td>
<td>0.057</td>
<td>0.079</td>
<td>Physical</td>
</tr>
<tr>
<td>0.000</td>
<td>0.062</td>
<td>0.000</td>
<td>0.244</td>
<td>0.360</td>
<td>0.0215</td>
<td>violence</td>
</tr>
<tr>
<td>0.240</td>
<td>0.069</td>
<td>0.207</td>
<td>0.048</td>
<td>0.24</td>
<td>0.069</td>
<td>Violence &amp; aggression</td>
</tr>
<tr>
<td>0.000</td>
<td>0.247</td>
<td>0.000</td>
<td>0.774</td>
<td>0.000</td>
<td>0.247</td>
<td></td>
</tr>
</tbody>
</table>

*In each row, up numbers refer to correlation coefficients, and down numbers refer to significant level.

Table 4. Fans reactions when faced with failure of favorite team

<table>
<thead>
<tr>
<th>Reactions</th>
<th>Passivity</th>
<th>Encourage favorite team</th>
<th>Degrading to favorite team</th>
<th>Degrading to opponent</th>
<th>Destruction of stadium properties</th>
<th>Degrading to referee</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ratio</td>
<td>54.9</td>
<td>25.4</td>
<td>8.1</td>
<td>4.9</td>
<td>3.9</td>
<td>2.8</td>
</tr>
</tbody>
</table>
REFERENCES


Terry P, Jackson JJ. 1985. The Determinants and Control of Violence in Sport, Quest, 37(1).