



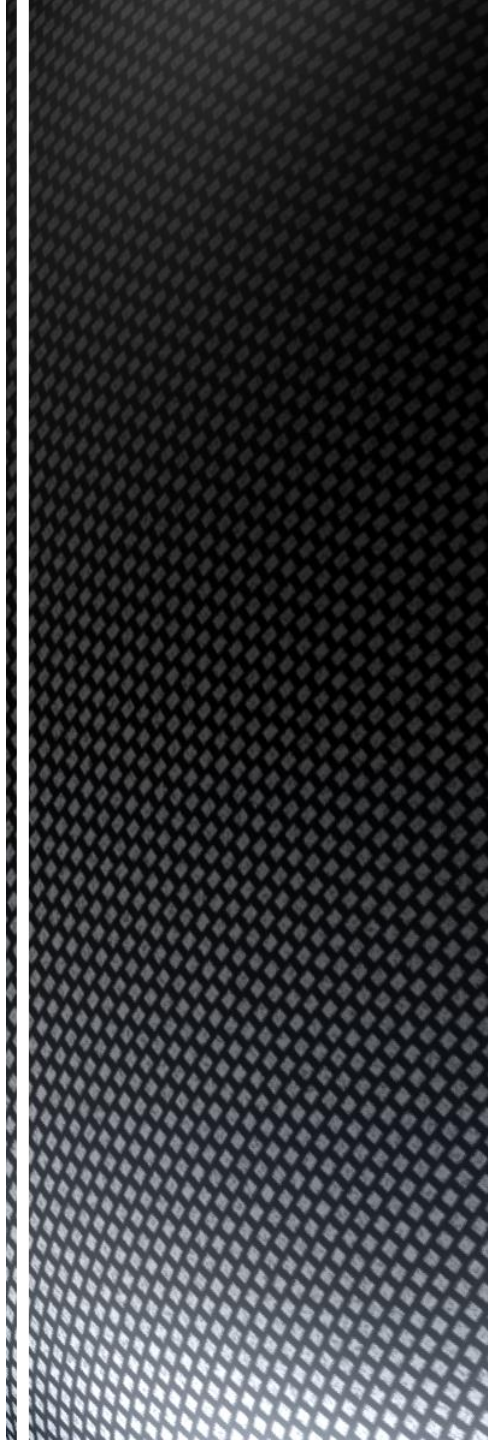
# SPORT



TIAME

# Sport

in our life



**Sport** (or **sports**) is all forms of usually [competitive physical activity](#) which,<sup>[1]</sup> 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.<sup>[2]</sup> 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,<sup>[3]</sup> and other organisations such as the [Council of Europe](#) using definitions precluding activities without a physical element from classification as sports.<sup>[2]</sup> 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 [SportAccord](#), the international sports federation association, recognises five non-physical sports,<sup>[4][5]</sup> although limits the amount of mind games which can be admitted as sports.<sup>[1]</sup>



Sport in childhood. Association football, shown above, is a team sport which also provides opportunities to nurture physical fitness and social interaction skills.

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## Definition

See also: [Game#Definitions](#)




[Show Jumping](#), an [equestrian](#) sport

The precise definition of what separates a sport from other leisure activities varies between sources. The closest to an international agreement on a definition is provided by [SportAccord](#), which is the association for all the largest international sports federations (including [association football](#), [athletics](#), [cycling](#), [tennis](#), [equestrian sports](#) and more), and is therefore the *de facto* representative of international sport.

Main article: [History of sport](#)



 [Roman](#) bronze reduction of [Myron's Discobolos](#), 2nd century AD.

There are artifacts and structures that suggest that the [Chinese](#) engaged in sporting activities as early as 2000 BC.<sup>[12]</sup> Gymnastics appears to have been a popular sport in China's ancient past. Monuments to the Pharaohs indicate that a number of sports, including swimming and fishing, were well-developed and regulated several thousands of years ago in ancient Egypt.<sup>[13]</sup> Other Egyptian sports included javelin throwing, high jump, and wrestling. Ancient Persian sports such as the traditional [Iranian](#) martial art of [Zourkhaneh](#) had a close connection to the warfare skills.<sup>[14]</sup> Among other sports that originate in ancient [Persia](#) are [polo](#) and [jousting](#).



[Motorized sports](#) have appeared since the advent of the modern age

A wide range of sports were already established by the time of [Ancient Greece](#) and the military culture and the development of sports in Greece influenced one another considerably. Sports became such a prominent part of their culture that the Greeks created the Olympic Games, which in ancient times were held every four years in a small village in the [Peloponnesus](#) called [Olympia](#).<sup>[15]</sup>

Sports have been increasingly organised and regulated from the time of the ancient Olympics up to the present century. Industrialisation has brought increased leisure time to the citizens of developed and developing countries, leading to more time for citizens to attend and follow spectator sports, greater participation in athletic activities, and increased accessibility. These trends continued with the advent of mass media and global communication. Professionalism became prevalent, further adding to the increase in sport's popularity, as sports fans began following the exploits of professional athletes through radio, television, and the internet — all while enjoying the exercise and competition associated with amateur participation in sports.



## Spectator involvement



Spectators at the 1906 unofficial Olympic Games

*Main article:* [Spectator sport](#)

The competition element of sport, along with the aesthetic appeal of some sports, result in the popularity of people attending to watch sport being played. This has led to the specific phenomenon of [spectator sport](#).

Both amateur and professional sports attract spectators, both in person at the sport venue, and through broadcast mediums including [radio](#), [television](#) and [internet](#) broadcast. Both attendance in person and viewing remotely can incur a sometimes substantial charge, such as an entrance ticket, or [pay-per-view](#) television broadcast.

It is common for popular sports to attract large broadcast audiences, leading to rival broadcasters bidding large amounts of money for the rights to show certain fixtures. The football [World Cup](#) attracts a global [television](#) audience of hundreds of millions; the [2006 final](#) alone attracted an estimated worldwide audience of well over 700 million and the [2011 Cricket World Cup Final](#) attracted an estimated audience of 135 million in India alone .<sup>[20]</sup>

# Issues and considerations

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## Amateur and professional



Modern sports have complex [rules](#) and are highly organized.

See also: [professional sport](#) and [amateur sport](#)

Sport can be undertaken on an amateur, professional or semi-professional basis, depending on whether participants are incentivised for participation (usually through payment of a [wage](#) or [salary](#)).

The popularity of [spectator sport](#) as a recreation for non-participants has led to sport becoming a major business in its own right, and this has incentivised a high paying [professional sport](#) culture, where high performing participants are rewarded with pay far in excess of average wages, which can run into millions of dollars.<sup>[21]</sup>

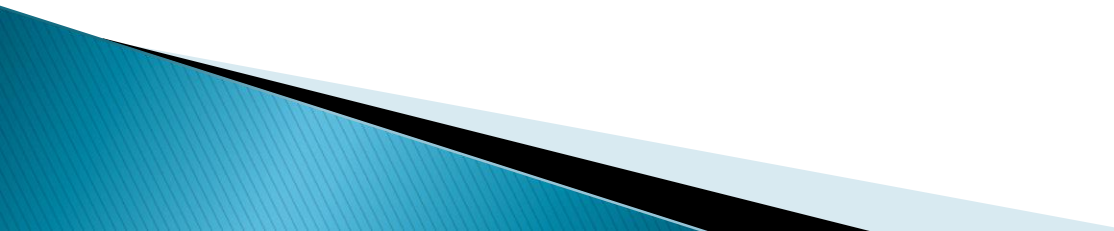
# Technology

Technology plays an important part in modern sport, with it being a necessary part of some sports (such as motorsport), and used in others to improve performance.

[Sports science](#) is a widespread academic discipline, and can be applied to areas including athlete performance, such as the use of video analysis to fine tune technique, or to equipment, such as improved [running shoes](#) or [competitive swimwear](#).

[Sports engineering](#) emerged as a discipline in 1998 with an increasing focus not just on materials design but also the use of technology in sport.

In order to control the impact of technology on fair play, governing bodies frequently have specific rules that are set to control the impact of technical advantage between participants.



# Politics



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*Main article:* [Politics and sports](#)

Sports and politics can influence each other greatly.

When [apartheid](#) was the official policy in [South Africa](#), many sports people, particularly in [rugby union](#), adopted the conscientious approach that they should not appear in competitive sports there. Some feel this was an effective contribution to the eventual demolition of the policy of apartheid, others feel that it may have prolonged and reinforced its worst effects.<sup>[24]</sup>

The [1936 Summer Olympics](#) held in [Berlin](#) was an [illustration](#), perhaps best recognised in retrospect, where an ideology was developing which used the event to strengthen its spread through propaganda.

In the history of [Ireland](#), Gaelic sports were connected with [cultural nationalism](#). Until the mid 20th century a person could have been banned from playing [Gaelic football](#), [hurling](#), or other sports administered by the [Gaelic Athletic Association](#) (GAA) if she/he played or supported [football](#), or other games seen to be of [British](#) origin. Until recently the GAA continued to ban the playing of football and [rugby union](#) at Gaelic venues. This ban is still enforced, but was modified to allow football and rugby to be played in [Croke Park](#) while [Lansdowne Road](#) was redeveloped into [Aviva Stadium](#). Until recently, under Rule 21, the GAA also banned members of the British security forces and members of the [RUC](#) from playing Gaelic games, but the advent of the [Good Friday Agreement](#) in 1998 led to the eventual removal of the ban.