Instrumental and Hostile Aggression among the Fans of Padideh Soccer Club of Iran

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ABSTRACT

Hostile and instrumental aggression are very popular among soccer fans, The goal of hostile aggression is just to cause harm to the target like rival fans while instrumental aggression refers to actions intended to harm another person with the goal of achieving a result, such as assisting their favourite team to win the match. The body of research on sport fans' violence shows that this aggression emerges through various social, psychological and situational factors. Thus, a few factors such as team identification, sport identity and team's performance are crucial but hardly considered in Iranian research. However, the purpose of this current research is to examine the impact of aforementioned factors on instrumental and hostile aggression in football stadiums. The paper uses the social identity theory and survey method for data collection. The results of Mann-Whitney U test among 356 male spectators from the Padideh football club, demonstrate that fans that have high sport and team identification, also have more willingness to commit hostile and instrumental aggression compared with those with low sport and team identification. The study also found that the fans with high sport and team identification show more hostile aggressive actions against their opponents and officials than the fans with low sport and team identification. The fans with high sport and team identification showed a greater trend to commit instrumental aggression against their opponents compared with fans who have low sport and team identification. There are no differences between high and low sport and team identification in instrumental aggressive actions toward officials. Further, the rate of hostile and instrumental aggression in losing a game is higher than winning one. Considering the hostile and instrumental aggression, the fans with low sport and team identification don't report any significant differences in

winning/losing games. However, the fans with high sport and team identification indicate significant differences in winning or losing games with respect to hostile and instrumental aggression.

Keywords: Iranian football fans, instrumental/hostile aggression, sport/team identification, team's performance

INTRODUCTION

Sports fandom is a kind of sports participation. Fans are defined as "individuals who are interested in following a sport, player, and/or team" (Wann et al., 2001). Generally, a fan is viewed as an obsessed individual who has a very dedicated interest in a certain team, or athlete. When the term fan is used, it usually refers to popular culture. Fandom has not always been thought of as a positive phenomenon, for example, sports fans have easily been labelled as hooligans (Crawford, 2004). In other words, sports fans have generally not been portrayed positively, especially in social science research which have reported aggressive actions among high identifying fans (Jacobson, 2003) In this way, one of the most important topics in the area of fandom is the study of social, psychological and situational factors' effect on fans' violence and illegal activity (Wann et al., 2015). Recently, social scientists have become more interested in fans' willingness to commit aggressive actions during matches classified as hostile or instrumental aggression (Wann et al., 1999). These types of aggressive behaviours are separated by the spectator's intent. The goal of hostile aggression is just to cause harm to the target (for example, rival fans), whereas the purpose of instrumental aggression extends beyond harm to additional goals (End & Natalie, 2010), Thus, in hostile aggression, harming another person is a key factor while the instrumental spectator aggression refers to actions intended to harm another person with the goal of achieving a result, such as assisting a favourite team to win the match (Wann et al., 2015). A good example for instrumental aggression is when a person yells at opposing players to increase their teams' chances of success (Wann et al., 2015).

In this way, researchers indicate that there is a significant relationship between team identification, sport identity and fans' aggressive behaviours. In other words, high identifying fans would report higher levels of hostile and instrumental aggression than low identifying fans. Research on fans behaviour found that team identification is a significant and positive predictor of a variety of aggressive reactions among fans (Wann et al., 2015). For example, Wann et al. (1999) showed that high identifying fans compared with low identifying fans report a higher level of hostile and instrumental aggression. In addition, aggression directed toward the officials naturally would tend to be hostile. Moreover, Wann found a positive relationship between a fan's team identification/sport fan identity and willingness to injure an opposing player or coach anonymously. Fans were more aggressive only when the target was a player or coach of a rival team compared

with officials because they realise that officials are trained to be impartial in their judgments. Another research conducted by Wann and his colleagues (2003) showed sizeable minority admitted to considering engaging in anonymous acts of instrumental aggression directed toward rival players and coaches. Dimock and Grove (2003) indicated that high identifying fans felt less control over their behaviour at games than moderately identifying fans and low identifying fans. Rocca and Vogl-Bauer' (2009) reported that fans who were verbally aggressive in trait were (a) more likely to see verbal communication directed at the players and coaches during sporting events, and (b) less likely to see their apparent support for their teams as an appropriate form of communication at sporting events. Participants who were high in fan identification were more likely to see the team's obvious insignia and verbal communication toward players and coaches. End and Natally (2010) measured the impact of seat location and ticket cost on sports fans' instrumental and hostile aggression. Their finding indicates that two main factors, namely seat location and ticket cost, did not predict aggressive behaviour (instrumental or hostile aggression), though high identifying fans reported greater intent to be aggressive than low identifying fans. Further, Wann and his colleagues (2015) studied the relationship between aggressive actions of youth baseball spectators and team identification. The results showed that team identification predicted a willingness to commit verbally aggressive acts. However,

identification did not predict physical aggression. Sports fandom has many advantages and social benefits such as creating feelings of camaraderie, community and solidarity or enhanced social prestige or self-esteem of fans and the research especially in Iran has focused on this. Aggressive behaviours such as instrumental or hostile aggression types in stadium are one of the crucial drawbacks of sports fandom, which has been neglected in the research literature. Therefore, the main purposes of the current research are:

i. To observe any relationship between fans' identification (sport-team identification) and aggressive behaviours (hostile-instrumental).

ii. To observe the team's performance impact on fan's aggression.

iii. To observe the differences, if any, between high identifying fans and low identifying fans in aggressive behaviours with respect to team performance.

MATERIALS AND METHODS

Theoretical framework

When we study sports scientifically, relevant theories help us to question and gain information that enable us to see sports in new ways, understand communication between sport and social life and make reasonable decision about sports and its precedence in our life, family and society (Coakley, 2001). To answer the question as to why high identifying fans display

aggressive behaviours more than low identifying fans, social identity theory is a good theoretical framework. The two dominant theories in social psychology are: identity theory and social identity theory. Identity theory is rooted in the concept of roles and role-identities (Jacobson, 2003) and social identity refers to the ways in which individuals and collectives separate him with others (Jenkins, 1996). Tajfel (1972) stated that social identity refers to the individual's knowledge that s/he belongs to certain social groups together with some emotional and valuable significance to him/her of this group membership (Kim & Kim, 2009). The main features of social identity theory are: intergroup relations, group processes and the social self (Hogg et al., 1995). According to Tajfel and Turner (1986), one way to achieve positive social image and self-esteem is by associating oneself with successful groups. Group identification has been shown to be an important aspect of one's self-concept (Kraszewski, 2008).

From the definition of team identification, the concept of social identity is gained because team identification is a manifestation of social identity (Absten, 2011). With this membership, fans become members of their favourite team because they believe team performance has the same consequences for them (Kim & Kim, 2009). In this situation, fans who connect themselves with favourite teams or athletes attain feelings of vicarious achievement simply by associating with the team while being fans (Kimble & Cooper, 1992).

Laverie and Arnett (2000) claimed that team identification explains significantly about fans' behaviour, such as event attendance, reading their favourite team's news, discussion with friends about sport team's performance and so on. Accordingly, sport identity in high identifying fans become the main part of their social identity, so display of aggressive behaviours among high identifying fans can be accurately explained by this sport team identity (Wann et al, 1999). In other words, high identifying fans display aggressive actions, when their favourite teams lose the match or when opposing fans, players and coaches make them angry. Aligned with this aspect, the body of research, revealed significant positive relationships between identification and willingness to aggressive actions (Wann et al., 2003). Thus, Onovan et al. (2005) argued that the social identity theory is an appropriate perspective to understand fan behaviours (Kerr, 2009). In addition, social identity theory is a proven and appropriate framework to explore issues with regard to sports fan aggression.

Thus, the main purpose of this research was to examine the relationship between team identification, sport identity and willingness of aggressive actions among soccer fans. However, it was assumed that high identifying individuals would report higher levels of instrumental/hostile aggression compared with fans with low levels of identification. In addition, it was also assumed that there would be an interaction involving aggression type (i.e., hostile and instrumental) and aggression target (i.e.,

officials and opposing players). Moreover, the impact of situational variables-team performance or game outcome- has crucial repercussions on fans' reactions. Actually, game outcome was assumed to be one situational variable that should have an impact on instrumental/hostile aggression. It is hypothesised that, there is a significant relationship between sports identification –team identification, sport identity- and team's performance; in fact, the highest levels of aggressive acts would be reported by high identifying fans who consider their reactions as a retaliation to a loss or poor performance by their favourite team. In this area, two supporting data indicate that the outcome or poor performance of a game will have an impact on willingness to aggressive actions by the fans. First, from the frustration theory perspective which claims feeling of frustration that comes from losing or poor performance could explain fans' aggressive actions (Wann et al., 2005). According to aggression-frustration theory, aggressive behavior is a direct result of frustration that occurs when goal blockage and fan's expectations fail (Vaezmousav & Shojaie, 2005); when a fan's favourite team is losing the game or displays weak performance, aggression could be expected as a reaction to frustrated outcomes. Research on sports fans' behaviours have found that the favourite team loses the game or shows poor performance, it has negative impacts on high identifying fans' state (End & Natalie, 2010) and increasing the possibility of aggressive behaviours among them. So, the third purpose of this study is

examining of the impact of game outcome or team performance on instrumental/hostile aggression among fans. It was assumed that high identifying fans compared with low identifying fans, in losing conditions, are more willing to commit instrumental and hostile aggression.

Research Hypotheses

a.) There is a significant relationship between levels of sport, team identification and the level of hostile/instrumental aggression.

b.) There is a significant difference between high identifying fans and low identifying fans in representation of hostile and instrumental aggression by target (against officials and opponents).

c.) There is a significant difference between game outcome (win or lose) and the level of hostile/instrumental aggression.

d.) There is a significant difference between game outcome (win or lose) and the level of hostile/instrumental aggression by target.

e.) There is a significant difference between game outcome (win or lose) and the level of hostile/instrumental aggression by target (against officials and opponents) and fans' identification (sport and team identification).

Methodology

Survey method was used for data collection to answer the research questions. The population of this research was supporters

and fans of Padideh soccer club in Mashhad city. Using random sampling, 356 soccer fans were selected for data gathering and completed the questionnaires. Because the distributions of samples were not normal, we have used non-parametric test (Mann-Whitney U test). Sports identity which is commonly defined as the degree to which a person identifies with the role of a fan and categorise as private and public sport identity. Private athletic identity refers to the extent to which the individual thinks and feels like a fan, while public athletic identity is the extent to which an individual is known and recognised by others as a fan. (Nasco & Webb, 2006). Team identification is defined as a fan's psychological connection to a team, that is, the extent to which the fan views the team as an extension of him or herself (Wan et al., 2001; Clipert, 2010, p. 3). Sport aggression is defined as: "Aggression is any form of behavior directed toward the goal of harming or injuring another living being who is motivated to avoid such treatment." (Baron & Richardson, 1994). Hostile and instrumental aggression: The goal of hostile aggression is solely to cause harm to the target while the intent of instrumental aggression extends beyond harm to additional goals. Thus, an example of instrumental aggression relevant to sports fan behaviour would be a fan verbally abusing an opposing player hoping to impair her/his performance (End & Natalie, 2010), and in instrumental aggression type, fans may yell obscenities or throw objects at players and officials because they are angry at them and want to physically or psychologically harm them (Wann et al., 1999).

Procedure

The first section of the questionnaire contained demographic items assessing age group, marital situation and education; the second section contained the Sport Spectator Identification Scale (SSIS, Wann & Branscombe, 1993). This reliable and valid 5-item scale has been used in a number of studies to assess sports fan identification (Wann et al., 1999). The Sport Spectator Identification Scale (SSIS) (Wann & Branscombe, 1993) contains the following seven questions designed to measure level of identification with a specific sport team: How important to YOU is it that this team wins?, How strongly do YOU see YOURSELF as a fan of this team?, How strongly do your FRIENDS see You as fan of this team?, During the season, how closely do you follow this team via ANY of the following: a) in person or on television, b) on the radio, or e) television news or a newspaper?, How important is being a fan of this team to YOU?, How much do YOU display this team's name or insignia at your place of work, where you live, or on your clothing? Responses are provided on a Likert Scale where 5=Strongly agree and 1=Strongly disagree. Wann and Branscombe (1993) demonstrated that the SSIS possesses internal consistency (Cronbach's alpha=.91). Cronbach's alpha for the SSIS in the present study was.86. The Sport Fandom Questionnaire (SFQ) (Wann, 2003) was used for data gathering

from participants. The SFQ consists of the following five questions designed to measure an individual's identification with his/her role as a sport fan: I consider myself to be a soccer fan, My friends see me as a soccer fan, I believe that following soccer is the most enjoyable form of entertainment, My life would be less enjoyable if I were not able to follow soccer, Being a soccer fan is very important to me. Responses are provided using a Likert Scale where 5= Strongly agree and 1=Strongly disagree. It was found that the SFQ possessed strong internal consistency (Cronbach's alpha =.96 in Wann, 2003). Cronbach's alpha for the SFQ in the present study was .83. The hostile and instrumental aggression of spectator's questionnaire contained the eight-item Hostile and Instrumental Aggression of Spectators Questionnaire (HIASQ) used in Wann et al. (2000). Wann et al. maintained that the scale was reliable, valid and contained two items assessing each of the four combinations of aggression target (i.e., officials and opposition) and aggression type (i.e., instrumental and hostile). The question was: how likely is it that you would have yelled at the officials because you were mad at him/her and wanted to express anger?" Responses are provided using a scale where 1= not at all likely and 6= absolutely likely. Thus, a higher score indicates a greater intent to aggress. Low scores indicate little or no intentions to aggress. Four items measured hostile aggression, aggression for purposes of hurting or injuring another person, with

two items pertaining to officials and two at the opposition. The remaining four items measured instrumental aggression, an act of aggression motivated by reasons other than aggression (i.e. to help your team win). Two instrumental aggression items pertained to officials and two to the opposition. The hostile aggression items were summed up to create a single hostile aggression score (Cronbach's alpha =.82), as were the instrumental aggression items (Cronbach's alpha =.89). Previous research has also shown the HIASQ to be valid and reliable (Wann et al., 1993; Wann et al., 1999; End & Natalie, 2010). In addition, participants were randomly assigned to one of two conditions. In one condition, participants read that the team had just won a game against their rival (the "won" condition). In the other condition (the "lost" condition) participants read that their team had just lost to the major rival. Then, we asked respondents to fill the above-mentioned questionnaire that consisted of five items, namely demographic, team identification, sport fandom identity, instrumental and hostile aggression scales.

RESULTS AND DISCUSSION

Findings of this research showed that 91.1% of the respondents are unmarried and only 8.9% of fans are married. Moreover, statistics indicate that the mean age of fans is 25.53 years (SD=6.35 years, range=16 to 55 years), and the level of education of most respondents is up to year 11 (high school).

Soccer Fans' Hostile and Instrumental Aggression by Sport and Team Identification

To examine the differences between high identifying fans and low identifying fans in total hostile and instrumental aggression scale (Table 1), mixed factor analysis of variance (Mann-Whitney U test) was used and scores of hostile and instrumental aggression were analysed by sport and team identification.

The result of Mann-Whitney U test indicate that high identifying fans have more willingness to commit hostile and instrumental aggression compared with low identifying fans based on sport identification [high identifying fans' mean rank for hostile and instrumental aggression was 253.81 and 228.9 respectively and & low identifying fans' mean rank for hostile and instrumental aggression was 124.92 and 146.67 respectively and thus p>.05] and team identification [high identifying fans' mean rank for hostile and instrumental aggression was: 286.88 and 269.19 respectively and low identifying fans' mean rank for hostile

and instrumental aggression was 119.05 and respectively 130.5 and thus p>.05].

Hostile Aggression Target (Opponents and Officials) by Sport and Team Identification

The mean rank appears in Table 2. The results indicate that the effects of sport and team identification are significant. Univariate tests show that according to hostile aggression against officials and opponents, there is a significant difference between high identifying fans and low identifying fans. As Table 2 shows, in sport identification section, high identifying fans show more hostile aggressive actions against opponents and officials [high identifying fans' mean rank for hostile aggression against opponents and officials was 251.72 and 239.66 respectively, p <.05] compared with low identifying fans [low identifying fans' mean rank for hostile aggression against opponents and officials was 126.74 and 137.28 respectively, p <.05].

In addition, in the team identification section, these results repeat too [high

Table 1
Mann-Whitney U test for differences between high identifying soccer fans and low identifying soccer fans in total hostile and instrumental aggression by sport and team identification

		N	Mean Rank	Mann-Whitney U	Sig. (2-tailed)
Total Hostile aggression	Low sport identification	197	124.92	5106.500	.000
	High sport identification	172	253.81		
Total instrumental aggression	Low sport identification	197	146.67	9391.000	.000
	High sport identification	172	228.90		
Total Hostile aggression	Low team identification	224	119.05	1467.500	.000
	High team identification	145	286.88		
Total instrumental aggression	Low team identification	224	130.50	4032.500	.000
	High team identification	145	269.19		

identifying fans' mean rank for hostile aggression against opponents and officials was 282.78 and 267.47 respectively and low identifying fans' mean rank for hostile aggression against opponents and officials was 121.71 131.61 respectively, p <.05].

Instrumental Aggression Target (Opponents and Officials) by Sport and Team Identification

To examine the differences between high identifying soccer fans and low identifying soccer fans in instrumental aggression scale (Table 3), mixed factor analysis of variance (Mann-Whitney U test) and scores of instrumental aggression were analysed by sport and team identification.

Results demonstrated that in the sport identification section, high identifying fans have more willingness to commit instrumental aggression against opponents [high identifying fans' mean rank for instrumental aggression against opponents

was 282.48, p <.05] than low identifying fans [low identifying fans' mean rank for instrumental aggression against opponents was 121.90, p <.05].

In the team identification section, the same results were replicated [high identifying fans' mean rank for instrumental aggression against opponents was 244.69 and low identifying fans' mean rank for instrumental aggression against opponents was 132.89, p <.05].

Instrumental aggression against officials in sport identification and team identification section was also analysed. Univariate tests indicated that there were no differences between high identifying fans and low identifying fans in instrumental aggressive actions toward officials by sport identification [high identifying fans' mean rank for instrumental aggression against officials was 188.11 and low identifying fans' mean rank for instrumental aggression against officials was 182.99, p <.05] and team

Table 2. Mann-Whitney U test for differences between high identifying soccer fans and low identifying soccer fans in hostile aggression by sport and team identification

		N	Mean Rank	Mann-Whitney U	Sig. (2-tailed)
Hostile aggression against opponents	Low sport identification	197	126.74	5465.500	.000
	High sport identification	172	251.72		
Hostile aggression against officials	Low sport identification	197	137.28	7540.500	.000
	High sport identification	172	239.66		
Hostile aggression against opponents	Low team identification	224	121.71	2062.000	.000
	High team identification	145	282.78		
Hostile aggression against officials	Low team identification	224	131.61	4281.500	.000
	High team identification	145	267.47		

identification [high identifying fans' mean rank for instrumental aggression against officials was 175.97 and low identifying fans' mean rank for instrumental aggression against officials was 192.88, p <.05].

Fans' Hostile and Instrumental Aggression Types – Total, Opponents and Officials - by Game Outcome (Win or Loss)

We assumed that there were significant differences between a game outcome (win or loss) and the level of hostile/instrumental aggression. Univariate test (Table 4) shows that, the aforementioned differences have been proved. In fact, the rate of hostile aggression in loss condition [loss condition' mean rank for hostile aggression types -total, opponents and officials- respectively: 221.95, 215.68, 223.91, p <.05] is higher than win condition [win condition's mean rank for hostile aggression types, total, opponents and officials, respectively were 148.65, 154.82, 146.72, p <.05].

Also, in instrumental aggression type, these significant differences in lose condition [lose condition's mean rank for instrumental aggression types, total, opponents and officials, respectively were 220.62, 218.54, 198.11, p <.05] and winning condition [win condition's mean rank for instrumental aggression types, total, opponents and officials, respectively were: 149.96, 152.01, 172.10, p <.05] had been repeated too.

Fans' Hostile and Instrumental Aggression toward Target – Opponents and Officials - by Game Outcome (Win or Loss) and Fans Identification (Sport and Team Identification)

After splitting team and sport identification in two parts – low and high identification - we execute Mann-Whitney U test (Table 5) for each hostile and instrumental aggression in win and loss condition. As Univariate test shows, in the first section, namely sport identification, by regarding team performance –win or loss - there

Table 3

Mann-Whitney U test for differences between high identifying soccer fans and low identifying ones in instrumental aggression by sport and team identification

		N	Mean Rank	Mann-Whitney U	Sig. (2-tailed)
Instrumental aggression against opponents	Low sport identification	224	121.90	2105.000	.000
	High sport identification	145	282.48		
Instrumental aggression against officials	Low sport identification	224	182.99	15789.000	.646
	High sport identification	145	188.11		
Instrumental aggression against opponents	Low team identification	197	132.89	6676.000	.000
	High team identification	172	244.69		
Instrumental aggression against officials	Low team identification	197	192.88	15389.500	.122
	High team identification	172	175.97		

are significant differences between low identifying fans and high identifying fan. In fact, low identifying fans don't report any significant differences in win or loss condition by considering of hostile [win/hostile aggression against opponents: 93.61, loss/hostile aggression against opponents: 107.05, p>.05, win/hostile aggression against officials: 97.24, loss/hostile aggression against opponents: 101.63, p>.05], and instrumental aggression [win/instrumental aggression against opponents: 94.62, loss/ instrumental aggression against opponents:105.54, p>.05, win/ instrumental aggression against officials: 96.33, loss/instrumental aggression against officials: 102.99, p>.05]. On the other hand, high identifying fans indicate significant differences in win or loss condition by considering hostile [win/hostile aggression against opponents: 65.76, loss/hostile aggression against opponents: 100.06,

p<.05, win/hostile aggression against officials: 50.46, loss/hostile aggression against opponents: 110.07, p<.05], and instrumental aggression [win/instrumental aggression against opponents:60.90, loss/ instrumental aggression against opponents: 103.24, p<.05, win/instrumental aggression against officials:70.90, loss/ instrumental aggression against officials: 96.70, p<.05].

In the second section – team identification - by regarding team performance, win or loss, data indicated significant differences between low identifying fans and high identifying fans and in fact, low identifying fans don't report any significant differences in win or loss condition by considering hostile [win/hostile aggression against opponents:110.96, loss/hostile aggression against opponents: 114.75, p>.05, win/ hostile aggression against officials:109.46, loss/hostile aggression against opponents: 116.95, p>.05], and instrumental aggression

Table 4

Mann-Whitney U test for differences between game outcome (win or loss) and hostile/instrumental aggression types (total, against opponents and officials)

		N	Mean Rank	Mann-Whitney U	Sig. (2-tailed)
Total hostile aggression	Win condition	186	148.65	10258.000	.000
	Loss condition	183	221.95		
Hostile aggression against opponents	Win condition	186	154.82	11405.000	.000
	Loss condition	183	215.68		
Hostile aggression against officials	Win condition	186	146.72	9898.000	.000
	Loss condition	183	223.91		
Total instrumental aggression	Win condition	186	149.96	10501.000	.000
	Loss condition	183	220.62		
Instrumental aggression against opponents	Win condition	186	152.01	10882.000	.000
	Loss condition	183	218.54		
Instrumental aggression against officials	Win condition	186	172.10	14619.500	.000
	Loss condition	183	198.11		

[win/instrumental aggression against opponents:108.80, loss/ instrumental aggression against opponents:117.91, p>.05, win/ instrumental aggression against officials:107.50, loss/ instrumental aggression against officials: 119.81, p>.05]. On the other hand, high identifying fans showed significant differences in win/loss condition by considering hostile [win/ hostile aggression against opponents: 48.69, loss/hostile aggression against opponents: 87.01, p<.05, win/hostile aggression against officials: 34.96, loss/hostile aggression against opponents: 94.91, p<.05], and instrumental aggression [win/instrumental aggression against opponents: 45.36, loss/ instrumental aggression against opponents: 88.92, p<.05, win/ instrumental aggression against officials: 64.82, loss/ instrumental aggression against officials: 77.71, p<.05].

CONCLUSION

The findings of this research indicate that high identifying fans express more aggressive behaviour compared with low identifying fans in situations when their team play poorly, lose the match or the opponents' players are better than them. Moreover, the result of this research shows that there are significant differences between high identifying fans and low identifying fans in hostile/instrumental aggression. In other words, high identifying fans are more willing to commit aggressive action. They commit hostile/instrumental aggression to protect their sport team identity in comparison with low identifying fans. This result confirms previous works of Wann

et al. (1999), Dimock and Grove (2003), Wann et al. (2003), Rocca and Vogl-Bauer' (2009), End and Natally (2010) and Wann et al. (2015). In fact, as recent studies revealed, high identifying fans reported more willingness to aggressive actions toward opposing players and officials than low identifying fans (Wann, Carlson & Schrader, 1999) and it is best to distinguish them from low identifying fans (Wann & Branscombe, 1993).

The result of this research also indicates that the fans with high sport and team identity have more willingness to commit hostile and instrumental aggression compared with the fans with low sport and team identity. Moreover, there are significant differences between high identifying fans and low identifying fans. Interestingly, this research demonstrated that high identifying fans have more willingness to commit instrumental aggression against opponents than low identifying fans. When instrumental aggression against officials were analysed, univariate tests indicated no differences between high identifying fans and low identifying fans in instrumental aggressive actions toward officials through sport and team identification; this is because the role of a team follower is a central part of fans' sport identity (Wann et al., 1999) and the team's performance highly pertains to self-esteem, positive self-image (Wann et al., 1998). For fans with a low level of identification, the role of team follower is only a peripheral component of their self-concept (Crocker & Major, 1989). As a result, the team's performances have

Table 5

Mann-Whitney U test for soccer fans' hostile and instrumental aggression types – total, opponents and officials - by game outcome (win or loss) and fans identification (sport and team identification)

			N	Mean Rank	Mann-Whitney U	Sig. (2-tailed)
Low sport identification	Hostile aggression against opponents	Win condition	118	93.61	4025.000	.097
		Loss condition	79	107.05		
	Hostile aggression against officials	Win condition	118	97.24	4453.500	.585
		Loss condition	79	101.63		
	Instrumental aggression against opponents	Win condition	118	94.62	4144.000	.178
		Loss condition	79	105.54		
	Instrumental aggression against officials	Win condition	118	96.33	4346.000	.415
		Loss condition	79	102.99		
High sport identification	Hostile aggression against opponents	Win condition	68	65.76	2125.500	.000
		Loss condition	104	100.06		
	Hostile aggression against officials	Win condition	68	50.46	1085.000	.000
		Loss condition	104	110.07		
	Instrumental aggression against opponents	Win condition	68	60.90	1795.000	.000
		Loss condition	104	103.24		
	Instrumental aggression against officials	Win condition	68	70.90	2475.500	.001
		Loss condition	104	96.70		
Low team identification	Hostile aggression against opponents	Win condition	133	110.96	5847.000	.660
		Loss condition	91	114.75		
	Hostile aggression against officials	Win condition	133	109.46	5647.000	.380
		Loss condition	91	116.95		
	Instrumental aggression against opponents	Win condition	133	108.80	5559.500	.290
		Loss condition	91	117.91		
	Instrumental aggression against officials	Win condition	133	107.50	5386.000	.154
		Loss condition	91	119.81		
High team identification	Hostile aggression against opponents	Win condition	53	48.69	1149.500	.000
		Loss condition	92	87.01		
	Hostile aggression against officials	Win condition	53	34.96	422.000	.000
		Loss condition	92	94.91		
	Instrumental aggression against opponents	Win condition	53	45.36	973.000	.000
		Loss condition	92	88.92		
	Instrumental aggression against officials	Win condition	53	64.82	2004.500	.070
		Loss condition	92	77.71		

little consequence for their self-image and therefore, they are less likely to react aggressively.

This research also indicates that there are significant differences between hostile/instrumental aggression and aggression target (officials and opposing players). Consistent with Wann, Carlson and Schrade's (1999) research, aggression toward rivals' players, coaches and spectator was hostile or instrumental, while the aggression toward officials was more hostile than instrumental. In addition, when aggression target was analysed by sport and team identification, the finding showed that there were no differences in hostile/instrumental aggression toward opponents and officials by low identifying fans. In contrast, high identifying fans show more willingness to commit hostile and instrumental aggression against opponents than officials which are displayed only in instrumental aggression toward opponents rather than officials. Therefore, the prediction that high identifying fans would report greater levels of both hostile and instrumental aggression was confirmed. Also, aggression directed toward the officials in high identifying fans was more likely to be hostile than instrumental, while aggression directed toward the opposition was equally likely to be hostile or instrumental. Wann et al. (1999) argued that these different patterns may be a result of socialisation whereby fans learn officials are impartial in their judgments. Consequently, the spectators are less likely to act aggressively (instrumental) against these people in an attempt to

assist their team. Rather, they tend to act aggressively (hostile type) toward these people as a reaction to poor judgment. (Wann et al., 1999).

Regarding the team's performance, the results of analysis variance shows that win or loss condition has different impact on fans reactions. For instance, when a team's performance (loss condition) is poor, the high identifying fans have more willingness to commit hostile and instrumental aggression against opponents than low identifying fans and the significant relationship failed between the team' performance (win or loss condition) and tendency to hostile or instrumental aggression. According to the frustration theory, aggression is the direct result of a frustration that occurs because of failure or goal obstruction (Vaezmousav & Shojaie, 2005). When fans couldn't achieve their goal or expectation (winning the game, high team performance) the likelihood of negative reactions such as aggressive actions will increase. In fact, in their opinion, such reactions could be appropriate and logical. As this study indicates, in lose condition, the intent of aggressive action in high identifying fans will increase compared with win condition that spectators' expectation of good performance will obviate. Therefore, in win condition, spectators as frustration theory claims, have less willingness to commit aggressive action.

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