

FOLK GAMES AS THE PIVOTAL SPORTS IN BANGLADESHI FOLK TRADITION: AN OVERVIEW

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Abstract

The purpose of this study was to find out the number of Folk Games of Bangladesh and standardization of modern competition. Sustaining Folk Games through this process. Riverine Bangladesh had more or less ninety one Folk Games. They are almost lost in this digital chapter of sky culture and amazing information flow. People love to relive the past. Reminiscing about the past and gets satisfaction. In light of that, two Folk Games are modernized. One is Dariabandha and other is Golap-Togar. The first condition of competitive sports is, there will be law and its implement. Legislation has been enacted to smooth govern both Folk Games.

Keywords: Purpose, Standardization, Sustaining, Dariabandha, Golap-Togar, and Legislative.

Introduction

History speaks of the country, talks about the township, talks about the nation and talks about the society. History speaks of space and time. History revolves not only about the past but also about the present. Its nature can be traced from the history of a country and nation. The rich golden dreams of the future are built on the background of the past and the present. Once upon a time, a history was only about kings' ruling, exploiting, happiness-sadness, victory-defeat, and fame-

glory. Common people were neglected. With the development of education, culture and civilization, people's interest to know the world's past, present and future has increased. Due to the influence of modern science and technology, people's minds, mentality, thoughts and ideas are changing. With the passage of time, people are rapidly moving forward through the new age, new technology and social evolution. People do not have time to go back. In this digital era sky culture and the flow of information, no one has time to look back. Still people love the past. He thinks of the past and becomes satisfied with it. The past is as precious to him as gold. Modern history is more careful in inserting information than past history. So, geography, philosophy, social science, economics, political science, education-culture, theory and information, struggle of mass people has placed in history.

It has become difficult to write history. Once philosophy was called the foundation of all sciences. Currently, history is called the mother of sciences by analyzing the definition of history and in terms of the needs of the people. History is the heart-beat of a country and nation. Just as a tree cannot survive with root/sugar, a nation cannot survive if it does not preserve its history and traditions. Many ancient races in the world have escaped their form and sometimes, transformed into another caste. Bangladesh and the Bengali nation are lucky in that respect. Even today it is manifested in the light of its own history and tradition. There is no substitute for creating and reading regional history to nurture the nation and preserve the historical tradition. Already several histories of different regions and districts of Bangladesh, have been written. Historians as well as ordinary people have a role to play in making these histories. The more renowned historians come forward to write regional history, the better for the country. In the words of poet Rabindranath Tagore "History is not for proclaiming the glory of the country, for revealing the truth".

Bangladesh is a riverine country. Once it had almost 800 rivers. Now 230 to 310 rivers are alive. The Padma, the Meghna, the Jamuna, the Kornofully, the Kobadak, the Isamoti, the Teesta are the important rivers of Bangladesh. Bangladesh, officially the People's Republic of Bangladesh, is a country in South Asia. It is the eighth-most populous country in the world, with a population exceeding 173 million people, in an

area of 1,48,460 square kilometres (57,320 sq mi), making it one of the most densely populated countries in the world. Bangladesh shares its land borders with India to the west, north, and east, Myanmar to the southeast, and the Bay of Bengal to the south. It is narrowly separated from Nepal and Bhutan by the Siliguri Corridor, and from China by Sikkim, in the north, respectively. Dhaka, the capital and largest city, is the nation's economic, political, and cultural hub. Chittagong, the largest seaport, is the second-largest city.

Statement of the Problem

The purpose of the study was to find out the Folk Games of Bangladesh for modern competition. By this way it will get eternal life.

Methodology

This writing is done through recoded information in government databases, documents, books, magazines, newspapers, face-to-face interviews and sweet memories of childhood.

Description

Folklore is divided into many branches. These are Ballads, Fairytales, Folk Arts, Folk Dance, Folk Songs, Jocks, Legend, Myths, Riddles, Superstation, and Folk Games etc. More or less 91 Folk Games can be found all over Bangladesh. Analyzing the characteristics of these games shows that most of those games can be converted into modern games. Through modernity it is possible to make them permanent. An attempt has been taken to modernize two Folk Games:

1. Standardization of Dariabandha Folk Game of Bangladesh for modern competition

At the beginning of the game people only play this game for the purpose of passing time, having fun and getting together. Hey, there has been no improvement in the past. This game has been going on in the way it used in the past. In the 21st century, people have realized the importance of national heritage. Therefore, like other nations, one of the most important elements of its heritage in Bengali society has been the development of Folk Games. Research

on Folk Games has begun. In the modernization of this game the number of players has been fixed and size of the court has been fixed. Logical laws are being formulated for its smooth management. Arrangements are being made to award points for determining the result. Above all, adjustments are being made to play the game in a same fashion by eliminating regional differences.

Rule and Regulation of the game (as a competitive game)

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Law: 10- Fouls and Misconduct

Law: 11- Selecting the Winning Team

Law: 1. The Game

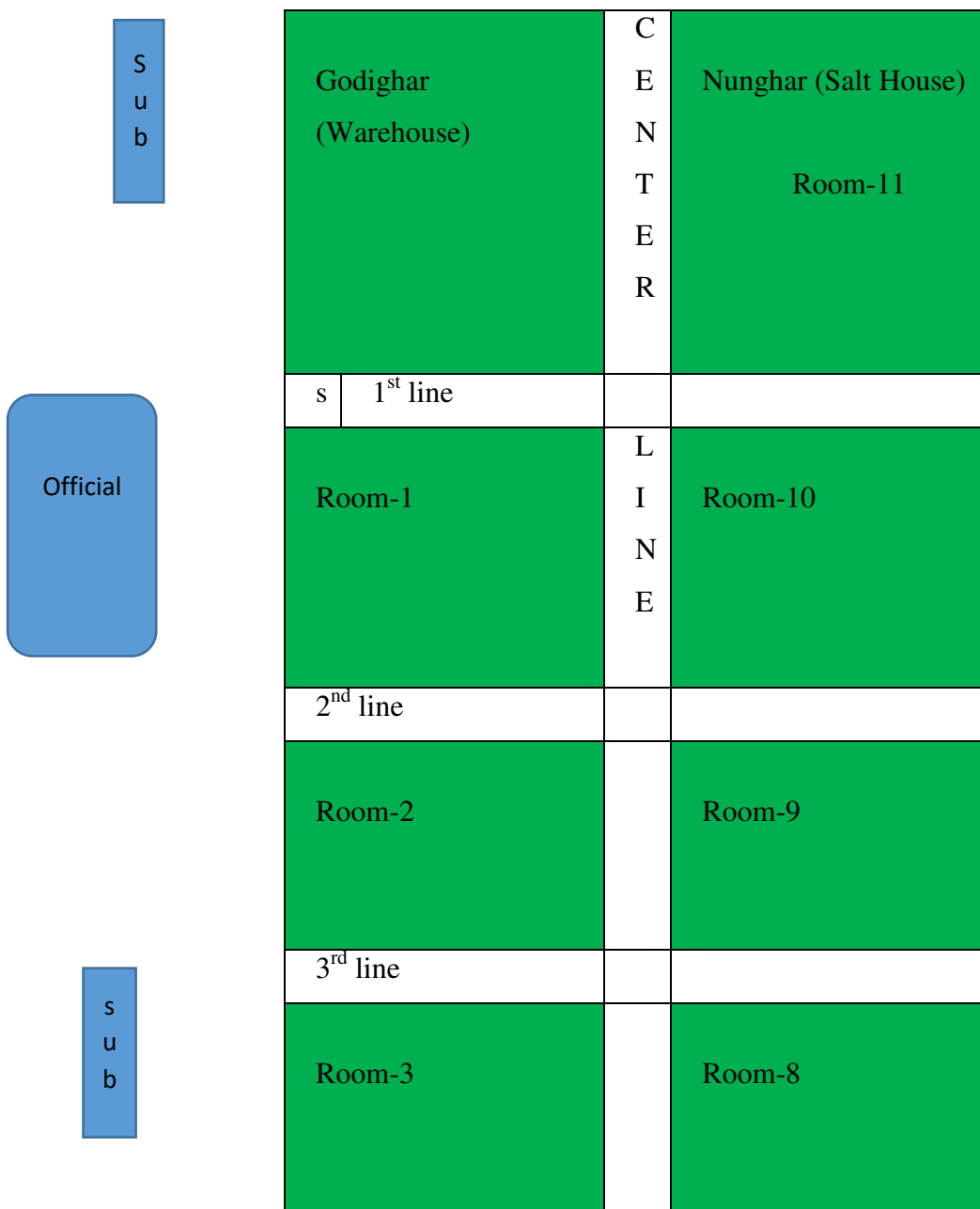
Definition

1.1.1 Dariabandha: Dariabandha is played by two teams of six players each. The aim is to score by set or earn points. The game is controlled by the referees and table officials.

1.1.2 Name of the Side in playing situation: The team that will prevent the theft of salt will be called salt defender and that team will take to stealing salt will be called salt thieving team.

1.1.3 Winning of the game: The team that has scored the greater number of game points at the end of the playing time shall be the winner.

Law: 2. The Court of Game



4 th line		
Room-4		Room-7
5 th line		
Room-5		Room-6

- (a) **Side line:** Two lines on the long side of a rectangle which is parallel to each other and equal in length to the length of Dariabandha field are known as side line.
- (b) **End line:** Two lines on the smaller side of a rectangle which is parallel to each other and equal in length to the width of Dariabandha field are known as end line.
- (c) **Field:** It is limited by the law 2 & 3.
- (d) **Centre line:** The line which divided the field into two sections in lengthwise. Which one is long same as side lines.
- (e) **Godighar** (Warehouse): It is the early house to start the game. At the beginning of the game, all the players of the salt stealing team stay in this room.
- (f) **Nunghar** (Salt House): It is just opposite of the Godighar of wide side. It is also call room number 11.
- (g) **Room:** Rooms means room 1 to room 11. It also indicates the earning points.
- (h) **Inner Line:** One foot wide lines where the salt savers take place.
- (i) **“S”** means the starting points of the salt saver.
- (j) **Outer Lines:** All outer lines shall be same colour and drawn in white or other contrasting colour, 5cm in width and clearly visible.

Law: 3. Dimensions

The court of Dariabandha must be rectangular. Side line must be bigger than end line. Length and Width of the courts are as follows

- (a) 19.812 meters/65ft×6.4008meters/21ft for adult male.
- (b) 17.9832meters/59ft×5.7912meters/19ft for adult female.
- (c) 16.1544meters/53ft×5.1816meters/17ft for children.

*Each house will be square differently. For adult male, it will be 3.048^2 meters/ 10^2 feet, for adult female it will be 2.7432^2 meters/ 9^2 feet, for the children it will be 2.4384^2 meters/ 8^2 feet and starting point (s) will be 0.3048^2 meter/ 1^2 foot.

Court Marking

Outer Line: All outer lines not less than 0.0508 meters/ 2 inches wide and it will consider outside of the court.

- (a) Inner Line: All inner lines are 1ft wide.
- (b) There will be a serial number according to the picture of the court.
- (c) There should be 1.8288 meters/ 2 (two) yards free zone marking around the court.

Law: 4. Number of Players

Players: A match will be held between two teams. The maximum number of players in a team will be 10 (ten). Six players from each team will actively play in the court. If a team does not have a minimum of five players present, the opposing team will be declared the winner.

Substitution Procedure:

- The referee must be notified of any possible substitution before the player is substituted.
- The substitute player/players have to enter in to the court with the permission of the referee only after the player/players leaves/leave the court. In this case, the player/players who enter into the court they will take place of the player/players position that will leave the court.
- Player/players can be changed during any break. In this case, the player/players have to come outside and enter inside the court through the specific place of the court.
- Any player can be changed at any time among the listed players.
- All court players and extra players are legally subject to the referee.

Infringement:

When a substitute enters in the court without the referee's permission:

- Immediately stop the game.
- The incoming player must be shown a yellow card and sent off from the court.
- The game has to be restarted from the position where the players were at the moment of the game stop.
- If more than 6 (six) players play in the court, the opposing team will be considered the winner.
- If a player is expelled after the start of the game, no one will be able to play in his place.

Law: 5. Equipment**5.1 The Players' Equipment**

Safety: A player must not wear cloth or any equipment that may be dangerous to him/her or another player. Such as churi, bracelet or ring.

Basic Equipment: Having a player's basic or compulsory equipment

- Shirt or Jersey
- Shorts or Trouser
- Stockings
- Footwear

Nota Bene (NB): Each team's jersey number will be from 01 to 10. There will be numbers on the front and back of the jersey and its length will be minimum 0.2286 meter/ 9 (nine) inches.

5.2 The Referees' Equipment

The referee has no obligation on what type and colour of clothing to wear. However, they will wear clothes of such colours that are completely different from the clothes of the players of participate both teams. Also some more equipment is needed to operate the game smoothly. These are as follows:

- Two Whistles (one is extra)
- Wrist watch

- Stop Watch
- Notebook
- Pen or Pencil
- Coin
- Yellow and Red Cards
- Nail cutter

Law: 6. Referee

6.1 *The Referee*: Dariabandha will be Officiate by two referees.

6.2 *Line and Touch Judge*: There will be three line and touch judges to assist the referees. One for centre line and another two for other lines. If the two referees want cooperation, they will cooperate with the referees.

6.3 *Timekeeper*: There will be two timekeepers to manage each game. They will turn the clock on and off with the referees' whistles. At the beginning of the game, senior referee will start the game with the whistle or with the agreement of them. The two timekeepers will blow there whistle at the end of the game.

6.4 *Scorer*: They will collect the players' lists from both the teams. They will write down the score on the score sheet. Scorers will final the result by discussing the two referees on the subject of the game.

Law: 7. Duration of the Match

7.1 *Periods of Play*: The duration of the match will be divided into two equal parts. The total duration of the match is 30 minutes. The team to save the salt first is 15 minutes for them and the team who will save the salt second is 15 minutes for them. Noted that the timekeeper will keep the clock off if the referee stops playing. At the same time when the referee starts the match the clock will start again.

7.2 *Half Time Interval*: Half Time Interval never is more than 10 minutes.

7.3 Abandoned of Match: The abandoned match will be held again unless otherwise mentioned in the bye laws of the competition.

Law: 8. Start and Restart of Play

Preliminaries: The referee will toss. The toss winning captain can take responsibility for stealing the salt or take responsibility for the defence the salt. In this case, the winning captain will have to give his decision immediately.

Restart: Anyone of the referee will be able to restart the game through their understanding.

Law: 9. Method of Play

Beginning: At the start of the match salt defender team's members will take place on every inner lines which is 1ft wide and the salt stealing team's members will take place inside the Godighar (warehouse).

Whistling: Player of the 1st line will be on the starting point(s) at the start of the match. At this time, all members of the salt-stealing team will stay in the Godighar (warehouse). With the referee's introductory whistle, player of 1st line has to touch the opposite side line. During this time the players stationed/standing in the Godighar (warehouse) will gradually move from house 1 to 11. Lines occupied players will hardly try to resisted and touch them.

Set: If any member of a team can get out from Godighar (warehouse) and pass through all the houses in a row and re-entry into the Godighar (warehouse) successfully from the salt house, it will be considered as a set. The set winning team will get 70 points for every set. As quick as possible all the salt stiller will come into Godighar (warehouse), than the play will restart.

Point: With the final whistle of the match, all the players in the court will be static on their own place. Then the scorer will count point and write down. For example, among the six two are in house no. 2, another one is in house no. 4, two of them are in house no. 10 and rest one is in house no. 11. It means that their point is $(2 \times 2) + 4 + (10 \times 2) + 11 = 39$.

Excluding of innings: Players will be eliminated by touching legally at the same time who ware salt-stealing will loss there innings. In this case, defender's leg must not touch the ground of that court where the salt stiller was. If the touch is not legal, the salt stiller will take place centre of that house where from he/she is trying to change the house.

Law: 10. Fouls and Misconduct

Caution able Offences: A player will be shown a yellow card for any of the following offenses. However, if he/she does it for the first time, he/she has to warn verbally.

- If any player behaves unsportsmanlike.
- Expresses an opinion against the referee's decision by words or gestures.
- If a player repeatedly breaks the rules of the game.
- Too late to start or restart the game.
- Leaving or entering the court without the referee's permission.

Sending-off Offences: A player will be sent off with a red card for any of the following offenses. No other player can play in his place.

- If he/she play with a serious foul.
- If he/she behaves rough or ferocious.
- Spit on the opposing player or anyone else.
- In the same game if he/she gets a yellow card for the second time.

Law: 11. Selecting the Winning Team

This game will never end unresolved. So, after the last whistle win and loss will be determine immediately in the following way.

11.1 The team that scores the maximum points will be considered the winner.

11.2 If both teams have equal points at the end to the total 30 minutes, than the team with the most set winning will be considered the winner.

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11.3 If the number of set is equal, then more 11-point collecting team will be considered the winner.

11.4 If the number 11 is equal, then 10, 9, 8, 7, 6, 5, 4, 3 and 2 will be considered respectively. In this case, if there is equality and defeat will be considered by toss.

2. Standardization of Golap-Togar Folk Game of Bangladesh for modern competition

Rule and Regulation of the game (as a competitive sports):

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Law: 10- Selecting the Winning Team

Law: 1 The Court of Game

1		
		10
2		
		9
3		
		8

4		
		7
5		
		6
6		
		5
7		
		4
8		
		3
9		
		2
10		
		1

Law: 2 Dimensions

The court of Golap-Tagor must be rectangular. There will be twenty rows. Side line must be bigger than end line.

Length and Width of the courts are as follows

- (a) 20 meter/65.62 feet × 10.95 meter/35.93 feet for adult male, inside the both end line there will be another line which will be one meter away from the end line.
- (b) 18 meter/59.06 feet × 10.95 meter/35.93 feet for adult female, inside the both end line there will be another line which will be one meter away from the end line.
- (c) 15 meter/49.21 feet × 10.95 meter/35.93 feet for children, inside the both end lines there will be another line which will be one meter away from the end line.
- (a) Outer Line: All lines will be 5cm/2inch wide and it will consider outside of the court.
- (b) There should be 2 (two) meter/6.56 feet free zone marking around the court.

Law: 3 Number of Players

Players: A match will be held between two teams. The maximum number of players in a team will be 14 (fourteen). Eleven players from each team will actively play in the court. One of them will be the captain of the team. If a team does not have a minimum of 7 (seven) players present, the opposing team will be declared the winner.

Substitution Procedure:

- The referee must be notified of any possible substitution before the player is substituted.
- The substitute player/players have to enter in to the court with the permission of the referee only after the player/players leaves/leave the court. In this case, the player/players who enter into the court they will take place of the player/players position that will leave the court.
- Player/players can be changed during ongoing match or any break. In this case, the player/players have to come outside and enter inside the court through the specific place of the court.
- Any player can be changed at any time among the listed players.
- All court players and extra players are legally subject to the referee.

Infringement:

When a substitute enters in the court without the referee's permission:

- Immediately stop the game.
- The incoming player must be shown a yellow card and sent off from the court.
- The game has to be restarted from the position where the players were at the moment of the game stop.
- If a player is expelled after the start of the game, no one will be able to play in his place.

Law 4: Equipment

4.1 The Players' Equipment

Safety: A player must not wear cloth or any equipment that may be dangerous to him/her or another player. Such as churi, bracelet or ring.

Basic Equipment: Having a player's basic or compulsory equipment

- Shirt or Jersey
- Shorts or Trouser
- Stockings
- Footwear
- Two Blindfolding Pads

Nota Bene (NB): Each team's jersey number will be from 01 to 14. There will be numbers on the front and back of the jersey and its length will be minimum 20 (twenty) centimetre.

4.2 The Referees' Equipment

The referee has no obligation on what type and colour of clothing to wear. However, they will wear clothes of such colours that are completely different from the clothes of the players of participating both teams. Also, some more equipment are needed to operate the game smoothly.

These are as follows:

- Two Whistles (one is extra)
- Wrist watch
- Stop Watch
- Notebook
- Pen or Pencil
- Marker Pen
- Coin
- Yellow and Red Cards
- Nail cutter

Law: 5 Referee

5.1 The Referee: Golap-Togar will be officiated by two referees.

5.2 Timekeeper: There will be one timekeeper to manage each game. He/she will maintain the clock according to law. The timekeeper will blow there whistle at the violation of the law.

5.3 Scorer: He/she will collect the players' lists from both the teams and write down players name on the score sheet. Scorers will final the result by discussing the two referees on the subject of the game.

Law: 6 Duration of the Match

6.1 Periods of Play: The duration of the match will be 30 (thirty) minutes.

6.2 Abandoned of Match: The abandoned match will be held again unless otherwise mentioned in the bye laws of the competition.

Law: 7 Start and Restart of Play

Preliminaries: The referee will start and restart the match.

Law: 8 Method of Play

Very first toss will be there. Toss winning teams will chose the side of the field and the other team will blindfold a member of other team. After taking position, all players of the team must be given a pseudonym and it will place to the scorer. After this the captain will blindfold any one player of other team and call his/her team mate with pseudonym name. That player will come and tap on the forehead of the blindfolded player and go back in his/her own position. At this time they may clap or they may recite rhyme/poem. This time blindfolded has to identify who taped on his/her forehead within fifteen seconds. If he/she is successful, he/she will take a standing broad jump towards opponent territory. The jumper has no opportunity to take approach walk/run and he/she has no opportunity to shift after landing. If he/she fails to identify, the tapper will do the same task. In this way the eyes will be blindfolded and tapped in turn. Blindfolding and tapping has to complete within 30 second and jump has to complete within 10 second. If the jumper walk/run before jump or shift after landing, jumper will go back to his/her previous position. Except team captains all players will be in sitting position during game is on.

Law: 9 Fouls and Misconduct

Caution able Offences: A player will be shown a yellow card for any of the following offenses. However, if he/she does it for the first time, he has to warn verbally.

- If any player behaves unsportsmanlike.

- Expresses an opinion against the referee's decision by words or gestures.
- If a player repeatedly breaks the rules of the game.
- Too late to start or restart the game.
- Leaving or entering the court without the referee's permission.

Sending-off Offences: A player will be sent off with a red card for any of the following offenses.

- If he play with a serious foul.
- If he behaves rough or ferocious.
- Spit on the opposing player or anyone else.
- In the same game if he gets a yellow card for the second time.

Law: 10 Selecting the Winning Team

- The team that first enters the other team's territory will be declared the winner.
- If any team fails to cross the border, the nearer will be winner. By this way result will come out.
- If tie is continue one and one blindfold will continue.
- This game will never end unresolved.

Conclusion

Common people were connected to the Folk Games at ancient time. Folk Games were considered as a form of entertainment and time pass for the people of ancient time. They did not realize that these Folk Games are the valuable ornament of the nation. So they did not think about their conservation and development. Modern people consider every component of Folklore is their heritage. So they are desperate to preserve it. Folk Game is one of the main components of folklore. Modernization is the only way to make these immortal.

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