



THE HISTORY OF THE EMERGENCE OF THE KARAKALPAK GAME “KASHARMAN TOP”

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ABSTRACT

The article deals with the revival of spiritual wealth, customs, national traditions and national games of the Karakalpak people, accumulated over several centuries, the development and enrichment of the content of universal values is an important task of today. Also, the paper describes the history of the development of this game “Kasharman top” and the solemn holding of national folk games plays an important role in increasing the working capacity of our people.

KEYWORDS: *kasharman top, game, Karakalpak people, national traditions, sport, education, folk game.*

INTRODUCTION

The revival of spiritual wealth, customs, national traditions and national games of the Karakalpak people, accumulated over several centuries, the development and enrichment of the content of universal values is an important task of today. The solemn holding of national folk games plays an important role in increasing the working capacity of our people. It is of great importance, the solution by our scientists of the tasks of using restored, updated, reconstructed, modernized and corresponding to modern requirements of national folk games in the education of young people. Karakalpak national games have a long history. According to reports, the appearance of the game “kasharman top” happened about a thousand years ago, and in the past this game was one of the most beloved games of our people.

However, written information about the history and rules of this game has not survived to this day. The rules of the game were passed down from generation to generation only orally. Sports similar to the game “kasharman top” in content and some movements include “cricket” in England, “baseball” in the United States of America, “pesapallo” in Finland, “oyna” in Romania and they are very popular among young people. There is every reason to believe that the game of baseball, which is widespread in the United States in a number of developed countries, originated from the Karakalpak national game “kasharman top”. There is a book about this game by an unknown author called “*Khududu Olam*” as well as testimonies left by the Italian traveler Marco Polo, Vamberi, the Persian historian Fazallah ibn Abdul-Khair Hamadani and others.

LITERATURE REVIEW

Furthermore, Marco Polo, who visited the cities of Kunya-Urgen and Khojeyli during his travels in the XIV and XV

centuries, in which he drew a map of Asia in his work. “The Book of the Diversity of the World” writes that at that time they played the game “kasharman top” with a small ball, made of cowhide and filled with wool. We must achieve the same level of prestige for the Karakalpak national game “kasharman top” as the game of baseball, which is now popular in 120 countries around the world. Since ancient times, the Karakalpak people have been rich in their national games. Such national games were held during various celebrations, including the celebration of Navruz, the harvest festival, in wedding events and brought great joy to our people. In Soviet times, there were contradictions and obstacles to free development and, in fact, to the holding of national folk games. However, as a result of the restoration of national self-consciousness, national games have come down to our days practically without losing their content. National games, including the game “kasharman top” are of particular importance not only for developing the skills of correct free movements in the young generation, but also for raising their consciousness, the ability to play to improve health. They instill in the people such qualities as dexterity, ingenuity, zeal, endurance and strength. In addition, national games play an important role in improving the performance of our people. Since 1991, the game “kasharman top” has been included in the curriculum of secondary specialized and higher educational institutions, and the first competitions were held to develop the game and enrich its content, as well as to attract young people.

In April 1994, competitions in the game “kasharman top” were introduced into the program of the sports and athletics of secondary specialized educational institutions for the first time. 6 teams took part in the competition, the team of the Nukus State Pedagogical Institute named after Ajiniyaz became the winner. National folk games, including the game “kasharman



top” were included in the working plan of activities of the republican department of the sports and sports society of trade unions for holding sports competitions, and in the same year a sports festival of Karakalpakstan national games was held.

The best participants of this competition were selected, and in April 2005, 42 talented young people from our republic took part in the festival of national games, which was held in the city of Jizzakh. In the competition, the Karakalpak national game “kasharman top” received special attention and high appreciation among the games. The organizing committee of the conference held on February 15, 2006 created and began its work the Federation of the Republic of Karakalpakstan on the game “kasharman top” appeared on the celebration of Navruz. 9 teams took part in it. The first place was taken by the team of the “Olympic Reserves” college of the capital, the second place was taken by the Nukus State Pedagogical Institute named after Ajiniyaz, the third place was taken by the team of school No. 18.

The winning team was awarded the “Kasharman Top Cup”. The second festival of national games was also held, and the team of the college “Olympic Reserves” became the winner. To date, in the Chimbay, Khodjeyli, Nukus, Karauzyak regions of the Republic, the games “kasharman top” are well organized and branches of the federation have been opened in these regions. It is necessary to plan the formation of the major leagues for the game “kasharman top” in Karakalpakstan.

Thus, one of the tasks facing the federation is the development of this Karakalpak national game not only in our republic, but also in other areas and even in middle-sized countries. Furthermore, it is necessary to include in the educational program of educational institutions updated, restored, reconstructed and meeting modern requirements national folk games, including the game “kasharman top” to be held on national holidays, wedding events, folk festivities. Today, the further deepening of the national identity of the national games, the rules of the game, and their educational value are being decided. In the future, it is planned to hold international competitions, bringing the value of the Kasharman Top game to the level of propaganda mass events and sports games among the regions of Uzbekistan. The project of the federation includes the issues of bringing the game “Kasharman top” to the international level of development and its inclusion in the program of the Games of Uzbekistan and Asia. Therefore, in order to train a good team, in addition to sports equipment, a sports base that meets modern requirements is needed. For this reason, it is planned to build a sports ground for the Karakalpak national game “Kasharman Top”.

METHODOLOGY

Players who do not have an identity card (a pass where the player's data is written) and who have not passed a medical examination are not allowed to play. The Chief Judge and the Secretary are directly responsible for this. The game “Kasharman top” consists of two parts, 40 minutes and a 10-minute break every 20 minutes. The game “Kasharman top” is played by 22 players, 11 players from each team. Each player must know the rules of the game and follow them correctly. During the game, only the team leader and the captain can address the referees. For all questions, the team leader can

contact the side judge. However, a player may be replaced by the Chief Referee at the direction of the Side Referee.

The player is prohibited from the followings:

1. Disputes with judges and opponents;
2. Noise at the site;
3. Resist and when stop the game;
4. Try to block the opponent who ran towards the base (point) or back, block his path;
5. Make a trip to an opponent;
6. Pull on the opponent's clothes;
7. Pushing the opponent off the field;
8. Sam spontaneous departure from the battlefield;
9. Hitting a player who crossed the line is preparing to run or runs in;
10. Pass the ball to each other with your head or feet;
11. Hit the ball before reaching the court line, directing it to the right, left, back.

As well as:

- the next opponent is allowed to hit the ball only after the player's attempt to touch the ball with the bat (stick) is completed and the player puts the bat on the ground.
- the serving player must run towards the base immediately after the second player hits the ball.

RESULTS AND DISCUSSION

The uniform of the players in the game “Kasharman top”:

Players must wear clean, comfortable clothing (white or blue breeches). Competing teams must wear contrasting colors. On the feet should be light athletic shoes without a heel. The captain of the team puts on the left hand a captain's armband measuring 8 cm with the Latin letter “S”.

Playground size.

The playground is rectangular, 80 meters long and 40 meters wide (for men and women). The marking of the field is done with lines 12 cm wide. At a distance of 80 meters from the Kona line where the ball is hit, a base (point) is established inside the field. Base diameter is 6 meters. In the direction of the base, the players who threw the ball should run (should run as fast as possible and return as quickly as possible).

Bat (stick) for the game “Kasharman top”.

The length of the bat for hitting the ball should be 1 m for boys and 80 cm for girls. The diameter of the handle should be 4 cm, the end of the handle that hit the ball has a thickening of 6 cm. If the players in the field catch the ball flying in the air, they get 3 points, if they hit the opponent with the ball, they get 2 points, after that the players must move for one minute.

Ball for the game “Kasharman top”.

The ball must be round, weigh 30 grams, have a circumference (diameter) of 15 cm. The ball for the game “Kasharman top” must be made only of rubber materials (you can use a tennis ball).

Summing up and results of the game “Kasharman top”.

The team whose players refused to play or did not show up for the meeting is considered the loser and is disqualified. If the player who hit the ball runs around the base, then he can hit the ball 3 times. If the kicker's ball flies over the 30m mark and is caught by a player from the opposing team, a member of that team gets 3 attempts to serve and the team is awarded 3 points.



Replacement of players in each team.

If a player hits the ball at a player who is running towards the base or back, he/she is given 2 attempts to serve, and the team is awarded 2 points.

Determining the winners of the competition.

The team with the most points in the game is the winner. If the teams have an equal number of points, they are given an additional 10 minutes, and if the team knocks the ball over the 30 meter mark three times, they are given one point. The one who scores more points wins.

Terms and order of the game.

Before the start of the game, the players of the two teams take turns greeting each other. Conditions for deciding on the determination of the right to the first service in agreement with the team captains:

- The captains of the teams try to kick the ball from a distance of 10 meters, the team of the captain who was able to touch the ball with the end of the bat will be entitled to the first serve, the team whose captain's bat was close to the ball will receive. According to the direction of the referee, the team captains hold the bat, clasping it with their hands, whose hand will be on top of the bat, his team will be entitled to the first serve.

- The referee puts the captains on the bats, connects them to each other, throws them over his head and throws them back and the team whose captain's bat is over the other's bat gets the first serve. The players of the team who choose the ball in turn are placed on a site that has the shape of a square measuring 12x4m. The players who receive serve enter the playing field.

CONCLUSION

Rules (order) for kicking the ball, serving and catching the ball, interfering with the players.

1. If, when hitting the ball, the bat does not touch the ball or touches it and the ball pours into the playing field, the ball is considered to be in play.

2. Players kicking the ball and catching it must stand at the boundary line at a distance of 1-1.5 m from each other.

3. The player making the serve, without bending the elbow, must throw the ball directly to a height of 1-1.5 meters.

4. The player who hit the ball must calculate the dimensions of the playing area.

5. A player who hits the ball a long distance, runs around the base, gets 3 points.

6. If one of the players on the field catches the kicked ball in the air without dropping it to the ground (only with his hands), then this player gets 3 attempts to fall. If the thrown ball crosses the 30-meter mark and the player catches it in the air, the player is given 3 attempts to fall, and the team is awarded 3 points. In this case, players moving quickly will be added in 1 minute.

7. A player who touches the ball to an opponent in the playing area receives 2 attempts to serve, and the team is given 2 points.

8. The player running around the base during the service of another player will receive 1 point.

9. Players, the teams in which the ball hit, have the right to hit the ball back at the opponents.

10. Players move if they catch the ball in the air: The schedule of some games of the team "Zhayhun" Nukus state pedagogical institute in the championship of Karakalpakstan (as a sample).

№	Teams	1	2	3	4	5	Participation Team	Point	Place
1	Jayhun		2:1 4:0	1:0 1:2	1:0 4:0	3:0 3:0	21-3	21	I
2	Edige	1:2 0:4		0:1 3:0	1:0 3:0	1:1 3:0	13-9	16	II
3	Olympic	1:0 0:4	0:1 3:1		0:1 3:0	4:3 5:2	18-11	17	III
4	Begler	0:1 0:4	1:1 0:3	0:3 3:0		1:3 3:2	8-16	11	IV
5	Turan	1:3 0:3	1:1 0:3	3:4 1:5	2:3 3:1		11-23	5	V

On the first day, teams from the top row do not participate in the competition. In competitions where teams participate, marked with dishonest numbers, they play the game from the bottom row of the table for the most part. In the table drawn up for a team with 11 players, the teams marked with numbers 3-8 start the competition. In the following we will analyze the terminology of the game "Kasharman top":

Dastek (bit) – a stick for knocking out the ball.

Shökelesiw – touching the end of the bat of the ball to obtain the right for the first serve.

Dästeki – team captains wrap their hands around the bat, the captain's team.

Qisimlap – whose hand is higher, gets the right to the first serve.

Uslaw – (holding) gripping the bits with the palms of your hands.



Tayaq taslaw - the referee connects the sticks to each other, throws them over his head and throws them back and the right to the first serve is given to that team, the captain's bit which is above the other's bit.

“S” – is the sign of the team captain.

To’reshi – referee, judge.

Shuyt (miss) – when the ball does not touch the bat.

Ta’rip (base, point) – a place for players to run around during the game.

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