

**BETTING MEN'S IDEAS ON İDDAA (Turkey's Official Football Betting Game)****Zeki Coşkuner***Firat University Physical Education Department, Elazig/Turkey*

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**ABSTRACT**

Football is a popular culture area that comes into our lives further day by day and has much more place in life as well. Football legitimates its dominance that achieves dominance all around the world, over Turkey, too. Society's ideas on football changes into from football lovers point to football society. Sport spectators' reasons of watching competitions vary. These are thought as amusement, social identity, discharges and materialistic expectation. On materialistic expectation, İddaa (betting game), Sport Toto (football pool), Sport Lotto (lotto) and Horse Racing are ale to be evaluated as to supply materialistic expectations. In this study, a questionnaire forms from 73 question which is 8 questions are on demographic information is applied on 1080 betting men in Elazığ province. Aim of the study is to determine betting men's psychological and sociological expectations from betting game which is the most common way of supplying materialistic expectation at materialistic expectation ways at sports and their ideas on media and match fixing rumors. As a result, when general averages are calculated at the study in which 5 point likert scale is used, prominent factors are like below: %84.4 of participators are between 18-25 year-old age range, %83.8 of them earn their least income from betting game and %74's of them state that they do not earn money from betting game. Whereas participators express "I agree." on ( $\bar{x}$ :4.15) portion on question of "Earning money easily plays important role on spreading this game of chance.", they state that "Newspapers play important game on popularizing the game." ( $\bar{x}$ :4.23). Factor of "Government should tighten up control of age limit." is shown as ( $\bar{x}$ :3.93), "Governors support this games because government earn money from this games." is followed by ( $\bar{x}$ :4.23) factor. It is turned out that "Participators believe in that there is match fixing at some matches." ( $\bar{x}$ :3.96), "Believing in footballers fix some matches" ( $\bar{x}$ :3.95), "Believing in referee fixes at some matches" ( $\bar{x}$ :3.92), "Believing in club managers fix matches at some matches" ( $\bar{x}$ :3.91) factors are followed by least differences.

**Key words:** İddaa (betting game), Bet, Gamble, Game, Football**Introduction**

Football which is regarded as our ages the most common and popular sport, is the center of billions of people's interest as an entertaining sport that player show his ability and skill by using his muscle power in a broad sense and there essentially are cooperation, team work and desire of developing a common purpose [1]. Football is a popular culture area that comes into our lives further day by day and has much more place in life as well. Football legitimates its dominance that achieves dominance all around the world, over Turkey, too. Society's ideas on football changes into from football lovers point to football society [2].

Watching sport competition is an old custom that ranges from the first Olympiads in BC 776 year. Sport spectatorship apart from this custom is a spare time behavior which is mostly seen at nowadays modern communities [8]. Although various conceptual ideas and models are developed in order to define individuals' participating sport

competitions as spectators, empiric studies to develop these ideas and models have been appeared so far [4].

Shank [5] states that various studies have been done on spectators' motivation determiner, competition's attraction, economic factors, competitive factors, demographic factors, stadium factors, sport's communal value, participating in sports and follower's contracts subjects related to spectators' participation to the sport [5]. Wann [6] classifies basic motives related to watching sport matches as eight categories: Realize one, differentiate daily life, entertain, create excitement, provide economic benefit, enjoy aesthetically, satisfy belonging need and reinforce family bonds [6].

Individuals may participate in sport competitions as spectators in order to spend their spare times with their friends outside in their teams winning the match chance is high circumstances. Marcum and Greenstein state that there is a positive relation between team's success and spectators' participation in their study that they made in American Baseball

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League [7]. Trail G.T., Anderson D.F., Fink I.S. [3] express that indirect success emotion supplied by team's success may supply social prestige, self-respect and refreshment emotion.

Football's "belonging's" meeting success becomes prominent between football's individual and communal attractions. Supporting a team behavior is seen as an easy and effortless supporting belonging way. Football teams as a code of spectators' conceit or identity expressions with geographical, ethnic, religious, economic differentiation emphasis are able to be seen as a part of competition in these areas [9].

Reasons of watching football matches vary. As each branches' spectators may have different aim, definite sport branches' spectators may have different aims. General aims of spectators may come together under several topics. These are:

1. Enjoyment: Watching, commenting and evaluating competitions as individually or group in order to spend spare time.
2. Social Identity: According to Acet, football spectators seem as "congregation" in the meantime. Because spectators wander around with their teams' bandana and scarves have their teams colors and cheer leaders step up soul of community [10]. This shows that express belonging emotion via sport channels.
3. Discharge: Doing sport is a means of discharging negative energy. In the meantime, sport spectators discharge in the same way. Cheering, singing songs altogether and feeling enthusiasm help to charge. Cataldi evaluates this sports function as "blow down" or "safety valve" [11].
4. Materialistic Expectation: İddaa (betting game), Sport Toto (football pool), Sport Lotto (lotto) and horse racing betting are evaluated to meet spectators' expectations on this area. These are constitutions that sport spectators try to supply materialistic expectations as organized and via official channels. Besides there is a custom among public that two people make a bet on a result of a competition which is known as "expense".

İddaa (Turkey's Official Football Betting Game) which is gist of our subject and General Directorate of National Lottery makes people play is a kind of game that players try to guess scores of related week's football matches on league table on coupon. Football matches declared via fixture are played by marking as to try football matches' scores on coupon or try to guess match result with first half. (<http://www.iddaa.com>)

Thanks to this study, İddaa (Turkey's Official Football Betting Game), which is the most common ways of supplying materialistic expectation from sports, betting men's psychological and sociological expectations, their ideas on media and match fixing rumors are tried to be determined.

## Material and Method

This study's population is formed by betting men sports fan in Elazığ province and its sample is formed from 1080 betting men.

Personal interview and literature study on related area are done in order to determine effective variances on having a bet. Decided variances are shaped by expert opinion and thanks to these studies 73 variances questionnaire form is formed in order to measure individuals' ideas on playing betting game. Likert 5 point likert scale is used in questionnaire. Levels of scale are divided into equal levels at 0.80 (5-1=4; 4/5=0.80) portion. Thus, in the scale, 1=I don't agree at all(DA), (1.00-1.80); 2=I agree(-A), (1.81-2.60); 3=Neutral (NTRL), (2.61-3.40); 4=Agree (+A), (3.41-4.20); 5=I totally agree(TA), (4.21-5.00) choices are offered and participants are supposed to mark the most suitable choices for them.

In order to acquire data of the study, a questionnaire is used which formed from 73 questions that 8 of them are related to demographic data. Front-end application questionnaire is applied for 121 İddaa players who are not included in survey content, data collection tool's validity and reliability studies are done by using data collected from this study. Items of questionnaire's reliability coefficient is found as  $\alpha=.70$ .

Questionnaires which are applied to 1198 people in total, after excluding wrong formed and under filled ones, applicable 1080 questionnaire forms are put into perspective.

In analyzing data, frequency and percentage distribution, which are kinds of statistics, are used to determine general distribution specification of collected data. General average value ( $\bar{X}$ ) are given to ideas related to each expression and these points are considered on comments.

## Findings:

When examined participants' educational status, %51,1 of them are university graduate, %45,9 of them are high school graduate and %3,0 of them are secondary school graduate. Considering participants' age status, %38,5 of them are between 18-20 ages, %27,4 of them are between 23-25 ages, %18,5 of them are between 21-22 ages, %7,4 of them are between 26-30 ages, %4,4 of them are between 31-35 ages and %3,7 of them are under 18 year-old groups.

Considering whether participants have a habit of playing gambling game beforehand, % 63,0 of them respond as "No, there wasn't." and %37,0 of them respond as "Yes, there was."

Considering whether participants play gambling game except İddaa (Betting Game), %69.9 of them respond as "No, I don't play." and %30.1 of them respond as "Yes, I play." Considering participants' frequency of Betting Game (İddaa), %47,4 of them respond as "Once in a week", %22,6 of them respond

as “Sometimes”, %17,3 of them respond as “A few times in a week” and %12,8 of them respond as “Always”.

Considering participants’ participants’ monthly income, %45,3 of them are “300 million and below”,

%28,1 of them are “301-600 million”, %14,1 of them are “601-900 million” and %2,5 of them are “901 million and above”.

**Table 1:** Participants’ Education and Age Variances.

Participants’ Educational Status	f	%	Total
Primary School	-	-	1064
Secondary School	32	3	
High School	488	45,9	
University	544	51,1	
Participants’ Age Status			
Under 18 year-old	40	3,7	1080
18-20	416	38,5	
21-22	200	18,5	
23-25	296	27,4	
26-30	80	7,4	
31-35	48	4,4	

**Table 2:** Findings and Comments Related to Research Results.

Habit of Playing Gambling Game Beforehand	f	%	Total
Yes, there was.	400	37	1080
No, there wasn’t.	680	63	
Situation of Playing Gambling Game Except İddaa (Betting Game)			
Yes, I play.	320	30,1	1064
No, I Don’t play.	744	69,9	
Frequency of Playing Betting Game (İddaa)			
Always	136	12,8	1064
A few times in a week	184	17,3	
Once in a week	504	47,4	
Sometimes	240	22,6	
Participants’ Monthly Income			
300 million and below	232	45,3	512
301-600 million	144	28,1	
601-900 million	72	14,1	
901 million and above	64	12,5	
How much money is spent on İddaa from monthly income?			
More than half	88	8,5	1040
Half of	80	7,7	
Less amount	872	83,8	
Fee of on each play			
500 thousand lira – 2 million	552	58	952
2,5 million – 4 million	112	11,8	
4,5 million – 6 million	136	14,3	
6,5 million and above	152	16	
Money earning situation of İddaa players			
Yes, I earn.	312	29,6	1056
No, I don’t earn.	742	70,4	
Profit and loss statement of played so far			
I am at loss.	736	70,8	1040
I am in the money.	304	29,2	

Participants respond that % 83,8 of them spend “less amount” of their monthly income, %8,5 of them spend “more than half” of their monthly income and %7,7 of them spend their “half” of monthly income to İddaa (Betting Game).

Considering amount of spent money on each playing betting game, %58 of participants spend “500 thousand lira – 2 million”, %16 of participants spend “6,5 million and above”, %14,3 of participants spend “4,5 million – 6 million” and %11,8 of participants spend “2,5 million–4 million”.

Considering İDDAA participants’/players’ general ideas on betting game on Table 3, results are like below:

“This game will be common in the near future.” item is on the top “I agree at all.” level with ( $\bar{X}$ :4,26) degree, “Each İDDAA player follows football matches closely.” item is on high “I agree.” level with ( $\bar{X}$ :4,06) degree, “In a less amount but more people earn money from İDDAA makes it attractive.” item is on high “I agree.” level with ( $\bar{X}$ :3,83) degree, “I accept this game as a gamble.” item is on high “I agree.” level with ( $\bar{X}$ :3,82) degree, “Being played easily makes İDDAA desirable.” item is on high “I agree.” level with ( $\bar{X}$ :3,79) degree, “I am against playing this game on the NET via credit card.” item is on high “I agree.” level with ( $\bar{X}$ :3,70)

degree, "Possibility of winning a lottery prize in other chance games is quite a little." item is on high "I agree" level with ( $\bar{X}$ :3,64) degree, "Everybody who is above 18 year-old should play this game conveniently." item is on high "I agree." level with ( $\bar{X}$ :3,56) degree, "Children can easily play this game on the Internet." item is on high "I agree." level with ( $\bar{X}$ :3,56) degree, "Each İDDAA player even follows trainings closely." item is on high "I agree." level with ( $\bar{X}$ :3,41) degree, "It cannot be restrained that children play this game covertly." item is on medium level close to high "I am neutral." with ( $\bar{X}$ :3,40) degree, "I think this kind of game is just a pleasure." item is on medium "I am neutral." level with ( $\bar{X}$ :3,27) degree, "I spend most of my pocket money on iDDAA." item is on medium "I am neutral." level with ( $\bar{X}$ :3,24) degree, "Playing İDDAA needs

accumulation of knowledge and continuous follow up thus I think that gamers deserve money what they get from İDDAA betting game." item is on medium "I am neutral." level with ( $\bar{X}$ :3,06) degree, "Materialistic contribution of the game is very high positively." item is on medium "I am neutral." level with ( $\bar{X}$ :3,06) degree, "Dealers do not let children play betting game." item is on medium "I am neutral." level with ( $\bar{X}$ :3,04) degree, "İDDAA goes a bomb quickly; it will fall from grace promptly." item is on medium "I am neutral." level with ( $\bar{X}$ :2,92) degree, "Internet cafés do not let children play betting game." item is on medium "I am neutral." level with ( $\bar{X}$ :2,88) degree, "Age limit is very high. 18 year old limit should be downgraded." item is on low "I don't agree." level with ( $\bar{X}$ :2,23) degree.

**Table 3:** Participants' (Betting Game Players) General Ideas on İddaa (Betting Game).

İDDAA (BETTING GAME) PLAYERS' GENERAL IDEAS	DA	-A	NTRL	+A	TA	X
This game will be common in the near future.	1,4	8,6	7,2	28,1	54,7	4,26
Each İDDAA player follows football matches closely.	3,1	6,3	15,6	31,3	43,8	4,06
In a less amount but more people earn money from İDDAA makes it attractive.	6,3	10,2	16,5	32,3	34,7	3,83
I accept this game as a gamble.	9,4	8,6	12,2	30,2	39,6	3,82
Being played easily makes İDDAA desirable.	4,7	9,3	17,8	38,8	29,5	3,79
I am against playing this game on the NET via credit card.	5,4	14,0	17,8	30,2	32,6	3,70
Possibility of winning a lottery prize in other chance games is quite a little.	4,7	16,3	16,3	35,7	27,1	3,64
Everybody who is above 18 year-old should play this game conveniently.	5,4	19,4	14,7	34,9	25,6	3,56
Children can easily play this game on the Internet.	10,1	12,9	18,7	27,3	30,9	3,56
Each İDDAA player even follows trainings closely.	8,5	20,9	16,3	29,5	24,8	3,41
It cannot be restrained that children play this game covertly.	17,1	14,0	10,9	27,9	30,2	3,40
I think this kind of game is just a pleasure.	11,6	20,9	17,1	29,5	20,9	3,27
I spend most of my pocket money on iDDAA.	13,1	21,9	16,1	25,5	23,4	3,24
Playing İDDAA needs accumulation of knowledge and continuous follow up thus I think that gamers deserve money what they get from İDDAA betting game.	14,5	17,4	28,3	26,8	13,0	3,06
Materialistic contribution of the game is very high positively.	14,0	22,5	24,0	22,5	17,1	3,06
Dealers do not let children play betting game.	18,1	24,6	15,9	17,4	23,9	3,04
İDDAA goes a bomb quickly; it will fall from grace promptly.	20,1	29,5	14,4	10,1	25,9	2,92
Internet cafés do not let children play betting game.	18,8	27,5	16,4	20,3	16,7	2,88
Age limit is very high. 18 year old limit should be downgraded.	49,6	17,1	9,3	8,5	15,5	2,23

I don't agree at all. (1.00-1.80), I don't agree. (1.81-2.60), Neutral (2.61-3.40), I agree. (3.41-4.20), I totally agree. (4.21-5.00)

**Table 4:** Participants' Ideas on İDDAA (Betting Game) From Psychological Aspects.

İDDAA Players' Ideas From Psychological Aspects	DA	-A	NTRL	+A	TA	X
Letting people earn money easily makes an important role to become widespread on betting game.	2,9	9,4	7,2	30,9	49,6	4,15
Always promising chance to win lottery makes an important role to become widespread on betting game.	1,4	10,9	16,7	27,5	43,5	4,01
Players purchase hope for a while now.	2,3	8,5	13,2	38,8	37,2	4,00
İDDAA causes psychological nuisance on people.	0,8	11,0	19,7	29,9	38,6	3,94
İddaa affects children's education life negatively.	3,9	7,0	17,8	35,7	35,7	3,92
Many people play betting game sickly.	3,9	11,7	16,4	31,3	36,7	3,85
This game makes people addicted to play continuously.	3,9	12,4	14,0	34,9	34,9	3,84
One's enjoying a lot from watching football match makes İddaa attractive.	7,8	14,7	13,2	34,9	29,5	3,63
İDDAA sometimes affects me negatively.	10,1	10,1	21,7	30,4	27,5	3,55
These kinds of change games such as İDDAA are an important occasion to be rich.	6,3	21,1	24,2	28,1	20,3	3,35
İddaa's (betting game) positive psychotherapeutic contribution to people is very high.	19,4	26,4	20,9	20,2	13,2	2,81
Betting game affects children positively.	30,2	22,5	20,9	16,3	10,1	2,53

I disagree. (1.00-1.80), I don't agree. (1.81-2.60), I am neutral. (2.61-3.40), I agree. (3.41-4.20), I totally agree. (4.21-5.00)

Considering İDDAA players' ideas from psychological aspects on Table 4, results are like below:

"Letting people earn money easily makes an important role to become widespread on betting game." item is on the top "I agree." level with ( $\bar{X}$ :4,15) degree, "Always promising chance to win lottery makes an important role to become widespread on betting game." item is on high "I agree." level with ( $\bar{X}$ :4,01) degree, "Players purchase hope for a while now." item is on high "I agree." level with ( $\bar{X}$ :4,00) degree, "İDDAA causes psychological nuisance on people." item is on high "I agree." level with ( $\bar{X}$ :3,94) degree, "İddaa affects children's education life negatively." item is on high "I agree." level with ( $\bar{X}$ :3,92) degree, "Many people play betting game sickly." item is on high "I agree."

level with ( $\bar{X}$ :3,85) degree, "This game makes people addicted to play continuously." item is on high "I agree" level with ( $\bar{X}$ :3,84) degree, "One's enjoying a lot from watching football match makes İddaa attractive." item is on high "I agree." level with ( $\bar{X}$ :3,63) degree, "İDDAA sometimes affects me negatively." item is on high "I agree." level with ( $\bar{X}$ :3,55) degree, "These kinds of change games are an important occasion to be rich." item is on high "I agree." level with ( $\bar{X}$ :3,35) degree, "İddaa's (betting game) positive psychotherapeutic contribution to people is very high." item is on medium level close to high "I am neutral." with ( $\bar{X}$ :2,81) degree, "Betting game affects children positively." item is on medium "I am neutral." level with ( $\bar{X}$ :2,53) degree.

**Table 5:** Participants' Ideas on İDDAA (Betting Game) From Media Aspects.

Participants' Ideas on İDDAA (Betting Game) From Media Aspects	DA	-A	NTRL	+A	TA	X
Journalists play an important role to popularize the betting game.	0,7	7,9	9,4	31,7	50,4	4,23
Televisions play an important role to popularize the betting game.	0,7	7,2	13,0	35,5	43,5	4,14
As long as media support continues, interest on the game will continue.	4,3	10,8	13,7	30,9	40,3	3,92
Newspapers' betting game oversize supplement encourages students to play betting game.	8,5	8,5	15,5	34,9	32,6	3,74
I continue to play betting game as affected by advertorials.	18,8	25,4	8,7	28,3	18,8	3,03

I disagree. (1.00-1.80), I don't agree. (1.81-2.60), I am neutral. (2.61-3.40), I agree. (3.41-4.20), I totally agree. (4.21-5.00)

Considering İDDAA players' ideas from media aspects on Table 5, results are like below:

"Journalists play an important role to popularize the betting game." item is on the top "I totally agree." level with ( $\bar{X}$ :4,23) degree, "Televisions play an important role to popularize the betting game." item is on high "I agree." level with ( $\bar{X}$ :4,14) degree, "As long as media support continues, interest on the

game will continue." item is on high "I agree." level with ( $\bar{X}$ :3,92) degree, "Newspapers' betting game oversize supplement encourages students to play betting game." item is on high "I agree." level with ( $\bar{X}$ :3,74) degree, "I continue to play betting game as affected by advertorials." item is on high "I agree." level with ( $\bar{X}$ :3,03) degree.

**Table 6:** Participants' Ideas on İDDAA (Betting Game) From Sociological Aspects.

Participants' Ideas on İDDAA (Betting Game) From Sociological Aspects	DA	-A	NTRL	+A	TA	X
Children play betting game because they affect from their friends.	5,8	7,2	8,0	39,1	39,9	4,00
People who are in financial difficulties play İDDAA very much.	3,9	10,2	10,2	33,6	42,2	4,00
Gamers prefer the game because it is top-grossing game in Turkey.	3,1	10,9	14,7	39,5	31,8	3,86
People put more effort and spend more time for this game.	2,3	15,5	10,9	38,0	33,3	3,84
I think games that covers betting are sin.	7,0	7,8	21,7	28,7	34,9	3,77
People who play this game as a means of livelihood are quite a lot.	2,3	16,3	16,3	34,9	30,2	3,74
I think that betting games exploits the unemployed and the poor.	6,2	16,3	14,7	22,5	40,3	3,74
'Betting Passion' is a reality of each society.	6,2	10,1	21,7	32,6	29,5	3,69
Once İddaa appeared, problem of playing betting games hidden and unofficially was solved immediately.	7,8	17,1	21,7	33,3	20,2	3,41
Due to İddaa, children pitch up bad habits such as smoking.	13,2	20,2	17,1	25,6	24,0	3,27
Children play betting games because they are affected by their parents.	17,5	19,7	21,9	18,2	22,6	3,09

I disagree. (1.00-1.80), I don't agree. (1.81-2.60), I am neutral. (2.61-3.40), I agree. (3.41-4.20), I totally agree. (4.21-5.00)

Considering İDDAA players' ideas from sociological aspects on Table 6, results are like below:

"Children play betting game because they affect from their friends." item is on the top "I agree." level with ( $\bar{X}$ :4,00) degree, "People who are in financial difficulties play İDDAA very much." item is on high "I agree." level with ( $\bar{X}$ :4,00) degree, "Gamers prefer the game because it is top-grossing game in

Turkey." item is on high "I agree." level with ( $\bar{X}$ :3,86) degree, "People put more effort and spend more time for this game." item is on high "I agree." level with ( $\bar{X}$ :3,84) degree, "I think games that covers betting are sin." item is on high "I agree." level with ( $\bar{X}$ :3,77) degree, "People who play this game as a means of livelihood are quite a lot." item is on high "I agree." level with ( $\bar{X}$ :3,74) degree, "I

think that betting games exploits the unemployed and the poor.” item is on high “I agree.” level with ( $\bar{X}$ :3,74) degree, “‘Betting Passion’ is a reality of each society.” item is on high “I agree.” level with ( $\bar{X}$ :3,69) degree, “Once İddaa appeared, problem of playing betting games hidden and unofficially was solved immediately.” item is on high “I agree.” level

with ( $\bar{X}$ :3,41) degree, “Due to İddaa, children pitch up bad habits such as smoking.” item is on high “I am neutral.” level with ( $\bar{X}$ :3,27) degree, “Children play betting games because they are affected by their parents.” item is on high “I am neutral.” level with ( $\bar{X}$ :3,09) degree.

**Table 7:** Participants’ Ideas on İDDAA (Betting Game) From Governmental Aspects.

Participants’ Ideas on İDDAA (Betting Game) From Governmental Aspects	DA	-A	NTRL	+A	TA	X
Government should tighten up supervisions considering age limit.	4,3	10,1	7,2	26,8	51,4	4,11
Governors support this game because government earns money from betting game.	2,2	10,8	16,5	32,4	38,1	3,93
Winners prefer to play betting games because they get their money by state guarantee.	3,1	10,1	15,5	36,4	34,9	3,90
I think government earns much more money than the gamers thanks to taxes.	4,3	10,8	16,5	30,2	38,1	3,87
Government supports this game in order not to be played via on line.	5,0	9,4	18,7	29,5	37,4	3,85
Government should not to addict citizens to chance games.	2,9	13,0	15,2	36,2	32,6	3,85
I think governors should take some precautions.	6,5	9,4	17,3	33,8	33,1	3,78
Beforehand, betting was played via foreign channels. Now betting is played with the help of government so money transfer to foreign countries is prevented.	5,4	10,1	20,9	32,6	31,0	3,74
Nettably bonus distribution from other chance games is very low.	3,1	18,0	16,4	34,4	28,1	3,66
I do not approve that government make people play betting games.	11,5	12,2	21,6	25,9	28,8	3,48

X: I disagree. (1.00-1.80), I don’t agree. (1.81-2.60), I am neutral. (2.61-3.40), I agree. (3.41-4.20), I totally agree. (4.21-5.00)

Considering İDDAA players’ ideas from governmental aspects on Table 7, results are like below:

“Government should tighten up supervisions considering age limit.” item is on the top “I agree.” level with ( $\bar{X}$ :4,11) degree, “Governors support this game because government earns money from betting game.” item is on high “I agree.” level with ( $\bar{X}$ :3,93) degree, “Winners prefer to play betting games because they get their money by state guarantee.” item is on high “I agree.” level with ( $\bar{X}$ :3,90) degree, “I think government earns much more money than the gamers thanks to taxes.” item is on high “I agree.” level with ( $\bar{X}$ :3,87) degree, “Government supports this game in order not to be played via on line.” item is on high “I agree.” level with ( $\bar{X}$ :3,85)

degree, “Government should not to addict citizens to chance games.” item is on high “I agree.” level with ( $\bar{X}$ :3,85) degree, “I think governors should take some precautions.” item is on high “I agree.” level with ( $\bar{X}$ :3,78) degree, “Beforehand, betting were played via foreign channels. Now betting are played with the help of government so money transfer to foreign countries is prevented.” item is on high “I agree.” level with ( $\bar{X}$ :3,74) degree, “Nettably bonus distribution from other chance games is very low.” item is on high “I agree.” level with ( $\bar{X}$ :3,66) degree, “I do not approve that government make people play betting games.” item is on high “I agree.” level with ( $\bar{X}$ :3,48) degree.

**Table 8:** Participants’ Ideas on İDDAA (Betting Game) From Match Fixing Aspects.

Participants’ Ideas on İDDAA (Betting Game) From Match Fixing Aspects	DA	-A	NTRL	+A	TA	X
I believe in that there is match fixing at some matches.	7,2	7,9	12,2	26,6	46,0	3,96
I believe in that footballers rig some matches.	7,2	7,2	17,3	20,1	48,2	3,95
I believe in that referees rig some matches on betting list.	6,5	7,2	16,7	26,8	42,8	3,92
I believe in that football club managers rig some matches.	4,7	4,7	20,9	34,1	35,7	3,91
Match fixing rumors affect me negatively on playing betting games.	8,0	11,6	16,7	28,3	35,5	3,72
I think there is a connection between İDDAA and match-fixing.	3,6	12,3	25,4	29,0	29,7	3,69

I disagree. (1.00-1.80), I don’t agree. (1.81-2.60), I am neutral. (2.61-3.40), I agree. (3.41-4.20), I totally agree. (4.21-5.00)

Considering İDDAA players’ ideas from match fixing aspects on Table 8, results are like below:

“I believe in that there is match fixing at some matches.” item is on the top “I agree.” level with ( $\bar{X}$ :3,96) degree, “I believe in that footballers rig some matches.” item is on high “I agree.” level with ( $\bar{X}$ :3,95) degree, “I believe in that referees rig some matches on betting list.” item is on high “I agree.”

level with ( $\bar{X}$ :3,92) degree, “I believe in that football club managers rig some matches.” item is on high “I agree.” level with ( $\bar{X}$ :3,91) degree, “Match fixing rumors affect me negatively on playing betting games.” item is on high “I agree.” level with ( $\bar{X}$ :3,72) degree, “I think there is a connection between İDDAA and match-fixing.” item is on high “I agree.” level with ( $\bar{X}$ :3,69) degree.

## Result and Discussion

Betting game which takes place chance games has gone like a bomb in social environment country wide. Besides participants are materialistic expectant, İDDAA (betting game) widespread just because it is played on the most favorite sport, football in the country.

%84.4 of the participants of the study is between 18-25 years old (Table 1) which shows that there is high level of participation among rising generations. Considering frequency of participants' playing betting game and situations related to playing betting game, %63 of them have never played betting game before, %69.9 of them have never played chance games such as football pools, national lottery and numerical lotto, etc. except İDDAA (betting game) and %47,4 of them state that they certainly play betting game once a week. While %45.3 of İDDAA players' monthly income is 300 million and below, the ones whose income is between 301 and 600 lira are at %28.1 portion. Whereas %83.8 of the participants states that they use their less money on İDDAA, portion of between 500 thousands - 2 million is %58 that is very high. %74 of the participants state that they do not earn money from İDDAA; however, %70,8 of them indicate that they lose money (Table 2).

Considering participants' general ideas on İDDAA (betting game),  $\bar{x}$ :4.26 accounts for portion of "I totally agree." is very high value that participants foresee that İDDAA will be a widespread betting game in the near future. However participants state that "Each İDDAA player follows football matches closely." on "I agree." ( $\bar{x}$ :3.41-4.20) portion with  $\bar{x}$ :4.06 average, they meet on "In a less amount but more people earn money from İDDAA makes it attractive." with  $\bar{x}$ :3.83 average. At "I agree." average, "I accept this game as a gamble." ( $\bar{x}$ :3.82), "Being played easily makes İDDAA desirable." ( $\bar{x}$ :3.79), "I am against playing this game on the NET via credit card." ( $\bar{x}$ :3.70), "Possibility of winning a lottery prize in other chance games is quite a little." ( $\bar{x}$ :3.64), "Everybody who is above 18 year-old should play this game conveniently." ( $\bar{x}$ :3.56) and "Each İDDAA player even follows trainings closely." ( $\bar{x}$ :3.41) factors alternate respectively. At "I don't agree." level with  $\bar{x}$ :2.2 average, participants do not agree with the item of downgrading age limit from 18 to 15.

Participants' responds on Table 4, item of "Letting people earn money easily makes an important role to become widespread on betting game." takes place on the top "I agree." with  $\bar{x}$ :4.15. "Always promising chance to win lottery makes an important role to become widespread on betting game." and "Players purchase hope for a while now." items follow with  $\bar{x}$ :4.01 and  $\bar{x}$ :4.00 portions. Items of "These kinds of change games such as İDDAA are an important occasion to be rich.", "İddaa's (betting

game) positive psychotherapeutic contribution to people is very high." and "Betting game affects children positively." are seen between  $\bar{x}$ :2.61-3.40 which is defined as "I am neutral."

Considering participants' responds related to media on İDDAA (betting game), participants state that newspapers play an important role to widespread the betting game on "I totally agree." portion with ( $\bar{x}$ :4.23). While there is a decreasing portion on other factors, the lowest portion  $\bar{x}$ :3.03 with "I am neutral." interval is determined as "I continue to play betting game as affected by advertorials." In essence, it might be said that newspapers and televisions take play important role in widespreading İDDAA betting game (Table5).

On considering sociologically, factors of "Children play betting games because they are affected by their friends." and "People who are in financial difficulties play İDDAA very much." which are correspond to  $\bar{x}$ :3.41-4.20 scale interval take place on the top with the same portion ( $\bar{x}$ :4.00). "Due to İddaa, children pitch up bad habits such as smoking." and "Children play betting games because they are affected by their parents." factors stay at "I am neutral" scale with portions  $\bar{x}$ :3.27 and 3.09 in the end Table 6.

In Table 7, all factors are between  $\bar{x}$ :3.41-4.20 scale interval. While "Government should tighten up supervisions considering age limit." item takes place on the top with  $\bar{x}$ :4.11 portion, "Governors support this game because government earns money from betting game." item follows the other factor with  $\bar{x}$ :3.93 portion. Factor of "I do not approve that government make people play betting games." takes place on the down with  $\bar{x}$ :3.48 portion.

Considering participants' responds on İDDAA (betting game) by regarding Table 8, "I believe in that there is match fixing at some matches." factor takes place on the top ( $\bar{x}$ :3.96) on "I agree." portion. Meanwhile it is seen that "I believe in that footballers rig some matches." ( $\bar{x}$ :3.95), "I believe in that referees rig some matches on betting list." ( $\bar{x}$ :3.92), "I believe in that football club managers rig some matches." ( $\bar{x}$ :3.91) factors follow each other with little differences.

As a result, it is ascertained that İDDAA betting game players are in their twenties in general and they play betting game. Playing at least once a week with a little money from their incomes, İDDAA (betting game) players state that İDDAA is a widespread chance game throughout the country. By stating that they are knowledgeable about playing betting game, they converge on which they earn less money easily. Participants do not see playing betting game with a little money as a gamble, they are against playing this game on line with credit card. Whereas participants meet on idea of "Nettably bonus distribution from other chance games is very low.", they think that "People who are in financial difficulties play İDDAA very much." and teenagers

under 18 are affected by other players and they participate betting game although it is illegal on social ground. They state that government should put some limitation and tighten up supervisions. They consider that match fixing exists at football matches and in fact referees, footballers and club managers involve in match-fixing respectively.

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