

Reconstruction of the Game and Rules of the Batu Dampar Game

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Abstract

This study aims to reconstruct the game and the rules of the Batu Dampar game so that it can become a standard game and rules. This type of research is development research based on the ADDIE Model. The test subjects consisted of material experts, game experts, media experts and resource persons. The first stage of this model is the needs research stage, followed by the design stage and the third stage is development and implementation. In this stage, all stages involve an evaluation and revision process. The assessment of language experts is 93% with very good criteria, for game experts it is 93.27% with very good criteria and the results of the assessment of sports teachers are 87.3%. And media expert 88.3 with very good criteria. In the results of the data triangulation test, it was found that the similarity of the data from the sources with the referenced theory. As well as the data collected from resource persons who are used as a reference for product development, then an assessment is made to experts and users through an assessment questionnaire, the results of the assessment have increased and the response has been positive in every test carried out. In accordance with the criteria and presentation of the results of the assessment carried out through a questionnaire.

Keywords

game reconstruction; rules; Batu Dampar



I. Introduction

Sport is a necessity for humans. It is considered a necessity because humans are moving creatures. Humans in carrying out their activities are never separated from the process of motion, because there is no life without movement (Lesmana, 2005: 34). According to Surbakti (2014:2) sport in a narrow sense is exercise to strengthen or nourish the body. Based on this opinion, it can be said that Sport is a structured and planned physical activity that involves repetitive body movements to improve physical fitness. Just by taking about 10 minutes every day to exercise can make you mentally healthier, reduce stress, clear your mind, and trigger feelings of happiness. In addition, the benefits of exercise for us make blood circulation smooth, burn fat and calories, build muscle, and reduce the risk of high blood pressure and obesity. Sports include motion activities that are never separated from the daily routine of human activities such as: walking, running, cycling, dancing and so on.

The Indonesian government is also taking steps to keep traditional games from becoming extinct, which is stated in Law Number 5 of 2017 concerning the Advancement of Culture. Traditional games are one of the 10 objects of cultural promotion by the Government of Indonesia. They are a benchmark for the Advancement and Development of Culture in the country. One of the objects of cultural promotion contained in the law are: Sport Traditional. In this law it is explained that traditional sports have the meaning, namely, various physical and/or mental activities aimed at self-health, increasing

endurance, based on certain values, carried out by community groups continuously and passed on to the next generation. , including martial arts, Pasola, stone jumping and debus.

In the Law of the Republic of Indonesia Number 3 of 2005 concerning the National Sports System, the mandate of Article 19 paragraph 3 reads to preserve and increase regional and national cultural wealth. And in line with Article 26 paragraph 3, it is stated that the development and reconstruction of traditional recreational sports is carried out by exploring, reconstructing, preserving, and utilizing traditional sports that exist in the community. As well as in the Republic of Indonesia Law number 5 of 2017 concerning the promotion of born culture in the context of protecting, utilizing, and reconstructing culture. Promotion strategy is a concept that is close to communication science (Amin, 2019). Indonesia, sports development is carried out based on advances in science and technology (Science and Technology) by reflecting awareness of the community towards increasing routines in sports activities that are inspiring achievement of achievement as the main goal, Traditional sports are part of the people's original traditional games that must be preserved as a nation's cultural asset that has elements of traditional physical exercise. Folk games that are developing need to be preserved because in addition to entertainment and pleasure, this sport also has the potential to improve the physical and spiritual qualities of the perpetrators. This traditional game is related to the results of excavation from one's own culture which contains many educational values because this game gives children a sense of pleasure, joy and cheerfulness. Traditional games will reconstruct children's potential which is shown by different social adjustment behavior with love for the nation's culture, Atmadibrata said that traditional West Java games have achievements that can be found everywhere.

Each region has its own traditional games such as Karapan Sapi from Madura, Patok Lele from Aceh, Lompat Batu from Nias and many other traditional games. Tanjungbalai City which is one of the cities in North Sumatra Province also has several types of traditional games including long pole games or in other areas called galasin, horse riding games, tangkoyak or engklek and Batu Dampar games, The Batu Dampar game is a traditional sport native to the city of Tanjungbalai which is rooted in the life of the coastal community. This sport is played by two groups or teams of 3 (three) people. This traditional sport is called batu dampar because it uses the main tool made of stone which is often stranded (scattered) on the road or yard. The stone used is flat like bread and has a diameter between 8-10 cm, and there is a game that is similar to the tanjungbalai Batu Dampar game. From observations from YouTube and the internet, it was found that there are several stone games that are similar to the Dampar Tajungbalai stone game in other parts of Indonesia, namely, the dampu stone game from Betawi, and the Pande game from Bali, the Dampar watu game from Mojokerto. However, from the way of playing and the rules of the game above, it is different from the Tanjungbalai Batu Dampar.

Based on the results of interviews with resource persons, namely Mr. Drs H. Arifin in mid-November 2021 at his house as the administrator of the MABMI (Majelis Adat Budaya Melayu) Tanjungbalai city, the game of batu dampar is still often played and even in commemorating the anniversary of the city of Tanjungbalai there is a traditional stone match dampar is held Department of Youth, Sports and Tourism Tanjungbalai, but along with the development of the era, the game of damper stone is rarely played in people's daily lives, To preserve the Batu Dampar game, which is almost lost, it is necessary to find a way so that the Batu Dampar game is known to the public. at the National Level Traditional Game Festival VIII in 2012 in the city of Ternate, North Maluku Province This is known based on the results of interviews with Mr. Sudarto as the chairman of the Tanjungbalai City Contingent at the event, however the archives and documentation of the

activity were not stored properly so that until now they have not been found, through DISPORA Tanjungbalai, in an effort to preserve the Batu Dampar in December 2020 has held a traditional sports festival in which activities This is in order to welcome the 400th anniversary of the city of Tanjungbalai, in this festival batu dampar which is one of the traditional sports that is competed, in an effort to echo traditional sports this festival is followed by 6 sub-districts in the city of Tanjungbalai.

In the implementation of the Batu Dampar game at this festival, there are no standard rules so that many players and some traditional community leaders say that the overall game rules are not the same as those played before, so there is a need for standard rules so that this game is interesting and effective as it was played before. during the Asahan sultanate period, based on the results of an interview with Mr. Jamal S.Pd as Head of Traditional Sports DISPORAPAR Tanjungbalai in December 2020 after the activity took place that in the future he was consistent and fully supported to preserve the Batu Damparsport which originally came from the city of Tanjungbalai and conveyed the need for game regulations standard Batu Dampar so that the similarities in this game have similarities in the game,one way to preserve this traditional game is to reconstruct the game and rules of the Batu Dampargame into a standard and complete form of game and game rules and cannot be claimed by other countries, Reconstruction of the damper stone game means researching the rules of the game that already existed before, then reconstructing the game and the rules of the damper game so that they can become standard rules.

Based on the results of observations and interviews conducted by researchers to several community leaders, coaches, and players as well as the experience of the researchers themselves, information was obtained that the rules of the Batu Dampargame in Tanjungbalai city were not standardized in writing, then the researchers interviewed informants about how this game as a whole and about the rules the damper stone game to several community leaders, coaches, and players The following are the results of the needs analysis that has been distributed to the damper stone game coaches, as follows:

Table 1. Results of the answers to the needs of the coaches

No.	Question	Percentage	
		YES	NO
1.	Do you know the history of the rules of the damper stone game?	50%	50%
2.	Have you ever played the damper stone game?	100%	0%
3.	Do you know the techniques in the damper stone game?	100%	0%
4.	Have you ever read the rule book of the damper stone game?	0%	100%
5.	Is there a need for a standard damppan stone game rule book?	100%	0%

The following are the results of the needs analysis that has been distributed to the community of the damper stone game, as follows:

Table 2. Results of Community Needs Analysis Answers

No.	Question	Percentage	
		YES	NO
1.	Do you know the history of the rules of the damper stone game?	60%	40%
2.	Have you ever played the damper stone game?	100%	0%
3.	Do you know the techniques in the damper stone game?	100%	0%
4.	Have you ever read the rule book of the damper stone game?	0%	100%
5.	Is there a need for a standard damppan stone game rule book?	100%	0%

The following are the results of the needs analysis that have been distributed to damper stone game players, as follows:

Table 3. Results of Player Needs Analysis Answers

No.	Question	Percentage	
		YES	NO
1.	Do you know the history of the rules of the damper stone game?	0%	100%
2.	Have you ever played the damper stone game?	100%	0%
3.	Do you know the techniques in the damper stone game?	100%	0%
4.	Have you ever read the rule book of the damper stone game?	0%	100%
5.	Is there a need for a standard damppan stone game rule book?	100%	0%

So it can be concluded from 17 people who have been given a needs analysis, data obtained that: 5 people (30%) said "yes" 12 people (70%) said "no" knew the history of the rules of the Batu Dampar game, 17 people (100%) said "yes" about ever playing the damper stone game, 17 people (100%) said "yes" they knew the techniques in the damper stone game, 17 people (100%) said "no" had never read the rule book of the Batu Dampar game, and 17 people (100%) said "yes" about the need for a damper stone game rule book to be developed.

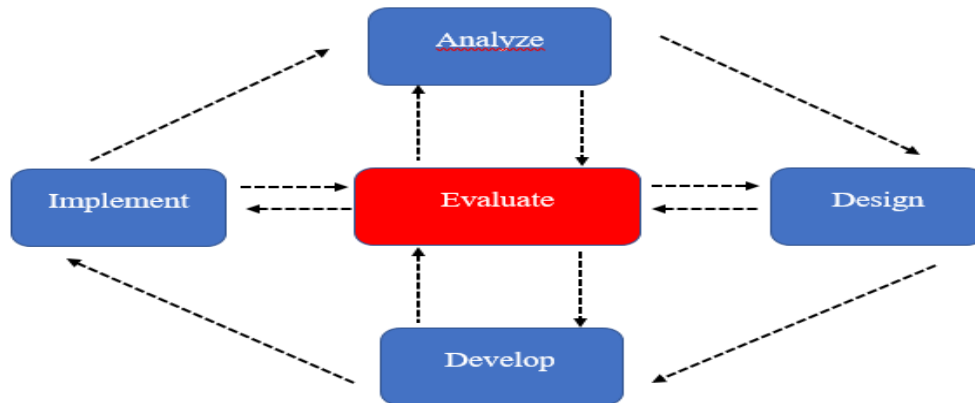
The needs analysis above makes it clear that the coaches, community, and players stated that there was a need for a rule book for the damper stone game to be developed. Based on the problems described above, it encourages researchers to make a study that will create new rules for the damper stone game. So the researchers took the title in the study entitled "Reconstruction of Games and Game Rules of Tanjungbalai Batu Dampar".

III. Research Method

The research method used in this study is a floating method using the ADDIE development model ADDIE development developed by Dick and Carry (1996) in Endang, 2013: 200. The ADDIE model uses five stages of development, namely:

- a. *Analysis*, namely conducting a needs analysis. Identify problems, identify products that match the target, thoughts about the product to be developed.

- b. *Design*, the design stage is the stage of designing the product concept to be developed.
- c. *Development*, development is the process of making the design a reality.
- d. *Implementation*, implementation is product testing as a real step to implement the product we are making.
- e. *Evaluation*, namely the process to see whether the product made is successful, in accordance with initial expectations or not.



The subjects in this study were determined based on the purposive sampling technique, namely by using the respondent determination technique with certain considerations (Sugiyono: 2011). Respondents are people who are considered to know more about what is expected by the researcher so that it will facilitate the completion of this research. The subjects of this research, namely, Head of Tanjungbalai Youth Sports and Tourism Office, Head of Tanjungbalai MABMI, Tanjung Balai community leaders, Tanjungbalai Malay traditional leaders. The methods used in data collection:

3.1 Observation

The observation technique carried out by the researcher was to collect data about the general description of horse racing, such as achievement, social, cultural and other information as a complement to the research. Researchers come to social institutions such as the youth, sports and tourism offices, the management of MABMI (Majelis Adat Budaya Melayu) Tanjungbalai city, in order to obtain concrete data about the things that are the object of research. At the same time, see and observe closely all the traditional sports activities of Batu dampar Tanjungbalai related to the research focus.

3.2 Interview

The researcher obtained information from the youth, sports and tourism offices, the board of MABMI (Majelis Adat Budaya Melayu) Tanjungbalai city, community leaders and the Chairperson of the National Traditional Game Festival Contingent.in 2012 in Gorontalo, the Batu Dampar Tanjung Balai player who went to Gorontalo.

Then the interviews used in this study were structured interviews, meaning interviews with planning, where researchers used interview guidelines that had been systematically arranged in order to obtain a valid data set. This structured interview was used to interview the Head of the Youth, Sports and Tourism Office, the management of the MABMI (Majelis Adat Budaya Melayu) Tanjung Balai City, community leaders and the Chairperson of the National Traditional Game Festival Contingent.in 2012 in Gorontalo, the Batu Dampar Tanjung Balai player who went to Gorontalo.

3.3 Documentation

The documentation technique in this study is to collect data carried out by researchers such as in this study, namely to obtain data related to the implementation of the Batu Dampar Tanjungbalai traditional sports festival, as well as other data that supports the process of this research. The documents in question include archives related to the history of Batu Dampar Tanjungbalai, facilities and infrastructure that support the implementation of the sport, as well as other documents needed in this research.

III. Results and Discussion

Based on history, the existence of Tanjung Balai City cannot be separated from the Asahan kingdom which has been established for \pm 392 years. After the coronation of Sultan Abdul Jalil as the first sultan of the Asahan Sultanate in Kampung Tanjung which means the forerunner of the name Tanjung Balai in 1620. The origin of the name Tanjungbalai City according to community stories stems from a hall which is located around the end of the headland at the mouth of the Silau river and circulation Asahan river. Over time, the hall became more and more crowded because of its strategic location as a small port of passage for people who wanted to travel to the upper reaches of the Silau River and the Asahan River. Then the village and the surrounding area was called "Kampung Tanjung" and people usually called it "Balai pada Tanjung".

December 27 is the day of the death of the Sultan of the Kingdom of Aceh, Sultan Iskandar Muda, the father of Sultan Abdul Jalil, which later became the birthday of Tanjungbalai City which was determined according to the Decree of the Tanjung Balai Municipal DPRD number 4 / DPRD / TB / 1986 off November 25, 1986.

There is so much local wisdom in Tanjung Balai, one of which is about traditional games. Traditional games that are slowly becoming extinct due to technological advances have left this game out of the community. In accordance with the mandate of the Law of the Republic of Indonesia contained in Number 3 of 2005 concerning the National Sports System, the mandate of article 19 paragraph 3 reads "Preserving and increasing regional and national cultural wealth". As well as Article 26 paragraph 3 reads that the development and reconstruction of traditional recreational sports is carried out by exploring, reconstructing, preserving, and utilizing traditional sports that exist in the community.

It is also stated in the RI Law Number 5 of 2017 concerning the promotion of born culture in the context of protecting, utilizing, and reconstructing Indonesian culture. Based on this decision, the researchers tried to maintain and maintain the original local wisdom of Tanjung Balai, namely the Batu Dampar traditional sport.

Various kinds of conservation efforts have been carried out, both the role of local governments and related parties. This traditional game is Batu Dampar. This game was shown at the National level. The Tanjungbalai City Government through the Youth, Sports and Tourism Office once brought and introduced this Batu Dampar game at the 2012 National Level Traditional Game Festival in Gorontalo.

Traditional sports/games are a symbol of knowledge that has been passed down from generation to generation and have various functions or messages behind them, where in principle the game can be played by anyone who likes it, both children and adults. Thus the shape or form is still fun and exciting because its purpose is as a game medium (Kurniawan, 7: 2019).

Traditional games that are slowly becoming extinct due to technological advances make this game excluded in society. To make traditional games sustainable and maintain their existence, protection, development and utilization must be carried out. Utilization

includes several efforts to introduce traditional games as cultural attractions in the city of Denpasar on various occasions with the aim of strengthening the image of regional identity and as part of cultural awareness education. Thus, the utilization of the results through the development of cultural tourism is one step to maintain culture and the results can be sustainable. Edi Sedyawati (2004) in Arya, 2015: 86.

James Danandjaja (1987) in Achroni (2012:45) states that traditional games are one form of children's games, which are circulated orally among certain collective members, are traditional in form and are inherited from generation to generation and have many variations. Therefore, that traditional games here are children's games from simple materials according to cultural aspects in people's lives. Traditional games, also known as folk games, are recreational activities that not only aim to entertain themselves, but also as a tool to maintain relationships and social comfort.

Batu Dampar is a traditional sport that is routinely held every day when the city of Tanjung Balai is contested and is an original traditional sport from the city of Tanjung Balai in an effort to echo this traditional sport, in this festival Batu Dampar is followed by 6 sub-districts in the city of Tanjung Balai. However, there are some things that are still confusing in this traditional game, namely regarding the standards regarding the rules of the game, which have not been formally formalized. There are different ways and rules in each sub-district so that it becomes a special difficulty for players and the organizers.

As a native of the region, the researcher wants to be a part of the contribution to the preservation of this traditional sport. Through this study, the researchers tried to collect data from traditional stakeholders, players, and related agencies regarding this game from the main basis related to history, the Batu Dampar game, and its rules. Researchers collected data through interviews with various sources. The results of the interview will be described as follows.

3.1 Expert Validation Results

a. Traditional Game Expert

The results of the traditional game expert's assessment from the validator regarding the games and rules as outlined in the product made obtained the following results. The results of the assessment obtained from the two traditional game experts regarding game indicators and rules, obtained an average of 93.27% with very good criteria. In the game indicator, the presentation results are 95% with very good criteria. And on the regulatory indicators, the presentation results are 92.19 with very good criteria. The results obtained from the game expert validator obtained positive results.

b. Linguist

The results of the expert assessment carried out regarding the form of language and the use of language in the developed product obtained the following assessment results. The results of the assessment of linguists with an average total of 93% with very good criteria. The aspect of the assessment that is assessed on the product by linguists is the aspect of the feasibility of the presentation, the results are 90.6% with very good criteria. Then the aspect of the assessment of the language in the developed product obtained a presentation of 95.3% results with very good criteria.

c. Media Expert

The results of the assessment of media experts on the products developed can be seen in the following table. Based on the total number of s, the overall average obtained. Assessments made by media experts regarding the products made obtained an overall

average result of 88.3 with very good criteria. In the media expert's assessment of the product made, there are two assessment indicators. Each of these indicators has a scoring section.

In the indicator regarding product size which includes the physical size of the module, the result is 100 with very good criteria. Then on the indicators regarding product design, the results obtained 88.3 with very good criteria, on the skin/cover layout the results obtained 87.5 with very good criteria. The use of letters obtained a result of 83.3 with good criteria, for cover illustrations and layout the results obtained 100 presentations with very good criteria. And on the harmony of the layout, the presentation results are 91.7 with very good criteria.

In the elements of a harmonious layout, and completeness, the results obtained are the same as 87.5 with very good criteria. The product typography got 75 results with good criteria, for easy-to-read typography it got 91.7 results with very good criteria, in the ease of understanding typography 87.5 with very good criteria, and content illustrations got 75 results with good category.

3.2 Product Guide to the Game of Batu Dampars

a. Raffle Process

The lottery is the process of drawing which team will play first which goes through a drawing process, where each team captain throws a gacok (throwing stone in the game), which team's stone is closest to the attack line, then the team will start the game or become the attacking team first. Then the team stone that is close to the line will play immediately and the other team sits on the bench.

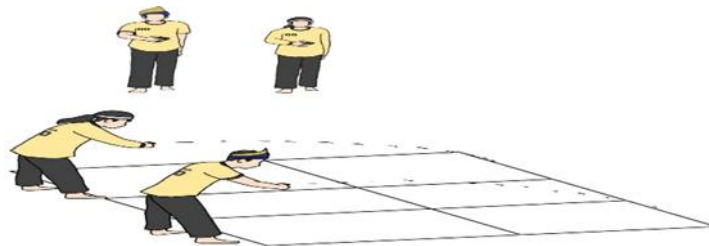


Figure 1. The process of drawing the team that will play first

b. Game Stage

Stage 1: Throwing a throw stone from the throw line to the attack line with the aim of knocking down each of the opponent's stones.

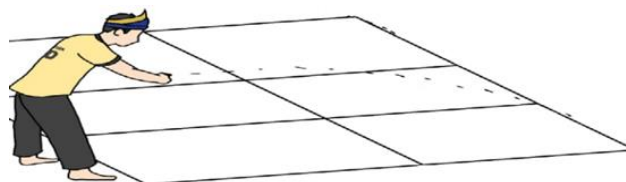


Figure 2. Thrower Position According to Column

- The referee calls the first player based on the results of the draw for the team that will play.
- Players are called in turn by the referee according to their serial number and throwing column.
- The position of the player who will throw stands behind the throwing line according to the throwing column of the player, each of which is available.

- d. For the important free throw style can drop the opponent's stone.
- e. After the players finish throwing, then continue with the next player until all players in one team get their share of throws.
- f. If, a teammate fails to make a throw, then a teammate who succeeded in the previous throw can help.
- g. If the assisting player fails the throw. So the defending team turned into an attacking team, in this stage I.

Stage 2: Players cover one eye with their hands and then throw stones from the throwing line to the attack line.

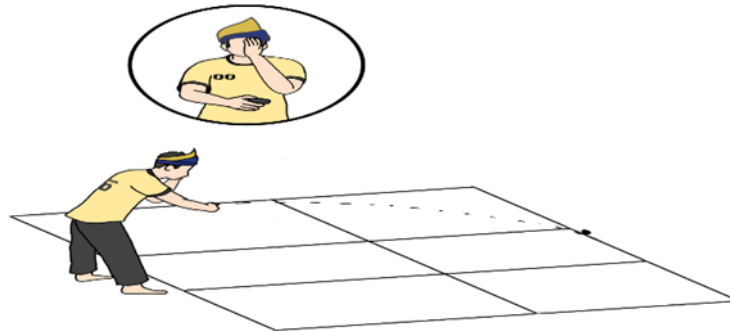


Figure 3. *Thrower Position with one eye closed*

- a. The referee calls the first player to play.
- b. Players are called in turn by the referee according to their serial number and throwing column.
- c. The position of the player who will throw stands behind the throwing line according to the throwing column of the player, each of which is available.
- d. The position of the player who will throw at this stage covers his eyes with one hand, if throwing using the right hand then the left hand is used as a cover and vice versa.
- e. After the players finish throwing, then continue with the next player until all players in one team get their share of throws.
- f. If, a teammate fails to make a throw, then a teammate who succeeded in the previous throw can help.

Stage 3: Players walk to the center line and then stand with their backs to the line and throw stones between the legs / groin.

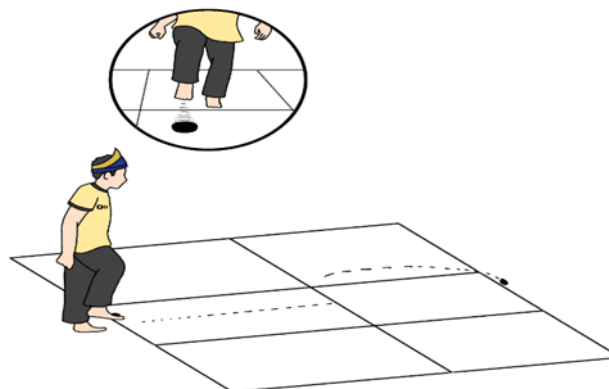


Figure 4. *Thrower's Position with His Back to the Throwing Line from the Linemiddle*

- a. The referee calls the first player to play.
- b. Players are called in turn by the referee according to their serial number and throwing column.
- c. The position of the player who will throw stands behind the throwing line according to the throwing column of the player, each of which is available.
- d. Body position bends from the throwing line to the attack line.
- e. If, a teammate fails to make a throw, then a teammate who succeeded in the previous throw can help.

Stage 4: Players walk to the center line by resting on one leg or walk on an ankle carrying a gacok (throwing stone) with a shoulder/tortoise.

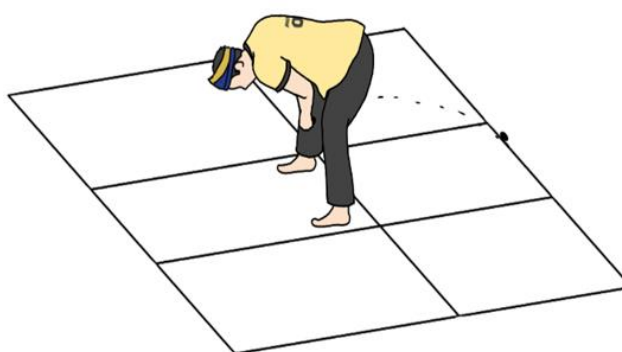


Figure 5. *Thrower's Position with Ankle Walk with a stone on his shoulder*

- a. The referee calls the first player to play.
- b. Players are called in turn by the referee according to their serial number and throwing column.
- c. The player walks on one leg while carrying his gacok (throwing stone) on the shoulder of the other leg.
- d. Get to the line and then swing the leg that carries the gacok (throwing stone) towards the retaining stone.
- e. If, a teammate fails to make a throw, then a teammate who succeeded in the previous throw can help.

Stage 5: Players from the throwing line crouch down to the line to the center line then throw through both groin.

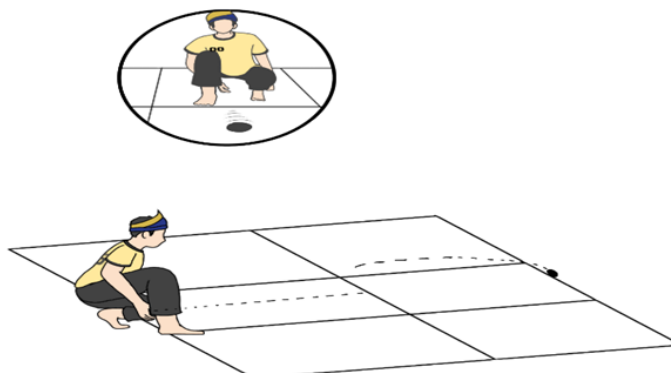


Figure 6. *Position The thrower throws from the center line in a squat*

- a. The referee calls the first player to play.
- b. Players are called in turn by the referee according to their serial number and throwing column.
- c. The player who will throw first must crouch on the throwing column up to the center line.
- d. then do a throw through both the groin / between the legs.
- e. If, a teammate fails to make a throw, then a teammate who succeeded in the previous throw can help.

IV. Conclusion

Based on the results of the research and discussion of the results of the research on Game Reconstruction and Rules for the Batu Dampar Game with the product developed in the form of a guide book, it can be concluded. Whereas the results obtained from validation by traditional game experts were obtained regarding game indicators and regulations, obtaining an average of 93.27% with very good criteria. In the game indicator, the presentation results are 95% with very good criteria. And on the regulatory indicators, the presentation results are 92.19 with very good criteria.

The assessment of linguists with a total average of 93% with very good criteria. The aspect of the assessment that is assessed on the product by linguists is the aspect of the feasibility of the presentation, the results are 90.6% with very good criteria. Then the aspect of the assessment of the language in the developed product, the presentation of the results was 95.3% with very good criteria.

Assessments made by media experts regarding the products made obtained an overall average result of 88.3 with very good criteria. In the media expert's assessment of the product made, there are two assessment indicators. Each of these indicators has a scoring section.

In the indicator regarding product size which includes the physical size of the module, the result is 100 with very good criteria. Then on the indicators. Regarding product design, the results obtained are 88.3 with very good criteria. In the results of the data triangulation test, it was found that the similarity of the data from the sources with the referenced theory. As well as the data collected from resource persons who are used as a reference for product development, then an assessment is made to experts and users through an assessment questionnaire, the results of the assessment have increased and the response has been positive in every test carried out. In accordance with the criteria and presentation of the results of the assessment carried out through a questionnaire.

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