

Methods used for Expanding the Scope of Olympic Sports from Ancient Greece through Los Angeles 2028, including the Launching of an Olympic Esports Games

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Beginning in 776 BC, athletics in the Ancient Olympics involved 49% of all events and combat sports like boxing and wrestling beginning in 708 BC involved 32%, indicating their popularity. Harder to stage chariot racing (11%) began in 680 BC and equestrian events (4%) began in 648 BC. A few artistic events (4%) including trumpeter competition and herald competition began in 396 BC. Women cleverly won 8 Olympic equestrian and chariot events, by owning the winning horses. The 1896 marathon linked ancient with modern. Women began competing in 1900. From 1896-1936, host nations, with IOC approval, selected locally popular and dominant sports, winning the most medals in 7 of 10 Olympics. After WW2, locally interesting non-medal demonstration sports were contested from 1948-1992, with six becoming continuing core sports: badminton, baseball, handball, judo for women, taekwondo, and tennis. Under Olympic Agenda 2020, Tokyo 2020 included skateboarding, sport climbing, surfing, karate, baseball, and softball. Paris 2024 was allowed to include skateboarding, sport climbing and surfing, which then became continuing core sports, and eclectic breakdancing. The Los Angeles 2028 Olympics will include baseball, softball, lacrosse, cricket, squash, and flag football. To facilitate popular Esports competition, a separate Olympic Esports Games begins in 2027.

Keywords: *Ancient Olympics, Modern Olympics, Olympic Agenda 2020, selecting sports, women's sports, Esports*

Introduction

Every four years from 776 BC to about 1000 years later, and from 1896 to the present (except for wartime), the world's sports enthusiasts have turned their attention to the Olympic Games because of their well-deserved reputation for including sports of wide-ranging interest for all to see. We examine the sports offered in Ancient Greece to reveal trends in sports selection. For the modern Olympic Games, we identify four eras with differing methods for sports selection, the most recent of which, Olympic Agenda 2020, has been very successful at adding popular new sports to the Olympic program. We will examine difficulties in adding Esports to the regular Olympics program, however, a separate Olympics is to begin in 2027 for Esports.

Ancient Olympics

Thanks to the Perseus Project of Tufts University, Perseus Project (2024), as sponsored by The Mellon Foundation, The Annenberg Project and many others, ancient texts were scoured to create a list of contested events from 776 BC through 277

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AD. These are summarized in Wikipedia List of Ancient Greek Victors (2024). The other Wikipedia references used in this paper were similarly structured, in that many references were drawn from as cited and then Wikipedia researchers combined the diversely selected data into a unified and useful format for each reader and researcher to employ. In Wikipedia List of Ancient Greek Victors (2024), each dated event contains the winner and winner's city. No winners were recorded after 277 AD. We placed that data base into an Excel spread sheet and deleted events that had ambiguous or no event definitions. The remaining 861 events contested from 776 BC to 269 AD were sorted into the five sports categories and their 30 events as shown in Table 1.

The Ancient Olympics began with just one athletics running event, the Stadion, which is the origin of the word stadium, Romano (1993). The Stadion was a straight 600-foot sprint. The athletics events of Table 1 involved 49% of all the 861 events contested over the 1000 years of the Ancient Olympics. The Games expanded scope to include the hand-to-hand combat events of Table 1, starting in 708 BC. Combat sports comprised 32% of all events contested, bringing the total of athletics and combat sports to 81%, indicating the popularity of those competitions in Ancient Greece.

A hippodrome was completed near the stadium in Olympia to accommodate chariot racing in 680 BC. The chariot was an important part of warfare, so peacetime competition was included in the Games. The chariot racing events in Table 1 comprised 11% of all the 861 events analyzed.

The collective 92% for those three sports indicates the honor and respect paid by the organizers to the well-known physicality of warfare, considering the many sculptures honoring running, physical combat, and chariot driving.

Equestrian-racing was first added in 648 BC. The three equestrian events of Table 1 added another dimension to the Games, totaling 4% of all events contested. The remaining 4% of all events contested were artistic performance events, beginning in 396 BC. Lacking loudspeakers, trumpeters and herald yellers provided crowd information and control, as well as wartime information transmission.

The popularity of the Olympic Games that had started with one athletics event in 776 BC and then was significantly augmented by Olympic Games organizers who added three additional sports categories by 648 BC, incentivized the building of three more stadia and the beginning of three more similarly-structured Games in Ancient Greece. The Pythian (at Delphi) Games began in 582 BC, the Isthmian Games began in 581 BC, and the Nemean Games began in 573 BC. The Nemean and Isthmian Games were held every two years while the Olympic and Pythian Games were held every four years. Collectively there were six competitions over every four-year period. For information about those other Games see Wikipedia Isthmian Games (2024), Wikipedia Nemean Games (2024), and Wikipedia Pythian Games (2024).

The odd prominence of 65 AD stands out, in that four events were contested only in 65 AD, (the chariot-foals race, the 10-horse chariot race, lyre playing, and tragedy competition), one event was held only twice, once in 65 AD, and once after (simply called chariot race), and one event was restored in 65 AD after a 420-year absence (herald competition). At a time when Rome dominated Greece, all six of those 65 AD events were won by Nero. It was probably a bad life-choice to try to defeat Nero. Thus, competition was also influenced by a strong individual and a country's dominance, much as the modern world experienced during the Cold War.

Table 1. *The 5 Sports Categories and 30 Events Contested at the Ancient Olympics from 776 BC though 269 AD*

Event	Comments/Distance	First Year	Last Year	Times Held (861)
7 Athletics Events (419 times held, 49% of all)				
Stadion	X1, 600 feet, 192 m	776 BC	269 AD	254
Stadion-Boys	X1, 192 m	632 BC	133 AD	31
Diaulos	X2, 384 m	724 BC	153 AD	43
Diaulos in Armor	X2, 384 m	520 BC	185 AD	28
Dolichos	X7-24, 1344-4608 m	720 BC	221 AD	30
Pentathlon	Stadion, Discus, Javelin, Long Jump, Wrestling	708 BC	241 AD	32
Pentathlon-Boys		628 BC	628 BC	1
6 Combat Events (279 times held, 32% of all)				
Boxing		688 BC	25 AD	61
Boxing-Boys		540 BC	89 AD	40
Pankration	No holds barred.	648 BC	221 AD	70
Pankration-Boys	No holds barred.	200 BC	117 AD	7
Wrestling		708 BC	213 AD	68
Wrestling-Boys		632 BC	97 AD	33
10 Chariot Events (94 times held, 11% of all)				
Chariot Race		65 AD	129 AD	2
Chariot-Foals		65 AD	65 AD	1
10 Horse Char.		65 AD	65 AD	1
Apene	2 mules, x6, 7.2 km	500 BC	456 BC	4
Synoris	2 horses, x6, 7.2 km	408 BC	60 BC	14
Synoris-Foals	2 foals, x6, 7.2 km	96 BC	1 AD	3
Synoris-Colts	2 colts, x6, 7.2 km	264 BC	264 BC	1
Tethrippon	4 horses, x12, 14.4 km	680 BC	241 AD	60
Tethrippon-Foals	4 foals, x12, 14.4 km	372 BC	153 AD	7
Tethrippon-Colts	4 colts, x12, 14.4 km	384 BC	384 BC	1
3 Equestrian Events (36 times held, 4% of all)				
Foals' Race	X6, 7.2 KM	256 BC	72 BC	7
Horse Race	X6, 7.2 KM	648 BC	197 AD	28
Mares' Race	X6, 7.2 KM	496 BC	496 BC	1
4 Artistic Performance Events (33 times held, 4% of all)				
Herald Competition	Gap of 420 years until 65 AD	396 BC	261 AD	12
Lyre Playing		65 AD	65 AD	1
Tragedy Competition		65 AD	65 AD	1
Trumpeter Competition		396 BC	217 AD	19

The Olympic Games were dedicated to Zeus, a male god, and thus only men could compete, Miller (2004). Unmarried women could and did attend, *Were Women Allowed at the Olympics?* (2015, December). Married women were not to attend, Miller (2004). However, at least six women beat the system at the Olympic Games, owning and training the horses that won eight chariot and equestrian events, as per the above references. They realized that the person who owned the horses, regardless of gender, was deemed official champion and not the jockey or chariot driver who was paid by the owner and thus not eligible to be an official winner. Also in ancient Greece, Games dedicated to Zeus' mythical wife Hera, the Heraean Games, Wikipedia Heraean Games (2024), were contested only by women. The Ancient Greek historian and geographer, Pausanias (Miller 2004), published information about the Heraean Games, but most publicity dealt with the men's Olympic Games. Women ran multiples of 500 feet on the same track at Olympia, but at a different time than when the men ran multiples of 600 feet. Thus, women were considered about 5/6 or 83% as proficient as men, on a crude scale with only 100-foot increments. In today's Olympics, the Olympic champion women in running, speed skating, swimming, and rowing are 90% as fast as their male counterparts, Stefani (2014).

The Modern Olympics Begin: 1896-1936 (Dominance by the Host Nations)

The Modern Olympics began in 1896, appropriately in Athens, Greece. Table 2 summarizes the first 10 Games, five before World War 1, followed by five more before World War 2. The information in Table 2 was taken from editions of Wallechinsky and Loucky (2012 and earlier editions). Before the 1896 games began, much was publicized about the marathon run which linked the Ancient Olympics to the Modern Olympics. The run by an ancient Greek warrior telling people about the Battle of Marathon, and the Ancient Olympics were important parts of Greek history. Those events were melded with the modern Games by having the marathon race at the 1896 Olympics. That popular theme was made even more pronounced when a Greek, Spyridon Louis, won, successfully launching the new edition of the Olympic Games. That win was so noteworthy that 40 years later, Hitler awarded Spyridon Louis the same tree sapling as was awarded to all gold medal winners at the 1936 Berlin Olympics. The host nation won the most medals in seven of those first 10 Games, including the first five. The fraction of medals won by the 10 top nations in Table 2 averages 34%, compared to 10% won by the USA, the highest national medal winner, at Tokyo 2020. Competition has tightened significantly since the first 10 Games, indicating that the sports chosen by those first ten hosts were sports of local interest and of local dominance.

Table 2. *The First 10 Modern Olympic Games (The host nation results are in bold type, having the most medals in 7 of the 10 Games)*

Olympics			Most Medals			Second Most		
	Gold Medals	Medals Awarded	Nation	Medals	% Won	Nation	Medals	% Won
1896 Athens	44	122	GRE	47	39%	USA	19	16%
1900 Paris	96	276	FRA	102	37%	USA	53	19%
1904 St. Louis	110	284	USA	238	84%	GBR	15	5%
1908 London	110	323	GBR	145	45%	USA	47	15%
1912 Stockholm	101	309	SWE	65	21%	USA	61	20%
1920 Antwerp	156	435	USA	96	22%	SWE	63	14%
1924 Paris	124	366	USA	99	27%	FRA	38	10%
1928 Amsterdam	110	327	USA	56	17%	GER	31	9%
1932 Los Angeles	115	346	USA	104	30%	ITA	36	10%
1936 Berlin	130	388	GER	89	23%	USA	56	14%

The number of events, equal to the number of gold medals, assuming no ties, increased from 44 in 1896 to 101 in 1912, prior to WW1. The number of events then jumped to 156 at Antwerp in 1920, just after WW1, and ended at 130 in 1936, prior to WW2, nearly three times the number of events in 1896.

Women were not allowed to compete in 1896, but began their Olympic journey in 1900. Swimming began for women in 1912 and athletics followed in 1928. In today's Olympics, the number of male and female athletes has equalized. In both the Ancient and Modern Olympics, women successfully fought for respect and inclusion.

Demonstration Sports: 1948-2000

With the world of sports enthusiasts wanting to renew sports interest and with television available to greatly enhance coverage, after WW2, the IOC allowed host nations to select non-medal demonstration sports that were of special importance and interest to that country, like Finnish Baseball, Australian Rules Football, Budo and Jai Alai. If a demonstration sport proved popular enough, it could then become a continuing medal-offering core sport. The information in Table 3 was taken from Wikipedia Olympic Demonstration Sports (2015, October 20). The right column of Table 3 shows the 15 demonstration sports offered by hosts from 1948-1992. The six sports in bold type became continuing core sports, as seen in the sports-added column: handball, tennis, badminton, baseball, judo for women and taekwondo. Six sports were added directly to continuing status in the sports-added column: judo for men, volleyball, archery, table tennis, softball, and triathlon. Polo, handball, and judo for men were dropped in the middle column, then judo for men and handball were both reinstated. Allowing demonstration sports was a very successful way of getting important new sports into the Olympics, due to exemplary action by the host nations.

The Olympic Games became too large to include demonstration sports after 1992, but the influence of demonstration sports remained through 2000, when a previous demonstration sport moved to continuing status. The size of the Olympic

Games then led the IOC to seek a way to limit the number of sports federations, covered next.

Table 3. *Sports Added, Sports Dropped and Demonstration Sports 1948-2016*
Demonstration Sports that became continuing Sports are in Bold Type

Year	City	IOC		Organizing Committee
		Sports Added	Sports Dropped	Demonstration Sports
Demonstration Sports Could Become Continuing Sports				
1948	London		Polo, Handball	Lacrosse, Swedish Gymnastics
1952	Helsinki			Finnish Baseball, Handball
1956	Melbourne			Australian Rules Football, Baseball
1960	Rome			
1964	Tokyo	Judo, Volleyball		Baseball , Budo
1968	Mexico City		Judo	Jai Alai, Tennis
1972	Munich	Archery, Handball , Judo		Badminton , Water Skiing
1976	Montreal			
1980	Moscow			
1984	Los Angeles			Baseball , Tennis
1988	Seoul	Table Tennis, Tennis		Badminton , Baseball , Bowling, Judo(W) , Taekwondo
1992	Barcelona	Badminton , Baseball , Judo (W)		Jai Alai, Roller Hockey, Taekwondo
1996	Atlanta	Softball,		
2000	Sydney	Taekwondo , Triathlon		
Sports Added and Dropped by IOC Action				
2004	Athens			
2008	Beijing			
2012	London		Baseball, Softball	
2016	Rio	Golf, Rugby 7s		

Limiting Sports Federations to 28: 2004-2016

While the use of demonstration sports operated quite well, the IOC created a very cumbersome system in 2004 to limit the number of sports federations that organize Olympic sports to 28. Any federation can ask the IOC to recognize it or the IOC can act when it notices a federation with noteworthy operations. When a federation reaches Olympic recognition, the sport or sports organized by that federation become eligible for Olympic inclusion. While most federations organize one sport, the water sports federation, FINA, organizes four sports: swimming, diving, synchronized swimming and water polo. Every four years the IOC had to either continue or discontinue each of the 28 sports federations that produce Olympic sports. The only way to add a new sport or sports was to drop an existing federation and its organized sport or sports and

then add a new federation and its organized sport or sports. The IOC decided to drop baseball and softball, effective in 2012 and then to add golf and rugby 7s effective in 2016.

In 2013, the IOC wanted to add a new sport, effective 2020. They voted to drop the modern pentathlon which was the only sport created specifically for the Modern Olympics. It was invented by Baron de Coubertin, the creator of the Modern Olympics. His descendants convinced the IOC not to drop that sport. Hurriedly, the IOC voted to drop wrestling, a sport from the Ancient Olympics. Later, under huge pressure to fix that mistake, the IOC voted to reinstate wrestling. The IOC then abandoned that system for limiting sports federations.

Olympic Agenda 2020: 2020 and Beyond

To replace the cumbersome system of trying to limit the number of sports federations, the IOC created Olympic Agenda 2020, which cleverly combines the best attributes of previous methods, Olympic Agenda 2020 (2014). Instead of having the host offer non-medal demonstration sports, it was decided that medal-earning sports could be added temporarily for sports whose federations are recognized by the IOC, with a possibility of becoming continuing core sports. The IOC recognizes about as many sports not currently in the Olympics (66) as the number of sports that are currently in the Olympics (62), as shown in Table 4, based on information in Wikipedia List of International Sports Federations (2024).

Table 4. *IOC Recognized Sports Federations Having Sports in the Olympics Continuously and IOC Recognized Sports Federations Organizing Sports that are Eligible for Inclusion*

Recognition	Sports Federations	Sports (Disciplines)	e-Sport	Mind Sports	Physical Sports		
					Combat	Independent	Object
IOC Summer	35	47	0	0	7	26	14
IOC Winter	7	15	0	0	0	13	2
Olympic Total	42	62	0	0	7	39	16
IOC Recognized Not in Olympics	37	66	0	2	6	29	29

A partial list of eligible sports that have not yet earned continuous status displays a wide range of interesting possibilities.

Aeronautical Sports (Hang Gliding and Sky Diving)
 Breath Holding Sports (Underwater Hockey, Underwater Rugby)
 Cheer Sports (Cheerleading)
 Climbing Sports, Billiards, and Pool
 Frisbee Sports (Frisbee Golf, Guts Frisbee)
 Fun Recreational Sports (Bowling, Dance Sport)
 International Sports (Cricket, Lacrosse, Jai Alai)
 Land and Sea Powered Sports (Formula 1, Power Boating, Motorcycle Racing)

Mind Sports (Chess, Bridge)
 Outdoor Bowls Sports (Bocci, Lawn Bowls)
 Recreational Court Sports (Racquetball, Squash)
 Roller Sports (Roller Derby, Inline Roller Hockey)
 Water Recreational Sports (Water Skiing)

Under Olympic Agenda 2020, the size of the Olympic Games was to be held constant in terms of an IOC- generated athlete total to be implemented by each host nation, rather than by a fixed number of sport federations implemented by the IOC. Once fully implemented, the host's requested use of Olympic Agenda 2020 must be approved by the IOC five years prior to that Olympic Games.

Under Olympic Agenda 2020, the Tokyo 2020 Olympics (which took place in 2021 due to the COVID epidemic) could add temporary new IOC recognized sports whose combined athlete total was limited to 500, while separately limiting core sports athletes to 10,500. However, starting with Paris 2024, the IOC planned to require later organizers to include any temporary new sports athletes as part of the 10,500-athlete limit: that is, for every athlete involved in a new temporary sport, one athlete would have to be dropped from a core sport.

Table 5. *Sports Added Due to Olympic Agenda 2020 for the 2020, 2024 and planned for the 2028 Olympics*

Tokyo 2020 11,000 Athletes	Paris 2024 10,500 Athletes	Los Angeles 2028 About 11,200 Athletes	
New Temporary Sports	New Temporary Sports	New Core Sports	New Temporary Sports
Skateboarding	Skateboarding	Skateboarding	Baseball and Softball
Sport Climbing	Sport climbing	Sport climbing	Lacrosse
Surfing	Surfing	Surfing	Flag Football
Karate	Breakdancing		Cricket
Baseball and Softball			Squash

The left column of Table 5 shows how Tokyo 2020 organizers followed Olympic Agenda 2020 rules. Total athlete count was 11,000. The Tokyo 2020 organizers selected three youth-oriented sports which proved to be very entertaining and popular; skateboarding, sport climbing and surfing. Also added were karate, baseball, and softball. We observed that the skateboarders were particularly entertaining to watch on TV, since they were so supportive of each other. Olympic Agenda 2020 was a success at enhancing the vitality and inclusiveness of Olympic sports in 2020.

The second column from the left of Table 5 contains results from the Paris 2024 organizers having to maintain a 10,500 limit overall. The great success of skateboarding, sport climbing and surfing led Paris 2024 to include all three. The fact that the youth-oriented and very entertaining sports of skateboarding, sport climbing and surfing would be offered again, led the IOC to move those three sports to core continuing status beginning with Los Angeles 2028. It is likely that the Paris 2024 organizers decided that the additional athletes needed to schedule karate, baseball and softball

would have made it too difficult to drop so many athletes from core sports. Instead, breakdancing was added, a very entertaining and creative choice. The 10,500-athlete schedule of Table 5 was approved by the IOC for Paris 2024.

When the organizers of Los Angeles 2028 had to decide how to implement Olympic Agenda 2020, they were under the rule to include in the 10,500-athlete limit the new core sports of surfing, skateboarding and sport climbing as well as three core sports the IOC had temporarily decided to exclude, the modern pentathlon (due to animal cruelty), boxing (due to judging irregularities) and weightlifting (due to performance enhancing drug use), all of which were reinstated after the issues had been resolved, as well as including new temporary sports. The IOC decided to only apply the 10,500-athlete limit to the core sports and to allow the Los Angeles 2028 Olympic organizers to add as many as 700 more athletes in proposed temporary new sports. The LA 2028 Olympic organizers then requested and was approved to include baseball and softball (two popular sports in the USA); lacrosse (which is gaining in popularity and was created by the Iroquois indigenous people, partially from in the what is now the USA and partially from in what is now Canada); flag football (a rapidly growing and safety-minded youth sport); and cricket and squash (two widely played international sports). The Los Angeles 2028 choices appear in the right columns of Table 5. The result will be about 11,200 athletes, the greatest world-wide athlete inclusion in Olympic history, while offering a well-chosen cross-section of sports that should appeal to a wide swath of the international audience, the US audience, and the young, all a result of the insightful creation by the IOC of Olympic Agenda 2020.

Future Olympics, starting with Brisbane 2032, will continue to benefit from the many options afforded them by Olympic Agenda 2020 to offer relevant sports for all to enjoy.

Creation of an Olympic Esports Games to Start in 2027

The computer-based version of sports competition, Esports, has been very popular, and international competition has been successful. It was logical to pursue the addition of Esports for Olympic competition. To be included, the International Esports Federation would have had to be recognized by the IOC. IOC President Thomas Bach made his opinions clear in 2018, Japan Times (December 3, 2018), regarding Esports in the Olympics. Bach was pessimistic when he said he was not confident in being able to find an organizer (which would be recognized as a sports federation) for future Olympic Esports competition, because the various potential organizers are deeply involved with games marketing and sales, but not competition. His opinion was supported by Cruno and Santache (2019). Bach also said that there was no place in the Olympics for games that promote violence.

He was much more optimistic in Reuters (January 10, 2020), when he said that simulation games for existing recognized Olympic sports could very well find their way into the Olympics. Bach then invited existing sports federations recognized to organize Olympic competition to request adding an Esport event at the Olympics. None stepped forward, probably because of the disincentive created by an athlete limit established by Olympic Agenda 2020. For every competitor an existing Olympic

sport would want to add for an Esport version of that sport, an athlete would have to be eliminated from the physical version of that sport.

The IOC then sponsored an Olympic Virtual Series in 2021, as discussed in Olympic Esports Series (2025), including 5 sports totaling 9 events. One event each was held for cycling, motor-sport, and rowing, two were held for baseball and 4 were held for sailing. There followed an IOC sponsored Olympic Esports Series in 2023, as discussed in Olympic Esports Series (2025), for 10 sports totaling 11 events. One event each was held for archery, baseball, chess, cycling, dance-sport, motor-sport, shooting, taekwondo, and tennis. Two events were held for sailing.

The success of the 2021 and 2023 Esports competitions led the IOC to announce creation of an Olympic Esports Games to be held starting in 2025, later changed to 2027, in Saudi Arabia, which was given a 12-year contract for organizing Esports open to all IOC recognized sports federations that wish to be included in future Olympic Esports Games, as discussed in Olympic Esports Games (2025).

It will be interesting to follow that new version of Olympic competition, as it takes its place next to the Paralympics and Special Olympics.

Conclusions

More than 1000 years of expanding competitions was reviewed for the Ancient Olympics and a similar 130 years was reviewed for the Modern Olympics. The hosts at Olympia began with one athletics running event of 600 feet in 776 BC. Over the next 200 years, they added more athletics events as well as adding combat, chariot racing and equestrian racing sports categories which increased the scope of the Games. That growth led potential hosts at three other locations to create their own stadia and start their own Games from 582 BC to 573 BC: the Isthmian Games, the Nemean Games, and the Pythian Games at Delphi. At Olympia, artistic performance competitions were added later. At Olympia, women took part in their own Heraea Games, and were official winners of 8 events at the Olympic Games, because they owned the winning horses in chariot and equestrian racing events. Women consistently pursued their place in sport at Olympia and the other Games sites.

For the first 10 Games of the Modern Olympic era, beginning in 1896, the host nations under the emerging International Olympic Committee (IOC), increased the number of events from 44 in 1896 (including the hugely successful and world-recognized marathon) to 130 just before WW2. When the Games resumed, the IOC implemented a forward-looking scheme, allowing host cities to offer non-medal demonstration sports which might become continuing sports if successful. That led to the movement of handball, baseball, tennis, badminton, judo for women and taekwondo to continuing status. Also directly added were judo for men, volleyball, archery, table tennis, softball, and triathlon, showing the contributions of host nations under flexible IOC rules.

The cumbersome and inflexible concept of freezing the number of sports federations was short-lived, and fortunately followed by Olympic Agenda 2020, which restored innovation to the hosts under reasonable limiting of the number of athletes. Three youth-oriented and popular sports moved to continuing status: skateboarding,

sports climbing and surfing. Also, the following popular sports have been approved to be offered temporarily at Los Angeles 2028, under this flexible and innovative policy: baseball, softball, lacrosse, flag football, cricket, and squash.

In the modern Olympics, women were not included in 1896, but began Olympic competition in 1900, followed by inclusion in swimming in 1912 and in athletics in 1928. Women now have equal athlete count compared to men. As in the Ancient Olympics, women have not settled for mediocrity, but have instead consistently moved toward equality.

The success of the IOC-sponsored 2021 and 2023 Esports competitions led the IOC to create a separate Olympic Esports Games to be held starting in 2027, in Saudi Arabia. The IOC found a creative way to offer Esports competitions while maintaining standards and organizing methods, by creating a new type of Games taking its place next to the Paralympics and Special Olympics.

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