

ASMITA Initiative

Prelims: Current events of national and international importance | Government policies and Initiatives

Why in News?

Recently, the Prime Minister shared an article highlighting the success of the ASMITA initiative.

- **ASMITA** - Stands for Achieving Sports Milestone by Inspiring Women Through Action.
 - Earlier known as the *Khelo India Women's League*.
- **Aim** - To promote ***nationwide women's participation in sports through leagues and competitions.***
- Part of the Khelo India Mission's gender-neutral mission.
- **Launched in** - 2021, Rebranded into ASMITA IN 2023.
- **Nodal Ministry** - ***Ministry of Youth Affairs and Sports (MYAS)*** under the Khelo India initiative.
- **Implementation** - ***Sports Authority of India.***
- **Key Features** - Focus on athletics events such as 100 m, 200 m and 400 m races.
- **Category** - Competitions conducted in 3 age categories -
 - Under-13
 - 13-18 years
 - 18+ years
- **Progress** - Since launch, more than 2,600 leagues have been conducted.
- Covers around 30 sports disciplines.
- Organized across 550 districts and 700 cities in India.
- **ASMITA athletics league, 2026** - It was organised nationwide on the occasion of *International Women's Day 2026*.
- About 2 lakh women participated in events organised at 250 locations across India.
- **Significance** - Promotes women's participation in sports and *Nari Shakti and Viksit Bharat @ 2047*.

- Strengthens inclusive sports development under the Khelo India framework.

Khelo India Mission

- **Aim** - To revive the sports culture in India at the grassroots level.
- **Key Components (12 Verticals)** -
 - State Level Khelo India Centres
 - Annual Sports Competitions
 - Talent Search and Development
 - Creation and Upgradation of Sports Infrastructure
 - Support to National/Regional/State Sports Academies
 - Physical Fitness of School Children
 - Sports for Women
 - Promotion of Sports among Persons with Disabilities
 - Sports for Peace and Development
 - Promotion of Rural and Indigenous/Tribal Games
- **Focus Area** - The programme focuses on *identifying young talent and providing infrastructure, training and support.*

References

1. [PIB | ASMITA Initiative](#)
2. [News on Air | ASMITA Initiative](#)