

S15 Table. Effect of two SD of possession length (factor increases of 2.4 on attack and 2.7 on defence) on collective tactical variables for the team on attack and defence. With the exception of the mean centroid longitudinal and lateral, the statistics were derived via log-transformation, hence data are the predicted changes (% , $\pm 90\%$ compatibility limits) and decisions about the magnitude of the changes.

Variables	Attack	Decision	Defence	Decision
Mean				
Stretch index(m)	3.0, ± 1.3 %	small ^{↑**}	2.4, ± 1.7 %	small ^{↑*0}
Inter-player distance (m)	2.0, ± 1.1 %	small ^{↑*0}	2.7, ± 1.6 %	small ^{↑**}
Stretch indexlongitudinal (m)	3.3, ± 1.7 %	small ^{↑**}	2.2, ± 2.1 %	trivial ^{↑0*}
Length (m)	0.90, ± 1.2 %	trivial ⁰⁰	3.4, ± 1.5 %	small ^{↑***}
Width (m)	3.0, ± 2.6 %	trivial ^{↑0*}	4.7, ± 3.0 %	small ^{↑**}
Stretch indexlateral (m)	3.4, ± 2.7 %	small ^{↑*0}	5.5, ± 3.2 %	small ^{↑**}
Width per length ratio (m)	0.10, ± 3.4 %	trivial ⁰⁰⁰	1.8, ± 3.8 %	trivial ⁰⁰
Surface area (m ²)	2.8, ± 2.7 %	trivial ^{↑0*}	6.7, ± 3.2 %	small ^{↑***}
Centroid longitudinal (m)	0.57, ± 0.22	small ^{↑**}	-0.71, ± 0.30	small ^{↓****}
Centroid lateral (m)	0.07, ± 0.17	trivial ⁰⁰	0.19, ± 0.17	trivial ^{↑0*}
Variability				
Stretch index(m)	29, ± 8.5 %	moderate ^{↑****}	28, ± 9.8 %	moderate ^{↑****}
Inter-player distance (m)	27, ± 7.7 %	small ^{↑****}	28, ± 9.9 %	moderate ^{↑****}
Stretch indexlongitudinal (m)	28, ± 7.8 %	moderate ^{↑****}	28, ± 9.5 %	moderate ^{↑****}
Length (m)	21, ± 6.9 %	small ^{↑****}	26, ± 10 %	small ^{↑****}
Width (m)	22, ± 6.9 %	small ^{↑****}	13, ± 7.3 %	small ^{↑**}
Width per length ratio (m)	-16, ± 7.0 %	small ^{↓**}	-7.5, ± 8.7 %	trivial ^{↓0*}
Stretch indexlateral (m)	17, ± 6.9 %	small ^{↑***}	14, ± 6.9 %	small ^{↑***}
Surface area (m ²)	12, ± 6.1 %	small ^{↑**}	16, ± 7 %	small ^{↑***}
Centroid longitudinal (m)	20, ± 8.4 %	small ^{↑***}	33, ± 11 %	moderate ^{↑****}
Centroid lateral (m)	31, ± 9.3 %	small ^{↑****}	38, ± 12 %	moderate ^{↑****}
Irregularity				
Stretch index	-51, ± 3.9 %	large ^{↓****}	-52, ± 4.9 %	large ^{↓****}
Inter-player distance	-47, ± 4.2 %	moderate ^{↓****}	-53, ± 4.4 %	large ^{↓****}
Stretch indexlongitudinal	-52, ± 3.9 %	large ^{↓****}	-55, ± 4.4 %	large ^{↓****}
Length	-48, ± 4.1 %	large ^{↓****}	-52, ± 4.7 %	large ^{↓****}
Width	-42, ± 3.3 %	large ^{↓****}	-39, ± 4.2 %	large ^{↓****}
Stretch indexlateral	-42, ± 3.4 %	large ^{↓****}	-40, ± 3.8 %	large ^{↓****}
Width per length ratio	-44, ± 4.3 %	large ^{↓****}	-45, ± 4.1 %	large ^{↓****}
Surface area	-40, ± 3.2 %	large ^{↓****}	-40, ± 4.0 %	large ^{↓****}
Centroid longitudinal	-47, ± 5.7 %	moderate ^{↓****}	-53, ± 6.4 %	moderate ^{↓****}
Centroid lateral	-46, ± 4.2 %	large ^{↓****}	-55, ± 3.7 %	large ^{↓****}

↑, increase; ↓, decrease.

Magnitudes are based on the following scale for standardized changes in the mean: <0.2, trivial; 0.2-0.6, small; 0.6-1.2, moderate; 1.2-2.0, large; 2.0-4.0, very large; >4.0 extremely large

Reference-Bayesian likelihoods of substantial change: *possibly; **likely; ***very likely, ****most likely.

*** and **** indicate rejection of the non-superiority or non-inferiority hypothesis (p_{N-} or p_{N+} <0.05 and <0.005 respectively).

Reference-Bayesian likelihoods of trivial change: ⁰possibly; ⁰⁰likely; ⁰⁰⁰very likely.

Likelihoods are not shown for effects with inadequate precision at the 90% level (failure to reject any hypotheses: $p > 0.05$).

Effects in **bold** have adequate precision at the 99% level ($p < 0.005$).