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ORIGINAL RESEARCH

Repeated-sprint sequences during female soccer matches using fixed and individual speed thresholds

Repeated sprints in female soccer matches

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ABSTRACT

The main objective of this study was to characterize the occurrence of single sprint and repeated-sprint sequences (RSS) during elite female soccer matches, using fixed (20 km·h⁻¹) and individually based speed thresholds (>90% of the mean speed from a 20 m sprint test). Eleven elite female soccer players from the same team participated in the study. All players performed a 20 m linear sprint test, and were assessed in up to 10 official matches using Global Positioning System (GPS) technology. Magnitude-based inferences were used to test for meaningful differences. Results revealed that irrespective of adopting fixed or individual speed thresholds, female players produced only a few RSS during matches (2.3 ± 2.4 sequences using the fixed threshold and 3.3 ± 3.0 sequences using the individually based threshold), with most sequences composing of just two sprints. Additionally, central defenders performed fewer sprints (10.2 ± 4.1) than other positions (full backs: 28.1 ± 5.5; midfielders: 21.9 ± 10.5; forwards: 31.9 ± 11.1; with *likely* to *almost certainly* differences associated with effect sizes ranging from 1.65 to 2.72) and sprinting ability declined in the second half. The data do not support the notion that RSS occurs frequently during soccer matches in female players, irrespective of using fixed or individual speed thresholds to define sprint occurrence. However, repeated sprint ability development cannot be ruled out from soccer training programs due to its association with match-related performance.

Keywords: *football, fitness, time-motion analysis, women.*

26

27 INTRODUCTION

28 Interest in match analysis has increased in the last few decades, since this allows
29 sport scientists to determine the current demands of match play in order to translate this
30 data into specific training and testing protocols (11). Although elite soccer players
31 require a number of physical characteristics such as peak speed reached during the
32 incremental field test (30) and speed associated with the ventilatory threshold (25),
33 repeated-sprint ability (RSA) is arguably one of the most important physical qualities in
34 team sports, presumably owing to the frequency of its occurrence during matches (13,
35 18, 35). Additionally, research demonstrates that the ability to perform successive
36 sprints with minimal recovery during matches demarcates players in different
37 competitive standards and positions (3, 31). Recently, studies have questioned the
38 occurrence of repeated-sprint bouts during soccer matches showing that only a few
39 repeated-sprint sequences (RSS) occur during matches (10, 33). Due to concerns
40 regarding the validity of RSS in team sports, some researchers have redefined it as
41 “repeated acceleration ability”, as this may describe the demands of a soccer match
42 more accurately (4). This is especially true as metabolically taxing accelerations do not
43 always reach fixed sprinting thresholds (14, 36), but are more likely to hit an
44 individualized sprinting threshold (i.e., a percentage speed relative to the individual’s
45 maximal sprinting performance). However, the accurate quantification of accelerations
46 seems to demand tracking technologies with higher sampling frequency (34). Therefore,
47 more studies are necessary to better understand the profile of sprinting activities during
48 official soccer matches and to provide additional information about the occurrence of
49 RSS using individualized speed thresholds. The importance of such studies lies on the
50 fact that previous research used different methods (some lacking accuracy) to profile

51 sprint occurrences during matches without taking into account the individual differences
52 in physical capacities, by applying fixed sprint thresholds to all players.

53 Female soccer has become popular worldwide, and this has resulted in an
54 increased number of investigations examining the physical demands of matches (8).
55 Surprisingly, limited information exists on the occurrence of single and RSS in elite
56 female players' during official matches. Gabbett, et al. (18) found that 2 consecutive
57 sprints interspersed with ≤ 20 s recovery occurred ~ 5 times per player per match, with
58 repeated sprint episodes progressively decreasing as the number of sprints per sequence
59 increased. However, the use of video-based analysis may lead to inherent errors due to
60 the subjective judgment of the observer when characterizing the type of effort
61 performed (32). Possibly, this "subjective technology" leads to the overestimation of
62 RSS in previous research (35). Therefore, the frequency and the characteristics of single
63 and repeated-sprint efforts during female soccer matches require further investigation,
64 preferably using more objective (i.e., not relying on researchers' subjective
65 classification of the locomotor activities) and precise technologies. This knowledge may
66 provide coaches with useful information to assess the sprint capacity and the RSA of
67 their players, and also enables them to create specific testing protocols and prescribe
68 training sessions to improve these capacities.

69 In a study using a Global Positioning System (GPS) to quantify single sprinting
70 actions (>18 km·h⁻¹) in elite female soccer players (37), forwards performed more
71 sprints (43 ± 10) than midfielders (31 ± 11) and defenders (36 ± 12). The mean time
72 between consecutive sprints was >2 min. Although valuable, these data do not report the
73 occurrence of RSS. Moreover, the threshold of 18 km·h⁻¹ to define a sprint was set
74 arbitrarily, and has been recently revised by the same author, who updated it to 20 km·h⁻¹
75 (8). Owing to the great variability in sprinting ability among female players (38), it

76 seems logical to individualize the sprinting thresholds, since these values are particular
77 to the sprint data collected from a respective player during a given period. This
78 individualized approach is desirable in match analytics, as it quantifies the individual
79 engagement in high-speed running, while taking into account the ability of each player
80 to reach high running speeds during matches. Furthermore, this approach reduces the
81 risk of under or overestimating the effort of team sports players, with distinct levels of
82 sprinting ability (17). Thus, this study aimed to: [1] characterize single sprint and RSS
83 of elite female players in official matches using fixed and individually based thresholds;
84 [2] compare playing positions regarding the engagement in sprinting and RSS and; [3]
85 identify possible changes in sprinting ability between playing halves.

86

87 **METHODS**

88 *Participants*

89 Eleven highly trained female soccer players from the same team participated in the
90 present study (age: 21.0 ± 3.0 yr, stature: 163.8 ± 4.5 cm and body mass: 59.7 ± 8.0 kg).
91 Data were collected during the 2015 São Paulo State Championship in which the
92 investigated team reached the semi-final stage. Prior to the study, all players signed an
93 informed consent form, with all procedures approved by the Local Ethics Committee.

94

95 *Experimental approach to the Problem*

96 This is a cross-sectional observational study aimed at characterizing the sprinting
97 activities during elite female soccer matches. Prior to the State Championship, all
98 players performed a 20 m sprint test (a common sprint distance observed during
99 matches (15)) that was used to individualize the sprinting speed thresholds for matches.
100 Sprint performance data were collected from a total of 10 official matches, and players

101 were only included in the analysis if they completed the entire 90 min; this resulted in
102 61 player observations (19 for central defenders [CD]; 12 for forwards [FW]; 13 for
103 full-backs [FB]; and 17 for midfielders [MD]). All matches were performed on an
104 outdoor field with a dimension of 100 × 75 m. The GPS units were switched on before
105 the warm-up to enable the devices to locate the necessary satellites (between 4 and 12).
106 All units were fitted prior to each match, with players using the same unit in all
107 observations in order to eliminate inter-unit errors (9).

108

109 *Sprint Testing*

110 All players sprinted along a 20 m linear track on two occasions, starting from a standing
111 position 0.3 m behind the start line. In order to reduce the influence of the weather on
112 performance, all sprints were performed indoors. A 5 min rest interval was allowed
113 between each attempt and the fastest time was considered for the analyses. Sprint times
114 were recorded by photocells (Smart Speed, Fusion Equipment, AUS) adjusted to a
115 height of 1 m.

116

117 *Match Sprinting Performance*

118 Sprint profiles during matches were obtained from GPS units operating at 5 Hz (SPI
119 Elite, GPSports Systems, Australia). When compared to a radar system set as a
120 criterion, the typical error for total distance of these devices was reported to be 2.8%
121 and 7.5% for high-speed running ($> 4.17 \text{ m}\cdot\text{s}^{-1}$) (29, 34). Regarding reliability, the
122 devices used presented coefficient of variation values ranging from 8.4 to 20% for peak
123 speed measurements (29, 34). Units were fitted to the upper back of each player using
124 an adjustable neoprene harness. The fixed sprint speed threshold was set at $>20 \text{ km}\cdot\text{h}^{-1}$
125 and players needed to spend $>1 \text{ s}$ above this threshold for a sprint to be registered. The

126 individualized sprint speed threshold was set at >90% of the mean speed obtained in the
127 20 m sprint test and players also needed to spend >1 s above this threshold for a sprint
128 to be registered. Of note, 90% of the 20-m maximal speed can be considered a very
129 intense sprint stimulus eliciting $\approx 80\%$ of the kinetic energy of the maximal sprint (19,
130 20). In addition, this criterion resulted in a mean individual speed threshold ($19.37 \pm$
131 $0.48 \text{ km}\cdot\text{h}^{-1}$) very close to the fixed threshold ($20 \text{ km}\cdot\text{h}^{-1}$), which was previously
132 calculated “to better equate the relative amount of sprinting between men’s and
133 women’s matches” (8). This fact permitted the “unbiased” comparison between the two
134 criteria to define RSS occurrences. Each RSS consisted of at least 2 sprints performed
135 within 60 s. This interval was based on Buchheit et al. (10) who used intervals of 15, 30,
136 45 and 60 s, being the latter the most inclusive criterion. The total number of sprints, the
137 total distance sprinting (m), the distance per sprint (m) and duration (s) of each sprint, in
138 addition to the average interval between consecutive sprints (s) were recorded.

139

140 *Statistical Analysis*

141 Data were presented as means \pm standard deviation. Due to the between-player
142 variability in all parameters, data were log transformed before analysis. Magnitude-
143 based inferences were used to identify differences between the fixed and individually
144 based sprinting thresholds to detect sprint occurrences, playing positions, and the 1st and
145 2nd halves in all variables analyzed (5). The quantitative chance of finding differences in
146 the variables tested were assessed qualitatively as follows: <1%, almost certainly not;
147 1% to 5%, very unlikely; >5% to 25%, unlikely; >25% to 75%, possible; >75% to 95%,
148 likely; >95% to 99%, very likely; >99%, almost certain. If the chances of having better
149 and poorer results were both >5%, the true difference was assessed as unclear. The
150 magnitudes of the differences for the comparisons in all variables were analysed using

151 the Cohen's *d* effect size (ES) (12). The magnitudes of the ES were qualitatively
152 interpreted using the following thresholds: <0.2, trivial; >0.2 – 0.6, small; >0.6 – 1.2,
153 moderate; >1.2 – 2.0, large; >2.0 – 4.0, very large and; >4.0, nearly perfect (21). All
154 analyses were conducted using the spreadsheets available on <http://www.sportsci.org/>.

155

156 **RESULTS**

157 The mean speed of the 20 m sprint test was $21.5 \pm 0.5 \text{ km}\cdot\text{h}^{-1}$ (range: 20.7 to 22.3 $\text{km}\cdot\text{h}^{-1}$)
158 ¹). The distance covered sprinting using the fixed and individually based thresholds
159 corresponds, on average to 3% and 4% of the total distance covered during matches,
160 respectively. Figure 1 depicts the comparisons between the occurrence of sprints using
161 both the fixed and individually based sprint thresholds. The total number of sprints,
162 mean duration of each sprint, total distance sprinting, number of sequences of 2, ≥ 3 , and
163 the total number of sprinting sequences were *likely* to *very likely* higher using the
164 individual threshold in comparison to the fixed threshold. The comparison of the
165 distance covered per sprint using each threshold was rated as *very likely trivial*. The
166 mean interval between sprints was *likely* longer using the fixed threshold than using the
167 individually-based speed threshold.

168

169 *****INSERT FIGURE 1 HERE*****

170

171 Table 1 displays position specific differences in variables using fixed sprint thresholds.
172 The central defenders (CD) demonstrated *very likely* to *almost certain* differences in the
173 total number of sprints, total distance sprinting, mean interval between sprints, number
174 of sequences of 2, ≥ 3 , and the total number of sprinting sequences when compared to all
175 other playing positions (ES: ranging from 1.22 to 3.42). The comparisons among the

176 other playing positions in the aforementioned variables were all rated as *unclear* (ES:
177 ranging from 0.01 to 0.19). The mean duration of each sprint in CD was *possibly* lower
178 than in the midfielders (MD) (ES: 0.30) and the differences between CD and forwards
179 (FW), and between MD and FW was rated as *unclear* (ES: 0.20 and 0.15, respectively).
180 The full-backs (FB) demonstrated *likely* to *very likely* greater sprint durations than CD,
181 MD, and FW (ES: 0.56, 0.44, and 0.55, respectively). Finally, the mean distance of each
182 sprint was *likely* higher in the FB in comparison to the CD and FW (ES: 0.64, and 0.55,
183 respectively). The comparisons between CD and FW, CD and MD, MD and FW, and
184 FB and MD were all rated as *unclear* (ES: 0.03, 0.38, 0.30, and 0.27, respectively).

185

186 *****INSERT TABLE 1 HERE*****

187

188 Table 2 displays position specific trends using individualized sprint thresholds.
189 The CD demonstrated *very likely* to *almost certain* differences in the total number of
190 sprints, total distance sprinting, mean interval between sprints, number of sequences of
191 2, ≥ 3 , and the total number of sprinting sequences in relation to the other playing
192 positions (ES: ranging from 1.25 to 3.64). The MD illustrated *likely* to *very likely*
193 differences in comparison to the FB and FW in the aforementioned variables (ES:
194 ranging from 0.43 to 1.02). The comparison between FB and FW in the total number of
195 sprints, total distance sprinting, mean interval between sprints, number of sequences of
196 2, ≥ 3 , and the total of sprinting sequences were all rated as *unclear* (ES: ranging from
197 0.08 to 0.28). For the mean duration of each sprint, CD demonstrated *likely* to *almost*
198 *certain* differences in comparison to the FB, MD and FW (ES: 1.38, 0.68, and 0.51,
199 respectively). The FB displayed *likely* and *very likely* greater mean durations for each
200 sprint than the MD (ES: 0.61) and FW (ES: 0.88), respectively. The comparison

201 between MD and FW in the aforementioned variables was rated as *unclear* (ES: 0.17).
202 Finally, the mean distance of each sprint were *likely* and *almost certainly* higher in the
203 FB in comparison to the CD (ES: 1.14) and FW (ES: 0.75), respectively. The MD
204 demonstrated *very likely* higher mean distance per sprint than CD (ES: 0.78). The
205 following comparisons between CD and FW, MD and FW, and FB and MD in the
206 aforementioned variables were all rated as *unclear* (ES: 0.36, 0.41, and 0.32,
207 respectively).

208
209 *****INSERT TABLE 2 HERE*****
210

211 Table 3 compares all sprinting variables in the 1st and 2nd halves. Using the fixed
212 threshold, the mean duration of each sprint, distance per sprint, sequences of 2 sprints,
213 and total of sequences were *possibly to very likely* lower in the 2nd half in comparison to
214 the 1st half (ES: 0.23, 0.24, 0.40, and 0.41, respectively). The comparisons of the total
215 number of sprints, total distance sprinting, and sequences ≥ 3 sprints were all rated as
216 *possibly trivial* (ES: 0.11, 0.18, and 0.19, respectively). The mean interval between
217 sprints was *possibly* higher in the 2nd half than in the 1st half (ES: 0.25). Meanwhile, for
218 the individually based threshold, the comparisons of the total number of sprints and the
219 total distance sprinting were rated as *very likely trivial* (ES: 0.01) and *likely trivial* (ES:
220 0.09), respectively. The mean duration of each sprint, distance per sprint, and the
221 sequences of 2, ≥ 3 , and the total of sequences were *possibly to very likely* reduced in the
222 2nd half in comparison to the 1st half (ES: 0.26, 0.29, 0.30, 0.32, and 0.37, respectively).
223 Finally, the mean interval between sprints was *likely* higher in the 2nd half than in the 1st
224 half (ES: 0.33).

225

226 ***INSERT TABLE 3 HERE***

227

228 **DISCUSSION**

229 This study demonstrated that: [1] irrespective of adopting fixed or individual
230 speed sprinting thresholds, female players produced only a few RSS during matches,
231 with most sequences composing of just two sprints; [2] position-specific sprinting
232 trends were evident, with CD performing the lowest number of sprints (in comparison
233 with the other positions); and [3] female players sprinting ability declined in the second
234 half.

235 The sprinting distance covered by elite female players typically makes up
236 approximately 1-3% of the total distance covered and the findings from the present
237 study thus fall in line with previous literature (2, 6, 23, 26) – although these relative
238 values might substantially differ, according to the speed threshold adopted in the
239 analysis ($20\text{-}25\text{ km}\cdot\text{h}^{-1}$). The present study is the first to directly compare fixed versus
240 individual speed thresholds in elite female players to quantify the differences between
241 their sprint performances. The differences between sprint variables (e.g., number of
242 single sprints and RSS) during matches using fixed or individual speed thresholds were
243 deemed to be less meaningful from a practical perspective (ES: ranging from 0.2 to 0.6).
244 This finding can be attributed to the similarity between the individual threshold to
245 define sprint occurrence using performance tests ($>19.4 \pm 0.5\text{ km}\cdot\text{h}^{-1}$) and the fixed
246 speed threshold ($>20\text{ km}\cdot\text{h}^{-1}$) defined by the literature (8, 18). However, sports scientists
247 should advocate the use of individual thresholds, as selected players can have
248 substantially higher or lower sprint velocities compared to the average velocities
249 attained by the squad, resulting in the over- or under-estimation of sprint performance

250 (8). In this case, it is important to mention that this choice requires at least one sprint
251 test, turning the procedure less practical than the fixed threshold approach.

252 The present study demonstrated that female players produced a low number of
253 RSS during matches, irrespective of the position or the type of speed threshold used to
254 define sprints. For instance, despite using a conservative criteria to establish the
255 occurrence of a RSS (consecutive sprints interspersed with <60 s), players produced just
256 three sequences when using individually based thresholds. This finding was in contrast
257 to previous research that reported 5.1 ± 5.1 RSS per player per match in elite female
258 players (18). This is even more surprising as this research used a very stringent criterion
259 to define a RSS compared to the present study (consecutive sprints interspersed with
260 <20 s). The discrepancy between the findings is probably related to the technique used
261 to capture sprinting profiles. Gabbett, et al. (18) examined the occurrence of sprints by
262 means of video-based analysis, which partly depends on the subjective judgment of
263 intense actions while the present study used GPS technology. Sprinting is defined as a
264 maximal effort whereby a greater extension of the lower leg during the forward swing
265 and a higher heel lift relative to striding occurs. Although this technique for identifying
266 sprinting is reproducible in experienced observers (18), this pattern of locomotion does
267 not necessarily lead the players to reach the threshold speed to define a sprint when
268 quantified by GPS or optical tracking technologies (e.g., Amisco and Prozone) (11).
269 This is especially evident during short-distance sprints with high accelerations, which
270 are extremely prevalent throughout the games (36). Therefore, it seems that video-based
271 analysis over-estimates the number of sprints during matches, and that GPS-based
272 analysis reveals the occurrence of only a few RSS in female players. It is important to
273 emphasize that GPS cannot be considered the gold standard to measure the distances
274 covered by players during the matches. As aforementioned, the typical error for total

275 distance of these devices was reported to be 2.8% and 7.5% for high-speed running (>
276 4.17 m.s⁻¹) (29, 34). Hence, errors in recording the sprint occurrences in our study
277 cannot be ruled out.

278 In partial agreement with the present results, previous literature found that youth
279 male players displayed large inter-individual variation in the number of RSS (10).
280 While this variation was less pronounced in our study, Buchheit, et al. (10) found RSS
281 varied from 0-43 RSS, which is probably related to the wide age ranges investigated
282 (U13 to U18) and the criteria used to define sprints (61% of peak speed recorded as the
283 fastest 10-m split measured during a maximal 40-m sprint). Research has also
284 demonstrated that male German national team players performed just two RSS per game
285 for all outfield players when using individual speed thresholds varying from 23-27.2
286 km.h⁻¹ (33). The criteria used for RSS in the referred study was a minimum of three
287 consecutive sprints with a recovery of < 30. This reiterates that RSS registration appears
288 to be highly dependent on the sprint speed threshold and recovery duration criterion
289 used to define its occurrence (33), although studies demonstrate that the ability to
290 perform repeated intense actions with minimal recovery during matches demarcates
291 players in different competitive standards and positions (3, 31). However, based on the
292 findings presented herein and that reported on elite male players, some could question
293 the RSS occurrence during soccer matches (10, 33). Although players may not reach
294 sprinting velocities during each intense action due to player density in selected areas of
295 the pitch or tactical and technical constraints but may in fact produce very high
296 accelerations and decelerations during matches (1, 36). Thus, the literature may need to
297 redefine this as repeated acceleration ability, since this may describe the demands of
298 soccer match-play more accurately as these efforts are metabolically taxing (28) but do
299 not register as sprints (4). The present data collected from elite female players points in

300 the same direction, and thereby bring into question the great deal of effort used to assess
301 and develop RSA in elite players. Nonetheless, some findings in the literature still need
302 to be highlighted to contextualize this statement. For instance, RSA has been shown to
303 positively correlate with physical performance during soccer matches (30), discriminate
304 between players of different competitive levels and positional roles, and be able to
305 detect training-induced changes (22). Further, RSA is impaired post-match (24),
306 indicating that the physical demands of soccer place specific stress on determinants of
307 RSA (e.g., neuromuscular system and H⁺ buffering). Therefore, although it is evident
308 that RSS, as they are currently defined, do not occur very often during soccer matches,
309 the stochastic alternation between activities (including high-intensity running and single
310 sprints) seems to acutely deteriorate RSA. In fact, although RSA is an important
311 physical capacity related to match performance, it does not mean that RSS, as they are
312 currently defined, actually occurs during soccer matches. This calls for additional
313 studies to be conducted to elucidate whether the physiological factors related to RSA
314 performance are or are not related to the match physical demands and players' fatigue.
315 More importantly, research needs to indicate whether a better RSA can ameliorate the
316 tolerance to fatigue throughout the match, manifested as the reduction in the distance
317 covered during repeated accelerations and decelerations (1).

318 Irrespective of the sprint speed threshold, the mean duration of each sprint,
319 distance per sprint, sequences of 2 sprints, and total number of sequences were lower in
320 the 2nd half in comparison to the 1st half. Additionally, the mean interval between sprints
321 was longer in the 2nd half than in the 1st half. These results agree with those previously
322 reported by Vescovi (37), who found fewer sprints and sprint distance in the 2nd half
323 compared to the 1st half in elite female players, especially in forwards, and with
324 Gabbett, et al. (18), who reported increased recovery durations between sprints during

325 the 2nd half than in the 1st half. The present findings corroborate the idea that fatigue
326 ensues throughout the match duration (27), possibly impairing the ability to perform
327 sprints and repeated sprints (24). This is supported by game-induced fatigue patterns in
328 elite female players that illustrated a 60% drop in Yo-Yo Intermittent Test performance
329 and 4% slower repeated sprint test time after games compared with before (24).
330 Substituting fatigued players at halftime is an effective means of avoiding a reduction in
331 players' high-intensity running profile, since the substitutes perform better than
332 themselves when tracked from the start of the match, the players who completed the
333 entire match or the players who were replaced (7). It is important to emphasize that
334 fatigue may not be the only reason sprint performance is reduced during the later stages
335 of a soccer match. Other match-specific contextual factors (such as current match
336 scoreline, holding possession and slowing the game down) may have also contributed to
337 the reduction in sprint performance. Future studies should determine whether
338 substitutes perform more sprints and RSS (than their replaced peers), and if this feature
339 will increase the chances of scoring goals (16).

340 In general, using both speed thresholds, CD performed less sprints, covered
341 lower distance sprinting and were involved in fewer sequences than other playing
342 positions. Additionally, MD were also less involved in single sprinting activities and
343 sprint sequences than the FW and the FB (when using the individually based threshold).
344 These results are consistent with the literature, since Vescovi (37) found that the number
345 of sprints performed by female FW was greater than those performed by MD and
346 defenders (which included both central defenders and full-backs). In our opinion, in this
347 kind of comparison, data should never be collapsed for CD and FB, due to their
348 contrasting participation in sprinting activities during the matches. Additionally, CD
349 were shown to perform fewer repeated high-intensity bouts ($> 19.8 \text{ km}\cdot\text{h}^{-1}$ over a

350 minimum duration of 1 s, with >61 s recovery) than the other positions. The present
351 findings add to the literature by demonstrating that the choice of fixed or individual
352 speed thresholds produces small but important differences in the number of RSS per
353 positional subsets. Possibly, the use of individually-based velocities should be preferred
354 by coaches and sports scientists to account/search for differences in the sprinting ability
355 among players, providing more detailed information about the physical demands of each
356 playing position.

357 The main findings of this study were that using either fixed or individually based
358 thresholds to define sprinting during the matches resulted in a very limited number of
359 RSS, with most of them composed of only 2 sprints. In addition, some differences in the
360 performance of sprints and RSS were found among playing positions, with the CD
361 performing less sprint efforts than the other players in other positions do. Finally,
362 impairment in the ability to repeat sprints was observed in our sample of elite female
363 soccer players during the second half compared to the first half, suggesting that fatigue-
364 related mechanisms may compromise performance in decisive playing actions (e.g.,
365 counterattack and goal scoring) across the match.

366 In summary, the data presented herein demonstrate that elite female players
367 perform only a few RSS regardless of the type of sprint threshold used. Additionally,
368 the individually based threshold was more sensible at demarcating between position
369 differences. Our results do not support the notion that RSS occurs frequently during
370 soccer matches, especially for female players, but do not imply that this ability should
371 not be included in training programs. The RSA is positively correlated with match
372 physical performance as measured by the very-high intensity running and sprinting
373 distance (30). Finally, the findings from this study suggest the use of individually based
374 thresholds in order to better/properly analyze the activities profile during the matches

375 according to the physical performance of each player, keeping in mind the necessity of
376 an additional sprint test to implement it.

377

378 **PRACTICAL APPLICATIONS**

379 For practical training related purposes, it is important to determine whether repeated
380 sprint sequences occur during female soccer matches. Interestingly, our approach of
381 adopting >90% of the mean speed obtained in the 20 m sprint resulted in a threshold
382 defined to identify a sprint occurrence ($>19.4 \pm 0.5 \text{ km}\cdot\text{h}^{-1}$) which was quite close to the
383 fixed threshold determined in the literature ($>20 \text{ km}\cdot\text{h}^{-1}$). Therefore, we suggest this
384 method to individualize the counting of sprint efforts in this population. This is
385 especially critical to players largely deviating from the average sprint performance.
386 Although it is recognized that the repeated-sprint ability is an important determinant of
387 high-level match physical performance, our results confirm previous reports on male
388 soccer that few repeated sprint sequences are performed by the players. This means that
389 match-related physical performance reduction is probably caused by other efforts (e.g.,
390 accelerations and decelerations, high-intensity runs, etc) or even modulated by
391 contextual factors (such as current match scoreline and slowing the game down).
392 However, the role of a well-developed RSA cannot be ruled out in soccer players since
393 it does influence match physical performance during high-intensity activities. In fact, its
394 determining factors (neuromuscular capacity and H^+ buffering) might protect players
395 against transient fatigue typical of soccer matches. Finally, the central backs are the
396 players least demanded to perform sprints during matches (compared to full-backs,
397 midfielders and forwards) and this information can help in prescription of more specific
398 training drills to each playing position, especially in teams having access to GPS-based
399 data in both training and matches.

400

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512
513 **FIGURE CAPTION**

514
515 **Figure 1.** Comparisons of the sprinting activities between fixed ($20 \text{ km}\cdot\text{h}^{-1}$) and
516 individually based thresholds to identify sprint occurrences presented by effect sizes and
517 90% confidence intervals. The magnitudes of the ES were qualitatively interpreted using
518 the following thresholds: <0.2 , trivial; $>0.2 - 0.6$, small; $>0.6 - 1.2$, moderate; $>1.2 -$
519 2.0 , large; $>2.0 - 4.0$, very large and; >4.0 , nearly perfect.

Table 1. Comparisons of the sprint variables in the different playing positions using the fixed threshold (20 km·h⁻¹) to identify sprint occurrences. **Data are presented as means ± standard deviations.**

	CD	FB	MD	FW	All Players
Number of sprints	8.2 ± 3.3*	21.4 ± 4.8	21.9 ± 9.7	22.8 ± 7.8	17.7 ± 9.3
Mean duration (s)	2.4 ± 0.6 [#]	2.7 ± 0.4	2.5 ± 0.4 ⁺	2.5 ± 0.4	2.5 ± 0.5
Total distance in sprints (m)	124.5 ± 61.3*	358.5 ± 97.6	359.1 ± 174.0	352.0 ± 144.5	284.5 ± 163.5
Distance per sprint (m)	15.0 ± 2.3	16.7 ± 2.6 [‡]	16.0 ± 2.6	15.1 ± 2.8	15.7 ± 2.6
Mean interval between sprints (s)	533.3 ± 251.4*	264.8 ± 55.0	283.2 ± 161.3	247.3 ± 57.7	350.1 ± 206.7
Sequences of 2 sprints	0.4 ± 0.8*	2.7 ± 1.7	2.5 ± 2.1	2.7 ± 2.3	1.9 ± 2.0
Sequences ≥3 sprints	0*	0.5 ± 0.5	0.7 ± 0.8	0.7 ± 1.0	0.4 ± 0.7
Total number of sprint sequences	0.4 ± 0.8*	3.2 ± 1.8	3.0 ± 2.6	3.3 ± 2.6	2.3 ± 2.4

*Note: CD: central defenders; FB: fullbacks; MD: midfielders; FW: forwards. *Almost certain different from FB, MD, FW; [#]possibly different from MD; ⁺likely and very likely different from CD, MD FW; [‡]likely different from CD, FW.*

Table 2. Comparisons of the sprint variables in the different playing positions using the individually based threshold (>90% of 20-m maximal sprint velocity) to identify sprint occurrences. **Data are presented as means \pm standard deviations.**

	CD	FB	MD	FW	All Players
Number of Sprints	10.2 \pm 4.1*	28.1 \pm 5.5	21.9 \pm 10.5 [#]	31.9 \pm 11.1	21.5 \pm 11.6
Mean duration (s)	2.4 \pm 0.3*	3.0 \pm 0.4 ⁺	2.7 \pm 0.4	2.6 \pm 0.4	2.6 \pm 0.4
Total distance in sprints (m)	150.0 \pm 71.0*	496.0 \pm 135.8	371.5 \pm 191.2 [#]	492.6 \pm 179.2	352.9 \pm 205.7
Distance per sprint (m)	14.5 \pm 2.3	17.5 \pm 2.4 [¥]	16.6 \pm 2.7 [¶]	15.4 \pm 2.5	15.9 \pm 2.7
Mean interval between sprints (s)	490.3 \pm 212.2*	201.6 \pm 38.5	278.0 \pm 140.0 [#]	191.0 \pm 50.7	310.7 \pm 188.3
Sequences of 2 sprints	0.7 \pm 1.0*	3.8 \pm 1.7	2.4 \pm 2.2 [#]	4.1 \pm 1.9	2.5 \pm 2.2
Sequences \geq 3 sprints	0.2 \pm 0.4*	1.2 \pm 0.7	0.7 \pm 0.8 [#]	1.6 \pm 1.8	0.8 \pm 1.1
Total number of sprint sequences	0.9 \pm 1.2*	4.9 \pm 2.0	3.1 \pm 2.9 [#]	5.7 \pm 3.2	3.3 \pm 3.0

Note: CD: central defenders; FB: fullbacks; MD: midfielders; FW: forwards. *Likely, very likely and almost certainly different from FB, MD, FW; [#]likely and very likely different from FB and FW; ⁺likely and very likely different from MD and FW; [¥]likely and almost certainly different from CD and FW; [¶]very likely different from CD.

Table 3. Comparisons of the sprinting activities between first and second halves using fixed (20 km·h⁻¹) and individually based (>90% of 20-m maximal sprint velocity) thresholds to identify sprint occurrences. **Data are presented as means ± standard deviations.**

	Thresholds	1 st half	2 nd half	% chances of higher/trivial/lower values comparing the two halves
Number of sprints	Fixed	9.4 ± 5.3	8.3 ± 5.0	20/80/00 <i>Likely trivial</i>
	Individual	11.4 ± 7.2	10.2 ± 5.2	01/98/01 <i>Very likely trivial</i>
Mean duration (s)	Fixed	2.6 ± 0.6	2.4 ± 0.7	57/42/01 <i>Possibly</i>
	Individual	2.7 ± 0.6	2.6 ± 0.6	63/36/01 <i>Possibly</i>
Total distance in sprints (m)	Fixed	154.3 ± 98.4	130.3 ± 87.5	44/56/00 <i>Possibly</i>
	Individual	189.5 ± 126.7	163.4 ± 99.9	15/85/00 <i>Likely trivial</i>
Distance per sprint (m)	Fixed	16.2 ± 4.3	15.1 ± 3.5	58/41/01 <i>Possibly</i>
	Individual	16.5 ± 4.0	15.3 ± 3.8	70/30/00 <i>Possibly</i>
Mean interval between sprints (s)	Fixed	330.2 ± 239.9	361.2 ± 298.2	00/34/66 <i>Possibly</i>
	Individual	280.1 ± 213.8	330.1 ± 202.5	00/10/90 <i>Likely</i>
Sequences of 2 sprints	Fixed	1.2 ± 1.3	0.7 ± 1.1	94/06/00 <i>Likely</i>
	Individual	1.5 ± 1.4	1.1 ± 1.3	76/24/00 <i>Likely</i>
Sequences >3 sprints	Fixed	0.3 ± 0.5	0.2 ± 0.4	48/51/01 <i>Possibly</i>
	Individual	0.6 ± 1.0	0.3 ± 0.5	82/18/00 <i>Likely</i>
Total number of sprint sequences	Fixed	1.5 ± 1.5	0.8 ± 1.3	99/01/00 <i>Very Likely</i>
	Individual	2.0 ± 2.0	1.3 ± 1.5	93/07/00 <i>Likely</i>

Fixed (20 km·h⁻¹) vs. individualized threshold

