The external load in CPFP is different for the SSG2, SSG4 and SM due to the different pitch ratio per player.

From a classification perspective, it could be difficult to replicate the real competition demands according to the differences presented in the execution of the tasks, being a challenge for classification in Paralympic team sports.

However, it seems that the SSG-2 is the one that can best discriminate high-intensity elements, a determinant factor for the comparison between sport classes in CPFP during their technical assessment.

The physical demands in CP-football players (CPFP) during official matches has been described (Yanci et al., 2019).

Actually, a 2 vs 2 SSG is part of the classification process as part of the technical assessment (IFCPF, 2018), but the comparison of the performance of eligible CPFP in different CPFP formats and matches is unknown.

The aim of this study is to compare the physical performance during two formats of 2-a-side (SSG-2) and 4-a-side (SSG-4) SSGs with regard to the performance in a simulated match (SM).

According to the physical demands, the SSG-2 requires the performance of faster actions considering the significant differences obtained for zones 5 and 6 compared to SM (ES = .90 to -1.28, large, p < .05).

However, there were moderate lower accelerations and decelerations per minute in the SM compared to SSG-2 (ES = 1.35 to 1.51 large, p < .05)

Significant lower scores in the SSG-2 and SSG-4 than in the SM for PL. However, higher scores were found for SSG-2 and SSG-4 than in the SM for MP.

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