

### **Text S3: Segmentation procedure according to two players' distance ( $D(t)$ ).**

Concept of the preparation and coordination segments were prescribed using a model of a Kendo match [1]. In the model, "preparation" was defined as the phase in which both players move on a oscillatory fashion (and consequently, the distance between them also oscillates). In the current study, we determined the time point of boundary between two segments ( $t_b$ ) as initial point at which linear regression coefficient of  $D(t_b : t_b - 15 \leq t_b < t_b + 15)$  turned to positive.

### **References**

1. Dietrich G, Bredin J, Kerlrzin Y (2010) Interpersonal distance modeling during fighting activities. Motor Control 14(4): 509-527.