Coman Tie-Break Procedures

The Coman tiebreak procedure is identical to the regular tiebreak procedure except that the players change ends after the first point and then after every four points, and at the conclusion of the tiebreak.

- **Set Tiebreak**: First to win 7 points by 2 points wins “Game” and “Set.”
- **Third-set Match Tiebreak**: First to win 10 points by 2 points, wins match.
- The player whose turn it is to serve shall serve the first point from the deuce court.
- After the first point, the players shall change ends and the following two points shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next) starting from the ad court.
- After this, each player/team shall serve alternately for two consecutive points (starting from the ad court); changing ends after every four points, until the end of the tiebreak game.
- **Switch sides** after points 1, 5, 9, 13, 17...... and at the conclusion.
- The next server after the tie break will be whichever team received the first point of the tiebreak.

**PRINCIPLE ADVANTAGES**

- **Fairness** – By changing ends more frequently, the effects of the elements (sun, wind, etc.) are distributed more evenly between the two opponents as opposed to playing six consecutive points before changing ends.
- In doubles, the server will always serve from the same end of the court that he/she did during the set, rather than having to serve from both ends.