

12 POINT TIEBREAK

Using Coman Tiebreak Format

Singles:

A player who first wins seven points shall win the game and set provided that they lead by a margin of two points. If the score reaches six points all, the game shall be extended until this margin has been achieved. Numerical scoring shall be used throughout the tiebreak game.

The player whose turn it is to serve shall be the server for 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, starting with the ad court; after this, each player/team shall serve alternately for two consecutive points (starting with the ad court), changing ends after every four points, until the end of the tie break game.

Doubles:

In doubles, the procedure for singles shall apply. The player whose turn it is to serve shall be the server for the first point. Thereafter, each player shall serve in rotation for two points, in the same order previously in that set, until the winners of that game and set have been decided.

Rotation of Service:

The player/Team whose turn it was to serve first in the tiebreak game shall receive service in the first game of the following set if necessary.

10 POINT SUPER TIEBREAK

Using the Coman Tiebreak Format

If a match is tied at one set each, then a third set 10-point super tiebreak is to be played. The 10 point super tie break is played just as the 12 point with the first server serving one point starting in the deuce court, then the next in the service rotation serving two, starting in the ad court. You will switch sides following the first point and after every 4 points until the end of the tiebreak. The 10 point tiebreak is played until the first team (player) gets to 10 points and is ahead by 2.

