

## 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 Tie Break: First to win 7 points by 2 games wins “Game “ and “Set”
- 3rd set Match Tie Break: First to win 10 points by 2, 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 tie break game.
- Switch sides after points 1, 5, 9, 13, 17, etc.
- 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, rather than having to serve from both ends.
- The next server after the tie break is determined by whoever served first in the tiebreak, NOT by who served last. The next server will be whichever team did not serve first in the tiebreak.
- Switching sides of court is based on where the tiebreak is ended.