

# The COMAN Tiebreak Procedure

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**Regular Set Tiebreak:** First player/ team to reach 7 points leading by 2 points wins the set. After the tiebreaker, the score for the set is now 7-6. The tiebreaker is the 13th game of the set. This means that whoever served the first serve of the tiebreaker, gets credit for serving this 13th game. The serve for the next set passes to the other player or team.

**Match Tiebreak (in lieu of the 3rd Set):** First player/ team to reach 10 points leading by 2 wins the match.

The Coman tiebreak procedure has the players change ends after the first point and then after every four points and at the conclusion of the tiebreak.

- The player whose turn it is to serve next shall serve the first point from the deuce court.
- After the first point, the players shall change ends.
- The following two points shall be served by the opponent(s) 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.
- Switch sides after points 1,5,9,13,17..... and at the conclusion of the tiebreak (counts as a game).

**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.

