

Tie-Breakers for Tennis

There are 3 tie-breakers used in tennis.

9-Point Tiebreak - not used much anymore

- Play first to 5 points, win by one.
- Players serve in the same order of rotation as the set.
- The player whose turn it is to serve will serve two points; the first from the deuce court and then the ad courts.
- The next player serves two points
- Switch ends and The next player serves two points
- Finally, the next player serves the remaining 3 points. At 4-all, the receiving teams chooses the side they want to receive.

12-Point Tiebreak or Set tiebreak

- Play first to 7 points, win by two.
- Players serve in the same order of rotation as the set.
- The player whose turn it is to serve will serve one point from the deuce court (right side). All players then serve two points, first from the ad court and then from the deuce court.
- Players change ends after every six points (e.g. 4-2, 6-6, 9-9).
- After the tie-breaker, players change ends because the tie-break counts as one game. The winner of the tie-breaker will be recorded as having won the set 7–6 in a 6-game set.
- Principle advantage: there is no sudden death point when a player has to win by two.

10-Point Tiebreak or Match tiebreak

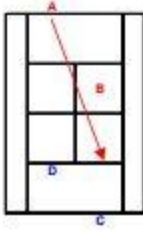
- Play is exactly the same as a 12 Point Tiebreak except its first to 10 points, win by two.

Coman Tie-break

- Coman tie-break is a different rotation used during a 12 Point Tiebreak and a 10 Point Tiebreak.
- Players serve in the same order of rotation as the set.
- In a Coman Tiebreak, players change ends of the court after the first point, then after every four points (i.e., after the 5th, 9th, 13th, 17th points, etc.), and at the conclusion of the tiebreak.
- The scoring and the procedure for playing is the same as a set or match tiebreak. For example, if the Coman Tiebreak Procedure is used when the set score is 6-6, 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 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 tiebreak game.
- Principal Advantages:
 1. 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.
 2. In doubles, the server will always serve from the same end of the court, rather than having to serve from both ends.

The Coman Tiebreak System: Illustrated

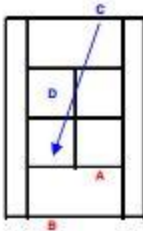
1st POINT and then SWITCH SIDES



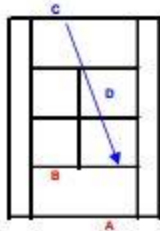
Switch sides after points
1,5,9,13,17,... and the last point.

Should be used with either regular set
tiebreak (first to 7 points, win by 2) or
third set match tiebreak (first to 10
points, win by 2).

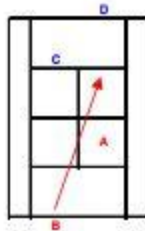
2nd POINT



3rd POINT

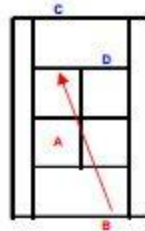


4th POINT

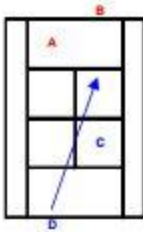


5th POINT

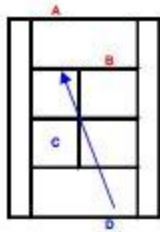
and then SWITCH SIDES



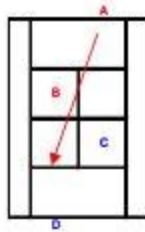
6th POINT



7th POINT



8th POINT



9th POINT

and then SWITCH SIDES

