In the last few years, aggregation of similar services into structures called communities has been studied in a certain numbers of proposals. The goal is to provide high chance of discovery through better visibility, and to enhance their capabilities when it comes to provide requested functionalities. In the proposed frameworks of these communities, a common assumption is that residing services, which are supposed to be autonomous and intelligent, are competing over received requests, but also exhibit cooperative behaviors, for instance in terms of substituting each other. When competitive and cooperative behaviors and strategies are combined, autonomous services are said to be ``coopetitive''. In this coopetition context, deciding to compete or cooperate at different moments in time is an open question yet to be addressed. The contribution of this paper is the answer to this challenging question by proposing a decision mechanism that services can use to effectively choose competition or cooperation strategies that maximize their payoffs. To achieve this objective, we investigate autonomous services' characteristics and their expected utilities over different strategies. We enable services that are hosted in communities with interaction and decision making capabilities. We have used game-theoretic best response technique to measure the threshold that services can use in order to decide about the two strategies. We prove that the proposed decision mechanism is efficient and can be implemented in time linear in the length of the time period considered for the analysis and the number of services in the community. Moreover, we conduct extensive simulations, analyze various scenarios, and confirm the obtained theoretical results using parameters from a real services dataset on the web.