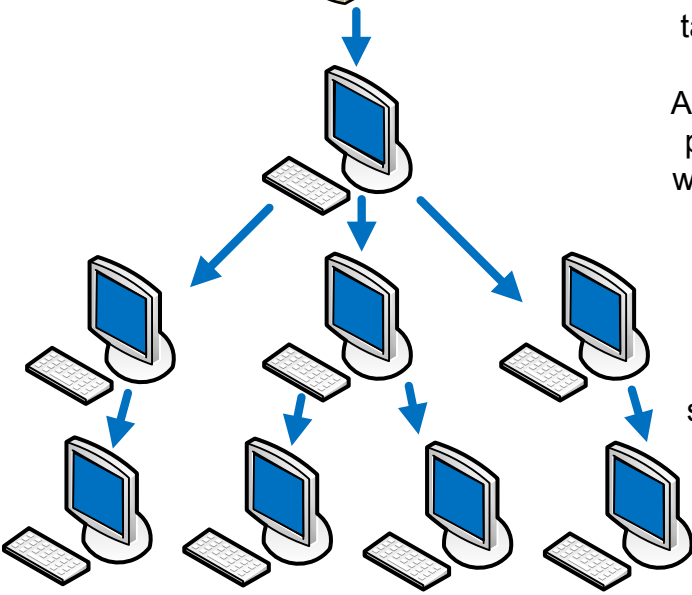There is only one source server or peer for the content, as it is typically taken from a live source.

All users taking part in the peer-to-peer distribution will be watching the same content at the same playback point.

There are no need for large buffers in this system, as each peer is only required to resent the segment as it is received