

Test Your Knowledge!

Captains Meeting 8.17.18



1. Before the warm-up, the team who wins the toss shall choose: (Friend at Court)
 - a.
 - b.
 - c.

2. Teams arrive at 9:00 a.m. to find locked restrooms and cannot reach the player with the key.
 - a. A rain makeup match is scheduled for the affected line(s).
 - b. Home team has until the default time of the (affected) scheduled line(s) to provide an accessible restroom.
 - c. Teams delay the start of the match until the player arrives with the key.

3. Medical Timeout. A player falls and twists her ankle during match play. The _____ - minute medical timeout clock starts when she becomes injured. She receives an ice pack. Once she applies the ice pack, she has _____ minutes for treatment, not to exceed the fifteen-minute medical timeout.

4. When the set score reaches 6 games all, *Jackrabbit plays
 - a. Standard 7-point Set Tiebreak
 - b. 7-point Set Tiebreak using the Coman Tiebreak Procedure

5. **Tie break game:**
 - a. **T or F** During the tie break game, players may stop for 90 second rest during a changeover.
 - b. **T or F** At the conclusion of a tie-break game, teams change sides regardless of the tie break score.
 - c. **T or F** The team that served first in the tie-break game shall be the receiver in the first game of the following set.

6. **Split sets:** Team A wins the first set 6-4. Team A player retires the match before the start of the 2nd set.
 - a. **T or F** Team B wins the match by retirement (receives total point value of the line)
 - b. **T or F** Team A receives point value for the set won

- *Jackrabbit: ELECTRONIC DEVICE ACTIVATES. This rule applies to the 4 players on the court.*
7. **1st Phone Violation:** Team A player's phone activates during any set:
 - a. Team A receives a warning
 - b. Team A loses the point
 - c. Team A loses the game

8. **2nd Phone Violation:** Team A or Team B player's phone activates during any set, resulting in:
 - a. Loss of Point
 - b. Loss of Game
 - c. Loss of Match

9. Score cards are considered a permanent fixture whether attached to the post or to the net.
 - a. **T or F** A ball that hits the score cards before it lands in the court, player who hit the ball loses the point
 - b. **T or F** A ball that hits the score cards (or permanent fixture) after it lands in the court, player who hit the ball wins the point.
(hint: A ball is dead once it makes contact with a permanent fixture)

10. A served ball lands on the sideline of the service box. Receiver sees the ball good. The receiver's partner sees and calls the ball out.
 - a. Receiver never overrules her partner.
 - b. The receiver should call the sideline and the center service line and politely overrule her partner
 - c. If partners disagree, the opponent always gets the benefit of any doubt.

11. [CLICK HERE FOR ANSWERS](#)

**USTA/ITF rules of play shall apply unless otherwise specified in Texas Jackrabbit League Rules.*