

AUGUST 4-8, 2025 ★ ORLANDO, FLORIDA

BASKETBALL RULE BOOK

FL
2025

2025

★ 2025 ★
YOUTH
NYC

TWO THOUSAND
TWENTY-FIVE

AGFA / DS

GENERAL INFORMATION

The General Information section applies to all Basketball Tournament participants.

PURPOSE

The Assemblies of God Youth Ministries Basketball Tournament is a discipleship tool of Assemblies of God Youth Ministries (AGYM) designed to help students discover, develop, and deploy their ministry gifts.

Although competitive elements are present, providing a competition venue is not the primary mission of the AG Youth Ministries Basketball Tournament. Through the basketball tournament, students are given the opportunity to work on their basketball skills, to develop good habits, to gain experience participating in the constructs of a team, and to be inspired to use their gifts in the local church, community, and around the world in ministry or secular vocation. The results of each game are not as important as how students are developed through the process by practicing, preparing, and participating in this unconventional ministry opportunity.

RULES AGREEMENT

Basketball Tournament participants must read and abide by this 2024 Basketball Tournament Rulebook. It is the responsibility of each participant to be familiar with the rules and procedures of this festival. No other person may be held responsible for a participant's lack of information.

By completing the basketball registration form and attending or participating in a tournament, pastors, leaders, parents, and students acknowledge that:

1. They have read, understood, and agreed to abide by the rules of this tournament.
2. They will accept the decisions of the referees and coordinators as final.
3. They will not hold AG Youth Ministries, district youth directors, nor its respective officers and staff responsible for any injury as a result of their (or their child's) participation in the tournament.

RULES QUESTIONS PROCEDURE

For questions regarding rules, fill out and submit this form: <http://faf.ag.org/rules>

BASKETBALL PARTICIPANT REQUIREMENTS

Participating students must be enrolled in grades 6–12 or be 12 to 17 years of age as of September 1, 2024.

Note: 19-year-old students may not participate in AG Basketball unless they are enrolled in grades 6–12 as of September 1, 2024. Students who qualify for the tournament by grade and district advancement may participate at the tournament even if they turn 19 before/during August 2024.

BOY/GIRL JR. AND BOY/GIRL SR. DIVISIONS

Divisions designated as Jr. are open to players enrolled in grades 6–8 during the 2024–2025 school year (or at least age 12 per participant requirements above). Boys' and girls' divisions are separate.

Divisions designated as Sr. are open to players enrolled in grades 9–12 during the 2024–2025 school year. Boys' and girls' divisions are separate.

BASKETBALL TOURNAMENT

1. COURT AND BALL

- 1.1 Each game of 3x3 will be played on a half-court with 1 basket. The 3x3 playing court in official competitions will be the same size as a high school regulation court (approximately 50' wide x 36' deep), with regular basketball court markings. This would include a 19' free throw line and a 22' 2-point line. This court will be equivalent to half of a high school regulation basketball court.
- 1.2 Present on every court will be an orange taped area known as the "check line." This area will be utilized to check or clear the ball before the start of every change of possession. The check line will be located at the top of the key, roughly 6 feet above the arc.
- 1.3 The size of ball used will be as follows:
 - a. Both Middle School and High School Girls: Size 6 or 28.5"
 - b. Both Middle School and High School Boys: Size 7 or 29.5"
- 1.4 Game balls will be provided by the AG Youth National Basketball Tournament. Teams will not be permitted to use their own basketball.

2. TEAMS

- 2.1 Each team will consist of 4 players. Every game must start with 3 players on the court and 1 substitute on the bench.
- 2.2 Each team is allowed to have 1 adult coach on their bench as well as 1 student coach on their bench. Players are not to interact with any "spectator coaches" in the stands at any time during the game. 1 warning will be given by the referee and any additional interactions will result in technical fouls.
- 2.3 The team on the top line of the bracket will be the home team of each game. The home team will wear the lighter color jersey during play.

3. GAME OFFICIALS

- 3.1 Each game will be managed by at least 2 referees and 1 table worker.
- 3.2 Game officials will work a 2-game rotation system.

4. BEGINNING OF THE GAME

Each game will begin as follows:

- 4.1 Both teams will have 2 minutes to warm up prior to the game. The home team will get the first 2 minutes, and the away team will get the final 2 minutes.
- 4.2 The court referee will meet with 1 team captain from each team at the free throw line. A coin flip will determine which team gets the first possession. The home team (team on the top line of the bracket) will make the call before the flip. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- 4.3 Each game must begin with 3 players on the court. If 3 players aren't on the court ready to play after 2 minutes of the declared start time by the court manager, the game is forfeited and the team that was ready automatically wins.
 - a. If the substitute (4th player) is not present at the beginning of the game, the game may start as long as 3 players are ready. The 4th player may join the team at any moment during the game.

5. SCORING

Each game will be scored in the following manner:

- 5.1 Every shot made inside the 2-point arc will be awarded 1 point. (This includes shots made with any part of the foot touching the 2-point line.)
- 5.2 Every shot made behind the 2-point line (with no foot touching the line) will be awarded 2 points.
- 5.3 Every free throw shot made will be awarded 1 point. (No part of the foot may touch or cross the free throw line.)

6. PLAYING TIME & WINNER OF THE GAME

Each game will be played as follows:

- 6.1 There will be 1 period of 12 minutes playing time.
- 6.2 The game will be played with a running clock except for the final minute of the game.
- 6.3 During the final minute of the game, the clock will stop during dead ball situations and free throws. The clock will start after the exchange of the ball is completed (as soon as it is in the offensive team's hands). During free throws, the clock will be stopped and will not start until either:
 - a. Made free throw results in change of position and is completed (as soon as it is in the offensive team's hands).
 - b. Missed free throw is touched by either team (clock will resume upon touch).
- 6.4 The first team to score 12 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only, not in a potential overtime.
- 6.5 At the end of regular playing time, if the score is tied, an extra period will be played. There will be a 1-minute break before overtime starts. The overtime period will begin with the ball given to the team that did not begin the regular play time with the ball. Overtime will be played with 1 more minute on the clock. The first team to score 2 points or maintain the lead at the end of the 1-minute overtime period will be declared the winner.
- 6.6 A team will lose by default if:
 - a. 3 players aren't on the court ready to play after 2 minutes of the declared start time by the court manager. The game is forfeited and the team that was ready automatically wins.
 - b. A team leaves the court before the end of regular playing time.
- 6.7 A team that forfeits or is disqualified due to court etiquette will automatically be removed from the tournament.
- 6.8 A shot clock will be used during the final minute of the game. It will be a 12-second shot clock that will start over on change of possession (which happens after the clearing of the ball), or the offense rebounds a missed shot that contacts the rim.

7. FOULS AND FREE THROWS

- 7.1 Each player is allowed 3 fouls maximum. Once a player commits 3 fouls, they have fouled out of the game and are no longer eligible for play.
- 7.2 Each team will enter into bonus shots after the other team has committed 5 team fouls.
- 7.3 A player who commits a flagrant foul or receives a technical is automatically ejected from the game. The court manager, referee supervisor, and tournament coordinators will decide if the player will be disqualified for the remainder of the tournament.
- 7.4 A team gets 1 bonus free throw for team fouls 5 and 6. A team gets 2 bonus free throws for team fouls 7 and 8.
 - a. The 9th team foul and any subsequent team foul as well as technical and flagrant fouls will be awarded 2 free throws and ball possession.
 - b. Ball possession will occur after the last free throw derived from team fouls 9+, both technical and flagrant fouls. The game will continue with an exchange of the ball behind the arc at the top of the court.

- 7.5 Fouls committed during the act of shooting will result in free throws. The act of shooting inside the arc will be awarded 1 free throw. The act of shooting behind the arc will be awarded 2 free throws.
- 7.6 Fouls committed during the act of shooting followed by a made basket will result in the basket scored plus 1 additional free throw.
- 7.7 Offensive fouls will result in the individual player receiving a personal foul and the team losing possession. No free throws will be given due to an offensive foul.
- An offensive flagrant or technical foul will still be treated the same as any flagrant or technical foul (2 free throws plus ball possession).

8. HOW THE BALL IS PLAYED

- 8.1 The check ball line is one of the fundamental differences in our tournament play than in other 3x3 tournaments. The check ball line will be an orange taped area located at the top of the key, roughly 6 feet above the arc. On every change of possession, the new offensive team must clear the ball, with 2 behind the check ball line. This can be done by passing to a teammate behind the line or simply dribbling the ball out behind the line. The only time the ball needs to be checked between the offensive player and defensive player is during dead ball situations as outlined below. The goal of this check ball line is to eliminate a miss exchange between offensive and defensive players; minimize the ball going to the referee; and keep the flow of the game going.
- 8.2 Following each made basket or the last made free throw, the ball will be played as follows:
- A player from the non-scoring team will be allowed to resume the game by dribbling or passing the ball from underneath the basket out to the check line at the top of the court.
 - The defensive team is not allowed to play the ball during the change of possession procedure. Failure to allow the opposing team to clear the ball to the check line will result in a team warning first followed by a team foul for any subsequent violation.
- 8.3 Following each missed basket, including free throws the ball will be played as follows:
- If the offensive team rebounds the ball, it may continue to attempt to score without clearing the ball past the check line.
 - If the defensive team rebounds or steals the ball, it must clear the ball behind the check line by passing to a teammate or dribbling. The new defensive team cannot play the ball until it is completely cleared behind the check line.
 - On free throws, players may not enter the free throw lane until the ball makes contact with the rim. If the shot does not hit the rim, it will result in a dead ball with a change of possession behind the check line.
- 8.4 Possession of the ball given to either team after any dead ball situation will start with a check ball (between the offensive and defensive player) behind the check line.
- 8.5 A player is considered to be behind the check line when neither of his/her feet are inside or stepping on it.
- There will be a 12-second "check ball" clock upon every change of possession.
 - In the event that the ball is not successfully cleared behind the check line, the referee will stop the game and give 1 warning to each team that it should occur.
 - Any subsequent violation of not properly clearing the ball behind the check line will result in a turnover of possession.
- 8.6 In the event of a jump ball, the ball shall be rewarded to the direction of the possession arrow, located at the scorer's table. Possession will be given, and the game will resume with a check ball between the offensive and defensive players.

9. SUBSTITUTIONS

9.1 All substitutions can be done during any dead ball situation. The player inactive off the court must be at the time/score table prior to the check ball. The substitute can enter the game upon the referee's whistle and hand motion of approval to come on the court. The substitutions must take place behind the end line opposite the basket.

10. TIMEOUTS

Each team will be allowed 1 30-second timeout.

10.1 A timeout can be called by either team during a dead ball situation.

10.2 A timeout can be called by the offensive team with clear possession of the ball.

10.3 A timeout cannot be called by the defensive team while the ball is in live play.

11. PROTEST PROCEDURE

If a team believes its interests have been adversely affected by an error in scorekeeping or clock management during a game, it must proceed in the following manner:

11.1 The coach and only the coach (no players or spectators) will discuss their protest with the court referee and court manager together.

11.2 If the court referee and court manager cannot make an official call, they will take it to the referee supervisor and/or the assistant tournament coordinator or tournament director.

11.3 No protesting can be done to contest a call made by the referee.

11.4 No video footage can be used during a protest procedure.

11.5 Any protest that is successfully made will result in corrective action by the court manager and referee supervisor.

12. TOURNAMENT BRACKET AND DOUBLE ELIMINATION

12.1 This 3x3 tournament will be run in a double-elimination format and will be organized by the bracketology manager using a software system. Every team will play 2 games minimum with the potential of going further in the tournament based on wins.

13. CODE OF CONDUCT AND DISQUALIFICATION

13.1 Assemblies of God Youth Ministries maintains a high standard for its participants and attendees. Parents, leaders, students, and guests involved in this event must represent Christ in their behavior and must adhere to the Code of Conduct set forth by AG Youth Ministries. Any violations of these guidelines could disqualify the participants and/or teams.

13.2 A technical or flagrant foul will be given to any player or coach based on the referee and court manager's discretion. Technical and flagrant fouls will be dealt with in the following:

a. A player who commits his/her first technical or flagrant foul will no longer be able to participate in the current game they are playing in.

b. A player who commits 2 technical or flagrant fouls will be removed from the tournament.

13.3 A spectator who violates the standards set forth by the AG Youth Ministries will be removed from further spectating any of the games.

13.4 Parents, leaders, students, and guests are expected to demonstrate integrity, respect, and support for all other churches, teams, referees, participants, and volunteers. An overly competitive attitude, rudeness, or unsportsmanlike conduct is not acceptable and is considered grounds for dismissal.

- 13.5 Parents, leaders, and students are expected to observe courteous and safe practices when on the premises. Practices include but are not limited to:
- a. Keeping all walkways clear
 - b. Refraining from dribbling basketballs anywhere on the premises other than on the basketball courts.
 - c. Staying off the basketball court at all times other than when your team is scheduled to be on the court for a game or warm-ups.
 - d. Parents are to stay off the court at all times unless special permission is given by a court official (e.g., when helping an injured student off the court or helping a student with a wardrobe or equipment malfunction).
- 13.6 AG Youth Ministries provides volunteers who operate as auxiliary staff for the tournament. These volunteers give their time and resources and work long hours throughout the week to serve students and the tournament. Any rude behavior including verbal/physical abuse directed toward volunteer staff will not be tolerated and may result in disqualification and dismissal of parents, leaders, students, and guests.
- 13.7 It is the responsibility of all AG Basketball Tournament participants and attendees to leave a positive impression at the facilities and on the people with whom we work. Therefore, any participant or attendee showing disrespect for people or property in the host city may be disqualified and dismissed from the tournament.

14. DRESS CODE

- 14.1 Appropriate dress is required for all participants—keeping basketball norms, target audience, and godly witness effectiveness in mind.
- 14.2 Modest attire must be worn. Clothing must be appropriate for effective play, intended audience, and a God-honoring atmosphere. Midriff cutoff jerseys, backless jerseys, excessively short shorts, and see-through jerseys without undershirts are never acceptable.
- 14.3 A reversible jersey will be required during competition. The home team will be the lighter color. Undershirts or tank tops are required for low-cut jerseys.
- a. An Assemblies of God Youth Ministries reversible jersey will be available for purchase at registration and only available through the first deadline of registration.