

AUGUST 4-8, 2025 ★ ORLANDO, FLORIDA

PICKLEBALL

RULE

BOOK

2025

★ 2025 ★  
YOUTH  
NYC

TWO THOUSAND  
TWENTY-FIVE

FL  
2025

## **GENERAL INFORMATION**

The General Information section applies to all Pickleball Tournament participants.

## **PURPOSE**

The Assemblies of God Youth Ministries Pickleball 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 Pickleball Tournament. Through the Pickleball Tournament, students are given the opportunity to work on their pickleball 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**

Pickleball Tournament participants must read and abide by this 2025 Pickleball 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 pickleball 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>

## **PICKLEBALL PARTICIPANT DIVISIONS**

There are two divisions in the 2025 Pickleball Tournament. In each division, there are sub-divisions based off age.

1. Students (12-18)
  - a. Junior High Division
  - b. High School Division
2. Adults (19 & older)
  - a. Beginner (New to pickleball)
  - b. Intermediate (Experienced players & anyone rated 3.0 or higher)

## **PICKLEBALL TOURNAMENT**

### **1. COURT AND BALL**

- 1.1 The court shall be a rectangle measuring 20 feet (6.10 m) wide and 44 feet (13.41 m) long for both singles and double matches.
- 1.2 Court measurements shall be made to the outside of the perimeter and non-volley zone lines. All lines should be 2 inches (5.08 m) wide and the same color, clearly contrasting with the color of the playing surface.
- 1.3 The net may be made of any mesh fabric material that will not allow a ball to pass through it.
- 1.4 G Approval of ball. The Tournament Director will choose the tournament ball – these will be selected from the approved balls posted on the USA Pickleball website.
- 1.5 Game balls will be provided by the AG Youth National Pickleball Tournament. Teams will not be permitted to use their own pickleball.

1.6 Paddles – players are responsible for confirming that the paddle they are using for match play is approved and listed as “pass” on the USA Pickleball Approved Paddle List. The list of approved equipment may be posted on the USA Pickleball website.

## 2 TEAMS

2.1 Each team will consist of 2 players.

2.2 If you do not have a teammate, one will be assigned to you from your division after check-in.

## 3 GAME OFFICIALS

3.1 Games will not be managed by a court referee; however, any player may request a referee or Tournament Director if:

- a. The player reasonably believes that a rule is being consistently and deliberately violated by their opponent.
- b. A situation arises where players are not able to quickly and easily resolve a dispute.
- c. If any player believe a paddle is not USAP approved or does not otherwise comply with all paddle rules, the player is allowed to summon the head referees or Tournament Director to determine if the paddle is legal for play.

## 4 TOURNAMENT

4.1 Tournament format: Double Elimination where The first player/team to score the match-winning point by at least a two-point margin wins. A loss will put the loser into the consolation bracket. Players/teams are eliminated after one loss in the consolation bracket. The winner of the consolation bracket will play the winner of the winner’s bracket for the championship. If the winner of the consolation bracket defeats the winner of the winner’s bracket, then a tie-breaker match to 15 points must be played to determine the gold/first- place and silver/second-place medals. The loser of the consolation bracket final will receive the bronze/third-place medal.

4.2 It is the responsibility of each player to check the posted schedules to determine the time and place of each match. If any change is made in the schedule after the initial posting, the Tournament Director or their designated representative shall notify the players of the changes.

## 5 SCORING

Each game will be scored in the following manner:

5.1 **Calling the Score.** The score shall be called after the server and receiver are (or should be) in position and all players are (or should be) ready to play.

- a. In non-officiated play, the server normally calls the score, but the server’s partner may call the score if the server is unable to call the score. The person calling the score shall not change during the game unless there is a voice impairment.

5.2 **10-Second Rule.** Once the score has been called, the server is allowed 10 seconds to serve the ball.

- a. If the server exceeds 10 seconds to serve, a fault will be declared.
- b. After the score has been called, if the serving team changes serving courts, the referee shall stop play, allow all players to reposition, and then recall the score to re-start the 10-second count. In a non- officiated match, the server will allow for the same repositioning and will recall the score to re-start the 10 second count.

5.3 **Scoring.** Team scores points only when serving. Points may also be awarded when technical fouls are called against the opposing side and their score is 0.

5.4 **Points.** A point is scored by serving the ball and winning the rally.

5.5 **Winning the Game.** The first side scoring the winning point wins.

5.6 **Calling the Score in Doubles Matches.** The score is called as three numbers in doubles matches. The proper sequence for calling the score is: serving team's score – receiving team's score – the server number (one or two), (e.g., “zero – one – one”). To start each game, the score will be called as “zero – zero – two.”

## 6 PLAYING TIME & WINNER OF THE GAME

Each game will be played as follows:

6.1 A served ball that clears the non-volley zone and its lines and lands in the correct service court or on any correct service court line is in. Any other ball in play that lands in the court or touches any court line is in.

6.2 A ball contacting the playing surface completely outside of the court is “out.” A served ball that lands in the opponent's non-volley zone, including on the non-volley zone lines, is “out”.

6.3 Players are responsible for calling the lines on their end of the court (excluding short serves, service foot faults and all non-volley-zone faults, if being called by a referee). If a player makes an initial line call, and then asks for either the opponent(s) or the referee's opinion, if the opponent or referee can make a clear “in” or “out” call, the clear call will stand. If no clear call can be made, the initial line call by the player will stand. A call made by the opponent can be appealed to the referee for a final “in” or “out” decision.

6.4 Spectators should not be consulted on any line call.

6.5 A player/team may ask the opponent's opinion to make the line call on the player's end of the court. If requested and the opponent makes a clear “in” or “out” call, it must be accepted. If the opponents cannot make a clear “in” or “out” call, then the ball is ruled as being “in” on the receiving team. The moment the receiving player/team asks for the opponent's opinion, they lose their right to make any subsequent “in” or “out” call for that rally. The receiving team/player may also appeal to the referee to make a clear call. If the referee cannot make a clear call, the outcome of the opponent's ruling will stand.

6.6 A fault (and resulting dead ball) will be declared for the following:

a. If the server or service return does not bounce before the ball is struck.

b. Hitting the ball into the player's side of the net without the ball crossing over to the opponent's side. Note: The ball is dead and the fault occurs the moment the ball hits the ground.

c. Hitting the ball under the net or between the net and the net post.

d. A ball hit by a player that first lands out of bounds or onto their own side of the court.

e. Failure of a standing player to return the ball before it bounces twice on the receiving player's side of the net and failure of a player using a wheelchair to return a ball before it bounces three times.

6.7 Any action that stops play will result in a dead ball.

## **7. TIMEOUTS**

### **7.1 Time Outs**

- a. Each time-out period may last up to 1 minute.
- b. Play may be resumed early if all players are ready.

## **8. CODE OF CONDUCT AND DISQUALIFICATION**

- 8.1 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.
- 8.2 A technical or flagrant foul will be given to any player 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.
- 8.3 A spectator who violates the standards set forth by the AG Youth Ministries will be removed from further spectating any of the games.
- 8.4 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.
- 8.5 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 playing with paddles and balls anywhere on the premises other than on the pickleball courts.
  - c. Staying off the pickleball 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).
- 8.6 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.
- 8.7 It is the responsibility of all AG Pickleball 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.

## **9. DRESS CODE**

- 9.1 Appropriate dress is required for all participants—keeping pickleballs norms, target audience, and godly witness effectiveness in mind.
- 9.2 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.