

AUGUST 4-8, 2025 ★ ORLANDO, FLORIDA



GAMING RULE BOOK

FL

2025

2025

★ 2025 ★
YOUTH
NYC

TWO THOUSAND
TWENTY-FIVE

GENERAL INFORMATION

The General Information section applies to all Gaming Tournament participants.

PURPOSE

The Assemblies of God Youth Ministries Gaming 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 Gaming Tournament. Through the Gaming tournament, students are given the opportunity to work on their gaming 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

Gaming Tournament participants must read and abide by this 2025 Gaming 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 gaming 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 tournament 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.
4. They understand rules are subject to change.

RULES QUESTIONS PROCEDURE

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

GAMING 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 Gaming 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.

CODE OF CONDUCT

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.

- a. Any spectator who violates the standards set forth by the AG Youth Ministries will be removed from further spectating any of the games.
- b. Parents, leaders, students, and guests are expected to demonstrate integrity, respect, and support for all other churches, teams, tournament staff, participants, and volunteers. An overly competitive attitude, rudeness, or unsportsmanlike conduct is not acceptable and is considered grounds for dismissal.

c. 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.

d. It is the responsibility of all AG Gaming 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.

MARIO KART 8: DELUXE

TOURNAMENT

TOURNAMENT RULES

AUTHOR'S NOTE

This ruleset is an adaptation of the California Recommended Ruleset & the Project Wilderness SSBU Ruleset. Its purpose is to explain the rules for matches held during the Assemblies of God National Youth Conference 2025 for Orlando, FL.

SET LENGTH

All tournament sets will be a composition of 4 races that are selected at random.

SET PROCEDURE

1. Players will select Vs Race with the appropriate amount of human racers.
2. Players will then select their karts, wheels, and gliders.
3. Rules will then be selected (see Section 2.1)
4. Players will then race their races
5. When the final race is complete, players will then report their score to the TO.

CHARACTER SELECTION

All characters are legal.

KART SELECTION

All kart combinations are legal.

CONTROLS AND ASSISTS

Smart Steering: OFF

Tilt Controls: Optional (recommend OFF)

Auto Acceleration OFF

PAUSING

No pausing is allowed unless players are asked by the TO to pause the game, or a controller disconnects or malfunctions.

TIE BREAKER

If two or more players have a tie score that affects any cuts from the tournament, they will compete in a head to head race.

CHARACTER COLOR SELECTION

If there is a dispute in character colors or team colors (i.e. both players want to use green Yoshi), the players will play one Rock Paper Scissors game to determine who gets the color.

COACHING VIOLATIONS

Coaching is not permitted during the duration of a tournament set. If coaching occurs during this window, they will receive penalties as outlined below:

- a. 1st offense (minor): Verbal warning to the player and the coach. This warning persists for the entire event.
- 4 b. 2nd offense (major): Player receives a game loss.
- c. 3rd offense (severe): Player and offending coach receive complete disqualification from the event

Guideline for violations:

- a. Cheering - Nondescript statements such as "Lets Go!", "You got this!", or "mess them up!". These are not violations.
- b. Minor violation - General statements such as "Play Slow", "Take your time" or "Hit him!"
- c. Major violation - Specific statements pointing out habits, specific options, or timings such as "He has got a shell!", "His waft is almost ready!" or "You need to drift more!"
- d. Severe violation - Physical interference to either player.

Tournament Staff reserve the right to judge on what is deemed "coaching" and the severity of the violation.

TARDINESS

Anyone who is not present for their set by 5 minutes past the scheduled start time is subject to a set loss.

COLLUSION

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

MISINTERPRETATION/MISCONFIGURATION

Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings. Game settings should be configured according to the "Game Settings section below. It is the players' responsibility to ask the TO for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set will not be changed after the fact unless under extreme circumstances, judgment reserved for tournament staff.

FINAL RULINGS

If any unforeseen situations occur, judgment of Tournament Staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game breaking glitch is discovered on a stage mid tournament that could be exploited. Thus, the stage may need to be removed from legal play for the remainder of the event.

GAME RULES

GAME SETTINGS

Speed: 150cc

Teams: No Teams

Items: Normal Items

COM: Hard COM

COM Vehicles: All Vehicles

Courses: Random

Race Count: 4 Races

ADDITIONAL RULES

Controllers:

Nintendo Pro Controllers will be provided (recommended by Tournament Staff).

A player may bring their own Nintendo Pro Controller. The Nintendo GameCube Controller (wired) and Joy cons are also permitted control options. Turbo/Macro options on controllers are banned.

Controller Interference:

If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event.

SSBU TOURNAMENT

TOURNAMENT RULES

AUTHOR'S NOTE

This ruleset is an adaptation of the California Recommended Ruleset & the Project Wilderness SSBURuleset. Its purpose is to explain the rules for matches held during the Assemblies of God National Youth Conference 2025 for Orlando, FL.

SET LENGTH

All tournament sets will be held as a best-of-3 games. Once a player has won two games, they will take the set. This process will continue until matches for the Top 3 are held. In a Double Elimination bracket, this will be for Winners Finals, Losers Finals, and Grand Finals. For a Single elimination bracket, this will simply be held for Semi-finals and Finals.

SET PROCEDURE

1. Players select their characters. Either player may elect to do Double Blind Character Selection (see section 1.4)
2. Stages will be selected at random from the stagelist (see section 2.2)
3. The players play the first game of the set
4. Stages will again be selected at random from the stagelist (see section 2.2)
5. The winning player of the preceding game may choose to change characters.
6. The losing player of the preceding game may choose to change characters.
7. The next game is played.
8. Repeat Steps 4 through 8 for all subsequent games until the set is complete.

STAGE AGREEMENT CLAUSE

Players may select any LEGAL stage if they both agree on it. Players may not play on illegal stages or change the length of a set. If this is violated, both players will be subject to complete disqualification from the event.

DOUBLE BLIND CHARACTER SELECTION

Either player may request that a double blind selection occur. In this situation, a referee or third party will be told, in secret, of each player's choices for the first round. Both players are to then select their first round character, with the referee validating the character selections.

PAUSING

Pause setting should be off. However, if it is not, pausing is only legal while either player remains upon their OWN respawn platform, and only for the purpose of summoning a tournament official or in the case of a controller malfunction. All other pauses will incur a stock loss to the player who pauses the game. If the pause causes the opponent to lose a stock, the player who pauses forfeits 2 stocks.

STALLING

Stalling, or intentionally making the game unplayable, is banned and at the discretion of tournament staff. Stalling includes but is not limited to becoming invisible, continuing infinites past 300%, and reaching a position that your opponent can never reach you. Stalling will result in a forfeit of the game for the player that initiated the action.

SELF-DESTRUCT MOVES

If a game ends with a self-destruct move, the results screen will determine the winner. If a sudden death occurs, standard sudden death rules apply.

SUDDEN DEATH

If a game goes to Sudden Death, the winner is determined by stocks and percentage at the time the game ends. If both players are tied in stocks the player with the lower percentage is the winner. In the event of a percentage tie, or a game in which both players lose their last stock simultaneously, a 1 stock tiebreaker will be played with a 3 minute time limit. The results of an in-game 300% Sudden Death do not count. If Sudden Death occurs in a Sudden Death game, this process is repeated.

COACHING VIOLATIONS

Coaching is not permitted during the duration of a tournament set. If coaching occurs during this window, they will receive penalties as outlined below:

- a. 1st offense (minor): Verbal warning to the player and the coach. This warning persists for the entire event.
- b. 2nd offense (major): Player receives a game loss.
- c. 3rd offense (severe): Player and offending coach receive complete disqualification from the event.

Guideline for violations:

- a. Cheering - Nondescript statements such as "Lets Go!", "You got this!", or "mess them up!" These are not violations.
- b. Minor violation - General statements such as "Play Slow", "Take your time" or "Hit him!"
- c. Major violation - Specific statements pointing out habits, specific options, or timings such as "Watch for his neutral getup!", "His waft is almost ready!" or "He keeps rolling!"
- d. Severe violation - Physical interference to either player.

Tournament Staff reserve the right to judge on what is deemed "coaching" and the severity of the violation

TARDINESS

Anyone who is not present for their set by 5 minutes past the scheduled start time is subject to a set loss.

COLLUSION

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

MISINTERPRETATION/MISCONFIGURATION

Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings. Game settings should be configured according to the "Game Settings section below. It is the players' responsibility to ask the TO for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set will not be changed after the fact unless under extreme circumstances, judgment reserved for tournament staff.

FINAL RULINGS

If any unforeseen situations occur, judgment of Tournament Staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game breaking glitch is discovered on a stage mid tournament that could be exploited. Thus, the stage may need to be removed from legal play for the remainder of the event.

GAME RULES

GAME SETTINGS

Stock and time are set to 3 stock and 8 minutes for Singles and Doubles

Handicap: Off

Team Attack: On

Damage Ratio: 1.0x

Items: Off and None

Pause: Off

Hazard Toggle: Off

Mii: All moveset combination are legal

STAGE LIST

Battlefield*

Final Destination**

Pokemon Stadium 2

Smashville

Town & City

Kalos Pokemon League

Yoshi's Island

Small Battlefield

*Battlefield variations of the stages are allowed in place of Battlefield.

**Omega variations of the stages are allowed in place of Final Destination.

The following stages are not allowed for Battlefield and Omega variations due to the changing in the Z Axis:

Dream Land GB

Flatzone X

Hanebow

Mario Maker

Mute City SNES

Pac-Land

Duck Hunt

ADDITIONAL RULES

Controllers:

For ease of access, Tournament Staff recommends the use of the Nintendo Pro Controller, however, The Nintendo GameCube Controller (wired) and Joy cons are all permitted control options. Turbo/Macro options on controllers are banned. Box variants of the gcc are currently permitted so long as they do not have macros/turbo enabled.

Controller Interference:

If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event.

Mii Fighter Clause:

Mii Fighters must be created using Guest Miis and their name should contain the moves being used in the format 'xxxx'. Any combination of moves may be used, but once a player has selected a Special Move Set for a specific Mii Fighter type (Brawler/Swordfighter/Gunner) that Set must be paired with that Fighter type for the remainder of the set.

NBA 2K25 (PS5)

TOURNAMENT

TOURNAMENT RULES

AUTHOR'S NOTE

This ruleset is an adaptation of the Eastern Collegiate Athletic Conference (ECAC) and the Project Wilderness ruleset. Its purpose is to explain the rules for matches held during the Assemblies of God National Youth Conference 2025 for Orlando, FL.

SET LENGTH

Each set will be composed of a Best of 1 game played head to head locally.

SET PROCEDURE

1. Players will select the Play Now
2. Players will select Quick Play
3. They will then select their teams (see Section 1.3)
4. They will then select the rules (see Section 1.4)
5. They will then select a neutral stadium to compete in (cannot represent either team)
6. They will play their match
7. Winner reports the score to the TO

TEAM SELECTION

Only current teams will be allowed. No Custom teams, All-Star teams, All-Time teams, or History Teams will be allowed.

MATCH RULES

Quarter Length: 4 Minutes

Fatigue: On

Controls: All

Game Speed: Normal

Difficulty: Hall of Fame

PAUSING

Players can pause the game three times each per game, and only when the ball is out of play. Players may also pause the game if there are any of the following circumstances:

- a. Equipment malfunction
- b. Unintentional Controller disconnect
- c. Physical interferences (chair breaks, crowding that affects play, etc)
 - i. All pauses listed here must be immediately followed by notifying the TO of the pause and the reason for it.

When resuming gameplay after a pause, both players must confirm that they are ready to compete, and then resume the game.

TIE BREAKER

If the game results in a tie, players will restart the game with the same teams/arena, and will compete for a single quarter. The player with the higher score will be the winner. If the extra quarter ends in a tie, then this process will be repeated until a winner is declared.

COACHING VIOLATIONS

Coaching is not permitted during the duration of a tournament set. If coaching occurs during this window, they will receive penalties as outlined below:

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Guideline for violations:

- a. Cheering - Nondescript statements such as "Lets Go!", "You got this!", or "mess them up!" These are not violations.
- b. Minor violation - General statements such as "Play Slow", "Take your time" or "Hit him!"
- c. Major violation - Specific statements pointing out habits, specific options, or timings such as "Bring it in the paint every time!", "He only shoots 3's!" or "Switch tactics!"
- d. Severe violation - Physical interference to either player.

Tournament Staff reserve the right to judge on what is deemed "coaching" and the severity of the violation

TARDINESS

Anyone who is not present for their set by 5 minutes past the scheduled start time is subject to a set loss.

COLLUSION

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any player suspected of colluding.

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GAME RULES

Controllers:

Only a PlayStation 5 controller will be permitted for use.

Controller Interference:

If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event.