

STAMPEDE FALL LEAGUE 2026

Saturday September 5th

CLOVIS NORTH LARGE GYM			
TIME	COURT 1	COURT 2	COURT 3
8:00 AM	7th Organized Chaos vs 7th/8th Stampede Blue	7th Lady Knights vs. 7th MAO Red	3rd/4th Stampede vs. 3rd MAO
9:00 AM	7th Organized Chaos vs 7th MAO Red	7th Lady Knights vs. 7th/8th Stampede Blue	3rd/4th Stampede vs. 4th MAO
10:00 AM	NO GAME	8th Stampede Black vs. 8th MAO	5th/6th Stampede Black vs. 6th MAO
11:00 AM	7th Organized Chaos vs 7th MAO Blue	7th Lady Knights vs 6th MAO	5th/6th Stampede Blue vs. 5th MAO
12:00 PM	NO GAME	5th/6th Stampede Black vs. 7th MAO Blue	NO GAME

3RD GRADE
4TH GRADE
5TH GRADE
6TH GRADE
7TH GRADE
8TH GRADE

STAMPEDE FALL LEAGUE

GAME RULES 2025

TIME | CLOCK

1. Two 16-minute running halves. Clock will stop the last ten seconds of the first half and the last two minutes of the game if the score is 10 points or less. The score must stay at 10 points or less. Anything over 10 and the clock runs again. The clock will continue to run unless the score is 10 or less at the 2:00 mark even if the lead is later decreased. ALL NORMAL CIF RULES APPLY UNDER 2 MINUTES IF SCORE IS 10 points or less. Will shoot ALL free-throws...no automatic points.
2. Two-minute overtimes. Sudden death on the 3rd overtime.
3. Three-minute half times & Five minutes guaranteed for warm up.

FREE THROWS

1. Shooting foul – one point and one shot. (2 points awarded and shoot one if fouled on a three-point attempt). On a foul on a made shot, the basket will count, and the bonus free throw will be shot.
*If the score is 10 points or less in the last two minutes of the game, we will play regulation (two shots on shooting fouls, one and one on the 7th foul, two shots at the 10th foul, all technical/intentional foul shots will be shot—CIF rules for everything).
2. On the 10th team foul, the team will be awarded one point and shoot one free throw.
3. Intentional/technical foul – two points and the ball.
4. 10 second back court will be in effect...no shot clock.

FOULS

1. Please note on the 10th team foul, it will be 1 point and the ball is out of bounds at the point of interruption. If it is within the last 2:00 of the game and the score is 10-point differential or less, they will shoot double bonus.
2. Two technical fouls in one game by a coach or a player will result in an ejection from the game.
3. Two ejections in a tournament by a coach or a player will result in the removal of the coach or player for the remainder of the tournament.
4. Only keeping TEAM FOULS

TIMEOUTS

1. Teams will get 1 full timeout and 2 thirty second time outs. One full timeout per overtime period. (Timeouts carry over)

ADMISSION

\$5 Admission for Adults

\$3 Admission for Students, Seniors, & Children

1 coach per team will be given a tournament pass wristband

