

STAMPEDE FALL LEAGUE 2026

Saturday September 19th

Park in the lot across from Clovis Community Church. On Willow & International

GRANITE RIDGE GYM		
TIME	COURT 1	COURT 2
8:00 AM	8th MAO vs. Next up	8th Stampede Black vs. 8th Elevate
9:00 AM	8th MAO vs. 8th Elevate	8th Stampede Black vs. Next up
10:00 AM	3rd MAO vs. 3rd Next Up	7th MAO Red vs. 7th Organized Chaos
11:00 AM	4th MAO vs. 4th Next Up	7th/8th Stampede Blue vs. 7th Organized Chaos
12:00 PM	7th Lady Knights vs. 7th MAO Red	7th/8th Stampede Blue vs 7th MAO Blue
1:00 PM	7th Lady Knights vs. 7th MAO Blue	5th/6th Stampede Black vs. 6th MAO Red
2:00 PM	5th/6th Stampede Blue vs. 5th MAO	5th/6th Stampede Black vs. 6th MAO Blue

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

STAMPEDE FALL LEAGUE

GAME RULES 2026

TIME | CLOCK

- Two 18-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.
- ALL NORMAL CIF RULES APPLY UNDER 2 MINUTES IF SCORE IS 10 points or less. Will shoot ALL free-throws...no automatic points.
- Two-minute overtimes. Sudden death on the 3rd overtime.
- Three-minute half times & Five minutes guaranteed for warm up.

FREE THROWS

- 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.
- On the 10th team foul, the team will be awarded one point and shoot one free throw.
- Intentional/technical foul – two points and the ball.
- 10 second back court will be in effect...no shot clock.

FOULS

- On the 10th team foul players will go to FT line and get 1 point and shoot 1 before 2min mark.
- 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.
- Two technical fouls in one game by a coach or a player will result in an ejection from the game.
- Only keeping TEAM FOULS

TIMEOUTS

- 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
- **CASH ONLY** at the door