

STAMPEDE SPRING AAU 2026

2770 E International Ave. Fresno CA 93730

LARGE GYM SATURDAY 3/21			
TIME	COURT 1	COURT 2	COURT 3
8:00AM	3rd/4th Next Up vs. 3rd MAO	7th Stampede vs. 7th MAO	4th MAO vs. 3/4th Thundering Herd
9:00AM	3rd/4th Next Up vs. 3/4th Thundering Herd	7th Stampede vs. 7th Next Up	3/4th Stampede vs. 3rd MAO
10:00AM	6/7th Under8ted vs. 7th MAO	8th Stampede vs. 8th Next Up	8th Thundering Herd vs. 8th MAO
11:00AM	6/7th Under8ted vs. 7th Next Up	8th MAO vs. 8th Under8ted JR3SSB	8th Thundering Herd vs. 8th Next Up
12:00PM		8th Stampede vs. 8th Under8ted JR3SSB	

SMALL GYM SATURDAY 3/21		
TIME	COURT 1	COURT 2
8:00 AM	5/6th Thundering Herd vs 6th Next Up	6th Organized Chaos vs. 6th MAO
9:00 AM	5/6th Thundering Herd vs 5th MAO BLUE	6th Organized Chaos vs. 6th Next Up
10:00 AM	5th Stampede vs. 6th MAO	5th MAO RED vs. 5/6th Under8ted
11:00 AM	5th Stampede vs. 5/6th Under8ted	5th MAO BLUE vs 6th Next UP

LARGE GYM SUNDAY 3/22			
TIME	COURT 1	COURT 2	COURT 3
9:00AM	3rd MAO vs. 3/4th Thundering Herd	5th Stampede vs. 5th MAO RED	4th MAO vs. 3rd/4th Next Up
10:00AM	8th Next Up vs. 8th Under8ted JR3SSB	5th Stampede vs. 5th MAO BLUE	5/6th Thundering Herd vs. 5th MAO RED
11:00AM	7th Stampede vs 6/7th Under8ted	8th Stampede vs 8th Thundering Herd	6th MAO vs 6th Next Up
12:00 PM	6th Organized Chaos vs. 5/6th Under8ted	8th Stampede vs 8th MAO	7th Next Up vs 7th MAO

Cash ONLY at the door.
 Must have a wrist band to enter.
 Court 1 = closest to door.

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

STAMPEDE SPRING AAU

Tournament Rules 2026

TIME | CLOCK

- Two 20-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.
- 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.
- *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).
- 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.

FOULS

- 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.
- Two technical fouls in one game by a coach or a player will result in an ejection from the game.
- 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.
- Only keeping TEAM FOULS

TIMEOUTS

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

OTHER

- 10 second back court will be in effect...no shot clock.

ADMISSION

- **\$7** Admission for adults
- **\$5** Admission for Students, Seniors
- Children 5 and Under- Free
- 2 coaches per team will be given a tournament pass wristband
- **CASH ONLY**