



Fire & ICE 2

April 17 - 19, 2026

Admission Ages 6 & Up:

\$25 Daily

\$60 3 Day Pass

No Refunds after entering Facility

Download App for Schedule

Check Schedule Daily for changes, especially Saturday night. All seedings for Sunday bracket will NOT be determined until your pool has finished all games.

Official website for all information, and app can be downloaded for schedule.

<https://www.mmcgeeball.com/fire-ice-2>

ROSTERS & COACHES

Please log into your exposure account and make sure to update all ROSTERS, and COACHES LIST. Your coaches will NOT be allowed to enter if their name and contact information isn't up to date. Coaches CANNOT have the same phone number and email for every coach.

Players who do not compete on Saturday, cannot compete on Sunday for grades 3 – 9 without prior communication.

Programs with multiple teams, please UPDATE all Team names with graduation year behind each team, and if you have multiple in same group, please include team color as well. Example: Florida PRO 2025 or Florida PRO Select/Color 2025

WHAT DOCUMENTS SHOULD BE IN BOOK IN CASE OF PROTEST*

Grades 3rd - 9th

- 1. Official team roster must be fully entered online, including DOB for check in**
- 2. Birth certificate of each player.**
- 3. Current picture of each player.**
- 4. Current school year report card.**

Fire & ICE 2

April 17 - 19, 2026

ADDITIONAL INFORMATION:

BIG HOUSE RULES: <https://www.bighouseusa.com/know-before-you-go.html>

- 1. NO OUTSIDE BALLS PERMITTED IN THE BIG HOUSE**
- 2. No outside Food or Drinks**
- 3. Away Team on TOP and must wear dark color uniform**
- 4. Tournament Format: Pool play format leading to bracket play with championship games to be played Sunday.**
- 5. Team and individual awards for 1ST and 2ND place in each division, and all tournament selections, which will include an MVP and Hustle award in each grade division. Both teams will have a small awards presentation.**

GAMEPLAY RULES: (HIGH SCHOOL RULES with Exceptions)

Two 16-minute halves: 7th thru 11th Grade

Two 14-minute halves: 3rd thru 6th Grade

Timeouts: 2 Full / 2 thirties

Running Clock & Mercy Rule: 25-point difference, once team brings deficit to 15 points, back normal play. Defeating a team by 25+ points or being defeated by 25+ points doesn't promote a positive environment for anyone, which results in fights and altercations.

Full Court Press: Grades 3 – 7 is not allowed to full court defense when team is leading by 25 points. Full court press may resume if lead reduces to 15.

Gametime: Only the (2) tournament directors have the ability to allow a 15-minute grace period for uncontrollable reasons a team cannot make their scheduled gametime. This will only be exercised up notification from team. Failure to communicate a valid reason will result in a forfeit.

Last 2 Minutes of Game: (8th grade & up) If either team is winning by 20+ points with under 2 minutes to go, the game will end. We are focusing on sportsmanship and preventing injuries. Grades 7th on down, the losing coach must agree to end at 2 minutes.

Overtime: 3 Minutes. 1 Time Out per team, with NO carry over. Double OT is 2 minutes, and Triple OT is 1st team to score.

PLEASE READ ATTACHED DOCUMENT FULLY AND PASS ALONG TO PARENTS,
AND ALL COACHES.