

10 and Under Rumble in Rosemont

March 7-9, 2014

The Dome at Rosemont – 34 Jennie Finch Way

#	Team Name	Team City	Game 1	Game 2	Game 3	Game 4	TOTAL +/-
1A	Blue Wave Fastpitch 9U	Mokena, IL					
2A	Oaklawn Gems	Chicago, IL					
3A	Wheatland Spikes 10U	Aurora, IL					
4A	Windy City Ice	Crestwood, IL					
5A	Bordertown Bandits	Antioch, IL					

1B	Bluewave Fastpitch	Mokena, IL					
2B	Chicago Fireworks Blue	Chicago, IL					
3B	Oaklawn Gems 9U	Chicago, IL					
4B	Palos Power	Palos, IL					
5B	Oak Park Windmills	Oak Park, IL					

Game #	Day	Time	Field	Score	Teams	Score
1	FRIDAY	5:15PM	DOME – 1		1A vs. 2A	
2	FRIDAY	"	DOME – 2		1B vs. 2B	
3	FRIDAY	6:30PM	DOME – 1		3A vs. 4A	
4	FRIDAY	"	DOME – 2		3B vs. 4B	
5	FRIDAY	7:45PM	DOME – 1		1A vs. 3A	
6	FRIDAY	"	DOME – 2		1B vs. 3B	
7	SATURDAY	8AM	DOME – 1		2A vs. 5A	
8	SATURDAY	"	DOME – 2		2B vs. 5B	
9	SATURDAY	9:15AM	DOME – 1		1A vs. 4A	
10	SATURDAY	"	DOME – 2		1B vs. 4B	
11	SATURDAY	3:30PM	DOME – 1		3A vs. 5A	
12	SATURDAY	"	DOME – 2		3B vs. 5B	
13	SATURDAY	4:45PM	DOME – 1		1A vs. 5A	
14	SATURDAY	"	DOME – 2		1B vs. 5B	
15	SATURDAY	6PM	DOME – 1		2A vs. 4A	
16	SATURDAY	"	DOME – 2		2B vs. 4B	
17	SATURDAY	7:15PM	DOME – 1		4A vs. 5A	
18	SATURDAY	"	DOME – 2		4B vs. 5B	
19	SATURDAY	8:30PM	DOME – 1		2A vs. 3A	
20	SATURDAY	"	DOME – 2		2B vs. 3B	
21	SUNDAY	10:30AM	DOME – 1		1 st Place Pool A vs. 2 nd Place Pool B	
22	SUNDAY		DOME – 2		1 st Place Pool B vs. 2 nd Place Pool A	
23	SUNDAY	11:45AM	DOME – 1		Championship 10U	

Tournament Rules

- Each game will have a 1:10 drop dead time limit.
- Teams can bat entire lineup if they desire and utilize free substitution on defense for POOL PLAY ONLY; straight USSSA rules will apply for all bracket games.
- Maximum run differential will be seven (7) runs per game
- Higher seed will always be home team in bracket play until Championship Game when coin flip will determine home team

Tiebreakers

- Head-to-head
- +/- differential
- Runs Allowed

**If there is a 3-way tie, +/- differential will be the first tie breaker followed by runs allowed.