

## 12 and under Rumble in Rosemont

March 13-15, 2015

The Dome at Rosemont – 34 Jennie Finch Way

#	Team Name	Team City	Game 1	Game 2	Game 3	Game 4	TOTAL +/-
A1	Windy City Thunder	Chicago, IL					
A2	Blue Wave 11U JP	Mokena, IL					
A3	Tinley Park Rockers 12U	Tinley Park, IL					
A4	Beverly Bandits 12U	Orland Park, IL					
A5	Orland Park A's	Orland Park, IL					
A6	Blue Wave 12U KB	Mokena, IL					

B1	Blue Wave 11U T	Mokena, IL					
B2	Chicago Fireworks Red	Chicago, IL					
B3	Joliet Express	Joliet, IL					
B4	Plainfield Twisters Orange	Plainfield, IL					
B5	Blue Wave 12U JP	Mokena, IL					
B6	Oak Park Windmills JM	Oak Park, IL					

Game #	Day	Time	Field	Score	Teams	Score
1	FRIDAY	11:20AM	DOME – 1		A1 vs. A2	
2	FRIDAY	"	DOME – 2		A3 vs. A4	
3	FRIDAY	12:30PM	DOME – 2		A1 vs. A5	
4	FRIDAY	1:40PM	DOME – 2		A3 vs. A6	
5	FRIDAY	2:50PM	DOME – 1		B1 vs. B2	
6	FRIDAY	"	DOME – 2		B3 vs. B4	
7	FRIDAY	4:00PM	DOME – 1		B1 vs. B5	
8	FRIDAY	"	DOME – 2		B3 vs. B6	
9	FRIDAY	8:50PM	DOME – 1		A2 vs. A5	
10	FRIDAY	"	DOME – 2		A4 vs. A6	
11	FRIDAY	10:00PM	DOME – 1		A3 vs. A5	
12	FRIDAY	"	DOME – 2		A1 vs. A6	
13	SATURDAY	1:20PM	DOME – 2		B2 vs. B5	
14	SATURDAY	2:30PM	DOME – 2		B4 vs. B6	
15	SATURDAY	3:40PM	DOME – 2		B3 vs. B5	
16	SATURDAY	4:50PM	DOME – 2		B1 vs. B6	
17	SATURDAY	6:00PM	DOME – 1		A2 vs. A3	
18	SATURDAY	"	DOME – 2		A1 vs. A4	
19	SATURDAY	7:10PM	DOME – 1		A2 vs. A4	
20	SATURDAY	"	DOME – 2		A5 vs. A6	
21	SATURDAY	8:20PM	DOME – 1		B2 vs. B3	
22	SATURDAY	"	DOME – 2		B1 vs. B4	
23	SATURDAY	9:30PM	DOME – 1		B2 vs. B4	
24	SATURDAY	"	DOME – 2		B5 vs. B6	
25	SUNDAY	1:50PM	DOME – 1		1 <sup>st</sup> Seed Pool A vs. 2 <sup>nd</sup> Seed Pool B	
26	SUNDAY	"	DOME – 2		1 <sup>st</sup> Seed Pool B vs. 2 <sup>nd</sup> Seed Pool A	
27	SUNDAY	4:10PM	DOME – 2		12U Championship	

### **Tournament Rules**

1. Each game will have a 1:05 drop dead time limit, but will finish the batter. Pool games may end in a tie. If a bracket game is tied at the time limit teams will begin tie-breaker in the next full inning.
2. Run Rules: 12 after 3, 10 after 4, 8 after 5 innings of play will apply to all games.
3. Teams can bat entire lineup if they desire and utilize free substitution on defense for POOL PLAY ONLY; straight USSSA rules will apply to all bracket games.
4. Maximum run differential will be seven (7) runs per game
5. Higher seed will always be home team in bracket play until Championship Game when coin flip will determine home team.

### **Tiebreakers**

- |                 |                                |                 |
|-----------------|--------------------------------|-----------------|
| 1. Head-to-head | 2. +/- differential            | 3. Runs Allowed |
| 4. Runs Scored  | 5. Record vs. Common Opponents |                 |

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