12 and under Rumble in Rosemont

October 25-26, 2014

The Dome at Rosemont – 34 Jennie Finch Way

#	Team Name	Team City	Game 1	Game 2	Game 3	TOTAL +/-
1A	Beverly Bandits 12U	Orland Park, IL				
2A	BlueWave Fastpitch	Mokena, IL				
3A	Norridge Reckless	Norridge, IL				
4A	Lemont Sizzlers	Lemont, IL				

1B	BlueWave Fastpitch 03 JP	Mokena, IL		
2B	Pride Elite Fastpitch	Joliet, IL		
3B	Orland Park Bandits	Orland Park, IL		
4B	Mokena Blast 12U	New Lenox, IL		

Game #	Day	Time	Field	Score	Teams	Score
1	SATURDAY	8AM	DOME – 1		1A vs. 2A	
2	SATURDAY	u	DOME – 2		3A vs. 4A	
3	SATURDAY	9:30AM	DOME – 1		1A vs. 3A	
4	SATURDAY	u	DOME – 2		2A vs. 4A	
5	SATURDAY	11AM	DOME – 1		1B vs. 2B	
6	SATURDAY	u	DOME – 2		3B vs. 4B	
7	SATURDAY	12:30PM	DOME – 1		1B vs. 3B	
8	SATURDAY	u	DOME – 2		2B vs. 4B	
9	SATURDAY	2PM	DOME -1		1A vs. 4A	
10	SATURDAY	u	DOME –2		2A vs. 3A	
11	SATURDAY	3:30PM	DOME – 1		1B vs. 4B	
12	SATURDAY	u	DOME – 2		2B vs. 3B	
13	SUNDAY	8AM	DOME -1		2 nd Place Pool A vs. 3 rd Place Pool B	
14	SUNDAY	u .	DOME –2		2 nd Place Pool B vs. 3 rd Place Pool A	
15	SUNDAY	9:30AM	DOME -1		1 st Place Pool A vs. 4 th Place Pool B	
16	SUNDAY	u	DOME –2		1 st Place Pool B vs. 4 th Place Pool A	
17	SUNDAY	11AM	DOME -1		Winner Game 14 vs Winner Game 15	
18	SUNDAY	u	DOME –2		Winner Game 13 vs. Winner Game 16	
19	SUNDAY	12:30PM	DOME -1		12U Championship Game	

Tournament Rules

- 1. Each game will have a 1:15 time limit, but will finish the inning out. 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

Head-to-head

2. +/- differential

3. Runs Allowed

4. Runs Scored

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