## Petaluma Major Division City Championship Tournament Standings

Pool Play Final-As of June 13, 2015

| Pool A | W | $\underline{L}$ | Runs Scored | Runs Allowed | Defensive Innings | Runs Allowed Ratio |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| x-SJLA (N3) | 3 | 1 | 32 | 28 | 25 | 1.120 |
| y-Roland (V1) | 3 | 1 | 38 | 8 | 20 | 0.400 |
| z-Pet. Police (V4) | 3 | 1 | 42 | 19 | 23 | 0.826 |
| Elk's \#901 (N6) | 2 | 2 | 25 | 22 | 21 | 1.048 |
| Scott Cramer (A5) | 1 | 3 | 27 | 52 | 20 | 2.600 |
| Henris Roofing (A2) | 0 | 4 | 10 | 45 | 18 | 2.500 |
| Pool B | W | $\underline{L}$ | Runs Scored | Runs Allowed | Defensive Innings | Runs Allowed Ratio |
| x-BTG (N4) | 4 | 0 | 41 | 16 | 22 | 0.727 |
| y-Century 21 (V2) | 3 | 1 | 26 | 20 | 23 | 0.870 |
| z-McNear's (N1) | 3 | 1 | 42 | 11 | 23 | 0.478 |
| EMG (N7) | 3 | 1 | 46 | 30 | 22 | 1.364 |
| BTG (A6) | 1 | 3 | 28 | 54 | 21 | 2.571 |
| Whitman (V5) | 0 | 4 | 29 | 39 | 24 | 1.625 |
| Maselli \& Sons (A3) | 0 | 4 | 9 | 51 | 20 | 2.550 |
| Pool C | W | $\underline{L}$ | Runs Scored | Runs Allowed | Defensive Innings | Runs Allowed Ratio |
| x-Peterson's Paint(V3) | 4 | 0 | 47 | 8 | 20 | 0.400 |
| y-Lucky 7 (N5) | 3 | 1 | 28 | 23 | 24 | 0.958 |
| Ohana (N2) | 3 | 1 | 26 | 35 | 23 | 1.522 |
| Athletic Edge (V6) | 2 | 2 | 40 | 24 | 22 | 1.091 |
| PVAC (A1) | 1 | 3 | 29 | 26 | 22 | 1.182 |
| Athletic Edge (A4) | 1 | 3 | 11 | 29 | 22 | 1.318 |
| Pinky's (N8) | 0 | 4 | 12 | 48 | 20 | 2.400 |

x-Denotes Pool Champion. y-denotes Pool Runner-Up. z-denotes Wild Card.

Tiebreaker Procedures

1. The first tiebreaker is head-to-head record of the teams involved in the tie.
2. The second tiebreaker is the "runs allowed ratio" which is the total number of runs given up in all pool play games by that team divided by the number of defensive innings played in all pool play games.
3. If more than two teams are involved in a tie, the above tiebreakers are used, in order, to advance ONE team.
(Example: In a 3-team tie, one team is advanced using the above tiebreakers, then the tiebreakers are used again, in order, to advance one of the remaining teams.)
4. The final tie breaker is a coin flip.
