## Petaluma Major Division City Championship Tournament Standings

Pool Play Final-As of June 10, 2017

| Pool A | $\underline{W}$ | $\underline{L}$ | Runs Scored | Runs Allowed | Defensive Innings | Runs Allowed Ratio |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| x-Athletic Edge (A2) | 4 | 0 | 34 | 16 | 24 | 0.667 |
| y-Roland (V1) | 3 | 1 | 30 | 15 | 24 | 0.625 |
| Century 21 (V4) | 2 | 2 | 34 | 46 | 23 | 2.000 |
| Enso Wealth (A5) | 2 | 2 | 38 | 40 | 23 | 1.739 |
| EMG (N6) | 1 | 3 | 26 | 35 | 22 | 1.591 |
| McNear's (N3) | 0 | 4 | 22 | 32 | 24 | 1.333 |
| Pool B | W | $\underline{L}$ | Runs <br> Scored | Runs <br> Allowed | Defensive Innings | Runs Allowed Ratio |
| x -Pinky's (N1) | 4 | 0 | 48 | 13 | 18 | 0.722 |
| y-Ohana (N7) | 4 | 0 | 56 | 23 | 24 | 0.958 |
| z-BTG (N4) | 3 | 1 | 30 | 22 | 24 | 0.917 |
| Whitman (V2) | 2 | 2 | 25 | 29 | 21 | 1.381 |
| BTG (A6) | 1 | 3 | 17 | 29 | 20 | 1.450 |
| Henris Roofing (A3) | 0 | 4 | 23 | 46 | 22 | 2.091 |
| Pet. Police (V5) | 0 | 4 | 8 | 45 | 20 | 2.250 |
| Pool C | W | $\underline{L}$ | Runs <br> Scored | Runs <br> Allowed | Defensive Innings | Runs Allowed Ratio |
| x-SJLA (N2) | 4 | 0 | 38 | 9 | 20 | 0.450 |
| y-Unique Ins. (A1) | 3 | 1 | 37 | 18 | 20 | 0.900 |
| z-Maselli \& Sons (A4) | 3 | 1 | 25 | 21 | 20 | 1.050 |
| Lucky 7 (N8) | 1 | 3 | 28 | 29 | 23 | 1.261 |
| Athletic Edge (V3) | 1 | 3 | 7 | 35 | 17 | 2.059 |
| Pet. Market (N5) | 0 | 4 | 16 | 39 | 20 | 1.950 |

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.
