## Petaluma AA Minor Division City Championship Tournament Standings

Pool Play-FINAL As of May 26, 2023

| Pool A | W | $\underline{L}$ | T | Runs Scored | Runs Allowed | Defensive Innings | Runs Allowed Ratio |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| x-Antonis Const. (N1) | 2 | 0 | 0 | 27 | 3 | 8 | 0.375 |
| y-Beck Comm (N8) | 2 | 0 | 0 | 27 | 13 | 8 | 1.625 |
| Peace Officers (A5) | 0 | 2 | 0 | 6 | 26 | 7 | 3.714 |
| Giovacchini (A4) | 0 | 2 | 0 | 10 | 28 | 7 | 4.000 |
| Pool B | W | $\underline{L}$ | T | Runs <br> Scored | Runs <br> Allowed | Defensive Innings | Runs Allowed Ratio |
| x-AAA Liz White (N2) | 2 | 0 | 0 | 22 | 3 | 9 | 0.333 |
| y-Agent Adams (N7) | 2 | 0 | 0 | 22 | 3 | 9 | 0.333 |
| Alten Const. (V5) | 1 | 1 | 0 | 15 | 8 | 8 | 1.000 |
| Pet. Muffler (A6) | 0 | 2 | 0 | 2 | 23 | 7 | 3.286 |
| Alouis Auto (A3) | 0 | 2 | 0 | 3 | 27 | 8 | 3.375 |
| Pool C | W | $\underline{L}$ | T | Runs Scored | Runs <br> Allowed | Defensive Innings | Runs Allowed Ratio |
| x-Legends (N3) | 2 | 0 | 0 | 19 | 3 | 11 | 0.273 |
| y-Athletic Edge (V6) | 2 | 0 | 0 | 29 | 10 | 8 | 1.250 |
| McNear's (N6) | 1 | 1 | 0 | 22 | 25 | 9 | 2.778 |
| Kooy Trucking (A2) | 0 | 2 | 0 | 19 | 30 | 10 | 3.000 |
| Mickelson (A7) [F] | 0 | 2 | 0 | 5 | 26 | 10 | 2.600 |
| Pool D | W | $\underline{L}$ | T | Runs Scored | Runs <br> Allowed | Defensive Innings | Runs Allowed Ratio |
| x-Seared (N4) | 2 | 0 | 0 | 28 | 9 | 10 | 0.900 |
| y-Lombardi's (N5) | 1 | 1 | 0 | 28 | 14 | 9 | 1.556 |
| T\&B Sports (A1) | 0 | 2 | 0 | 6 | 39 | 8 | 4.875 |

x-Denotes Pool Champion. y-Denotes Pool Runner-Up. a- Advances to Next Round
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.
