## Petaluma AAA Minor Division City Championship Tournament Standings

Pool Play-FINAL As of May 26, 2023

| Pool A | $\underline{W}$ | $\underline{L}$ | T | Runs <br> Scored | Runs Allowed | Defensive Innings | Runs Allowed Ratio |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| x-Breen Wealth (N1) | 3 | 0 | 0 | 42 | 9 | 13 | 0.692 |
| y-Beels Soper (N6) | 2 | 1 | 0 | 27 | 26 | 15 | 1.733 |
| Pet. Tire Source (A4) | 1 | 2 | 0 | 23 | 28 | 16 | 1.750 |
| Gatti Nursery (V2) | 0 | 3 | 0 | 15 | 44 | 13 | 3.385 |
| Pool B | $\underline{W}$ | $\underline{L}$ | T | Runs <br> Scored | Runs <br> Allowed | Defensive Innings | Runs Allowed Ratio |
| x-Neve Bros. (N2) | 3 | 0 | 0 | 39 | 17 | 15 | 1.133 |
| y-Vicci Moto (N5) | 2 | 1 | 0 | 43 | 20 | 17 | 1.176 |
| Progress Glass (A3) | 1 | 2 | 0 | 19 | 30 | 15 | 2.000 |
| La Azteca (V4) | 0 | 3 | 0 | 6 | 40 | 11 | 3.636 |
| Pool C | $\underline{W}$ | $\underline{L}$ | T | Runs <br> Scored | Runs <br> Allowed | Defensive Innings | Runs Allowed Ratio |
| x-Zarco's Electrical (N3) | 3 | 0 | 0 | 31 | 22 | 18 | 1.222 |
| y-Rawhide (V1) | 1 | 2 | 0 | 24 | 27 | 17 | 1.588 |
| JDP Ag (A6) | 1 | 2 | 0 | 37 | 29 | 14 | 2.071 |
| Antonis Const. (A2) | 1 | 2 | 0 | 17 | 31 | 16 | 1.938 |
| Pool D | $\underline{W}$ | $\underline{L}$ | T | Runs <br> Scored | Runs <br> Allowed | Defensive Innings | Runs Allowed Ratio |
| x-Mr. Mom's Café (A1) | 3 | 0 | 0 | 38 | 12 | 16 | 0.750 |
| y-Peterson's Paint (V3) | 2 | 1 | 0 | 25 | 29 | 13 | 2.231 |
| Capitol Electric (N4) | 1 | 2 | 0 | 29 | 38 | 15 | 2.533 |
| Aftertec Imaging (A5) | 0 | 3 | 0 | 15 | 28 | 17 | 1.647 |

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.
