	MA	Fox-A	J's	Mines	Orion	Revive	SCAA-A	SCAA-T	Sphinx-A	Sphinx-B	Time Square Martins	TLLF-A	Zealous	Game Played	Win	Loss	Runs Against	Winning %	Ranking
1	Fox-A		3 _ 11	6 _ 12	7 _ 9	8 _ 1	5 _ 14	0 _ 15	3 _ 13	4 _ 3	0 _ 16	1 _ 16	6 _ 7	11	2	9	117	18%	10
2	J's	11 _ 3		16 _ 0	15 _ 5	18 _ 1	4 _ 5	7 _ 12	20 _ 1	10 _ 8	8 _ 7	11 _ 16	6 _ 2	11	8	3	60	73%	5
3	Mines	12 _ 6	0 _ 16		7 _ 8	7 _ 11	12 _ 11	3 _ 11	14 _ 9	13 _ 3	0 _ 12	2 _ 12	10 _ 6	11	5	6	105	45%	6
4	Orion	9 _ 7	5 _ 15	8 _ 7		20 _ 0	1 _ 9	0 _ 9	12 _ 13	5 _ 6	2 _ 6	9 _ 17	7 _ 1	11	4	7	90	36%	8
5	Revive	1 _ 8	1 _ 18	11 _ 7	0 _ 20		0 _ 11	0 _ 18	0 _ 10	12 _ 6	0 _ 12	4 _ 8	3 _ 9	11	2	9	127	18%	11
6	SCAA-A	14 _ 5	5 _ 4	11 _ 12	9 _ 1	11 _ 0		4 _ 0	10 _ 0	3 _ 0	1 _ 2	4 _ 8	2 _ 0	11	8	3	32	73%	4
7	SCAA-T	15 _ 0	12 _ 7	11 _ 3	9 _ 0	18 _ 0	0 _ 4		14 _ 1	15 _ 0	11 _ 1	2 _ 6	6 _ 1	11	9	2	23	82%	1
8	Sphinx-A	13 _ 3	1 _ 20	9 _ 14	13 _ 12	10 _ 0	0 _ 10	1 _ 14		6 _ 7	3 _ 5	1 _ 9	3 _ 16	11	3	8	110	27%	9
9	Sphinx-B	3 _ 4	8 _ 10	3 _ 13	6 _ 5	6 _ 12	0 _ 3	0 _ 15	7 _ 6		0 _ 4	2 _ 15	2 _ 6	11	2	9	93	18%	12
10	Time Square Martins	16 _ 0	7 _ 8	12 _ 0	6 _ 2	12 _ 0	2 _ 1	1 _ 11	5 _ 3	4 _ 0		5 _ 3	3 _ 2	11	9	2	30	82%	3
11	TLLF-A	16 _ 1	16 _ 11	12 _ 2	17 _ 9	8 _ 4	8 _ 4	6 _ 2	9 _ 1	15 _ 2	3 _ 5		3 _ 7	11	9	2	48	82%	2
12	Zealous	7 _ 6	2 _ 6	6 _ 10	1 _ 7	9 _ 3	0 _ 2	0 _ 6	16 _ 3	6 _ 2	2 _ 3	7 _ 3		11	5	6	51	45%	7
	Last Update: 07/08/2017													66.0	66.0	66.0			

Walk-over Approved forfeiture Forfeit at game time Banned from League Most Runs Against

Walked-over by the opponent team - not enough players to show up at game time. Officially approved forfeiture by HKSA - limited to once in every season. Team forfeited during game time - player's injury or ejection of player. Team was banned for the rest of the season - for two "walk-over". The most runs against recorded in Round Robin =

	MB-Gold	93ers	Aquila-MB	Avatar	Cathay Pacific Airways	City U	Cosmos	Dragons- MB	Dynamic	Hercules	Nomad-A	Pegasus	Samurai	Game Played	Win	Loss	Runs Against	Winning %	Ranking
1	93ers		9 _ 7	20 _ 0	16 _ 4	12 _ 10	2 _ 4	4 _ 5	16 _ 5	4 _ 8	12 _ 3	14 _ 3	20 _ 0	11	8	3	49	73%	2
2	Aquila-MB	7 _ 9		9 _ 3	8 _ 9	2 _ 7	3 _ 9	0 _ 10	5 _ 12	5 _ 9	4 _ 17	20 _ 6	8 _ 10	11	2	9	101	18%	11
3	Avatar	0 _ 20	3 _ 9		3 _ 14	4 _ 15	4 _ 7	9 _ 5	6 _ 7	3 _ 13	6 _ 8	5 _ 8	4 _ 5	11	1	10	111	9%	12
4	Cathay Pacific Airways	4 _ 16	9 _ 8	14 _ 3		9 _ 10	8 _ 5	7 _ 4	13 _ 18	14 _ 11	20 _ 0	4 _ 6	11 _ 1	11	7	4	82	64%	3
5	City U	10 _ 12	7 _ 2	15 _ 4	10 _ 9		3 _ 2	6 _ 5	5 _ 12	5 _ 3	2 _ 3	10 _ 8	2 _ 15	11	7	4	75	64%	5
6	Cosmos	4 _ 2	9 _ 3	7 _ 4	5 _ 8	2 _ 3		6 _ 9	20 _ 0	0 _ 7	4 _ 17	15 _ 0	7 _ 8	11	5	6	61	45%	8
7	Dragons-MB	5 _ 4	10 _ 0	5 _ 9	4 _ 7	5 _ 6	9 _ 6		13 _ 0	4 _ 3	20 _ 0	17 _ 0	11 _ 3	11	8	3	38	73%	1
8	Dynamic	5 _ 16	12 _ 5	7 _ 6	18 _ 13	12 _ 5	0 _ 20	0 _ 13		5 _ 9	10 _ 6	17 _ 6	5 _ 11	11	6	5	110	55%	7
9	Hercules	8 _ 4	9 _ 5	13 _ 3	11 _ 14	3 _ 5	7 _ 0	3 _ 4	9 _ 5		11 _ 9	7 _ 9	6 _ 13	11	6	5	71	55%	6
10	Nomad-A	3 _ 12	17 _ 4	8 _ 6	0 _ 20	3 _ 2	17 _ 4	0 _ 20	6 _ 10	9 _ 11		6 _ 10	8 _ 12	11	4	7	111	36%	10
11	Pegasus	3 _ 14	6 _ 20	8 _ 5	6 _ 4	8 _ 10	0 _ 15	0 _ 17	6 _ 17	9 _ 7	10 _ 6		12 _ 10	11	5	6	125	45%	9
12	Samurai	0 _ 20	10 _ 8	5 _ 4	1 _ 11	15 _ 2	8 _ 7	3 _ 11	11 _ 5	13 _ 6	12 _ 8	10 _ 12		11	7	4	94	64%	4
	Last Update: 19/08/2017													66.0	66.0	66.0			

Walk-over

Most Runs Against

Approved forfeiture Forfeit at game time
Banned from League

Walked-over by the opponent team - not enough players to show up at game time. Officially approved forfeiture by HKSA - limited to once in every season.

Team forfeited during game time - player's injury or ejection of player.

Team was banned for the rest of the season - two "walk-over".

	MB-Blue	City U-B	Cougars	Fuzzians	Miracle	Nitro	Nomad-B	Red Castle-RX	Sharks	Skyers- MB	Strangers	Synnix- MB	Game Played	Win	Loss	Runs Against	Winning %	Ranking
1	City U-B		8 _ 7	4 _ 12	6 _ 10	10 _ 6	13 _ 2	14 _ 4	17 _ 0	6 _ 10	9 _ 10	3 _ 7	10	5	5	68	50%	8
2	Cougars	7 _ 8		9 _ 4	5 _ 7	16 _ 1	14 _ 1	7 _ 5	21 _ 0	5 _ 4	13 _ 12	5 _ 1	10	8	2	43	80%	1
3	Fuzzians	12 _ 4	4 _ 9		10 _ 8	13 _ 14	14 _ 4	5 _ 10	7 _ 9	0 _ 21	17 _ 8	13 _ 1	10	5	5	88	50%	5
4	Miracle	10 _ 6	7 _ 5	8 _ 10		12 _ 2	14 _ 13	4 _ 8	8 _ 12	5 _ 2	5 _ 21	3 _ 6	10	5	5	85	50%	9
5	Nitro	6 _ 10	1 _ 16	14 _ 13	2 _ 12		21 _ 0	2 _ 1	4 _ 11	0 _ 9	9 _ 14	1 _ 11	10	3	7	97	30%	10
6	Nomad-B	2 _ 13	1 _ 14	4 _ 14	13 _ 14	0 _ 21		11 _ 14	2 _ 15	3 _ 9	4 _ 15	3 _ 11	10	0	10	140	0%	11
7	Red Castle-RX	4 _ 14	5 _ 7	10 _ 5	8 _ 4	1 _ 2	14 _ 11		5 _ 11	11 _ 9	9 _ 8	2 _ 11	10	5	5	82	50%	4
8	Sharks	0 _ 17	0 _ 21	9 _ 7	12 _ 8	11 _ 4	15 _ 2	11 _ 5		3 _ 12	2 _ 16	5 _ 6	10	5	5	98	50%	7
9	Skyers-MB	10 _ 6	4 _ 5	21 _ 0	2 _ 5	9 _ 0	9 _ 3	9 _ 11	12 _ 3		16 _ 6	9 _ 2	10	7	3	41	70%	2
10	Strangers	10 _ 9	12 _ 13	8 _ 17	21 _ 5	14 _ 9	15 _ 4	8 _ 9	16 _ 2	6 _ 16		11 _ 12	10	5	5	96	50%	6
11	Synnix-MB	7 _ 3	1 _ 5	1 _ 13	6 _ 3	11 _ 1	11 _ 3	11 _ 2	6 _ 5	2 _ 9	12 _ 11		10	7	3	55	70%	3
	Last Update: 14/07/2	017	•	•	•		•	•	•	•	•	•	55.0	55.0	55.0		•	•

Walk-over
Approved forfeiture Forfeit at game time Banned from League Most Runs Against

Walked-over by the opponent team - not enough players to show up at game time. Officially approved forfeiture by HKSA - limited to once in every season. Team forfeited during game time - player's injury or ejection of player. Team was banned for the rest of the season - two "walk-over".

	MC1	Alpaca	Bulldogs	Dragons-	Hysan-MC	Nomad-C	Shogun	Turkeys	Virus	Zero-A	Game Played	Win	Loss	Runs Against	Winning %	Rankin g
1	Alpaca		10 _ 7	7 _ 15	6 _ 11	26 _ 0	3 _ 11	3 _ 12	0 _ 26	16 _ 17	8	2	6	99	25%	8
2	Bulldogs	7 _ 10		6 _ 8	16 _ 1	26 _ 0	19 _ 2	3 _ 14	9 _ 13	0 _ 26	8	3	5	74	38%	6
3	Dragons-J	15 _ 7	8 _ 6		26 _ 0	26 _ 0	9 _ 8	4 _ 10	0 _ 26	0 _ 26	8	5	3	83	63%	4
4	Hysan-MC	11 _ 6	1 _ 16	0 _ 26		26 _ 0	6 _ 13	5 _ 7	7 _ 8	9 _ 10	8	2	6	86	25%	7
5	Nomad-C	0 _ 26	0 _ 26	0 _ 26	0 _ 26		0 _ 26	0 _ 26	1 _ 22	1 _ 20	8	0	8	198	0%	9
6	Shogun	11 _ 3	2 _ 19	8 _ 9	13 _ 6	26 _ 0		11 _ 9	2 _ 18	8 _ 16	8	4	4	80	50%	5
7	Turkeys	12 _ 3	14 _ 3	10 _ 4	7 _ 5	26 _ 0	9 _ 11		7 _ 6	11 _ 9	8	7	1	41	88%	1
8	Virus	26 _ 0	13 _ 9	26 _ 0	8 _ 7	22 _ 1	18 _ 2	6 _ 7		21 _ 1	8	7	1	27	88%	2
9	Zero-A	17 _ 16	26 _ 0	26 _ 0	10 _ 9	20 _ 1	16 _ 8	9 _ 11	1 _ 21		8	6	2	66	75%	3
	Last Lindate: 02/	06/2017	•	•	•	•		8		•	36.0	36.0	36.0		*	•

Last Update: 02/06/2017 36.0 36.0 36.0

Walk-over
Approved forfeiture
Forfeit at game time
Banned from League
Most Runs Against

Walked-over by the opponent team - not enough players to show up at game time.

Officially approved forfeiture by HKSA - limited to once in every season.

Team forfeited during game time - player's injury or ejection of player.

Team was banned for the rest of the season - two "walk-over".

	MC2	JP		La	Salle	Мс	orrison	Мо	sh	Ş	SJC		Soul	Unio	corns	Ze	ero-B	Game Played	Win	Loss	Runs Against	Winning %	Ranking
1	JP			4	_ 13	25	_ 0	1 _	_ 16	25	_ 0	4	_ 14	25	_ 0	17	_ 16	7	4	3	59	57%	4
2	La Salle	13 _	4			25	_ 6	8 _	_ 5	23	_ 7	18	_ 6	25	_ 0	17	_ 7	7	7	0	35	100%	1
3	Morrison	0 _	25	6	_ 25			4 _	_ 16	25	_ 0	0	_ 15	14	_ 16	0	_ 25	7	1	6	122	14%	7
4	Mosh	16 _	1	5	_ 8	16	_ 4			25	_ 0	8	_ 14	25	_ 5	17	_ 2	7	5	2	34	71%	3
5	SJC	0 _	25	7	_ 23	0	_ 25	0 _	_ 25			6	_ 7	0	_ 25	7	_ 18	7	0	7	148	0%	8
6	Soul	14 _	4	6	_ 18	15	_ 0	14 _	_ 8	7	_ 6			20	_ 0	15	_ 4	7	6	1	40	86%	2
7	Unicorns	0 _	25	0	_ 25	16	_ 14	5 _	_ 25	25	_ 0	0	_ 20			10	_ 22	7	2	5	131	29%	6
8	Zero-B	16 _	17	7	_ 17	25	_ 0	2 _	_ 17	18	_ 7	4	_ 15	22	_ 10			7	3	4	83	43%	5
	Last Undata: 02/06/2	247																20 N	20 N	20 U	·	·	

Last Update: 02/06/2017 28.0 28.0 28.0

Walk-over
Approved forfeiture
Forfeit at game time
Banned from League
Most Runs Against

Walked-over by the opponent team - not enough players to show up at game time. Officially approved forfeiture by HKSA - limited to once in every season. Team forfeited during game time - player's injury or ejection of player. Team was banned for the rest of the season - two "walk-over".

	мс3	Antelope	s	Cor	mets	E	dUHK	ı	Keers		d Cas night		Re Warr		Se	niors	Skye	ers-MC	Game Played	Win	Loss	Runs Against	Winning %	Ranking
1	Antelopes			18	_ 5	8	_ 15	5	_ 17	13	_	4	15 _	_ 2	12	_ 7	23	_ 0	7	5	2	50	71%	3
2	Comets	5 _ 1	18			3	_ 18	1	_ 10	1	_	17	23 _	0	0	_ 23	1	_ 12	7	1	6	98	14%	7
3	EdUHK	15 _	8	18	_ 3			4	_ 15	8	_	3	21 _	6	17	_ 7	13	_ 5	7	6	1	47	86%	2
4	Keers	17 _	5	10	_ 1	15	_ 4			13	_	0	23 _	0	13	_ 8	7	_ 6	7	7	0	24	100%	1
5	Red Castle Knights	4 _ ′	13	17	_ 1	3	_ 8	0	_ 13				23 _	. 7	10	_ 6	11	_ 10	7	4	3	58	57%	4
6	Red Warriors	2 _ 1	15	0	_ 23	6	_ 21	0	_ 23	7	_	23			2	_ 17	4	_ 19	7	0	7	141	0%	8
7	Seniors	7 _ 1	12	23	_ 0	7	_ 17	8	_ 13	6	_	10	17 _	_ 2			2	_ 12	7	2	5	66	29%	6
8	Skyers-MC	0 _ 2	23	12	_ 1	5	_ 13	6	_ 7	10	_	11	19 _	_ 4	12	_ 2			7	3	4	61	43%	5

Last Update: 02/06/2017 28.0 28.0 28.0

Walk-over
Approved forfeiture
Forfeit at game time
Banned from League
Most Runs Against

Walked-over by the opponent team - not enough players to show up at game time. Officially approved forfeiture by HKSA - limited to once in every season.

Team forfeited during game time - player's injury or ejection of player.

Team was banned for the rest of the season - two "walk-over".

#### 1st Round

	WA	Hotungni ans	Red Castl Infinit	е	SCAA- Diamond	SCAA- Topaz	Sieger	Steel	ТВ	Game Played	Win	Loss	Runs Against	Winning %	Ranking
1	Hotungnians		4 _	5	0 _ 4	4 _ 3	1 _ 18	0 _ 5	6 _ 4	6	2	4	39	33%	
2	Red Castle Infinity	5 _ 4			0 _ 16	1 _ 13	0 _ 18	1 _ 4	4 _ 17	6	1	5	72	17%	
3	SCAA-Diamond	4 _ 0	16 _	0		8 _ 0	4 _ 9	6 _ 5	12 _ 4	6	5	1	18	83%	
4	SCAA-Topaz	3 _ 4	13 _	1	0 _ 8		2 _ 18	5 _ 4	5 _ 2	6	3	3	37	50%	
5	Sieger	18 _ 1	18 _	0	9 _ 4	18 _ 2		5 _ 3	18 _ 0	5	6	0	10	120%	
6	Steel	5 _ 0	4 _	1	5 _ 6	4 _ 5	3 _ 5		2 _ 8	5	2	4	25	40%	
7	ТВ	4 _ 6	17 _	4	4 _ 12	2 _ 5	0 _ 18	8 _ 2		6	2	4	47	33%	

Last Update: 12/8/2017 20.0 21.0 21.0

#### 2nd Round

	WA	Hotungni ans	Re Cas Infii	stle	SCAA- Diamond	SCAA- Topaz	Sieger	Steel	ТВ	Game Played	Win	Loss	Runs Against	Winning %	Ranking
1	Hotungnians		8 _	_ 9	9 _ 8	22 _ 0	2 _ 11	8 _ 10	5 _ 6	6	2	4	44	33%	
2	Red Castle Infinity	9 _ 8			5 _ 22	4 _ 14	1 _ 18	3 _ 13	1 _ 14	6	1	5	89	17%	
3	SCAA-Diamond	8 _ 9	22 _	_ 5		9 _ 7	2 _ 7	4 _ 2	11 _ 4	6	4	2	34	67%	
4	SCAA-Topaz	0 _ 22	14 _	_ 4	7 _ 9		9 _ 13	5 _ 4	11 _ 4	6	3	3	56	50%	
5	Sieger	11 _ 2	18 _	_ 1	7 _ 2	13 _ 9		13 _ 1	8 _ 5	6	6	0	20	100%	
6	Steel	10 _ 8	13 _	_ 3	2 _ 4	4 _ 5	1 _ 13		4 _ 9	6	2	4	42	33%	
7	ТВ	6 _ 5	14 _	_ 1	4 _ 11	4 _ 11	5 _ 8	9 _ 4		6	3	3	40	50%	

Last Update: 13/09/2017 21.0 21.0 21.0

Walk-over
Approved forfeiture
Forfeit at game time
Banned from League
Most Runs Against

Walked-over by the opponent team - not enough players to show up at game time. Officially approved forfeiture by HKSA - limited to once in every season. Team forfeited during game time - player's injury or ejection of player. Team was banned for the rest of the season - two "walk-over". The most runs against recorded in Round Rob 18

	WB1	Fate	Hysan-WB	Kith	LHT	Phoenix Ghost	SCAA-WSC	Synnix-WB	Villas	Wei Lun	Game Played	Win	Loss	Runs Against	Winning %	Ranking
1	Fate		22 _ 0	21 _ 2	12 _ 1	10 _ 11	12 _ 0	19 _ 2	19 _ 0	20 _ 1	8	7	1	17	88%	2
2	Hysan-WB	0 _ 22		3 _ 18	0 _ 25	1 _ 22	0 _ 25	5 _ 16	4 _ 22	0 _ 25	8	0	8	175	0%	9
3	Kith	2 _ 21	18 _ 3		25 _ 5	11 _ 15	17 _ 4	11 _ 15	18 _ 5	16 _ 5	8	5	3	73	63%	3
4	LHT	1 _ 12	25 _ 0	5 _ 25		0 _ 25	12 _ 15	16 _ 7	19 _ 4	16 _ 9	8	4	4	97	50%	5
5	Phoenix Ghost	11 _ 10	22 _ 1	15 _ 11	25 _ 0		14 _ 0	15 _ 10	17 _ 3	18 _ 6	8	8	0	41	100%	1
6	SCAA-WSC	0 _ 12	25 _ 0	4 _ 17	15 _ 12	0 _ 14		7 _ 6	10 _ 6	9 _ 5	8	5	3	72	63%	4
7	Synnix-WB	2 _ 19	16 _ 5	15 _ 11	7 _ 16	10 _ 15	6 _ 7		10 _ 0	19 _ 9	8	4	4	82	50%	6
8	Villas	0 _ 19	22 _ 4	5 _ 18	4 _ 19	3 _ 17	6 _ 10	0 _ 10		25 _ 0	8	2	6	97	25%	7
9	Wei Lun	1 _ 20	25 _ 0	5 _ 16	9 _ 16	6 _ 18	5 _ 9	9 _ 19	0 _ 25		8	1	7	123	13%	8
	Last Lindate: 02/06/2	<b>017</b>									36.0	36.0	36.0			

Last Update: 02/06/2017 36.0 36.0 36.0

Walk-over
Approved forfeiture
Forfeit at game time
Banned from League
Most Runs Against

Walked-over by the opponent team - not enough players to show up at game time. Officially approved forfeiture by HKSA - limited to once in every season.

Team forfeited during game time - player's injury or ejection of player.

Team was banned for the rest of the season - two "walk-over".

	WB2	Aquila-V	VB	A	stro	В	Bruins	Се	Isius		CUHK noenix		Fe	eliz		Castl WB	e-	True	Light	Game Played	Win	Loss	Runs Against	Winning %	Ranking
1	Aquila-WB			4	_ 14	13	_ 11	14	_ 18	16	_ (	9 1	9 _	_ 4	8	_ 1	3	15	_ 3	7	4	3	72	57%	3
2	Astro	14 _	0			12	_ 10	9	_ 3	14	_ ;	3 8	3 _	_ 1	5	_ 1	5	21	_ 0	7	6	1	32	86%	1
3	Bruins	11 _	13	10	_ 12			12	_ 19	10	_ (	9 1	4 _	_ 19	15	_ 1	1	9	_ 4	7	3	4	87	43%	5
4	Celsius	18 _	14	3	_ 9	19	_ 12			18		7 2	1 .	_ 4	14	_ '	4	15	_ 4	7	6	1	54	86%	2
5	CUHK Phoenix	9 _	16	3	_ 14	9	_ 10	7	_ 18			1	3 .	_ 12	16	_ 1	3	7	_ 15	7	2	5	98	29%	7
6	Feliz	4 _	19	1	_ 8	19	_ 14	4	_ 21	12	_ 1	3			10	_	9	18	_ 10	7	3	4	94	43%	4
7	Red Castle-WB	13 _	8	15	_ 5	11	_ 15	4	_ 14	13	_ 1	6 9	)	_ 10				5	_ 7	7	2	5	75	29%	8
8	True Light	3 _	15	0	_ 21	4	_ 9	4	_ 15	15		7 1	0 _	_ 18	7	_ ;	5			7	2	5	90	29%	6

Last Update: 19/08/2017 28.0 28.0 28.0

Walk-over
Approved forfeiture
Forfeit at game time
Banned from League
Most Runs Against

Walked-over by the opponent team - not enough players to show up at game time. Officially approved forfeiture by HKSA - limited to once in every season.

Team forfeited during game time - player's injury or ejection of player.

Team was banned for the rest of the season - two "walk-over".

	WB3	Carillon	Deborah	Jengas	Joker	Minions	Muse	St. John's- WB	Starr	Game Played	Win	Loss	Runs Against	Winning %	Ranking
1	Carillon		1 _ 17	16 _ 13	0 _ 22	2 _ 13	7 _ 8	22 _ 0	22 _ 0	7	3	4	73	43%	5
2	Deborah	17 _ 1		11 _ 8	8 _ 7	6 _ 11	1 _ 13	22 _ 0	14 _ 12	7	5	2	52	71%	4
3	Jengas	13 _ 16	8 _ 11		1 _ 11	6 _ 22	3 _ 17	9 _ 11	9 _ 6	7	1	6	94	14%	8
4	Joker	22 _ 0	7 _ 8	11 _ 1		9 _ 5	10 _ 13	13 _ 5	18 _ 14	7	5	2	46	71%	2
5	Minions	13 _ 2	11 _ 6	22 _ 6	5 _ 9		8 _ 10	19 _ 3	22 _ 0	7	5	2	36	71%	3
6	Muse	8 _ 7	13 _ 1	17 _ 3	13 _ 10	10 _ 8		19 _ 6	13 _ 15	7	6	1	50	86%	1
7	St. John's-WB	0 _ 22	0 _ 22	11 _ 9	5 _ 13	3 _ 19	6 _ 19		9 _ 21	7	1	6	125	14%	7
8	Starr	0 _ 22	12 _ 14	6 _ 9	14 _ 18	0 _ 22	15 _ 13	21 _ 9		7	2	5	107	29%	6

Last Update: 02/06/2017 28.0 28.0 28.0

Walk-over
Approved forfeiture
Forfeit at game time
Banned from League
Most Runs Against

Walked-over by the opponent team - not enough players to show up at game time.

Officially approved forfeiture by HKSA - limited to once in every season.

Team forfeited during game time - player's injury or ejection of player.

Team was banned for the rest of the season - two "walk-over".