

4 Week Average Heat Map

Team	Run	Hr	Rbi	Sb	Tb	W	Sv	K	Era	Whip	Wins
Aperture Mantis Men	5	1	1	12	2	3	5	8	13	13	10
Bay City Brawlers	8	13	12	2	11	10	10	11	4	2	12
Brook Bombers	11	10	7	3	9	14	5	14	14	12	11
Call of Baseball	14	5	11	11	13	10	11	13	13	11	12
CRYOGENIC TEDS	3	3	2	7	3	7	1	5	10	14	5
Danks for Nothin`	7	8	5	12	6	3	7	7	7	7	7
jax suns	8	10	9	5	8	3	11	10	1	3	1
KGG 2013	1	2	4	1	1	7	2	2	8	8	3
Killer Maltese	8	5	10	8	7	6	7	6	5	6	7
Naperville Critters	2	5	6	12	4	2	7	1	2	1	3
Plano Tiburon	12	13	14	8	12	10	14	9	9	10	14
The Flying Penguins	4	4	3	5	5	13	3	12	6	4	5
The Hills Have RBIs	6	9	8	10	10	9	13	4	11	9	9
Vatican City Popes	13	12	13	4	13	1	4	3	3	5	2

4 week average Heat Map explanation

Aug 2013

This heat map gives a quick assessment of team performance over the last 4 weeks. If your 4 week average ranks in the top 3 of the league, then you are **HOT**. If you rank in the bottom 3, then you are **COLD**.

4 Week Averages

Team	Run	Hr	Rbi	Sb	Tb	W	Sv	K	Era	Whip	Wins
Aperture Mantis Men	27.8	8.5	30.5	2.0	93.3	3.3	3.3	38.8	4.43	1.37	16
Bay City Brawlers	26.0	3.8	22.0	5.5	79.8	2.0	2.8	32.3	3.06	1.16	14
Brook Bombers	25.5	5.3	25.8	5.0	83.0	0.5	3.3	21.3	4.57	1.36	15
Call of Baseball	21.5	7.0	22.8	2.3	71.3	2.0	2.5	24.8	4.43	1.35	14
CRYOGENIC TEDS	30.0	7.8	29.5	3.5	92.3	2.5	4.5	46.8	4.02	1.38	21
Danks for Nothin`	26.8	6.3	27.5	2.0	86.3	3.3	3.0	39.8	3.67	1.27	20
jax suns	26.0	5.3	24.5	3.8	84.5	3.3	2.5	32.5	2.68	1.20	24
KGG 2013	32.0	8.0	28.3	6.0	94.0	2.5	4.0	52.5	3.84	1.27	22
Killer Maltese	26.0	7.0	23.8	3.3	85.5	3.0	3.0	43.3	3.49	1.26	20
Naperville Critters	31.3	7.0	26.3	2.0	91.0	4.0	3.0	58.5	3.01	1.12	22
Plano Tiburon	22.8	3.8	21.0	3.3	75.8	2.0	0.3	33.3	4.02	1.34	9
The Flying Penguins	29.8	7.3	28.8	3.8	89.5	1.8	3.8	29.8	3.65	1.23	21
The Hills Have RBIs	27.3	6.0	25.3	3.0	81.3	2.3	2.3	48.5	4.12	1.31	18
Vatican City Popes	22.0	4.8	21.8	4.5	71.3	4.5	3.5	49.0	3.03	1.25	23
League Average	26.8	6.3	25.5	3.6	84.2	2.6	3.0	39.3	3.71	1.28	18.5
Stdev	3.3	1.5	3.1	1.3	7.6	1.0	1.0	10.9	0.60	0.08	4.3

Week start	17
Week end	20