

Pool Standings

Day 4 after 35 games played - July 5

Pool A

Pool A		Games				Goals			Points
Rank	Team	Played	Wins	Draws	Losses	For	Against	Difference	
1	Brisbane 1	4	4	0	0	28	1	27	12
2	Cairns 1	4	3	0	1	12	6	6	9
3	Mackay 1	4	1	1	2	4	14	-10	4
4	Ipswich 1	4	1	0	3	5	20	-15	3
5	Sunshine Coast 1	4	0	1	3	2	10	-8	1

Points: Points awarded for Wins: 3, Draws: 1, Losses: 0

Team	BRIS 1	CAIRNS 1	IPS 1	MACK 1	SUN 1
Brisbane 1		3-0	10-1	10-0	5-0
Cairns 1	0-3		6-1	4-2	2-0
Ipswich 1	1-10	1-6		0-2	3-2
Mackay 1	0-10	2-4	2-0		0-0
Sunshine Coast 1	0-5	0-2	2-3	0-0	

Pool B

Pool B		Games				Goals			Points
Rank	Team	Played	Wins	Draws	Losses	For	Against	Difference	
1	Toowoomba 1	4	4	0	0	9	1	8	12
2	Bundaberg	4	3	0	1	14	4	10	9
3	Brisbane 2	4	1	1	2	4	7	-3	4
4	Gold Coast 1	4	1	1	2	3	9	-6	4
5	Brisbane 3	4	0	0	4	0	9	-9	0

Points: Points awarded for Wins: 3, Draws: 1, Losses: 0

Team	BRIS 2	BRIS 3	BUND	GLD CST 1	TWBA 1
Brisbane 2		1-0	2-5	1-1	0-1
Brisbane 3	0-1		0-5	0-1	0-2
Bundaberg	5-2	5-0		4-0	0-2
Gold Coast 1	1-1	1-0	0-4		1-4
Toowoomba 1	1-0	2-0	2-0	4-1	

Pool C

Pool C		Games				Goals			Points
Rank	Team	Played	Wins	Draws	Losses	For	Against	Difference	
1	Toowoomba 1	3	2	1	0	5	2	3	7
2	Brisbane 1	3	1	1	1	7	5	2	4
3	Bundaberg	3	1	0	2	5	7	-2	3
4	Cairns 1	3	1	0	2	3	6	-3	3

Points: Points awarded for Wins: 3, Draws: 1, Losses: 0

Team	BRIS 1	BUND	CAIRNS 1	TWBA 1
Brisbane 1		3-4	3-0	1-1
Bundaberg	4-3		1-2	0-2
Cairns 1	0-3	2-1		1-2
Toowoomba 1	1-1	2-0	2-1	

Pool Standings

Pool D

Pool D		Games				Goals			Points
Rank	Team	Played	Wins	Draws	Losses	For	Against	Difference	
1	Gold Coast 1	5	3	2	0	4	1	3	11
2	Brisbane 2	5	2	2	1	5	3	2	8
3	Ipswich 1	5	2	1	2	5	6	-1	7
4	Mackay 1	5	1	3	1	2	1	1	6
5	Brisbane 3	5	1	2	2	1	2	-1	5
6	Sunshine Coast 1	5	0	2	3	2	6	-4	2

Points: Points awarded for Wins: 3, Draws: 1, Losses: 0

Team	BRIS 2	BRIS 3	GLD CST 1	IPS 1	MACK 1	SUN 1
Brisbane 2		1-0	1-1	1-2	0-0	2-0
Brisbane 3	0-1		0-1	1-0	0-0	0-0
Gold Coast 1	1-1	1-0		0-0	1-0	1-0
Ipswich 1	2-1	0-1	0-0		0-2	3-2
Mackay 1	0-0	0-0	0-1	2-0		0-0
Sunshine Coast 1	0-2	0-0	0-1	2-3	0-0	