```c
#include <stdio.h>
#include <stdlib.h>

typedef struct phone{
    int id;
    int price;
    float ratings[5];
}phone;

float getAvg(float *arr, int N){
    float sum = 0.0;
    for (int i = 0; i < N; i++)
        sum += arr[i];
    return sum/N;
}

int findBestPhone(struct phone* phones, int N, int budget){
    float max_till_now = -1.0; // Best rating seen till now
    int best_price, buy_id = -1; // buy_id = -1 means nothing to buy
    for(int i = 0; i < N; i++){
        if(phones[i].price <= budget){
            float avg_rating = getAvg(phones[i].ratings, 5);
            if(avg_rating > max_till_now){ // A better phone
                best_price = phones[i].price;
                buy_id = phones[i].id;
                max_till_now = avg_rating; // The new standard
            }else if(avg_rating == max_till_now){ // Better price?
                if(phones[i].price < best_price){
                    best_price = phones[i].price; // The cheapest best one
                    buy_id = phones[i].id;
                }
            }
        }
    }
    return buy_id;
}

int main(){
    int N, B;
    scanf("%d %d", &N, &B);
    struct phone arr[N];
    for(int i = 0; i < N; i++){
        scanf("%d %d", &arr[i].id, &arr[i].price);
        for(int j = 0; j < 5; j++)
            scanf("%f", &arr[i].ratings[j]);
    }
    printf("%d", findBestPhone(arr, N, B));
    return 0;
}
```