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Subject: had a thought: "Community League"

Posted by [Spoony](#) on Fri, 16 Mar 2007 00:45:48 GMT

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this will be a long post but bear with me (it's basically a copy+paste of what I'm posting on other forums)

I had a thought today, based on some of the community matches being played lately between different communities (in other words, large organised games between, for example, Jelly-Games and N00bstories), where a server community (or a large clan) forms a team of their own populace to take on another community.

To name a few: Jelly-Games, Black Cell, Black-Intel, N00bstories, UNRULES, Ren-Archive, Clanwars.cc, the larger clans such as Koss2 and WNX, and maybe even Renegadeforums.com itself.

Assuming the players in the match behave themselves, these matches allow for (in my opinion) the best experience Renegade can offer. The reason is simple: you pick your own team. You'll be teamed up with the same guys you game with on a daily basis, and you know you won't have to put up with tank thieves and players who have no interest in teamwork - everyone is there to work as a team. I have never seen any kind of teamwork in public servers which comes anywhere near the level of strategy that is possible in a community match where the entire team is co-ordinated.

Anyway. These things tend to be one-off events, but I thought it might be an idea to form a kind of "Community League".

Now, the word "league" might mislead people. I say "league" because I'm at a loss for a better term, because this concept isn't based on a tournament with a points system. It'd just be for fun.

The basis behind it would basically be a forum (a forum section of Renegadeforums.com seems the most

obvious choice) where a representative of each community who steps up can organise games. For example, let's say Ren-Archive joined the League and their rep is Wyld. At the moment what'd probably happen if Wyld wanted a community match would be to approach someone else's forum and ask them. Instead he could simply post an "open challenge" on a specific date... and let's say Jelly decides "yeah, we can get our guys on then". Would probably be a convenient way of organising these things on a regular basis. The forum could also be used to post an archive of results and screenshots, which would be rather cool.

Each community could deal with signup in its own way - they wouldn't need to sign up players to the "League", just the community as a single unit.

Also, the participants of the League (in other words, one representative of each community who joined it) could vote on stuff like a uniform set of rules for the games, a Code of Conduct to keep things clean (e.g. a community who cheats or is excessively abusive could be booted out of the League)

Anyway. I'm posting this thing on several forums, generally forums of communities who I know have played matches like this recently. We'll see what reaction the idea gets. What I'm ideally gunning for is for each community who wants a part in this to designate one "leader" if you will,

basically a representative. EG Ren-Archive's might by Wyld, Jelly-Games could be Herr or Jelly himself, N00bstories could be Jason, etc. I'd be for Clanwars. These reps could go over the rules of the league etc, and get the ball rolling. I'm also asking Crimson if it would be possible to make a forum section here devoted to this idea, which I could moderate as needed (I'd only need to make a couple of sticky threads).

kudos to anyone who actually read all this

Thoughts...?

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