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Subject: Re: Round 2 extended

Posted by [rcmorr09](#) on Sun, 27 Sep 2009 21:26:35 GMT

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liquidv2 wrote on Sun, 27 September 2009 17:07if one team has all of its players on it shouldn't have to drop players because the other team does not; it's a 10 vs 10 game, and there's two full weeks in between each game, so it's not asking too much out of people to come on and play an hour of renegade

i would say increase the roster sizes but it seems like it wouldn't help in this situation

You're right increasing the roster sizes prob won't help. The only thing I can see helping is allowing last min substitutions who did not sign up, but that kind of defeats the whole purpose of a community tourny. But being given 2 weeks and not being prepared can't keep going on.

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