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Subject: Re: Round 2 extended

Posted by [Goztow](#) on Mon, 28 Sep 2009 06:48:14 GMT

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Well, in first round both OS and we had 8 players so we got "lucky" that it evened out . But even if we had had 10 and they had had 8, we'd have played 8v8. However, I understand how this can cause a lot of problems, especially if the team which had most players loses the match. If we take an extreme example and say that team A shows up with 12 players (10 + 2 reserves) and team B with 4 players and they play a 4v4 where team B wins... 4v4 and 10v10 games are hardly comparable. Or what if team B fails to show up, then team A agrees to postpone but fails to get 10 players in the postponed game.

I think there wouldn't have been a problem if clear rules had been issued regarding these kind of problems before the tourney started. Example: if you fail to show up once, you can play the game one week later. If you fail to show up twice, you'll be considered as forfeiting. And also: if you fail to meet 10 players, then you need to agree with the opposing team if you'll play or postpone. These are just examples.

I understand this is the first time a tourney this big is organized, so it's hard to preview all these small things. Maybe they still can be agreed on by everyone?

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