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Subject: Re: {OS} vs. Jelly

Posted by [liquidv2](#) on Thu, 08 Oct 2009 00:53:48 GMT

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i think the difference between the way we (Jelly) have run our teams in this is that we look ahead of time and ask people if they'll be able to make the date, and if they cannot we find another person

we could always find random players to show up but we don't; we show up with our pre-chosen team

i think the rosters could be extended to 20 or something and clans/communities should widen their search for players; if {OS} had players on its team that weren't in the {OS} clan it would be totally fine

just grab people you know or players you've played with, anyone who's capable of playing

you have 12 players ready to go and the other team has 3 or 4; it's like Why the fuck did we even show up? i see where the clans are having an issue but nothing is stopping them from finding more players (who don't even have to be in that clan)

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