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Subject: Re: Tournament Feedback

Posted by TD on Thu, 24 Dec 2009 12:30:27 GMT

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Id like to thank you all for the feedback so far. I agree the BP system wasn't as good as we thought it might be.

I'd say for a next RGCT there should be:

- the regular winning system (basekill > time > points)
- the pointsfix
- first to 3 wins series per round (gets you at least 3 games and 5 games max per round), where maps rotate every round so eventually every map gets played in the tournament.
- rosters of 20 by default (we started with 15), and up the max game size to 15v15.

Setting deadlines is easy, reminding the teams is easy, but it will ALWAYS happen, that matches get delayed for various reasons. I tried my best to not extend too much but at the same time also get matches done. I could have just DQ'd everyone that didn't make their deadline, but then this thread would be full of "WTF DID ANY MATCHES GET PLAYED IN THIS RGCT?" and anyone would agree that such tournament would not have been fun at all.

I agree not all rules were made entirely clear to everyone, however they were in the RGCT sticky and if a new rule was made we announced it in new topics. This forum was the medium to update you all on the situation. Maybe we should have made THAT clear first, so that everyone would check this section at least 3 times a week or so.

The tournament took a bit longer than planned, but I had fun organizing it and seeing it finish succesfully.

Keep 'em comin'

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