
Subject: Round 2 extended

Posted by [Mr.Mom](#) on Sat, 26 Sep 2009 20:32:10 GMT

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I really do not want to see this become a trend . Multiple communities had trouble completing their matches. Final day to complete round 2 matches will be Saturday, October 3rd @ 9pm GMT.

Anybody who can get their matches done today by all means please do so.

Subject: Re: Round 2 extended

Posted by [rcmorr09](#) on Sat, 26 Sep 2009 23:26:39 GMT

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This is stupid, you can't extend the round on the day it was supposed to be played. If you keep being such a pansy extending the rounds on the very day the game was scheduled no one will ever show up on time anymore. Jelly had plenty of people to play, TSU did not have enough people, bad luck to them. The only solution to this will be auto disqualification or if the two communities agree AHEAD of time to reschedule to a different day or time.

Subject: Re: Round 2 extended

Posted by [RadioactiveHell](#) on Sun, 27 Sep 2009 00:03:05 GMT

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rcmorr09 wrote on Sat, 26 September 2009 18:26 This is stupid, you can't extend the round on the day it was supposed to be played. If you keep being such a pansy extending the rounds on the very day the game was scheduled no one will ever show up on time anymore. Jelly had plenty of people to play, TSU did not have enough people, bad luck to them. The only solution to this will be auto disqualification or if the two communities agree AHEAD of time to reschedule to a different day or time.

He didn't have a choice tbh, no match was played at all between any of the communities.

Subject: Re: Round 2 extended

Posted by [Genesis2001](#) on Sun, 27 Sep 2009 02:58:05 GMT

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Tbh. Teams that don't have a team together...shure, forfeit the round. =/

But for teams that run in scheduling conflicts or unforeseen time issues...I'd say reschedule for the next day.

Subject: Re: Round 2 extended

Posted by [BLÃ»Îµl4Î²ÃªL](#)

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on Sun, 27 Sep 2009 03:36:09 GMT

nobody played a match? lol

Subject: Re: Round 2 extended

Posted by [liquidv2](#) on Sun, 27 Sep 2009 03:40:34 GMT

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i doubt my team will show up for the next game after this one didn't happen and the one before it was an hour late and the other team only had 3 of their people that signed up and a bunch of random other players they knew filling up spots just so we could play a game

it's kind of shitty

Subject: Re: Round 2 extended

Posted by [rcmorr09](#) on Sun, 27 Sep 2009 04:26:32 GMT

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I say loosen the sign up rules, then we will have more players show up for the set date.

Subject: Re: Round 2 extended

Posted by [Wiener](#) on Sun, 27 Sep 2009 07:08:27 GMT

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liquidv2 wrote on Sat, 26 September 2009 22:40i doubt my team will show up for the next game after this one didn't happen and the one before it was an hour late and the other team only had 3 of their people that signed up and a bunch of random other players they knew filling up spots just so we could play a game

it's kind of shitty

kinda agree here. I know that it is hard to get ALL signed ppl to actually play a match. We hesitated signing up for this tourney as we didn't want to end up being the team that only has 7-8 players each match. However we managed to have our team ready in time for the two rounds. But I'm afraid of losing my members motivation with every week we postpone and every match that doesnt take place

I say: 1 round 1 week. You have 7 days to play it (from monday til sunday). Pre setted date is Sat 9pm british. But if both teams agree on another date (earlier the week or sunday), they can play whenever they want.

Subject: Re: Round 2 extended
Posted by [Goztow](#) on Sun, 27 Sep 2009 07:46:24 GMT
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rcmorr09 wrote on Sun, 27 September 2009 01:26 This is stupid, you can't extend the round on the day it was supposed to be played. If you keep being such a pansy extending the rounds on the very day the game was scheduled no one will ever show up on time anymore. Jelly had plenty of people to play, TSU did not have enough people, bad luck to them. The only solution to this will be auto disqualification or if the two communities agree AHEAD of time to reschedule to a different day or time.

I need to agree here. We're having huge problems getting anything close to 10 players together. With Renegade's current state, it's a small miracle that any community can get 10 players together at any given time.

The communities that showed up should go to next round, period. Then maybe you'll have a chance that these communities at least stay motivated to play next rounds and games actually happen. What are you going to do if next week a community doesn't show up (with needed numbers) when it showed up yesterday?

Don't get me wrong: I'm sure we'll have another game with St0rm, just for the heck of it and because we like to play organized games. But if you're organizing a tourney, you need to do it seriously. Especially if you put prize money towards it.

Subject: Re: Round 2 extended
Posted by [RadioactiveHell](#) on Sun, 27 Sep 2009 08:32:47 GMT
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Goztow wrote on Sun, 27 September 2009 02:46 rcmorr09 wrote on Sun, 27 September 2009 01:26 This is stupid, you can't extend the round on the day it was supposed to be played. If you keep being such a pansy extending the rounds on the very day the game was scheduled no one will ever show up on time anymore. Jelly had plenty of people to play, TSU did not have enough people, bad luck to them. The only solution to this will be auto disqualification or if the two communities agree AHEAD of time to reschedule to a different day or time.

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Couldn't have said it better myself. ^

Especially with ZERO matches taking place...

Subject: Re: Round 2 extended

Posted by [-SoQ-Warlock](#) on Sun, 27 Sep 2009 08:41:47 GMT

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for the record...

we planned 2 days to get the match done, saturday and sunday.

it turned out:

saturday 4-5 of SoQ, enough 9-10? of OS

sunday 10 of SoQ, 5-6 of OS

we agreed to look for another date on short terms. I am sure both are motivated to get these matches done. It will only take some time.

Playing on the estimated date of yesterday (saturday) would mean a 4vs4, which wasn't IMO the purpose of this tourney.

Subject: Re: Round 2 extended

Posted by [Mr.Mom](#) on Sun, 27 Sep 2009 08:57:37 GMT

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You all need to take a step back and try and understand my point of view. The point of this tournament is to bring renegade together and have fun. The prizes is just an added bonus. We can not make the matches every week because that is not enough time to gather a team for each week. Also I do not want to do forfeits unless we absolutely have to. Do you all really want the entire bracket to consist of forfeits until the championship game?

As far as communities setting up their own times to play and me giving a final deadline each week that is fine with me, but I don't ever see matches getting done. People are just going to wait until the final deadline day anyway which is essentially the same system that is already in place.

However, if the majority feels that we should change things for the better I am open to doing so.

Please read and try to understand my logic here and then we can all try and make the best decision together.

Subject: Re: Round 2 extended

Posted by [Goztow](#) on Sun, 27 Sep 2009 09:38:26 GMT

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I see your POV and I'm sure you see ours as well. Maybe the major problem is the 10v10 requirement, which is simply very hard to attain.

Subject: Re: Round 2 extended
Posted by [RTsa](#) on Sun, 27 Sep 2009 11:53:23 GMT
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Well, we played 8v8 last time..

Subject: Re: Round 2 extended
Posted by [liquidv2](#) on Sun, 27 Sep 2009 21:07:41 GMT
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if 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

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.

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?

Subject: Re: Round 2 extended

Posted by [RadioactiveHell](#) on Mon, 28 Sep 2009 07:47:45 GMT

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Goztow wrote on Mon, 28 September 2009 01:48 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.

Sounds fair to me. Tbh, communication between teams is what determines whether or not the games happen.

Subject: Re: Round 2 extended

Posted by [Mr.Mom](#) on Mon, 28 Sep 2009 21:35:36 GMT

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Goztow wrote on Sun, 27 September 2009 23:48 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.

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I remember saying since the start of the tournament that if teams didn't have 10v10 they could agree to play smaller matches. I also said I do not want teams to forfeit so if they don't want to play smaller matches the the following Saturday there would be double headers played. Now the double headers have not happened yet because of deadlines being extended.

So I guess I actually did preview those things

Subject: Re: Round 2 extended

Posted by [rcmorr09](#) on Mon, 28 Sep 2009 22:05:34 GMT

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Mr.Mom wrote on Mon, 28 September 2009 17:35Goztow wrote on Sun, 27 September 2009 23:48Well, 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 looses 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.

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But your tourney fails. Why bother to show up when the game is always rescheduled? Lets put it this way, since it's a double elimination tourney you get to either lose once or not show up once. Otherwise people will lose interest as I am already. I see no problem disqualifying teams that did not show up since they are not officially out, thanks to the double elimination.

Subject: Re: Round 2 extended
Posted by [liquidv2](#) on Mon, 28 Sep 2009 22:22:15 GMT
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if the teams fail to show up this week then what's going to happen

Subject: Re: Round 2 extended
Posted by [F1r3st0rm](#) on Tue, 29 Sep 2009 01:00:36 GMT
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then it's gonna be rock paper scissors for the 1st place

Subject: Re: Round 2 extended
Posted by [liquidv2](#) on Tue, 29 Sep 2009 04:37:50 GMT
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fuck yeah i'm awesome at that!

Subject: Re: Round 2 extended
Posted by [RadioactiveHell](#) on Tue, 29 Sep 2009 05:59:13 GMT
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liquidv2 wrote on Mon, 28 September 2009 23:37fuck yeah i'm awesome at that!

I'm better.

Subject: Re: Round 2 extended
Posted by [liquidv2](#) on Tue, 29 Sep 2009 06:07:17 GMT
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1v1?!

Subject: Re: Round 2 extended
Posted by [RadioactiveHell](#) on Thu, 01 Oct 2009 02:46:11 GMT
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Bring it on!11!!!!1

Subject: Re: Round 2 extended

Posted by [Sladewill](#) on Thu, 01 Oct 2009 21:44:11 GMT

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Why not just invite ppl from outside the clans to play, since it is a ren tourney anyone that wants to play im sure would have enough effort to actually attend

Subject: Re: Round 2 extended

Posted by [HaTe](#) on Fri, 02 Oct 2009 01:24:27 GMT

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3 way plx?

Subject: Re: Round 2 extended

Posted by [Goztow](#) on Fri, 02 Oct 2009 07:09:27 GMT

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Sladewill wrote on Thu, 01 October 2009 23:44 Why not just invite ppl from outside the clans to play, since it is a ren tourney anyone that wants to play im sure would have enough effort to actually attend

Because it's stupid to play a tourney with 10 communities if in every match it's the same people playing?

The rosters are just there to make sure that one player doesn't play for multiple communities.

Subject: Re: Round 2 extended

Posted by [Sladewill](#) on Fri, 02 Oct 2009 11:38:06 GMT

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i wasnt saying that im just saying so many ppl from the communities cannot make it replace them with other ppl

Subject: Re: Round 2 extended

Posted by [liquidv2](#) on Sat, 03 Oct 2009 00:03:34 GMT

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SoQ and OS plan to play on Sunday since they could not meet up today and don't plan on playing on Saturday, and I'd like if they could get the game played

hopefully the other communities will play their games on Saturday so we can move on to the next round

I believe we are capable; let's make Mr. Mom proud

Subject: Re: Round 2 extended

Posted by [-SoQ-Warlock](#) on Sat, 03 Oct 2009 11:37:10 GMT

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liquidv2 wrote on Sat, 03 October 2009 02:03SoQ and OS plan to play on Sunday since they could not meet up today and don't plan on playing on Saturday, and I'd like if they could get the game played

hopefully the other communities will play their games on Saturday so we can move on to the next round

I believe we are capable; let's make Mr. Mom proud
We will be there on sunday!
