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Subject: Re: Tournament seeding.

Posted by [Alfonzo](#) on Mon, 24 Aug 2009 19:00:11 GMT

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Nightma12 wrote on Sun, 23 August 2009 21:00grant89uk wrote on Sun, 23 August 2009 19:30TD wrote on Sun, 23 August 2009 11:03I would like to remind you all that the amount of votes do not equal skill. This is purely to get the tournament started. We cannot just put all eleven names in a randomizer and give the first 5 communities a free advance. These votings give a somewhat more accurate results. No-one said these results would be 100% accurate, but this is the best thing we can do in the 11 team double elimination tournament.

But you could just use a randomiser to give 1 team a "bye" instead of allowing it to be the community with the most members gets a bye.

I agree.

Id rather it would just random tbh =/

also why isnt wittebolx on the list?

I'd like this idea if it didnt get so complicated towards the end of the turnament..

1 team gets a bye, so there's 5 games in the first round.

After the first round, there's 6 teams left, so 3 games...then after that only 3 teams. How do we sort out the last 3 teams?

We could have them face each other like this:

Team 1 v Team 2

Team 1 v Team 3

Team 2 v Team 3

and hope 1 team beast the other 2, and if not, like all the teams go 1-1, base it off base destructions and such? idk, the 11 teams makes it difficult.

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