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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 23:48Well, 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 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?

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

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