After round 5 is played there will be two teams left to compete in the RGCT finals!

The bracket should be self explanatory but I'd like to fill everyone in on how the last part works and why there's an 'if needed round'. I am using examples in these situations, they are NOT expectations on how the rounds will play out.

Situation 1:
Jelly loses round 5 to NE and drops down to the 'if needed round', because this is their first loss. The other communities advance normally and after the round 6 finals, the winner (CW.cc) plays Jelly. This one match decides who wins the tournament.

Situation 2:
Jelly wins round 5 against OS and eliminates OS. In round 6 however, Jelly loses to SoQ and drops down to the 'if needed round' since it's their first loss. SoQ will need to play Jelly again in the 'if needed' and last round, the match that will decide the winner of the RGCT.

Situation 3:
Jelly wins round 5 against OS and meets CW.cc in round 6. Jelly wins that round as well, and since CW.cc had already lost before, this will be their second and last loss in the tournament and therefore they're eliminated and Jelly is declared the winner. There is NO need for a 7th round here.

So basically it's kind of Round 6 and Round 6b if needed, and I don't mind that, if there's a situation 2, that the teams decide to play round 6b / 7 right after their round 6 match. Only if BOTH teams agree to do so. Otherwise the 6b / 7th round will be played ONE week after round 6. All DQ rules if they don't qualify with roster post and minimum 5 players still apply. In case of situation 1 the match WILL be extended one week since there's 3 teams in that one. Situation 3 will decide the winner right away.

As for the round 6 deadline, I may do it one week after round 5, but there will be an official post about it. Post any questions or any feedback in this topic.