Updated player list.

Implementation of pointsfix/infinite ammo is being voted on/discussed here:
http://jelly-server.com/forums/index.php?/topic/16666-poll-on-two-f2f-rules/
Only votes cast by tournament participants will be counted.

I set the player cap at 32 players, which will result in 8 teams of 4 players each. Too many players and time arrangements would become quite difficult. The tournament will have three rounds, a quarter final, a semi-final and a final.
If need be, and only when time arrangements do become too difficult (I don't much expect them to, since it's the summer) we can allow smaller matches to take place between the teams (say, 3v3, 2v2).