Subject: Round 6 & '7 ' (Finals) Pre-Info
Posted by TD on Sun, 15 Nov 2009 23:49:48 GMT

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.

Subject: Re: Round 6 & '7 ' (Finals) Pre-Info
Posted by Sladewill on Mon, 16 Nov 2009 15:17:54 GMT

does anyone else feel like this puts more presure on the teams to try and win as they see the

reliaty of what can happen?

Subject: Re: Round 6 & '7 ' (Finals) Pre-Info
Posted by BLÃ»Îµl4Î²ÃªL on Mon, 16 Nov 2009 15:23:55 GMT
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rofl

Subject: Re: Round 6 & '7 ' (Finals) Pre-Info
Posted by TD on Mon, 16 Nov 2009 16:35:13 GMT
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Renegade is serious business. You're always better off knowing it beforehand, though.

Subject: Re: Round 6 & '7 ' (Finals) Pre-Info
Posted by Herr Surth on Mon, 16 Nov 2009 16:37:41 GMT
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i find it offensive that in two out of three pictures we lose!

Subject: Re: Round 6 & '7 ' (Finals) Pre-Info
Posted by CarrierII on Mon, 16 Nov 2009 19:05:18 GMT
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Do you want me to post another one with you winning, so it's fair?

Subject: Re: Round 6 & '7 ' (Finals) Pre-Info
Posted by TD on Mon, 16 Nov 2009 20:09:02 GMT
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Subject: Re: Round 6 & '7 ' (Finals) Pre-Info
Posted by Herr Surth on Mon, 16 Nov 2009 20:31:20 GMT
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i love you td <3

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you forgot the *cheat name removed*in the upper left corner though!

Subject: Re: Round 6 & '7 ' (Finals) Pre-Info
Posted by CarrierII on Tue, 17 Nov 2009 18:31:40 GMT
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Yep, much better than what I had in mind. Nice pic.

Subject: Re: Round 6 & '7 ' (Finals) Pre-Info
Posted by -SoQ-Warlock on Tue, 17 Nov 2009 20:04:12 GMT
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I lolled TD, really nice done!