Subject: Re: Round 2 extended
Posted by Goztow on Sun, 27 Sep 2009 07:46:24 GMT

rcmorr09 wrote on Sun, 27 September 2009 01:26This is stupid, you can't extend the round on the day it was supposed to be played. If you keep being such a pansy extending the rounds on the very day the game was scheduled no one will ever show up on time anymore. Jelly had plenty of people to play, TSU did not have enough people, bad luck to them. The only solution to this will be auto disqualification or if the two communities agree AHEAD of time to reschedule to a different day or time.
I need to agree here. We're having huge problems getting anything close to 10 players together. With Renegade's current state, it's a small miracle that any community can get 10 players together at any given time.

The communities that showed up should go to next round, period. Then maybe you'll have a chance that these communities at least stay motivated to play next rounds and games actually happen. What are you going to do if next week a community doesn't show up (with needed numbers) when it showed up yesterday?

Don't get me wrong: I'm sure we'll have another game with St0rm, just for the heck of it and because we like to play organized games. But if you're organizing a tourney, you need to do it seriously. Especially if you put prize money towards it.