Subject: Viable terms for "seeding"?
Posted by Crazyreb on Sat, 22 Aug 2009 06:47:21 GMT
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Is voting for the number 1 seed really the best way to determine seeding? If everyone was well informed, only 1 to 2 teams would have votes imo. But based on the general idea that every team wants to be ranked higher for the better seed, the teams with basically more "members" will get the most votes, and therefore have a better seeding over say one of the better teams. I mean it really doesnt matter for the top team(since they should win anyways), but imo this disrupts how this should be really seeded.

I would prefer more of an idea of electing a "board" of knowledgeable renegaders to put this together. I couldnt care less who is on it as long as they can identify most players and therefore seed the teams fairly and easily.

Anyways... No matter what, someone will always be unhappy with the seeding. This is just something I thought of.

Subject: Re: Viable terms for "seeding"?
Posted by Goztow on Sat, 22 Aug 2009 07:35:34 GMT
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Just ask Spoony, tbh...

Subject: Re: Viable terms for "seeding"?
Posted by HaTe on Sat, 22 Aug 2009 12:12:54 GMT
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Quote:Server Host: Lower ranked seed in each match gets to host on their server (unless they choose not to)
You sort of want the lower seed if you want to host the game...that's why it was made like this. I also noticed that there is no wittlebolx in the voting, yet they are still on the roster in the announcement? I guess the fact that there will be a bye does change things then..

Subject: Re: Viable terms for "seeding"?
Posted by Crazyreb on Sat, 22 Aug 2009 22:59:00 GMT
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host on their server? who cares tbh. The gametype is going to be the exact same. The only difference would pretty much be a euro team vs US team. Then ping comes into effect.

Subject: Re: Viable terms for "seeding"?

Posted by [RadioactiveHell](#) on Sun, 23 Aug 2009 05:13:15 GMT

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Goztow wrote on Sat, 22 August 2009 02:35Just ask Spoony, tbh...

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But to elaborate, I agree that the current seeding system is essentially just what community has the most members. I dont think it really matters tho in the end, whatever the best team is should still win either way.

Subject: Re: Viable terms for "seeding"?
Posted by [RTsa](#) on Sun, 23 Aug 2009 09:28:29 GMT

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Crazyreb wrote on Sun, 23 August 2009 01:59The only difference would pretty much be a euro team vs US team. Then ping comes into effect.
Exactly. And people usually like to play with a low ping rather than a high one.