

TAY TO BUOI TOI - SEASON 8

Tournament Format & Rulebook

1. Overview

- Total players: 64 players.
- The tournament flow is: 64 players -> 48 players -> 16 semifinalists -> 8 finalists.
- Each lobby contains 8 players.
- Standard match scoring before the final: Top 1 = 9 points, Top 2 = 7, Top 3 = 6, Top 4 = 5, Top 5 = 4, Top 6 = 3, Top 7 = 2, Top 8 = 1.
- Tournament Starts:
- June 6 , 2026, 07:30 PM (UTC+07)
- Tournament Ends:
- June 14 , 2026, 22:00 PM (UTC+07)
- Tournament Timezone:
- Asia/Jakarta (UTC+07)
- Max Player:
- 64
- Prize Pool:
- 6.600.000 VNĐ ~ 1000 MYR

Cung cấp phản hồi		
Top	VNĐ	RM 
Top 1	1.500.000	227 RM
Top 2	1.000.000	152 RM
Top 3	700.000	106 RM
Top 4	500.000	76 RM
Top 5	400.000	61 RM
Top 6	350.000	53 RM
Top 7	300.000	45 RM
Top 8	250.000	38 RM
Top 9	200.000	30 RM
Top 10	200.000	30 RM
Top 11	200.000	30 RM
Top 12	200.000	30 RM
Top 13	150.000	23 RM
Top 14	150.000	23 RM
Top 15	150.000	23 RM
Top 16	150.000	23 RM



2. Standard Scoring System

Placement	Points
Top 1	9
Top 2	7
Top 3	6
Top 4	5
Top 5	4
Top 6	3
Top 7	2
Top 8	1

3. Group Stage - Round 1

- 64 players are divided into 8 lobbies, with 8 players per lobby.
- Each lobby plays 3 games.
- After 3 games, each player receives a Round 1 total score.
- In each lobby, the 2 lowest-scoring players are eliminated.
- The remaining 48 players advance to Round 2.

4. Group Stage - Round 2 Lobby Assignment

- Round 2 contains 48 players and is split into upper and lower branches based on Round 1 lobby results.
- Upper branch: the Top 4 players from each Round 1 lobby advance to upper-branch lobbies.
- Lower branch: the 5th and 6th place players from each Round 1 lobby advance to lower-branch lobbies.

4.1 Upper Branch Pairing

Round 2 Lobby	Players Included	Total Players
Upper Lobby 1	Top 4 from Round 1 Lobby 1 + Top 4 from Round 1 Lobby 2	8
Upper Lobby 2	Top 4 from Round 1 Lobby 3 + Top 4 from Round 1 Lobby 4	8
Upper Lobby 3	Top 4 from Round 1 Lobby 5 + Top 4 from Round 1 Lobby 6	8
Upper Lobby 4	Top 4 from Round 1 Lobby 7 + Top 4 from Round 1 Lobby 8	8

4.2 Lower Branch Grouping

Round 2 Lobby	Players Included	Total Players
Lower Lobby 1	5th-6th from Round 1 Lobby 1 + 5th-6th from Round 1 Lobby 2 + 5th-6th from Round 1 Lobby 3 + 5th-6th from Round 1 Lobby 4	8
Lower Lobby 2	5th-6th from Round 1 Lobby 5 + 5th-6th from Round 1 Lobby 6 + 5th-6th from Round 1 Lobby 7 + 5th-6th from Round 1 Lobby 8	8

Note: The lower branch consists of players who finished 5th-6th in their Round 1 lobbies. Every 4 original lobbies provide 8 players total, forming one lower-branch lobby.

5. Group Stage - Round 2

- The 48 remaining players play 3 more games.
- Scores from Round 1 are kept and added to Round 2 results.
- After Round 2, each remaining player has played 6 games in total.
- After 6 total games, only the Top 16 players advance to the semifinals.
- The other 32 players are eliminated.

6. Commander Pick Rule - Group Stage

- During the 6 group-stage games, each player may not pick a commander they have already used in previous group-stage games.
- This restriction is personal to each player only.
- Different players are allowed to pick the same commander as each other.
- By the end of the 6 group-stage games, each player must have used 6 different commanders.

7. Tiebreak Rules

Whenever players are tied on total points during an elimination check, apply the following tiebreak order:

Priority	Tiebreak Criterion
1	More Top 1 finishes

Priority	Tiebreak Criterion
2	Fewer Top 8 finishes
3	More Top 2 finishes
4	More Top 3 finishes
5	More Top 4 finishes
6	More Top 5 finishes
7	More Top 6 finishes
8	More Top 7 finishes

- Round 1 tiebreaks are applied within each Round 1 lobby, using only the 3 Round 1 games.
- Round 2 tiebreaks are applied across all 48 remaining players, using all 6 group-stage games.
- Semifinal tiebreaks are applied using all 10 accumulated games before the final cut.
- If players are still fully tied after all criteria, the organizer may use a random draw, playoff game, or another announced final ruling.

8. Semifinals

- The Top 16 players after 6 group-stage games advance to the semifinals.
- Semifinal scores continue from the group-stage total; points are not reset.
- The semifinals consist of 4 additional games.
- After the semifinals, each semifinalist has a total score across 10 games.
- The Top 8 players after 10 total games advance to the final.

8.1 Semifinal Group Split

Semifinal Group 1	Semifinal Group 2
Seed 1	Seed 2
Seed 3	Seed 4
Seed 5	Seed 6
Seed 7	Seed 8
Seed 9	Seed 10
Seed 11	Seed 12
Seed 13	Seed 14
Seed 15	Seed 16

8.2 Semifinal Commander Pick Order

- Commander picks are reset when entering the semifinals. Commanders used during the group stage do not restrict semifinal picks.
- Game 1 pick order is based on group-stage ranking: the lower-ranked player picks first, and the higher-ranked player picks later.
- For Game 2 onward, pick order is based on the result of the previous game.
- The player who finished Top 8 in the previous game picks first; the player who finished Top 1 picks last.

Previous Game Result	Next Game Pick Order
Top 8	Pick 1
Top 7	Pick 2
Top 6	Pick 3
Top 5	Pick 4
Top 4	Pick 5
Top 3	Pick 6
Top 2	Pick 7
Top 1	Pick 8

9. Final

- The Top 8 players after the semifinals advance to the final.
- For Final Game 1, pick order is randomized.
- From Final Game 2 onward, pick order follows the same rule as the semifinals: Top 8 from the previous game picks first, Top 1 picks last.

9.1 Final Scoring System

Result	Points
Checkmate	20
Top 1	8
Top 2	7
Top 3	6
Top 4	5
Top 5	4
Top 6	3
Top 7	2
Top 8	1

10. Quick Summary

- 64 players start the tournament in 8 lobbies.
- Round 1: each lobby plays 3 games, then eliminates the bottom 2 players.
- Round 2: 48 players play 3 more games, keeping their Round 1 scores.
- After 6 group-stage games, the Top 16 advance to the semifinals.
- Semifinals: 16 players play 4 more games, keeping their previous scores.
- After 10 total games, the Top 8 advance to the final.
- Group-stage commanders cannot be repeated by the same player, but different players may use the same commander.
- Semifinal commanders are reset; pick order changes based on the previous game result after Game 1.
- Final Game 1 pick order is random; from Game 2 onward, pick order is based on the previous game result.