



GEOGUESSR Majors Rulebook 2025

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General

In special cases, GeoGuessr, League Operations, and Tournament Operators reserve the right to update the rules at any time, for any reason.

Participant Rules

Age

- Participants must be 18 years of age or older to participate.

Names & Images

Participants aren't allowed to use any names, including but not excluded to, in-game names nicknames, or players, on the tournament platform that:

- Bear a resemblance to any brand or trademark that they don't own.
- Is protected by third-party rights and the player does not have written permission to use it.
- Is trying to imitate a real person or entity other than themselves.
- Is discriminatory, including but not limited to any language and appearance in regards to ethnicity, nationality, race, gender, religion, and/or sexual orientation.
- Any type of sponsor(s) brand.
- Any type of advertisement.

GeoGuessr, League Operations, and Tournament Operators reserve the right to change the name or image if deemed inappropriate or breaching the above rules.

Attire & Clothing

The following rules apply during ongoing matches in the tournament.

- Participants are allowed to wear caps, beanies, and equivalent headwear that does not interfere with provided headphones, etc.
- Participants are not allowed to wear ski masks, facemasks, or any other face-obscuring faceware.
- Participants are required to wear their regional Major shirts.
- Participants are prohibited from wearing any political or otherwise divisive statements or messaging.

Accounts

- The player must have a GeoGuessr account, You are not allowed to participate if you have an active GeoGuessr account ban.
- The player must have an avatar on their Geoguessr account during the tournament. The profile picture is not allowed.
- Participants will be provided with tournament accounts.

Failure to adhere to the above-mentioned conditions or trying to circumvent them may lead to a penalty or disqualification. The determination of this is at the sole discretion of the administration, and the penalty will be determined based on the infraction that occurred.

Ownership

To preserve the integrity of the Competition, the following rules apply to any individual, entity, or group that owns, operates, controls or has an interest in a player that is competing in the Competition.

1. An individual, entity, or group cannot directly or indirectly own or operate more than one player globally.
2. An individual, entity, or group cannot directly or indirectly participate in the financing, operation, marketing, or management of more than one player globally.
3. No two Participants can operate under the same brand or organization name or variations of the same brand or team name in more than one team globally.
4. No two individuals, entities, or groups that own, operate, control, or have an interest in two different Participants can enter into a business or financial relationship with a common interest that can directly or indirectly benefit both parties based on performance in the competition.

Conflict of interest

All participants agree and confirm that they don't have any conflict of interest before the start of the tournament. In case a participant is not sure how to consider certain situations he/she

should contact the administration beforehand and receive confirmation of his/her eligibility to take part in the tournament.

Communication

Communication between the administration and Participants is specified in the rules. The official communication resource is the official tournament discord server.

a) Communication with the administration

Any communication with the administration by discord or other means is considered confidential and cannot be publicly shared. All discord messages sent to the administration or by the administration are recognized as official messages and cannot be shared with third parties. The administration has the right not to react to messages sent by an unofficial source of communication.

b) Communication Channels

The primary communication channel is via the official tournament discord.

c) Support Requests

To request support from the Administration, you go to the questions channel on Discord and write.

Media activities

Participants are obligated to join remotely or on-site for any media activities scheduled by the administration. Each player will be notified before any media activities are scheduled for them during the tournament.

During the GeoGuesser Major tournaments, every player needs to be ready for an after-match interview. The interview will be done in English.

Tournament Rules

Gameplay Settings

	Move	No Move	NoMovePanZoom (NMPZ)
Max Rounds	10	10	10
Max Round Timer	60	60	60
Timer after guess	15	15	15
Moving allowed	On	Off	Off

Panning allowed	On	On	Off
Zooming allowed	On	On	Off
Health	6000	6000	6000
Multiplier increase	0.5x	0.5x	0.5x
Healing	Off	Off	Off
Allowed communication	None	None	None

	Game 1	Game 2	Game 3	Game 4	Game 5
B05	Move	No Move	Move	No Move*	NMPZ**

* In a B05 this game is played if the scoreline is 2-1 after game 3 is finished.

** In a B05 this game is played if the scoreline is 2-2 after game 4 is finished.

Known game-client limitations

- A player's guess may not register in case the guessing pin is placed in the last second of the round

Match protests

a) Definition

A protest must be filed during a match for things like incorrect server settings. After the match, protests will be reviewed by the administration as soon as possible. Participants are not allowed to share any of the dialogue, decisions, etc, without the permission of the administration.

b) Deadline for protest

Protest can be submitted after the match is concluded within 10 minutes. If the player protests about the result after the deadline, the administration has the right not to react to the protest.

c) Filing the protest

The protest must contain all information about why the protest was created. A protest may be declined if information is missing. A simple comment like "Player X is cheating" will not be accepted and will be denied by the administration.

d) Communication during the protest

Participants must act like professionals and will not abuse opponents or referees during dialogues between all parties.

e) Decision on the protest

Decisions on the protests are final and cannot be arbitrated.

Schedule

All information regarding the GeoGuessr Major player schedule will be posted on the official GeoGuessr Major Cup Discord.

Terms of Service

We will be following GeoGuessr's Terms of Service which can be found [HERE](#).

Punctuality

- It is very important to follow the timeline for the tournament hosted by GeoGuessr. All information for the tournament is subject to change so it's every player's responsibility to update themselves on [GeoGuessr World Championship Webpage](#) and GeoGuessr Major Discord server before and during the tournament/match regarding any changes.
- All matches will be played back to back so the participants have to join the new lobby as soon as possible. The administration and the tournament operators will inform you if your match is being broadcasted, if that is the case it might delay the start of the match.
- It is the responsibility of each participant to read Discord for important messages regarding the matches they are assigned to play.

Streaming & Broadcasting

GeoGuessr reserves exclusive rights to broadcast and stream the tournament.

Remake/Restart of games

GeoGuessr, League Operations, Studio, and Tournament Operators reserve the right to restart a game under any circumstances if needed. Such as technical difficulties, power outages, hardware failure, etc.

Penalties & Disqualifications

Participant Monitoring

GeoGuessr, League Operations, and Tournament Operators reserve the right to monitor any participant(s), for any reason, during the tournament.

Disqualifications

- win-trading or otherwise manipulating in-game ranking systems with the collaboration of others.
- performing in-game exploits or abusing glitches or bugs.

Bans

- [Community Rules - GeoGuessr](#)
- uses third-party software or scripts to gain an unfair advantage over other participants.
- using Google or other external sources of information as assistance during play.

Behaviour & Sportsmanship

- Show respect to everyone involved in the tournament. This includes, but is not limited to participants and staff.
- Treat everyone the same way you would like to be treated yourself.
- Always show integrity while playing in a tournament, be honest, and play fair.
- Do not use any discriminatory language, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, sexual orientation, or personal beliefs.
- Do not use any extreme foul language, including but not limited to excessive profanity or language that is graphically sexual, grotesque, or violent.
- Do not make threats of real-world violence or other intended harm to anyone involved in the tournament.
- Do not harass, stalk, or purposely do things to make someone else feel uncomfortable or threatened.
- Do not share personal information about yourself or other individuals.
- Do not engage in, request, arrange, or offer illegal activities or materials.
- Do not impersonate other individuals.
- Do not spam, be it in text.
- Do not share your account, your account is for your use and your use alone.
- Do not grant access to your account to anyone else, and do not access anyone else's account, even with their permission.

Failure to adhere to the above-mentioned conditions or trying to circumvent them might lead to a penalty or disqualification. The determination of this is at the sole discretion of the administration, and the penalty will be determined based on the infraction that occurred.

Tournament specific rules

Format

The format will be Single Elimination bracket where every match is played as a bo5. The bracket is according to the picture just below.

APAC+Americas:

- Quarter-final 1: World League 4th seed vs. World League 5th seed
- Quarter-final 2: World League 3rd seed vs. World League 6th seed
- Semi-final 1: World League 1st seed vs. Winner QF1
- Semi-final 2: World League 2nd seed vs. Winner QF2
- Bronze medal game: Loser SF1 vs. Loser SF2
- Final: Winner SF1 vs. Winner SF2

EMEA:

- First round 1: World League 8th seed vs. World League 9th seed
- First round 2: World League 7th seed vs. World League 10th seed
- First round 3: World League 6th seed vs. World League 11th seed
- First round 4: World League 5th seed vs. World League 12th seed
- Quarter-final 1: World League 1st seed vs. Winner FR1
- Quarter-final 2: World League 4th seed vs. Winner FR4
- Quarter-final 3: World League 2nd seed vs. Winner FR2
- Quarter-final 4: World League 3rd seed vs. Winner FR3
- Semi-final 1: Winner QF1 vs. Winner QF2
- Semi-final 2: Winner QF3 vs. Winner QF4
- Bronze medal game: Loser SF1 vs. Loser SF2
- Final: Winner SF1 vs. Winner SF2

Hardware

Participants will need to bring their own Mouse, Keyboard, Mousepad and in-ear headphones.

Map

GeoGuessr World Championship Major 2025 Move/NoMove/NMPZ are the maps that will be used for the tournament. Ari coverage, broken tunnel coverage, or broken locations - both participants need to guess the Eiffel Tower.

Tiebreakers

If two players are tied in the world ranking after the Regional Majors, and they have faced each other in a Major, the result of their head-to-head match in the Major takes precedence over their head-to-head record in the League.

Point system

Each regional Major provides the top players with GeoGuessr World League ranking points. After all Majors are concluded the final top 12 players on the World League leaderboard will be invited to the GeoGuessr World Championship.

APAC+Americas:

1. 40 points
2. 25 points
3. 15 points

EMEA:

1. 40 points
2. 25 points
3. 15 points
4. 5 points

Changelog

Any material changes to this document will be listed in this Changelog section and communicated directly to Competitors via the appropriate channels.

Version	Date Update	Note
1.0	-	Initial Release