



GeoGuessr World Championship 2026

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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 at least 18 years of age at the time of the event 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 World Championship 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 GeoGuessr World Championship, every player needs to be ready for an after-match interview. The interview will be done in English.

Tournament Rules

Gameplay Settings

Settings	Move	No Move	No Move Pan Zoom (NMPZ)
Max Rounds	20	20	20
Max Round Timer	60s	60s	60s
Timer after guess	15s	15s	15s
Moving allowed	Yes	No	No

Panning allowed	Yes	Yes	No
Zooming allowed	Yes	Yes	No
Health	5000	5000	5000
Individual Multiplier increase	0.5x	0.5x	0.5x
Multiplier starting	round 2	round 2	round 2
Healing	Off	Off	Off

	Game 1	Game 2	Game 3	Game 4	Game 5
B03	Move	No Move	NMPZ*		
B05	Move	No Move	Move	No Move**	NMPZ***

* In a B03 this game is played if the scoreline is 1-1 after game 2 is finished.

** 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
- A player may white out the guess map with intense clicking & scrolling movements on the guessing map.

Point system

a) Group Stage

Participants will be getting scored on match wins/losses. Example below

	Match Wins/Losses	Game Wins/Losses
Player 1	5-0	10-0
Player 2	4-1	8-2
Player 3	3-2	6-4
Player 4	2-3	4-6
Player 5	1-4	2-8

Player 6	0-5	0-10
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b) Round of 16, Quarter-Finals, Semi-Finals and Grand Final
The first player to win 3 games is the winner of the match.

Tiebreakers

a) Group Stage

1. Matches won across all group games. Most matches won ranks highest.
2. Game differential across all group games. Total games won subtracted by the total games lost. The biggest positive differential ranks highest.
3. Head-to-head among the tied players.
Two players tied: who won the match between the players ranks highest.
Three or more tied: **only** tied players are compared, and total matches won against each other are ranked by most matches won. If it separates some but not all, top player/players go through, then this step is repeated with whoever is still tied.
4. Health remaining. Total health left across all group stage games. Most ranks highest.
5. Coin flip.

Map

GeoGuessr World Championship 2026 Move/NoMove/NMPZ are the maps that will be used for the tournament. If these locations appear in the map; boat coverage, Ari coverage, tunnel coverage, or broken locations both participants need to guess the Eiffel Tower and the location is aimed to be replayed.

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.

Hardware

Participants will be provided with all hardware necessary to compete in the tournament except in-ear headphones. If a player doesn't have in-ear headphones please contact the admin team.

Format & Schedule

Format

Group Stage (Best of 3)

4 Groups with 6 participants in each group, round-robin format.

1st-4th placed participants go to the Round of 16; 5th and 6th placed participants are knocked out.

Playoff Bracket (Best of 5)

In the single-elimination bracket, the winner of each match moves forward the bracket until one player wins the GeoGuessr World Championship. Round of 16, Quarter-finals, Bronze-match, Semi-Finals, and Grand Final are best of 5.

Schedule

All information regarding the GeoGuessr World Championship player schedule will be posted on the official GeoGuessr World Championship Discord server.

Terms of Service

GeoGuessr's Terms of Service 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 World Championship 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 or round under any circumstances if needed. Such as technical difficulties, power outages, hardware failure, etc. Players are able to request help in game under settings, the game will be paused after the round where help got requested and an admin will come and help.

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.
- No alt tabbing to change music.

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.

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	2026-08-18	Initial Release