

GeoGuessr World League 2026 Season

Official League Rulebook

Version: 1.0

Date: Jan 2026

General Rules

GeoGuessr and League Administration reserve the right to update or amend these rules at any time. Participants must adhere to all rules listed below.

1. Participant Rules

1.1 Age

All participants must be at least 18 years of age by August 31st 2026 to participate in the GeoGuessr World League 2026 Season.

1.2 Names & Images

Participants are prohibited from using names (including in-game or nicknames), avatars or images that:

- Resemble brands or trademarks they don't own.
- Are protected by third-party rights without permission.
- Impersonate a real person or entity, other than themselves.
- Include discriminatory or offensive content regarding ethnicity, race, gender, religion, or sexual orientation.
- Include sponsorship or advertising content without approval.

GeoGuessr and League Administration reserves the right to change any inappropriate name, avatar or image.

1.3 Attire & Clothing (Online Matches)

Even in remote settings, players are required to maintain professionalism:

- Headwear like caps and beanies is allowed, if they do not obscure the face and facecam view. Face-obscuring masks are prohibited.
- Political or divisive statements and messaging in clothing or in the frame of the facecam are not allowed.

1.4 Accounts

- Participants must have an active GeoGuessr account and use the provided links for matches.
- Players with an active account ban cannot participate.
- Players must play with their official Nickname and country approved by the League Administration.

Failure to adhere to these rules may result in penalties or disqualification, at the administration's discretion.

2. Format Rules

2.1 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

The following match formats will be used:

- **Best of 3 (BO3):** Move / No Move / NMPZ (Game 3 if the score is 1-1).

2.2 Tiebreakers

If two or more players have the same amount of points at the end of the World League the tiebreaker rules are as follow:

1. Highest total match Win/Loss differential
2. Most 3-0 tournament records
3. Most 3-1 tournament records
4. Most 2-1 tournament records

5. Most 2-2 tournament records
6. Head to Head Match Win/Loss (only applied when two players are tied)
7. Highest average remaining health left over all World League Matches
8. If players are still tied, League Administration has the right to decide a final tiebreaker rule

2.3 Map

Three custom world maps (Move/NoMove/NMPZ) will be used. In special cases, like broken coverage, both participants must guess the same landmark, the Eiffel Tower.

2.4 Match Schedule & Attendance

1. **Matches:** All players must compete in three to four scheduled matches for every regional tournament weekend.
2. **Match Times:** Matches are assigned a specific start time, and players must be available at least 10 minutes before the match starts.
3. **No Show Penalty:**
 - Failing to show up within 10 minutes of match start time results in an automatic loss.
 - After two (2) No Shows, the league administration may issue a disqualification from the league.

2.5 Walkovers, Disqualifications, and Bannable Offenses.

1. **Walkovers:** If a player doesn't attend without providing a legitimate reason, the opponent will receive a walkover win, and the absent player may face point deductions or disqualification.
2. **Disqualification:** Players can be disqualified for repeated absences, cheating, or poor conduct. Abusing the walkover system in the matches of the season disqualifies the player from future qualifiers for the year.
3. **Bannable Offenses:** If a player is caught cheating or repeatedly abusing walkovers or no shows the player will receive a ban from future official GeoGuessr esports events in 2026 and 2027.

2.6 Streaming & Broadcasting

GeoGuessr reserves exclusive rights to stream and broadcast all tournament matches. Players may only stream their games with prior approval.

If you have been allowed to stream you are required to have GeoGuessr World League in the stream title and use 3 min (180 seconds) delay on the stream.

2.7 Remake/Restart of Games

League Operations may restart a game/round in case of technical difficulties, hardware issues, or other significant disruptions.

3. Camera & Screen Sharing Requirements

3.1 Camera & Screen Share

- Players must have their camera and screen share active during the entirety of the match to ensure fair play.
- The camera must contain your face, and be approved by administration before the game starts.
 - The facial features need to be clearly visible.
 - No backlighting that obscures the face will be permitted.
- All parts from [1.3 Attire & Clothing \(Online Matches\)](#) must be followed.
- Players experiencing technical issues must notify the administration. If the issue persists for more than 15 minutes, the administration will decide if the match will be rescheduled or if it will be a walkover.

3.2 Camera after the match is completed

Every player needs to keep the camera on until a Game Master or anyone from the administration tells them they can turn it off. Failure to adhere to this rule will result in a punishment.

- **First rule violation:** Warning.
- **Second rule violation:** Forfeit all the money from the specific tournament weekend it happens on.
- **Third rule violation:** Forfeit all the money the player has received from winning league matches.
- **Fourth rule violation:** Disqualification from the GeoGuessr World League.

4. Conduct & Fair Play

4.1 Cheating & Exploits

Cheating, including using unauthorized tools or third-party assistance, is strictly prohibited. Players caught cheating will be immediately disqualified and banned from future competitions.

4.2 Sportsmanship

Players are expected to behave respectfully toward opponents, administrators, and spectators. Players should always play to win. Any toxic behavior, harassment, or unsportsmanlike conduct will result in warnings, penalties, disqualification or ban.

4.3 Betting

All players, staff or administration that are participating or involved in the GeoGuessr World League are forbidden to be involved in any type of betting or gambling for any of the league matches.

5. Match Rescheduling

Emergency Rescheduling

If a player has an emergency in the **last** round of matches of a tournament weekend, there might be possible to reschedule. In all previous rounds it will result in the player giving a walkover. Emergencies will solely be decided by the administration and include, but are not limited to,

the following examples.

Example 1) Serious issues undermining the health of the Player or their family including severe disease/condition, injury, or death (documentary evidence required)

Example 2) Natural disaster, country-level catastrophe, or other force majeure, event in the Player's region/area (such as an earthquake, tsunami, or war)

Example 3) Issues with local laws facilitating relevant procedures (such as illegal conduct)

6. League Structure & Standings

6.1 Points System + Prize Money

Winners bracket (players with a 2–0 record face players with 2–1)

- Winners finishes in Tier 1 and earn 4 points + \$800
- Losers move to Tier 2 and earn 3 points + \$500

Losers bracket (players with 1–2 face players with 0–2)

- Winners finished in Tier 3 and earn 1 point + \$200
- Losers move to Tier 4 and earn 0 points + \$100

All payments will be sent out after the full league is concluded.

6.2 Standings

League standings are based on total points earned. The top players from each region (Americas, EMEA, and APAC) will qualify for the World Championship 2026. See section 13 for further details.

7. Match Forfeits

7.1 Voluntary Forfeits

If a player needs to forfeit a match, they must notify the administration at least 24 hours in advance. The opponents will receive a walkover win.

7.2 Involuntary Forfeits

If a player is disqualified, their remaining games will be forfeited and their standings will be adjusted accordingly.

8. Protests & Disputes

8.1 Filing a Protest

Players may file a protest within 24 hours if they believe a violation or unfair decision occurred. All protests must contain detailed information about the incident.

8.2 Dispute Resolution

League administration will review and make final decisions on all protests. All rulings are final.

9. Technical Failures

9.1 Connection Issues

If a match is interrupted due to server issues or technical failures, the match will be rescheduled or replayed depending on the severity of the disruption.

9.2 Player Disconnections

Players who disconnect have 10 minutes to reconnect. If they fail to do so, the match may result in a loss or be rescheduled.

10. Communication

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

10.1 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.

10.2 Communication Channels

The primary communication channel is via the official tournament discord.

10.3 Support Requests

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

11. Media Activities

Participants must 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 World League 2026 Season, every player needs to be ready for an after-match interview. The interview will be done in English.

12. Behavior and sportsmanship

- Show respect to everyone involved in the league. 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.

13. Qualification information for World Championship and Play-ins.

After the GeoGuessr World league 2026 Season has ended the top players from each region will move on to play in the GeoGuessr 2026 World Championship and Play-ins

- Americas Regional: Players ranked 1-4 qualifies to the World Championship, players ranked 5-7 moves to Play-ins.
- APAC Regional: Players ranked 1-4 qualifies to the World Championship, players ranked 5-7 moves to Play-ins.
- EMEA Regional: Players ranked 1-8 qualifies to the World Championship, players ranked 9-14 moves to Play-ins.

Changelog

Version	Date	Update
1.0	Jan 2026	Initial release for GeoGuessr World League 2026 Season