GeoGuessr World League 2027 Knockout Tournament

Official Rules

Introduction

The Knockout Tournament decides the last World League 2027 spots in three separate regional tournaments, all played online on Friday 11 to Sunday 13 December 2026. Each region plays a group stage of four-player groups, then a Last Chance stage.

Region	Players	Groups	Qualify as group winners	Last Chance matches (Bo5)	World League spots
EMEA	16	4 (A, B, C, D)	4	4	8
APAC	12	3 (A, B, C)	3	3	6
Americas	12	3 (A, B, C)	3	3	6
Total	**40**	**10**	**10**	**10**	**20**

In every group: 1st place qualifies for the World League, 2nd and 3rd place go to the Last Chance stage, and 4th place is eliminated. Each Last Chance winner qualifies for the World League. Players only compete against players from their own region.

General

All participants must follow every rule in this document. GeoGuessr and the League Administration ("the administration", including Game Masters and referees acting on its behalf) may update or amend these rules at any time. Material changes are listed in the Changelog and announced on the official tournament Discord.

Participant rules

Eligibility

To compete in the Knockout Tournament, a participant must:

- Have earned a Knockout Tournament spot through their region's Online Race standings.
- Be at least 18 years old by 1 August 2027.
- Hold a valid passport from the country they represent.
- Be available to compete in the World League 2027 (Sundays, 24 January to 16 May 2027) if they qualify.

If a player withdraws before the group draw, the administration may offer the spot to the next eligible player in that region's Online Race standings.

If a player withdraws or is disqualified after the group stage has started, results already played stand and their remaining matches are awarded to their opponents as walkovers.

Names & images

Participants may not use names (including in-game names and 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.

The administration may change any inappropriate name, avatar or image.

Attire & clothing

These rules apply during all matches:

- Caps, beanies and other headwear are allowed if they don't obscure the face or the facecam view. Face-obscuring masks are not allowed.
- Political or divisive statements or messaging on clothing, or anywhere in the facecam frame, are not allowed.

Accounts

- Participants must have an active GeoGuessr account and use the match links provided by the administration.
- Players with an active account ban cannot participate.
- Players must play under the nickname and country approved by the administration.

Breaking these rules may lead to penalties or disqualification, at the administration's discretion.

Ownership

To protect the integrity of the competition, these rules apply to any individual, entity or group that owns, operates, controls or has an interest in a competing player:

- No one may directly or indirectly own or operate more than one player globally.
- No one may directly or indirectly take part in the financing, operation, marketing or management of more than one player globally.
- No two participants may compete under the same brand or organization name, or variations of it.
- Parties with an interest in two different participants may not enter a business or financial relationship that could benefit both based on results in the competition.

Conflict of interest

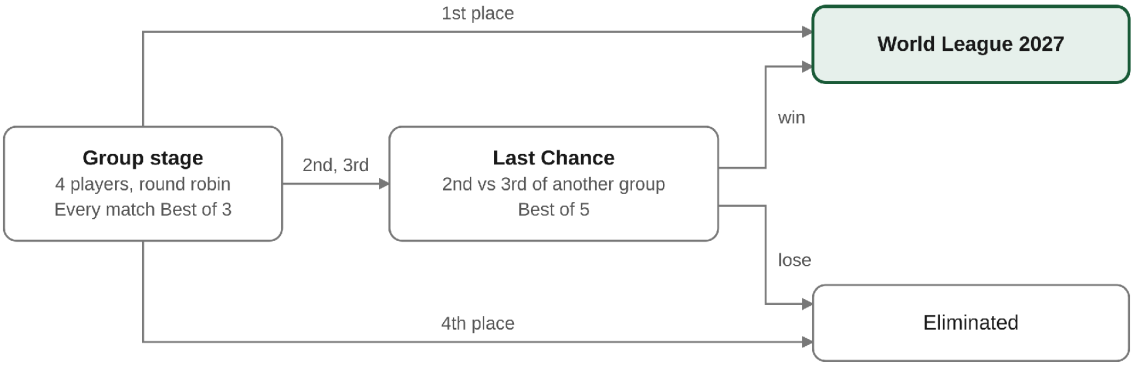
By taking part, every participant confirms they have no conflict of interest. Participants unsure about a situation must contact the administration before the tournament and get confirmation of their eligibility.

Communication

The official tournament Discord server is the only official communication channel. Players are responsible for reading it before and during the tournament, including all messages about their assigned matches.

- All messages to and from the administration are official and confidential. They may not be shared publicly or with third parties.
- The administration may ignore messages sent through unofficial channels.

Format & schedule



Each region runs this flow separately. Group winners and Last Chance winners take the region's World League spots.

Group stage (Best of 3)

Each group has 4 players and plays a single round robin: every player meets every other player once, so each player plays 3 matches and each group plays 6.

- 1st place: qualifies for the World League 2027.
- 2nd and 3rd place: advance to the Last Chance stage.
- 4th place: eliminated.

Group draw

Groups are seeded by final Online Race standings within each region. Seed 1 is the highest-placed Knockout Tournament player in that region; players who qualified directly for the World League are not counted.

Group	EMEA seeds	APAC and Americas seeds
A	1, 8, 9, 16	1, 6, 7, 12
B	2, 7, 10, 15	2, 5, 8, 11
C	3, 6, 11, 14	3, 4, 9, 10
D	4, 5, 12, 13	No group D

Match order in each group

Positions 1 to 4 are the players' seed order within their group (1 = highest seed in the group).

Round	Match 1	Match 2
1	1 vs 4	2 vs 3
2	1 vs 3	2 vs 4
3	1 vs 2	3 vs 4

Last Chance stage (Best of 5)

Each 2nd-placed player faces a 3rd-placed player from another group in the same region. The winner qualifies for the World League 2027; the loser is eliminated.

Match	EMEA	APAC and Americas
1	2nd Group A vs 3rd Group B	2nd Group A vs 3rd Group B
2	2nd Group B vs 3rd Group C	2nd Group B vs 3rd Group C
3	2nd Group C vs 3rd Group D	2nd Group C vs 3rd Group A
4	2nd Group D vs 3rd Group A	No match 4

Schedule

Each region plays two group stage sessions and one Last Chance session between Friday 11 and Sunday 13 December 2026. All times are CET (UTC+1). Matches are played back to back, so players must join each new lobby as soon as it is posted. Check-in times are announced on the official tournament Discord.

Region	Date	Time (CET)	Matches	Stage
APAC	Fri 11 Dec	05:00–12:00	9	Group stage
APAC	Sat 12 Dec	07:00–14:00	9	Group stage
APAC	Sun 13 Dec	08:00–12:00	3	Last Chance
EMEA	Fri 11 Dec	12:00–22:00	12	Group stage
EMEA	Sat 12 Dec	14:00–00:00	12	Group stage
EMEA	Sun 13 Dec	13:00–18:00	4	Last Chance
Americas	Fri 11 Dec	22:00–05:00 (ends Sat 12 Dec)	9	Group stage
Americas	Sun 13 Dec	00:00–07:00	9	Group stage
Americas	Sun 13 Dec	18:00–22:00	3	Last Chance

The full match schedule is being posted on the official tournament Discord. All information is subject to change; players are responsible for checking the GeoGuessr World League webpage and Discord for updates.

Gameplay settings

Game settings by mode

Setting	Move	No Move	NMPZ (No Move, Pan, Zoom)
Max rounds	20	20	20
Max round timer	60 s	60 s	60 s
Timer after guess	15 s	15 s	15 s
Moving	Yes	No	No
Panning	Yes	Yes	No

Setting	Move	No Move	NMPZ (No Move, Pan, Zoom)
Zooming	Yes	Yes	No
Health	5000	5000	5000
Individual Multiplier increase per round	0.5x	0.5x	0.5x
Multiplier starts	Round 2	Round 2	Round 2
Healing	Off	Off	Off

Game order

Group stage matches are Best of 3; Last Chance matches are Best of 5. A match ends as soon as one player has won the required number of games.

Game	Best of 3 (group stage)	Best of 5 (Last Chance)
1	Move	Move
2	No Move	No Move
3	NMPZ, only if 1–1	Move
4	–	No Move, only if 2–1
5	–	NMPZ, only if 2–2

Maps

Three custom world maps are used, one per mode (Move, No Move, NMPZ). If a location has broken coverage, both players must guess the same landmark: the Eiffel Tower.

Standings & tiebreakers

Group standings are decided by match wins. Example:

Position	Player	Match wins–losses
1	Player 1	3–0
2	Player 2	2–1
3	Player 3	1–2
4	Player 4	0–3

If two or more players have the same number of match wins, these tiebreakers apply in order:

1. Best game differential (games won minus games lost across the group stage).
2. Head-to-head between the tied players, counting only the matches they played against each other. With two players tied, the winner of their match ranks higher. With three players tied, the best game differential in those matches ranks higher.
3. Most total health left across all group stage games.

If a tiebreaker separates some but not all of the tied players, the players still tied start again from step 1.

A walkover counts as a 2–0 win in the group stage and a 3–0 win in the Last Chance. Walkover games add no health to the health tiebreaker.

Match operations

Punctuality

- Players must be checked in on Discord at the time set for their region and join each match lobby as soon as the link is posted.
- A player who has not joined the lobby 10 minutes after the scheduled start loses the match by walkover.
- The administration will tell players if their match is broadcast. Broadcast matches may start later than scheduled.

Technical issues

Players with technical issues must tell the administration immediately. If the issue lasts more than 15 minutes, the administration decides whether the match is rescheduled or awarded as a walkover.

Remakes & restarts

The administration may restart a game or round in case of technical difficulties, hardware issues or other significant disruptions.

Match protests

- **When:** Raise the issue during the match (for example, incorrect lobby settings) and file the protest with the administration on the official tournament Discord within 10 minutes of the match ending. Later protests may be ignored.
- **What:** Include all information about why the protest was filed. Protests with missing information may be declined; a comment like "Player X is cheating" is not accepted.
- **Conduct:** Act professionally and do not abuse opponents or referees during the protest.
- **Decision:** The administration reviews protests as soon as possible after the match. Decisions are final and cannot be appealed. Participants may not share the dialogue or decision without the administration's permission.

Camera, streaming & media

Camera & screen share

Players must have their camera and screen share on for the whole match.

- The camera must show the player's face and be approved by the administration before the match starts.
- Facial features must be clearly visible; no backlighting that obscures the face.
- All Attire & clothing rules apply to what is in frame.

Camera after the match

Players must keep their camera on until a Game Master or administrator says they can turn it off.

Violation	Penalty
First	Warning
Second	Penalty decided by the administration, up to forfeiting a game
Third	Disqualification from the Knockout Tournament

Streaming & broadcasting

GeoGuessr holds exclusive rights to stream and broadcast all matches. Players may stream their own matches only with prior approval. Approved streams must have "GeoGuessr World League Knockout Tournament" in the title and use a 3-minute (180-second) delay.

Media activities

Players must join any media activities the administration schedules, and will be notified in advance. Every player must be ready for an after-match interview in English.

By taking part, players allow GeoGuessr to use their name, nickname, likeness, voice, facecam and gameplay footage from the tournament in broadcasts, on social media and in promotional material.

Conduct & fair play

Cheating & exploits

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

Betting

Players, staff and administrators involved in the Knockout Tournament or the GeoGuessr World League may not take part in any betting or gambling on its matches.

Behavior & sportsmanship

Players must always play to win and treat opponents, staff and spectators with respect. Players must not:

- Use discriminatory language, including about ethnicity, nationality, race, gender, religion, sexual orientation or personal beliefs.
- Use extreme foul language, including excessive profanity or graphically sexual, grotesque or violent language.
- Threaten real-world violence or other harm against anyone involved in the tournament.
- Harass, stalk, or deliberately make anyone feel uncomfortable or threatened.
- Share personal information about themselves or others.
- Engage in, request, arrange or offer illegal activities or materials.
- Impersonate other people.
- Spam.
- Share their account, give anyone else access to it, or access anyone else's account, even with permission.

Toxic behavior, harassment, unsportsmanlike conduct, or attempts to get around these rules may lead to warnings, penalties, disqualification or a ban. The administration decides the penalty based on the infraction, at its sole discretion.

Terms of Service

The tournament follows GeoGuessr's Terms of Service.

Changelog

Material changes to this document are listed here and communicated to players on the official tournament Discord.

Version	Date	Note
1.0	23 November 2026	Initial release