

GeoGuessr World League Qualifier 2027 - Online Race

Information and Rulebook

1. Overview

The GeoGuessr World League Qualifier 2027 determines which players qualify for the upcoming World League season.

Timeline

Stage	Dates
Sign-ups	October 1-7, 2026
Stage 1 — Online Race	October 19-November 15, 2026
Stage 2 — Online Knockout	December 11-13, 2026
World League begins	January 24, 2027

2. Player Eligibility

Players participating in the GeoGuessr World League Qualifier 2027 must:

- Be 18 years old or older by August 1, 2027
- Have a valid passport issued by the country they represent
- Meet all competitive and technical requirements.
- Be available to compete in the 2027 World League (Jan-May 2027) if they qualify.

3. Online Race

Dates and overall format

Over 4 weeks (October 19 - November 15, 2026 UTC), participating players will play the regular GeoGuessr competitive Solo Duels game mode. At the end of each UTC calendar week, players will be awarded points based on their rating. In order to enter the leaderboard in a certain week, the player must play at least ten games.

Point system

At the end of each calendar week, players earn points based on their rating relative to other participants. Only players in the Champion division will get points:

1. 25 pts
2. 21 pts
3. 18 pts
4. 15 pts
5. 13 pts
6. 11 pts
7. 10 pts
8. 9 pts
9. 8 pts
10. 7 pts
11. 6 pts
12. 5 pts
13. 4 pts
14. 3 pts
15. 2 pts
- 16th place and below, having played at least 10 games: 1 pt

GeoGuessr reserves the right to retroactively adjust weekly scores should there be reasons to do so.

Examples:

A player who ends up being the highest-rated participating player on the Champion leaderboard at the end of every week will get $4 \times 25 = 100$ points. A player who is ranked 6th in week 1, 10th in week 2, 20th in week 3, and does not play in week 4, will get $11 + 7 + 1 + 0 = 19$ points.

Tiebreakers

For the weekly points, the standard online competitive tie-breaking procedures apply. That is: When players in a group have the same amount of points, we decide who ranks higher by looking at their average health left in Duels. We calculate this by seeing how much more health you had compared to your opponent at the end of the Duel, and then we average this over all your games. The player with the better average ranks higher. If there's still a tie, GeoGuessr reserves the right to award the tiebreaker advantage to any of the players in question.

For the total points, the tiebreaker goes to the player who played the most ranked games in total throughout the four weeks. If there's still a tie, we decide who's ahead by looking at their average health left in Duels throughout the four weeks. If there's still a tie, GeoGuessr reserves the right to award the tiebreaker advantage to any of the players in question.

4. Qualification Criteria

Your place in the Online Race standings for your region decides how you qualify.

EMEA

- **#1** — qualifies directly for the World League 2027
- **#2–17** — advance to the Online Knockout (16 players competing for 8 League spots)

APAC

- **#1–2** — qualify directly for the World League 2027
- **#3–14** — advance to the Online Knockout (12 players competing for 6 League spots)

Americas

- **#1** — qualifies directly for the World League 2027
- **#2–13** — advance to the Online Knockout (12 players competing for 6 League spots)

Region	Direct to League	To Knockout	Knockout spots
EMEA	#1	#2–17 (16 players)	8
APAC	#1 and #2	#3–14 (12 players)	6
Americas	#1	#2–13 (12 players)	6
Total	4	40 players	20

4 players qualify directly from the Online Race. 20 more qualify from the Online Knockout. 24 players in total.

Maximum four players per country in the Online Knockout

A maximum of **four players representing the same country** can advance from the Online Race to the Online Knockout. The four highest-ranked players from that country take those spots.

Players who qualify directly for the World League do not count toward the four. If your country's #1 qualifies directly, four more players from that country can still reach the Knockout.

If a country has already filled its four Knockout spots, any lower-ranked player from that country is passed over and the spot goes to the next eligible player in the standings. This continues down the standings as far as needed, so every region sends its full number of players to the Knockout.

The cap applies to the Knockout entry list only. There is no country limit on the results. All 40 players compete on equal terms, and any number of players from the same country can win their way into the World League.

Example. In EMEA, Germany takes #1 and also finishes with players at #3, #5, #8, #12 and #16.

- #1 qualifies directly for the World League and does not count toward the cap.
- #3, #5, #8 and #12 are the four highest-ranked remaining German players, and all four advance to the Knockout.
- #16 is passed over, and #18 moves into the Knockout instead.
- Germany now has one player in the League and four in the Knockout. If all four go through, Germany has five players in the World League 2027.

5. Fair Play & Conduct

- Each player may have only one active GeoGuessr Pro account.
- No tools, extensions, or scripts that modify gameplay.
- No external communication or assistance during play is allowed.
- Suspicious or unverifiable behavior will result in disqualification.
- All players must maintain professional conduct and respect toward other participants and staff.
- In special cases, GeoGuessr reserves the right to update the rules at any time, for any reason.

6. Investigations

GeoGuessr reserves the right to investigate all Online Race games. By participating, players consent to the use of their gameplay for investigation purposes.

7. World League prize payments and compliance

Eligibility and prize payment are subject to GeoGuessr's verification and compliance checks. GeoGuessr may request proof of identity, residence, tax status and payment details, and may withhold, delay or decline payment where required by law, sanctions, payment-provider requirements, or where payment cannot be made safely or reliably.

7. Eligible countries and territories, EMEA

7.1 Europe

- Albania
- Andorra
- Armenia
- Austria
- Azerbaijan
- Belgium
- Bosnia and Herzegovina
- Bulgaria
- Croatia
- Cyprus
- Czech Republic
- Denmark
- Estonia
- Finland
- France
- Georgia
- Germany
- Greece
- Hungary
- Iceland
- Ireland
- Italy
- Latvia
- Liechtenstein
- Lithuania
- Luxembourg
- Malta
- Moldova
- Monaco
- Montenegro
- Netherlands
- North Macedonia
- Norway
- Poland
- Portugal
- Romania

- San Marino
- Serbia
- Slovakia
- Slovenia
- Spain
- Sweden
- Switzerland
- UK of GB and Northern Ireland
- Ukraine

7.2 Middle East and Africa

- Bahrain
- Benin
- Botswana
- Burkina Faso
- Burundi
- Cabo Verde
- Central African Republic
- Chad
- Comoros
- Djibouti
- Egypt
- Equatorial Guinea
- Eritrea
- Eswatini
- Ethiopia
- Gabon
- Ghana
- Guinea
- Guinea-Bissau
- Israel
- Jordan
- Kuwait
- Lesotho
- Liberia
- Madagascar
- Malawi
- Mali
- Mauritius
- Morocco
- Mozambique

- Niger
- Nigeria
- Oman
- Qatar
- Republic of the Congo
- Rwanda
- São Tomé and Príncipe
- Saudi Arabia
- Senegal
- Seychelles
- South Africa
- Tanzania
- Togo
- Tunisia
- Türkiye
- Uganda
- United Arab Emirates
- Zambia
- Zimbabwe

8. Eligible countries and territories, APAC

8.1 Asia

- Bangladesh
- Bhutan
- Brunei
- China, People's Republic
- Chinese Taipei
- India
- Indonesia
- Japan
- Kazakhstan
- Kyrgyzstan
- Malaysia
- Maldives
- Mongolia
- Pakistan
- Philippines
- Singapore
- South Korea
- Sri Lanka
- Tajikistan
- Thailand
- Timor-Leste
- Turkmenistan
- Uzbekistan

8.2 Oceania

- Australia
- Fiji
- Kiribati
- Marshall Islands
- Micronesia
- Nauru
- New Zealand
- Palau
- Papua New Guinea
- Samoa
- Solomon Islands

- Tonga
- Tuvalu

9. Eligible countries and territories, Americas

- Argentina
- Bahamas
- Belize
- Brazil
- Canada
- Chile
- Colombia
- Costa Rica
- Dominican Republic
- Ecuador
- El Salvador
- Grenada
- Guatemala
- Guyana
- Haiti
- Honduras
- Jamaica
- Mexico
- Nicaragua
- Panama
- Paraguay
- Peru
- Suriname
- United States of America
- Uruguay

Eligible Countries and Territories are determined based on applicable law, compliance requirements, and the availability of reliable prize-payment services.