



# **GEOGUESSR World League Wildcard Rulebook 2025**

**Official Rules**

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## General

In special cases, GeoGuessr, League Operations, and Tournament Operators reserve the right to update or amend 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 headphones, etc.
- Participants are not allowed to wear ski masks, facemasks, or any other face-obscuring faceware.
- Participants are prohibited from wearing any political or otherwise divisive statements or messaging.

## 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 Administration.

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

## 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 World League Wildcard tournament, every player needs to be ready for an after-match interview. The interview will be done in English.

## Tournament Rules

### Gameplay Settings

	<b>Move</b>	<b>No Move</b>	<b>NoMovePanZoom (NMPZ)</b>
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<b>Max Rounds</b>	<b>10</b>	<b>10</b>	<b>10</b>
<b>Max Round Timer</b>	<b>60</b>	<b>60</b>	<b>60</b>
<b>Timer after guess</b>	<b>15</b>	<b>15</b>	<b>15</b>
<b>Moving allowed</b>	<b>On</b>	<b>Off</b>	<b>Off</b>
<b>Panning allowed</b>	<b>On</b>	<b>On</b>	<b>Off</b>
<b>Zooming allowed</b>	<b>On</b>	<b>On</b>	<b>Off</b>
<b>Health</b>	<b>6000</b>	<b>6000</b>	<b>6000</b>
<b>Multiplier increase</b>	<b>0.5x</b>	<b>0.5x</b>	<b>0.5x</b>
<b>Healing</b>	<b>Off</b>	<b>Off</b>	<b>Off</b>
<b>Allowed communication</b>	<b>None</b>	<b>None</b>	<b>None</b>

	<b>Game 1</b>	<b>Game 2</b>	<b>Game 3</b>	<b>Game 4</b>	<b>Game 5</b>
<b>B05</b>	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.

## Fast move

For all matches during World League Wildcard fast move will not be allowed to use.

## 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

## Camera & Screen Sharing Requirements

### 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 [Attire & Clothing](#) 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.

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.

## 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

The World League Wildcard will run a running schedule so all players should be ready atleast 30min before their allocated match time. All other information regarding the GeoGuessr World League Wildcard player schedule will be posted on the official GeoGuessr World League 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 World League 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 match 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 and GeoGuessr Esports. This includes online content in relation to the tournament (Twitch, X, YouTube etc) as well as on site for the tournament.
- Show respect to all participants, casters and staff that are participating and working with the tournament, both online and on site.
- Do not troll, mock, ridicule, threat or anything that undermine the integrity of the competition, both on site and online.
- 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 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 these rules may result in penalties or disqualification, at the administration's discretion.

## Tournament specific rules

### Format

The format will be Single Elimination bracket where every match is played as a bo5.

World League Wildcard:

- Round of 16 1: 1st seed vs. 16th seed
- Round of 16 2: 8th seed vs. 9th seed
- Round of 16 3: 4th seed vs. 13th seed
- Round of 16 4: 5th seed vs. 12th seed
- Round of 16 5: 2nd seed vs. 15th seed
- Round of 16 6: 7th seed vs. 10th seed
- Round of 16 7: 3rd seed vs. 14th seed
- Round of 16 8: 6th seed vs. 11th seed
- Quarter-final 1: Winner R161 vs. Winner R162



- Quarter-final 2: Winner R163 vs. Winner R164
- Quarter-final 3: Winner R165 vs. Winner R166
- Quarter-final 4: Winner R167 vs. Winner R168
- Semi-final 1: Winner QF1 vs. Winner QF2
- Semi-final 2: Winner QF3 vs. Winner QF4
- Final: Winner SF1 vs. Winner SF2

## Map

GeoGuessr World Championship Majors 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.

## World Championship qualification

The winner of the World League Wildcard is awarded a seat at the World Championship Finals in Copenhagen (DK) in August 2025.

## 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