

# GEOGUESSR PLAY-INS 2026

## Official Rules

### General

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

### Participant Rules

#### Age

- All participants must be at least 18 years of age by August 31st 2026 to participate in the GeoGuessr Play-Ins 2026.

#### 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.

#### Attire & Clothing

The following rules apply during ongoing matches in the tournament.

- 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.

## 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.

## 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.

# Tournament Rules

## Gameplay Settings

	Move	No Move	NoMovePanZoom (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.

## Point system

### a) Group Stage

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

	Match Wins/Losses
Player 1	3-0
Player 2	2-1
Player 3	1-2
Player 4	0-3

## b) Last Chance Stage

The second and third placed players will be facing each other in a last chance match where the winner will qualify for the World Championship 2026.

The image below explains the seeding of the tournament.

GeoGuessr World Championship — Play-in Group Stage				GeoGuessr World Championship — Play-in Last Chance Round			
<b>Group A</b>				<b>Direct qualifiers — group winners</b>			
	Player	Region	League seed	1st place, Group A	→ World Championship Finals		
	EMEA 1st	EMEA	1	1st place, Group B	→ World Championship Finals		
	APAC 2nd	APAC	2	1st place, Group C	→ World Championship Finals		
	Americas 2nd	Americas	2				
	EMEA 6th	EMEA	6				
<b>Group B</b>				<b>Match 1</b>			
	Player	Region	League seed	2nd place, Group A	Winner → World Championship Finals		
	APAC 1st	APAC	1	vs			
	Americas 3rd	Americas	3	3rd place, Group C			
	EMEA 3rd	EMEA	3				
	EMEA 4th	EMEA	4				
<b>Group C</b>				<b>Match 2</b>			
	Player	Region	League seed	2nd place, Group B	Winner → World Championship Finals		
	Americas 1st	Americas	1	vs			
	EMEA 2nd	EMEA	2	3rd place, Group A			
	APAC 3rd	APAC	3				
	EMEA 5th	EMEA	5				
				<b>Match 3</b>			
	Player	Region	League seed	2nd place, Group C	Winner → World Championship Finals		
	Americas 1st	Americas	1	vs			
	EMEA 2nd	EMEA	2	3rd place, Group B			
	APAC 3rd	APAC	3				
	EMEA 5th	EMEA	5				

## Tiebreakers

If two or more participants have the same match wins the tiebreakers will be the following

### a) Group Stage

1. The player with the best game differential.
2. The player who won the individual match between the participants. (only if 2 participants have the same game win/loss ratio, if 3 or more participants have the same game win/loss ratio this step is skipped)
3. Total health left from all games of the group stage.

## 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.

## 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.

## Format & Schedule

### Format

#### Group Stage (Best of 3)

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

1st placed participants go to GeoGuessr World Championship 2026. 2nd and 3rd go to the Last Chance stage, and 4th placed participants are knocked out.

#### Last Chance Stage (Best of 5) 3 Matches.

Winners from the last chance stage qualify to the GeoGuessr World Championship 2026.

### Schedule

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

## 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. 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.

## 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 GeoGuessr Play-ins 2026, every player needs to be ready for an after-match interview. The interview will be done in English.

## Remake/Restart of games

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

## Conduct & Fair Play

### 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.

### 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.

### 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.

# 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.

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	-	Initial Release