

GeoGuessr Open Wildcard Rulebook

General

In special cases, GeoGuessr, League Operations, and Tournament Operators reserve the right to update the rules at any time, for any reason.

Player Eligibility

- Be 18 years old at the time for the World Championship finals (Latest on August 31st 2026)
- Have a valid passport issued in the country you are competing for and from an eligible country
- Be able to travel to Berlin, Germany, for the World Championship finals, September 2nd-5th
- Be available for the Open Wildcard on June 27th–28th
- Have a GeoGuessr Pro account that hasn't been banned for cheating for the last 12 months
- Have a working webcam
- Not be a player of the 2026 World League

Names & Images

Players aren't allowed to use any names, including but not excluded to, in-game names nicknames, player, on the tournament platform:

- 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, if not confirmed by the tournament organizers.
- Any type of advertisement, if not confirmed by the tournament organizers.

GeoGuessr, League Operations, and Tournament Operators reserves the right to change the name if deemed inappropriate or breaching the rules above.

Game Account

- The player must have a GeoGuessr account with GeoGuessr Pro active. You are not allowed to participate if you have had a GeoGuessr account ban within the last 12 months.
- The player must only use their primary account in ranked games for the duration of the qualifier.
- Players are not allowed to change their country once in the Open Wildcard qualifier.

Failure to adhere to the above-mentioned conditions or trying to circumvent them may 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.

Player 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.

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 players 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 players 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 interests

All participants agree and confirm that they don't have any conflict of interest before the start of the tournament. In case a player 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 players is specified in the rules. The official communication resource is the official tournament Discord server.

a) Communication with the administration

Any communication with 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 to third parties. The administration has the right to not react to messages that were 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 Administration, you go to the questions channel on Discord and write.

Media activities

Players are obligated to join remotely for any media activities scheduled by the administration. Each player will be notified prior to any media activities scheduled for them during the tournament.

During the Open Wildcard tournament, every player needs to be ready for an after-match interview. The interview will be held in English.

Series Details - Overview

The GeoGuessr Open Wildcard Qualifier is split into two parts:

1. An online qualifier race. The top 16 players from this race qualify for part 2:
2. An online Open Wildcard tournament. The winner in this tournament secures a seat at the GeoGuessr World Championship finals in Berlin, Germany, in September 2026.

Online qualifier race

Dates and overall format

Throughout the course of 4 weeks (May 11th - June 7th 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 user has to play at least ten games.

Point system

Players get weekly points at the end of each calendar week based on their rating *in relation to other participating players*. 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
- 16 and below, having played at least 10 games: 1 pt

GeoGuessr, League Operations, and Tournament Operators reserve 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 $4 \times 25 = 100$ pts. A player who is ranked 6th week 1, 10th week 2, 20th week 3, and does not play week 4, will get $11 + 7 + 1 + 0 = 19$ pts.

Tiebreakers

For the weekly points, the standard online competitive tie-breaking procedures apply. That is: When players have the same rating, we decide who's ahead by looking at their 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.

Open Wildcard tournament

Dates and overall format

The 16 players who gathered the most total points in the above system, qualify for an online Open Wildcard tournament taking place June 27th-28th 2026 (exact time and additional information to be communicated separately). GeoGuessr, League Operations, and Tournament Operators reserve the right to deviate from strictly qualifying the top 16 players.

Players will face off in a tournament. The highest seed (based on total points) from the online Open Wildcard qualifier race will face the 16th seed in the Round of 16, and so on. In the quarterfinals, the winner of the game involving the 1st seed will face the winner of the game involving the 8th seed. In the semifinals, the winner of the quarterfinal from the 1st seed's side of the bracket will face the winner of the quarterfinal from the 4th seed's side of the bracket.

Gameplay Settings

	Move	No Move	NoMovePanZoom (NMPZ)
Max Rounds	20	20	20
Max Round Timer	60	60	60
Timer after guess	15	15	15
Moving allowed	On	Off	Off
Panning allowed	On	On	Off
Zooming allowed	On	On	Off
Health	5000	5000	5000
Multiplier increase	0.5x	0.5x	0.5x
Healing	Off	Off	Off
Individual multiplier	On	On	On
Rounds without multiplier	1	1	1

	Game 1	Game 2	Game 3	Game 4	Game 5
BO5	Move	No Move	Move	No Move**	NMPZ***

** In a BO5 this game is played if the scoreline is 2-1 after game 3 is finished.

*** In a BO5 this game is played if the scoreline is 2-2 after game 4 is finished.

Map

A custom World Map will be used in the GeoGuessr Open Wildcard tournament.

Match protests

a) Definition

A protest needs to 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. Players 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 to 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

Players 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.

Grand Final Format & Schedule

The winner of the GeoGuessr Open Wildcard tournament final qualifies for the GeoGuessr World Championship 2026.

Schedule

All information regarding the GeoGuessr Open Wildcard tournament schedule will be posted on the official GeoGuessr Open Wildcard tournament Discord.

Terms of Service

We will be following the GeoGuessr's terms of Service which can be found [HERE](#).

Time 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 players 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 player to read discord for important messages regarding the matches they are assigned to play.

Streaming & Broadcasting

- GeoGuessr reserves exclusive rights for broadcasting and streaming for the tournament.

Remake/Restart of games

GeoGuessr, League Operations, Studio and Tournament Operators reserves the right to restart a game under any circumstances if needed.

Penalties & Disqualifications

Player Monitoring

- GeoGuessr, League Operations, and Tournament Operators reserves the right to monitor any player(s), for any reason, during the tournament and qualification.

Disqualifications

- Win-trading, playing ranked games with more than one account, or otherwise manipulating in-game ranking systems with the collaboration of others. Altting (using secondary accounts to boost ELO) is strictly prohibited.
- Any player caught using alts, boosting or external help to manipulate the leaderboard may be disqualified.
- Performing in-game exploits or abusing glitches or bugs.
- All games will be reviewed, if a player is suspected of win-trading or abusing matchmaking mechanics the player may be disqualified.

Bans

- [Community Rules - GeoGuessr](#)
- using third-party software or scripts in order to gain an unfair advantage over other players.
- using Google or other external sources of information as assistance during play.

Behaviour & Sportsmanship

- Show respect to everyone involved in the tournament. This includes, but is not limited to players 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 make political statements during their participation, this includes all kinds of attire.
- 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 or VOIP.
- 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 occurred.

Consequences of disqualification

- Immediate disqualification and rating reset, permanent ban from all future GeoGuessr esports events in 2026 and 2027.

Eligible Countries Europe, Middle East & Africa

1. Europe				
Albania	Czech Republic	Ireland	Netherlands	Slovenia
Andorra	Denmark	Italy	North Macedonia	Spain
Armenia	Estonia	Latvia	Norway	Sweden
Austria	Finland	Liechtenstein	Poland	Switzerland
Azerbaijan	France	Lithuania	Portugal	UK of GB and Northern Ireland
Belgium	Germany	Luxembourg	Romania	Ukraine
Bosnia and Herzegovina	Greece	Malta	San Marino	Vatican

Bulgaria	Georgia	Moldova	Serbia	
Croatia	Hungary	Monaco	Slovakia	
Cyprus	Iceland	Montenegro	Slovenia	

2. Middle East and Africa				
Angola	Democratic Republic of the Congo	Kenya	Nigeria	Togo
Algeria	Djibouti	Kuwait	Oman	Tunisia
Bahrain	Egypt	Lebanon	Qatar	Türkiye
Benin	Equatorial Guinea	Lesotho	Rwanda	United Arab Emirates
Botswana	Eritrea	Liberia	Sao Tome and Principe	Uganda
Burkina Faso	Eswatini (Swaziland)	Libya	Saudi Arabia	Yemen
Burundi	Ethiopia	Madagascar	Senegal	Zambia
Cabo Verde	Gabon	Malawi	Seychelles	Zimbabwe
Cameroon	Ghana	Mali	Somalia	
Central African Republic	Guinea	Mauritius	South Africa	
Chad	Guinea Bissau	Morocco	South Sudan	
Comoros	Iraq	Mozambique	Syria	
Congo	Israel	Namibia	Sudan	
Côte D'Ivoire	Jordan	Niger	Tanzania	

Eligible Countries Asia & Oceania

1. Asia				
Azerbaijan	India	Malaysia	Pakistan	Tajikistan
Bangladesh	Indonesia	Maldives	Philippines	Thailand
Bhutan	Japan	Mongolia	Singapore	Turkmenistan
Brunei	Kazakhstan	Myanmar	South Korea	Uzbekistan
China, People's Republic	Kyrgyzstan	Nepal	Sri Lanka	Vietnam
East Timor	Laos	Oman	Taiwan / Chinese Taipei	

2. Oceania				
Australia	Marshall Islands	New Zealand	Samoa	Tuvalu
Fiji	Micronesia	Palau	Solomon Islands	Vanatu
Kiribati	Nauru	Papua New Guinea	Tonga	

Eligible Countries Americas

Canada	United States of America	Mexico	Belize	Costa Rica
El Salvador	Guatemala	Honduras	Nicaragua	Panamá
Bahamas	Dominican Republic	Haiti	Grenada	Jamaica
Puerto Rico	Trinidad & Tobago	Argentina	Bolivia	Brazil
Chile	Colombia	Guyana	Ecuador	Paraguay
Peru	Suriname	Uruguay		

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	2026-04-14	Initial Release
1.1	2026-05-18	Tiebreaker correction