

The Geographically Unrestricted Region: Introduction and Summary

The Geographically Unrestricted Region is abbreviated as the “GUR” which rhymes with the other English words “cur,” “burr,” and “spur.” It was created to recognize, support, and rank teams without regards to their geographic location.

The GUR was created to acknowledge that ours is a global sport. Many teams wish to be ranked in a way that recognizes their gameplay on the world’s stage. However, in the new Competitive Play system, we recognize that the vast majority of teams do not or cannot afford frequent international travel. That’s why the Path to the Hydra (World Champs) only happens through Regional play. So, there are two ways to experience extra-regional play: At World Championships, or through Geographically Unrestricted play (which gets a separate ranking).

The GUR is not a “global” ranking, because much of the globe is not represented: Many WFTDA teams will not compete outside their own region. Historically, having world-wide rankings while only a small number of teams played international games led to poor “calibration,” especially between teams of Australia and Europe outside the top 10.

But we also know that many teams want and try to play internationally in order to widen their gameplay experience! It’s fantastic to really see what competition is happening across the world, and with World Championships being held once every two years, we want to highlight and recognize it. Indeed, this has historically been a vital part of some teams’ training in the lead-up to the Hydra, and we do not expect that to change. We want these extra-regional games to be sanctioned in a meaningful way, and we want fans to be able to get excited when a team wins, especially when the game is exciting! Maintaining a GUR lets us do exactly this.

It is our hope that leagues across the world will utilize GUR rankings to host invitational tournaments that highlight worldwide competition throughout the regular season, for leagues that can and want to attend.

How To Join the GUR: When you play a sanctioned game against a team from a *different* region, that game counts in the GUR. There is no further requirement to opt in besides the normal sanctioning process. **Until your first sanctioned game against a team from a different region, you do not have a ranking in the GUR.**

The GUR and other regions: Games played in other regions are included in calculations of GUR rankings. But GUR games do not affect the rankings for other regions.