

Pre-Season

The pre-season consists of 5 legs being played on 5 different maps (3 country maps, 2 world-wide maps). The legs will be played as [2] with a 3 min. timer, so moving is allowed, while any external help is prohibited. Each leg will start on a wednesday (can't confirm the exact time I will post the challenge but I will try to post as early as possible though) and the **deadline will be on the following tuesday at 17:00 p.m. CET/CEST (please check your corresponding local time)**. There will be a new post for each leg in the r/geoguessr subreddit.

Each players scores will be added over the 5 legs and eventually will result in a total score, which will be the main indicator for seeding the players into different leveled divisions. The total combined distance will be used as a tiebreaker, if required. The number of divisions and the number of players per division will be announced after the pre-season is finished.

Please note that you will have to participate in each of the 5 legs of the pre-season in order to qualify for the regular season. If you are not able to meet the given deadline, please PM me (u/schm1ngo) at least 2 hours prior to the end of the leg and set yourself a new deadline which lies with-in the next 5 days after the original deadline. If you fail to play a leg with-in the given time frame with-out noticing me (u/schm1ngo) at least 2 hours before the original deadline ends, you will be disqualified for this season.

Regular Season

The start of the regular season is set for **Wednesday, the 6th of October 2021**. There will be 9-11 legs for each division, depending on the respective player count. Each leg will start on a wednesday and will end on the following tuesday, 17:00 p.m. CET/CEST (just as in pre-season). The seeds will be generated using different, randomly drawn national, state, continental and worldwide maps and will be played as [2] (moving allowed, no external assistance). All maps will feature at least 500+ locations and we will try our best to avoid photospheres and blurry locations. The time limit for matches in the 1st division will be 3:00 minutes, for 2nd division 3:30 minutes, for 3rd division 4:00 minutes and for 4th division 4:30. There will be a new post for each leg in the r/geoguessr subreddit.

In the regular season, each player will compete in 1v1-matches against every other player of the same division. The fixtures are randomly drawn at the beginning of the season. Each match result will be converted into points: 3 points for a win, 1 point each for a draw and 0 points for a loss. If the difference of both opponents' scores is equal or less than 100, the match will be considered a draw. An extra point will be granted for every perfect score (25000 points), thus a 25k win will be rewarded with 4 points, while a draw with both opponents getting 25k results means *at least* 2 points for each opponent. Another extra point will be granted to those whose score on a certain matchday is among the top 50% with-in their division, but who didn't win their match. (E.g. if your score is the 3rd best score with-in your division during week 1 but you lost against the participant who got the highest score of all players in the division, you will be granted 1 point instead of 0 points; Or if you played draw but got the 4th highest score in your division you will receive 2 points instead of only 1).

The match outcomes and current standings will be updated every week and will be posted together with the next challenge.

In case of players having the same amount of points at the end of the regular season, we will use tiebreakers in the following order: No. of 25k's, Score difference, Total matches won, Total Score, decider match (one additional challenge played on Mapper's A diverse World, total distance as a tiebreaker in case of another draw).

Play-offs and relegation matches

At the end of the regular season, the top 4 of the first division will compete in play-offs to identify the championship winner. The semi-finals contain matches between the first and fourth finisher and the second and third finisher of the regular season, played on a worldwide map. In case of a draw (both players scoring the exact same score), the total combined distance will be used as a tie-breaker. The Final will be played one week after, as a best of 3. Both finalists may choose a map of their choice which are going to be played first. If each player wins one map, the deciding leg will be held on a worldwide map.

There will also be relegation and promotion between the neighbouring divisions. Please be aware that, even if you get relegated to a lower division, it might be possible that you're going to be playing in the same division as before in the next season, if too many participants drop out between seasons.

The last two of each division directly relegate into the lower division, while the both participants placed in before them play a decider match on a world-wide map in order to determine which of them will be the 3rd relegating participant. The system for promotion is equal to that: The first two of each division directly promote to the upper division, while the 3rd and 4th placed participants compete in a decider match on a world-wide map.

As Division 4 and 5 are split into a/b divisions, each of the divisions will have only the first player being directly promoted, while the 2nd and 3rd players will have to play play-offs where the semifinals will be between A2 vs. B3 and B2 vs. A3. The same system applies for the relegation from these divisions (both losers of the semi-finals advance to the final in this case), with one exception: As there is no division below the 5th division, the last 3 players of each a/b division will have to re-qualify for division 5 through the next pre-season. In these play-offs, the semi-finals will be played on country maps, while the final is to be played on a worldwide map.

If the winner of a promotion/relegation decider or play-off final decides not to participate in the following season, their spot will be given to the loser of the according match.

Missed deadlines & Disqualifications

If you cannot meet a certain deadline, please make sure to PM me (u/schm1ngo) at least 2 hours prior to the end of the leg and set yourself a new deadline which lies within the next 5 days after the original deadline. In case you do not play and do not inform me in time, the match will be counted as a loss for you with either a -5000 score difference, or the highest point difference from any match of your division on that particular matchday, whichever is greater (but you won't be assigned a score less than 0). Furthermore, you will be booked with a "yellow card". A 2nd yellow card means that you're disqualified for the current season and not allowed to join for the next season as well. All your previous and future matches will be counted with 0 points to your name, granting your opponent a "free win". The opponents of disqualified players thus still have to play these legs and have the chance to receive the perfect score bonus point and to increase their score difference. If a player fails to play their bye-week match in time, they will not get yellow- or red-carded for this match, but they will also not receive any points for this match (it will be counted with -101 score for them).

Players who got red-carded because of missing two deadlines and whose dsq happened in the 2nd half of the season might avoid the one-season-ban, if they provide a good explanation for their infringements and convincingly state that they will be able to stick to the deadline in future seasons. Furthermore, players who decide to retire from the league due to personal reasons will also not get banned for the next season.

In case of confirmed cheating you will be disqualified immediately, all your matches will be counted with 0 points to your name and you will get a lifetime ban for the league.