**GMU Esports Player Roles and Responsibilities**

**Player**

**General Behavior:**

* Players must be taking at least one credit at GMU during a semester in which they play
* Maintain above a cumulative 2.0 GPA
* Be respectful to other teams and each other
* Always be positive after events, regardless of performance
* Players must represent the school in an appropriate manner
* Players are responsible for knowing when matches and practices are and showing up on time
* Players must be active and partake in scrims, vod reviews, etc,
* Players must work to improve themselves outside of practice
* Breaching any rules or bad behavior may result in competitive penalties depending on infraction

**Other Responsibilities:**

* Must follow all Discord rules (GMU Esports and Smash Events) both in all group chats and at events
* Follow all player rules of any tournament we attend (likely only the Starleague rules for crew battles)
* Abide by Twitch ToS when matches are streamed
* Player’s main account must be in good standing
* Players must use their main accounts when participating in competitions
* Must make sure to contact the captain if you are not able to make a game for any reason. At least a week’s notice is preferred.
* Players must arrive on time to matches they are scheduled for unless they have notified captain

**Team Captain**

* Enable a positive environment for their team, encourage growth, and a fun game experience
* Positive leadership skills: Communication, motivation, creativity, positivity, and feedback towards team members and themselves
* Good organizational skills
* A supportive attitude, respectful, good role model
* Must maintain a level head and positive constructive attitude (be a leader)
* Captain may issue warnings regarding minor misconduct or inactivity, more serious offenses will be handled by the manager

**Additional responsibilities of team captains of non-premier games:**

* Serve as the first point of contact for their respective team.
* Coordinate and book scrimmages.
* Plan, execute and lead team meetings.
* Communicate with outside tournament organizers (or any other individual) to facilitate respective team’s tournament participation and/or in providing necessary player information for collaboration.