

GUIDELINE OF RESPONSIBILITIES OF PARTICIPANTS

1. For Team Coach
 - 1.1. The Coach is primarily responsible for the conduct and well-being of the members of the team that are participating in the virtualXgame (VXG) contest. Under these terms, the Coach is deemed to be in-charge of his/her team. This job is important and necessary, because the members of the subject team are teenage students, and so, by accepted societal practice, must be accompanied by an adult when outside of the school grounds and on official school business. In executing this responsibility, the Coach is deemed to be in-charge of the team and having powers of authority over the team members.
 - 1.2. To carry out this responsibility, the Coach must meet the posted eligibility criteria.
 - 1.3. Prior to arrival at the VXG, the supplemental responsibilities of the Coach are to:
 - 1.3.1. Familiarize him/herself with the VXG rules, and schedule of activities, and
 - 1.3.2. Organize a suitable team to represent his/her institution, and
 - 1.3.3. Prepare the team, as conditions allow, to perform at its best in the VXG.
 - 1.4. On the day of the VXG, the supplemental responsibilities of the Coach are to:
 - 1.4.1. Bring the team, complete and as registered, to the contest venue, and
 - 1.4.2. Remove his team, complete as per their arrival, from the contest venue, and
 - 1.4.3. Keep track of the whereabouts of all members of the team, and marshal all members of the team in all the activities' designated locations, and
 - 1.4.4. Represent the team during discussions with the VXG staff on any matters of misconduct or appeal.
 - 1.5. During the VXG, these are discretionary responsibilities for the Coach:
 - 1.5.1. There will be activities intended to provide the Coach with some pleasant diversion, but that are not in conflict with any of the above responsibilities. Participation by the Coach in some or all of these activities is encouraged but not mandatory, and
 - 1.5.2. If there is a problem, shortcoming, or suggestion for improvement in the conduct of the VXG, the Coach is encouraged to advise the VXG staff of same, and
 - 1.5.3. If the VXG contest is conducted well or to his/her satisfaction, the Coach is encouraged to pass this onto the VXG staff.
 - 1.6. Finally, in keeping with the fundamental theme of the VXG contest – that it is an organized, amateur and recreational event for the participants – the Coach is encouraged to have fun and enjoy him/herself during the VXG.

2. For Team Member
 - 2.1. The Team Member is primarily responsible for competing in the virtualXgame (VXG) contest to best of his/her capacity, and within the pre-assigned team structure. The Team Member is a student, and under the charge of a Coach. The Team Member is eligible to receive a prize for his/her team's winning performance in VXG.
 - 2.2. To carry out this responsibility, the Team Member must meet the posted eligibility criteria.
 - 2.3. Prior to arrival at the VXG, the supplemental responsibilities of the Team Member are to:
 - 2.3.1. Familiarize him/herself with the VXG rules, and schedule of activities, and
 - 2.3.2. Keep him/herself in a good state of mind and body to ensure he/she can effectively represent his/her institution in the VXG, and
 - 2.3.3. Hone his/her Java and game strategy skills, as directed by the Coach, to be prepared to perform at his/her best in the VXG.
 - 2.4. On the day of the VXG, the supplemental responsibilities of the Team Member are to:
 - 2.4.1. Stay together with the other members of the team, and
 - 2.4.2. Advise the Coach of his/her whereabouts in the VXG venue, and
 - 2.4.3. Adhere to the rules of good conduct, and do not engage in any misconduct. This includes letting the Coach represent him/her in discussions with the VXG staff on disciplinary matters.
 - 2.5. During the VXG, these are discretionary responsibilities for the Team Member:
 - 2.5.1. If there is something that you feel is not right, proper, or could be made better in the running of the VXG, the Team Member is encouraged to advise the Coach of same, and
 - 2.5.2. If the VXG contest is conducted well or to your satisfaction, the Team Member is encouraged to pass this onto the Coach,
 - 2.6. Finally, in keeping with the fundamental theme of the VXG contest – that it is an organized, amateur and recreational event for the participants – the Team Member is encouraged to have fun and enjoy him/herself during the VXG.