

Clayton State University

STUDENT ACTIVITIES CENTER GAME ROOM POLICY

The Student Activities Center Game Room provides a designated campus location for students to socialize, network and engage in structured competitive games. Faculty and staff are encouraged to visit the Game Room to enjoy the social atmosphere with the students.

The following regulations are intended to protect the Game room and ensure the safety of all patrons. The Student Activities Center will enforce all regulations and notify the appropriate administrator of any infraction.

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1. Entering the Game Room is only permitted during normal facility business hours.
 2. All Game Room patrons are required to submit their own Clayton State University Laker Card ID to the Attendant in order to enter. Once the ID is swiped and authorization is approved, the patron will be permitted to play games, etc.
 3. The Game Room is available for reservation for a fee. Some rules apply. Contact the Student Activities Center for additional information.
 4. All non-Clayton State University members (guests) must be accompanied by a **currently enrolled Clayton State University** student to enter. Guests may also be accompanied by Clayton State University faculty or staff members. All guests must sign-in upon entering and out upon exiting. **All patrons that want to use Game Room equipment must be at least 13 years of age. All guests are required to leave the Game Room when the Clayton State University sponsor leaves. Faculty, staff and students may only sign in one (1) guest.**
 5. Game Room patrons are required to submit their Laker ID to the attendant in order to use the Game Consoles.
 6. Non-Clayton State University members are not permitted to rent equipment. Some rules apply.
 7. Some of the games require a fee for use. See the Desk Attendant for additional information.
 8. Gambling, betting and/or similar activities are not permitted. This includes video games. Students caught gambling will be reported to the Office of Student Conduct.
 9. Food and beverages are not permitted. This includes snacks (i.e. chips, cookies, gum, etc.). All cleaning and damage expenses due to spillage will be billed to the sponsoring person/unit.

10. Students are responsible for any damage to Game Room equipment (i.e. pool sticks, tables, video game consoles, games, etc.). Laker Card Ids will not be returned until the broken equipment has been repaired or replaced.
11. Music may be played at a low level and must be free of any explicit language or sexual innuendo(s). Music requested to be played on the Game Room sound-system must be authorized by staff.
12. Flyers may only be posted on bulletin boards. Some rules apply.
13. Table tents may be posted on tables with authorization from the Student Activities Center.
14. Game room patrons are not permitted to lean and/or sit on any game tables (i.e. pool tables, air-hockey, etc.).
15. No one is permitted to leave the Game Room with equipment; this includes stepping out of the Game Room to make a telephone call. All patrons forfeit their game when leaving the Game Room to conduct a phone call.
16. Video game use is limited to specifically stated increments. Some rules apply.