

# Oglethorpe University Turner Lynch Campus Center Game Room Policy

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The TLCC Game Room provides a designated campus location for the entire OU community to socialize, network and engage in structured activities. The following regulations are intended to protect the game room equipment and ensure the safety of all patrons.

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***The Turner Lynch Campus Center Game Room attendant will enforce all regulations and notify the appropriate administrator of any infraction.***

1. Utilizing the game room inventory is only permitted during normal facility business hours with an attendant on duty.
2. Members of the OU community are required to submit their Petrel Pass to the attendant on duty in order to use any equipment in inventory. You must submit your current student ID to check equipment from inventory.

The photo on the Petrel Pass must match the person who is providing the Petrel Pass ID to check out equipment. Please ensure you retrieve your Petrel Pass when you return the equipment back into inventory. ***1 Petrel Pass will check enough equipment for 1 player.***

## **NO EXCEPTIONS**

3. All non OU community members (guests or children) must be accompanied by a currently enrolled Oglethorpe University student or active faculty/staff member. The student or staff/faculty member that submitted their Petrel Pass to check out equipment must be present in the game room at all times.

All guests are required to leave the Game Room when the active Oglethorpe University sponsor leaves.

4. Gambling, betting and/or similar activities are not permitted. This includes but not limited to video, card, pool games and sporting events on television. Students caught gambling will be reported to the Office of Student Conduct.

5. No food or beverages are permitted on the pool and foosball tables. This includes snacks (i.e. chips, cookies, gum, etc.). All food and drinks must remain on the tables around the game room. All cleaning and damage expenses due to spillage will be billed to the sponsoring person/unit. You are expected to return your all appropriate items to the dining hall and/or dispose of non dining hall materials in the trash prior to your departure from the game room.

6. Students are responsible for any damage to Game Room equipment (i.e. pool sticks, tables, video game consoles, games, etc.). Petrel Pass ID information will be recorded with the damage – students maybe be referred to student conduct process if excessive and/or repeat damage is recorded.

7. Music may be played at a low level and must be free of any explicit language or sexual innuendo(s). Television audio must remain at appropriate levels to allow others to enjoy entertainment in the game room.

8. Foul language is prohibited.

9. Flyers may only be posted on bulletin boards near the commuter lockers – an authorizing signature is required from the Campus Life Coordinator or professional campus life staff member.

10. Absolutely no sitting, standing, leaning, laying on, no books, bags, purses, etc. on the pool or foosball tables.

11. No one is permitted to leave the Game Room with equipment; this includes stepping out of the Game Room to make a telephone call.

12. If there is a wait for the game systems, the waiting parties can request the game room attendant on duty to initiate the 30 minute game play restriction.

**Questions about the rules?**

See the game room attendant or Campus Life Coordinator