

## SC Gaming Policy

### **PURPOSE**

This policy is, and will be in effect in order to provide procedures for checking out games and/or equipment for the Gaming Center and Warrior Grill Gaming.

### **POLICY**

It is the policy of the University Student Center to require all students, faculty, and staff to adhere to the following procedures when participating in the Gaming Center and the Warrior Grill Gaming. All equipment is property of the University Student Center. All gaming and equipment are to be checked out by students, faculty, or staff of the University. All individuals checking out games and/or gaming equipment must provide a University issued identification card. Card will be returned upon the return of the items.

This policy was voted on and approved by the SC Board of Directors on: **05-12-2022**

The following signature by the Chair of the SC Board of Directors, verifies the approval of the SC Board of Directors:

*Mariah Burciaga*  
Mariah Burciaga (Jun 1, 2022 14:47 PDT)

**Mariah Burciaga, SC Chair**

Jun 1, 2022

**Date**

## PROCEDURE

### 1.0 General

- 1.1 Utilizing the Gaming Center and/or Warrior Grill gaming equipment is only permitted during the Service Desk operating business hours.
- 1.2 University issued identification card is required to check out any games and/or equipment.
  - 1.2.1 Individuals who check out equipment will be responsible for all items.
  - 1.2.2 Students will be given first rental priority over staff, and faculty.
- 1.3 Service Desk Assistants will be responsible for verifying the condition of the equipment upon check out/in.
- 1.4 Service Desk Assistants will maintain a detailed inventory of all games and equipment being stored at the desk.
- 1.5 Damaged equipment should be reported immediately to the Service Desk Assistants. Users will be charged for any damaged, lost, or broken equipment.
  - 1.5.1 Charges for damage will be determined by Assistant Director of Operations.
  - 1.5.2 Damage is defined as broken, cracked, scratched, etc.
  - 1.5.3 Damage will be on a 3-strike system. 1<sup>st</sup> offense will result in loss of gaming privileges for a week, 2<sup>nd</sup> offense will result in loss for remaining semester. And 3<sup>rd</sup> offense will be ban placed in all gaming areas.
- 1.6 If items are not returned in the timeframe requested, or not rechecked out, students, faculty or staff will be on a 3-strike system. 1<sup>st</sup> offense will be given a warning, 2<sup>nd</sup> offense gaming privilege will be taken for a week, and 3<sup>rd</sup> offense will be a violation for the remaining semester and privileges will be taken away.

### 2.0 Gaming Center

- 2.1 Gaming Center includes the latest gaming consoles and video games.
- 2.2 Students, Faculty or Staff must trade in their University issued identification card to check-out any equipment and/or inventory from the Service Desk.
  - 2.2.1 Photo must match the person checking out equipment.

2.3 One identification card will check-out equipment for one game console.

2.4 Service Desk Assistant will log the student, faculty or staff member's information as well as the items being checked out, check-out time and the return time into an excel sheet.

2.4.1 User will be asked the approximate time of return.

2.5 User will be charged a rate of \$2.00 per person/per hour, and will pay at the Service Desk upon returning the equipment based on hours used.

2.5.1 A \$1.00 surcharge will be applied per hour for the rental of additional controllers with a limit of 4 controllers available to be rented out per student ID.

2.5.2 User will be charged a late return fee of \$2.00 if the equipment is not returned after return time.

2.5.3 If return is more than 15 minutes late, user will be charged for a whole hour.

2.5.4 Equipment returned must be by individual who checked out.

2.6 Once payment is complete, the Service Desk Assistant will return the University issued identification card to user.

2.7 All gaming equipment is on a first come first serves basis. No gaming can be reserved in advance.

2.8 All food and drinks must remain on the tables inside the Game Center. No food or drinks allowed next to gaming consoles.

### 3.0 Warrior Grill Gaming

3.1 Gaming includes Shuffleboard, Billiards, and Foosball.

3.2 Gaming is free of charge to all Stanislaus State students, faculty, or staff.

3.3 Student, Faculty or Staff must trade in their University issued identification card to check out any gaming equipment from the Service Desk.

3.3.1 Photo must match the person checking out equipment.

3.4 One identification card will check-out equipment for one gaming table only.

3.5 Service Desk Assistant will log the users information as well as the items being checked out, check-out time and the return time into an excel sheet.

3.6 Gaming equipment can be checked out for a total of 1 hour.

3.6.1 Students, faculty or staff may re-check out gaming equipment based on the status of the waitlist held at the Service Desk.

3.7 All gaming equipment is on a first come first serves basis. No gaming can be reserved in advance.

3.8 No food or drinks will be allowed to be placed on the gaming tables.

*\* This policy may be amended by a two-thirds vote of the SC Board of Directors.*