Gaming Policy and Rules of Conduct

Brandywine Community Library
Policy Updated: 2/26/26

Gaming Policy

The Brandywine Community Library welcomes teen patrons to use the library's gaming computer and Switch referred to as 'gaming systems' hereafter. The opportunities for gaming are being offered to make the library more enticing to youth and teens, to encourage them to visit the library, to develop their love of books and reading, and to expose them to all of the other services the library has to offer.

The gaming computer is in the main computer area of the Brandywine Community Library and was provided as part of a VGSUSA grant for the teens. It is available for teen gaming, 3D printing and to use with the Silhouette. The Nintendo Switch gaming system was provided as part of a VGSUSA grant for teens can be used in the Teen Room.

Patrons who desire to use the library's gaming systems must read and agree to the Gaming Policy and Rules of Conduct before using the devices. The Rules of Conduct are set up to ensure proper and safe use of the gaming systems and equipment and allow fair access for the library's patrons. Users who fail to follow the Gaming Policy and Rules of Conduct or who do not treat gaming systems and equipment with care may lose their gaming privileges and/or all of their library privileges indefinitely depending upon the severity of the offense. The librarian will have the right to make the final decision in all situations.

Users of the library's gaming systems and equipment agree that the Brandywine Community Library is not responsible for any loss or damage suffered by the user as a result of using or participating in gaming and the user agrees to indemnify and hold the library and its employees, volunteers and trustees harmless from any damages including personal injuries to any party damages to any property alleged to be a consequence of the user's use of the library's gaming systems or equipment.

The rules in this policy are met to ensure the proper use of equipment and allow fair access to all users. Failure to follow this policy will result in the loss of library gaming privileges and possibly other library privileges as well.

Before using the library's gaming systems users must:

· Be a Brandywine Community Library cardholder in good standing
· Read and sign the Gaming Policy and Rules of Conduct
· Have a parent or guardian visit the library to read and sign the Gaming Policy & Rules of Conduct

Rules of Conduct

- Users must have a Brandywine Community Library card in good standing.
- Users must be 10 -17 years old (an exception may be made for students to participate up until they complete high school). In addition, during the summer months, users are strongly encouraged to be registered for the summer reading program. Special times, events and tournaments may include participation by adults and children under 10.
- A signed copy of this Gaming Policy and Rules of Conduct must be on file at the Library for every patron using the gaming systems and equipment.
- Parents or guardians must countersign the minor patron's Gaming Policy and Rules of Conduct in the presence of library staff before a minor patron is allowed to use the library's gaming systems.
- A limit of 30 minutes (1/2 hour) of play per day will be enforced. Exceptions for extended play may be made by the library staff when no one else is waiting to play. Shorter time frames may be announced by library staff during teen programming to allow for more patrons to play. Time limits may be suspended for organized gaming programs and tournaments organized by the library and by gaming clubs sanctioned by the library.
- Anyone using the Gaming systems must be willing to end the game when requested by staff.
- Users using the gaming computer, system and equipment are asked to respect other patrons using the library and keep the volume and noise level low. This includes no vulgar, foul, or inappropriate language or actions. If players do not keep within these guidelines they will lose gaming privileges for the day. If there are continued problems, further actions will be taken.
- Users are asked to treat the equipment gently. Users who do not treat the equipment gently will be asked by staff to stop for the day. A user who repeatedly abuses equipment will have their gaming system privileges revoked.
- No more than 2 people may be at the gaming computer at a time unless a special event is being held. Other patrons waiting to use the equipment must occupy themselves elsewhere until it is their turn. The switch may be used in the Teen Room and can have more players and onlookers as long as they all follow the rules of conduct.
- Only games from the library's collection may be played on the library's gaming systems, or online games that have been vetted by the library. Installing, removing, or altering games or software or attaching outside equipment to the systems are not permitted.
- The user is responsible for any damages to any of the equipment that occurs during use. Any malfunction of the system and equipment should be reported immediately to the library staff. The library accepts that equipment wears out and breaks over time and will not hold users responsible for normal wear and malfunctions. The cost of any damages or financial losses suffered by the library which occur to the library's space or equipment or to the

gaming equipment and accessories will be charged to the user's library account. Parents will be financially responsible for any loss caused by their children.

- Users will not be permitted to use cameras during gaming since other patrons may be in the computer area.
- All users must register each use of the gaming systems and equipment with staff. Users are cautioned not to allow others to use the gaming systems and equipment without registering. Patrons who use the gaming systems and equipment without registering and users who allow unregistered users to use the gaming systems or equipment will risk losing their library privileges indefinitely.
- Users are allowed to bring their own controllers and accessories, but the library assumes no responsibility for any damage or loss to the user's equipment.
- Users must quit play and check equipment back in to the staff 10 minutes before closing.
- Chatting online during gaming is permitted through typing. Headset chats will be prohibited.

I, _____ (first and last name), agree to the Gaming Policy and will follow the Code of Conduct as stated above.

Date:_____

Patron barcode:_____

Patron Signature:_____

Parent/Guardian Name: _____

Parent/Guardian Signature: _____

Parent Phone:_____