

Coasting Devices Policy

Policy Statement

The Coasting Devices policy was designed to increase the safety of the campus community and is applicable to anyone on campus at any time, day or night.

Purpose of Policy

Skateboards, roller skates, rollerblades, scooters and other coasting devices should be used in courteous manner and shall not be used in any manner that places pedestrians at risk. Recreational use including but not limited to acrobatics, tricks, racing, or other stunts is strictly prohibited and a violation of the Student Code of Conduct under Endangerment. People using roller skates or rollerblades must remove them before entering all university buildings.

Electric mobility vehicles (electric skateboards, scooters, bikes, etc.) are prohibited from use, storage, and/or charging in all campus buildings, including but not limited to all academic buildings, residence halls, apartments, and organization/Greek houses.

Applicability

This policy applies to all University students, faculty, and staff, contract employees, and campus visitors.

Policy Procedure

Skateboards, roller skates, rollerblades, scooters and other coasting devices may be used as a form of point-to-point transportation on sidewalks; they are not vehicles and are prohibited from roadways (except at marked pedestrian crossings) and parking lots on campus. They are also prohibited in campus buildings and all other areas identified below:

- All steps and handrails
- All flower planters
- All residence hall balconies and walkways
- Residence hall rooms
- All sit walls
- All curbs and benches
- All ramps including handicap
- Inside of buildings
- University residence and driveway
- Student Union Mall
- Fayard Sallie Port
- Library Breezeway
- Loading areas
- Parking garage

- University Center
- Elevators
- Tennis courts
- Beyond the inner fence of Kinesiology and Health Studies track facility
- Lab school area
- Construction areas
- Porches (i.e., Pennington Center)
- Walkway between stadium and parking garage

[End of Policy]