



School Policy Ideas

Including Gambling in School Policies

School policies create environments that protect youth by establishing the rules and regulations students and faculty must follow. It's estimated that 68% of youth between ages 14-21 are gambling (Welte, 2007), despite the increased risks of depression, delinquency, and suicide. (Gupta & Derevensky, 1998). Underage gambling affects everyone.

Points to Include in a School Policy

- Define "gambling."
- Outline rules of where and when the policy is in effect.
- List consequences and how they'll be enforced.

Sample Policy Language

- Gambling: Card playing, dice or other gambling activities are prohibited before, during and after school. Any game involving playing cards is prohibited even if gambling is not involved. Other games that use cards may be allowed at adult's discretion.
- Gambling of any kind is not allowed in the school building or on the school grounds at any time. A first offense will result in three days of detention and parent notification. Subsequent offenses will result in in-school suspension, the duration to be determined by the assistant principal.
- The school is a place where other students, district personnel and other members of the school community have a right to feel safe from behaviors including, but not limited to, the following: threat to, or intimidation of, any staff members or students; gambling; etc.

Additional Resources

- For information on YOU(th) Decide and underage gambling, visit youthdecideny.org.
- For policy recommendations visit [A Call To Action: Addressing College Gambling](#) written by Division on Addictions at the Cambridge Health Alliance and the National Center for Responsible Gaming,

Contact

For assistance with writing school policies, please contact your local prevention provider, or contact Stelianos Canallatos at scanallatos@nyproblemgambling.org.