The admission of students to Frostburg State University is governed by policies established by the Board of Regents and the Maryland Higher Education Commission. (See University Catalog, Admissions.)

Ref. BOR III - 4.00
RESIDENCE HALL CONTRACT

Students who live in university residence halls must sign a contract. The contract is binding for one academic year and will be valid if the individual is returning to Frostburg State University as a student during the spring semester.

Students who choose to live in the residence halls are provided a Residence Hall Guide which provides general information pertaining to rules, regulations, and expectations of students in the halls. Students are held responsible for abiding by the policies of the contract and all other regulations of the University.

Ref. BOR V - 5.00
RESIDENCE HALL DAMAGE DEPOSIT

It is the policy of the University to require students living in the residence hall to pay a damage deposit prior to moving on campus their first semester. The following charges may be processed against the deposit:

1. damage to the room and room furnishings;

2. damages to residence hall facilities or property; even if such damages are anonymous;

3. damages occurring in the smallest area securable by the resident's keys.

Ref. BOR V - 5.00
The University requires students to pay a room reservation fee prior to selecting or being assigned a room. The fee is applied to the students' bill. For the fall semester, cancellation of rooms after June 30th results in the loss of the fee. New students receiving room assignments after June 30 and cancel later, forfeit the fee. For the spring semester, new students who cancel their room assignment before the first day of classes, forfeit their fee.
RESIDENCE HALL ROOM PAINTING

Students' rooms are considered their homes while away from home. To assist students in making their rooms more like home, the University permits students to paint their own rooms as long as they adhere to university guidelines. (Policy implementation details can be found in the Pathfinder.)

(Internal)