Work Policy

Due to the significant time commitment required for full-time legal study, full-time students are not permitted to work in their first semester of study. Full-time students who complete fifteen (15) credit hours in their first semester and earn a GPA of at least 3.000 may work a maximum of twenty (20) hours per week during their second semester. Qualifying full-time students who choose to work during their second semester must provide written notice of their intent to do so to the Associate Dean for Academic Affairs before they commence their employment. During any subsequent fall or spring semester, full-time students who are in good standing may work a maximum of twenty (20) hours per week. During a summer term, full-time students in good standing who are enrolled in six or more credit hours may work a maximum of twenty (20) hours per week. During a summer term, full-time students in good standing who are enrolled in fewer than six (6) credit hours are not subject to any limitation as to the number of hours they may work. Full-time students who are not in good standing may not work during any semester in which they are enrolled in courses at the School of Law, including a summer term.

There are no limitations on employment for flex-time students who are enrolled in fewer than thirteen (13) hours in a spring or fall semester or fewer than six (6) hours in a summer term. Flex-time students enrolled in thirteen (13) or more credit hours in a fall or spring semester or six or more credit hours in a summer term may work a maximum of twenty (20) hours per week unless the Associate Dean for Academic Affairs grants permission to work more than twenty (20) hours per week. Flex-time students who are not in good standing may work a maximum of twenty (20) hours per week unless the Associate Dean for Academic Affairs grants permission to work more than twenty (20) hours per week based on extraordinary circumstances, in which case the student will be limited to taking a maximum of nine (9) credit hours.