

RULES AND CONSEQUENCES

For All Programing and Events

Rules

1. RESPECT EACH OTHER BY KEEPING OUR HANDS AND FEET TO OURSELVES
(Fighting, hurting people, bothering people, PDA)
2. RESPECT PEOPLE'S STUFF BY NOT MESSING WITH OTHER PEOPLE'S THINGS
(Stealing, bothering people, negative words, pranks¹, dares)
3. RESPECT THE BUILDING
(Vandalism, messing with the instruments, being in other parts of the building)
4. STUDENTS WILL ADHERE TO THE DRESS CODE²
(Creative Arts Tours have additional guidelines for dress)
5. HAVE FUN WHEN IT'S TIME TO HAVE FUN, BE ENGAGED WHEN IT'S TIME TO BE ENGAGED

The Consequences are as Follows

1. One-on-one discussion with a Leader and the loss of 5 min of activity time.
2. Removal from an activity for a One-on-one discussion with a Leader and loss of half of activity time
3. One-on-one discussion with a Student Minister and removal from Program, Event, or Trip. A staff member who has a relationship with the student will meet with him or her and their parents before they are allowed to return to the program.
 - *Physical fighting will result in an immediate discussion with a Student Minister and removal of both students from the program/event for the evening. A further decision will be made by the Student Minister based on the situation.*
 - *T-Shirts will be kept for situations that violate the dress code. The student will be taken aside and kindly asked to wear the t-shirt over his or her clothes. If the individual refuses they will be asked to leave the program/event for the evening.*

Technology Etiquette

Guidelines and consequences for technology use are determined by each program and event.

¹ Pranks are anything that is done to another person that is humiliating, embarrassing, or makes fun of them.

² See Dress Code Handout

DISCIPLINE STRATEGY

These philosophies, based on our Values, will serve as guidelines for how discipline will be handled when issues arise. We always expect the best and give students the chance to rise to maturity. Our strategy exists in order to help students become awesome Christian adults.

The four major philosophies of discipline are:

1. Keep relationships at the center
2. Prevent disobedience
3. Make rules and consequences clear and consistent
4. Reward/Recognize good behavior

1. Keep Relationships at the Center: An important aspect of the Student Ministry is the relationships that are built between the leaders and the students. If disciplinary action must be taken, these relationships must be able to remain intact throughout the process. Discipline that keeps the relationship at the center is done so the student knows that the leader still loves them. The student is assured that even though he or she has made a mistake, he or she is still welcome at the church and at the program. Leaders never “turn their back” on a student by hurting the relationship. Discipline is never done out of anger or revenge. This will hurt the relationship. Students who respect the Leader and have a relationship with them are less likely to disobey because they highly value the relationship.

2. Prevent Disobedience: Prevention is often easier than correction. Building relationships is the first line. As relationships are built “weakness” in the students may become apparent to the Leaders. Simply discussing these with the student and encouraging them to remain respectful of the rules will be very valuable.

3. Make Rules and Consequences Clear and Consistent: For the sake of the ministry, students, the leaders, and the building, there must be a standard that all of the Leaders subscribe to and that all of the students are held to. Even though the rules may not be specifically covered at each program, it is essential that there be consistency and unity among the staff as to how issues will be dealt with. One Volunteer Staff member cannot undermine or overpower another's authority after a decision has already been made. In accordance with this principle, leaders must honor and support the decisions of other Leaders. If a leader has a problem with how a discipline issue has been handled, the issue should be addressed privately between the two leaders. If the issue remains unresolved, the issue should be brought to one of the Student Ministers, who together with both Leaders will seek to mend the situations after the program has concluded.

4. Reward Good Behavior: Instead of simply using punishment as leverage and encouraging students to behave for fear of being kicked out, we will introduce a system of positive reinforcement. Rewarding good behavior will include: acknowledgement of positive actions, appropriate displays of affection, offering positive feedback, verbal encouragement and compliments, recognizing that a student handled an issue well, and occasional rewarding of the entire group.