

House Rules — Template

OUR WEBSITE MINISTRY — HOUSE RULES

(Leader: adapt this to your church, fill in the blanks, print it, and tape it next to the computer the kids use. Hand a copy to any parent who asks.)

Church: _____ Leader: _____

Ministry computer lives in: _____

Calls are made from (church phone / leader's number): _____

=====
=====

PEOPLE RULES — these never bend

1. CALLS HAPPEN ON THE CHURCH'S TERMS.

Kids call from the phone listed above — never their personal cells.

2. A LEADER IS IN THE ROOM.

Every practice call and every real call. No exceptions.

3. NO PERSONAL INFORMATION, EVER.

Kids give FIRST NAMES ONLY on calls. Kids' last names, phone numbers, emails, and schools never go to the people we call and never appear on any website we build. Every contact detail on a site belongs to the church or business the site is for.

4. THE CHURCH IS THE NAMED PARTY.

Donations go to the church — its giving page, its office, its name. Never to a kid, never through a kid's payment app. If someone hands a kid money, smile and walk them to the leader.

5. NOTHING GOES LIVE WITHOUT THEIR YES.

We never publish anything about a real church or business until they have seen it and said yes out loud. The powered-by line crediting our youth group stays only if the owner says yes to it.

=====

=====

ACCOUNT RULES — the accounts belong to the church

6. LOG OUT AT THE END OF EVERY MEETING. Railway and GitHub especially.

7. PASSWORDS STAY WITH THE LEADER. Never saved in the browser on a shared machine. The kids never need a password — if a step asks for one, that step is the leader's.

8. NO PAYMENT DETAILS ON THE SHARED COMPUTER. The church's card lives behind the leader's Railway login and nowhere else.

=====
=====

EVERY MEETING ENDS THE SAME WAY:

Run the check -> Save the work -> Log out.

Parent questions? Contact: _____