



# Rule of Four

## 1. Why the Rule of Four?

The word “horror” describes what *should be* our reaction in society to headlines filled with reports of lawsuits related to child abuse in organizations *claiming* to provide the best for children. Sadly these life scarring cases of abuse have become commonplace. One organization bragging of their superiority uses the “Two Witness Rule” when they handle allegations of sexual abuse of children. If they are so superior and perfect as claimed why is there even **one** lawsuit?

One 2018 article on child sexual abuse says **one** out of every **ten** children are sexually abused and **90%** of that abuse comes from someone they know and trust.

**God is Good Gamez** (GIGG) is highly committed to taking every step possible to foster a safe environment where adults and children alike can tangibly learn through games how Good God is.

**The Rule of Four** is designed to protect GIGG ownership, participants, volunteers and Going Deeper Ambassadors (GDA) from any circumstances that would make any person feel unsafe. Ownership does **not** guarantee or take legal responsibility for adherence to the Rule of Four by anyone at anytime. We require all who represent GIGG (Ownership, GDA and Volunteers) to acknowledge in writing they *understand* the Rule of Four and *intend* to follow it to the best of their ability in all GIGG related interactions.

## 2. What is the Rule of Four?

Ownership, GDA and Volunteers will be reminded to be diligent and aware of their *surroundings* and the *perceptions* of all people by simply refraining from being any place **not** fully visible to, or able to be heard by, “the outside world” with **less** than Two Adults over 18 **or** Three Persons under 18 during **any** GIGG gatherings and information giving activities.

Scorekeepers, Influencers, Hosts, players and participants are encouraged to be aware of the Rule of Four for their own protection but ownership does not ask for written documentation of that understanding because they do *not* represent us in any way. (See GDA and Volunteer Agreements).

## 3. Definition of terms in the Rule of Four:

“Ownership”: Currently Luke Grover at 12530 74th Ave N, Maple Grove MN 55369; If ownership is amended, GDA and volunteers will be informed in writing.

“GDA” will be 18 and older and have completed GDA Handbook and signed GDA Agreement which references Code of Conduct and Rule of Four. All GDA will complete background check. Any child abuse prevention training certification from another organization where background check is conducted, in previous 12 months, can be used with submission of a copy.

“Volunteers”: All GIGG volunteers will be aged 15 and older, sign Volunteer Agreement and complete a background check. Scorekeepers, Influencers, Hosts, Participants and Players are **not** Volunteers unless they complete a Volunteer Agreement and complete a background check.

“The Outside World”: Any place where all persons are **fully** visible by a *potential* passersby.

**Examples:** A park or playground or common area in a community center or a restaurant. In a car does **not** meet this definition because all persons are not *fully visible*. (So a GIGG volunteer taking **2** children under 18 in their car *even with* written authorization from the parent(s) would be outside the Rule of Four.)

**Note:** Playing a game with One or Two other persons under age 18 in the same room is consistent with Rule of Four **IF:** **1:** Other residents of the dwelling are aware of all persons (2 or 3) in that room. **2:** The *door is left open*. **3:** One adult or Two persons under 18 (making total 4) are within *hearing distance*.

“People”: Any individuals age 5 or older. (The age at which they can track points for GIGG). Adults over age 18 count as **2** towards this rule. **Example:** *Private* conversations between ownership, GDA or volunteers and **2** adults or an adult and one child are consistent with Rule of Four.

“GIGG Gatherings and Information Giving Activities”: **Only** conducting a game gathering or promoting a game gathering are considered activities. Obviously ownership, GDA and volunteers may, in their normal course of life *outside* GIGG activities, need to be in alone with a person not related to them. In these cases being aware of *perception* is still encouraged. Some people do not even drive in a car alone with a person not related to them except is the case of ride share driving. Since GIGG Gatherings are often in a private home, obviously all who live in that home relate to each other *outside* the Rule of Four.

## 4. Conclusion

Simply put, if you are doing anything related to GIGG with ONE adult or TWO children under 18 and you are *not able to be seen or heard* by at least **one** other person, move the conversation where you *can* be seen or heard by someone else. Even if the other people are strangers or people from a distance, the potential of being discovered adds another layer of protection for all persons.

The Rule of Four is **not** about enforcement. We are **not** responsible in any way for the *actions* of others. No entity can ever *guarantee* the actions of another. The goal of the Rule of Four is to increase awareness and encourage the placing of boundaries to protect all persons associated with the activities and reputation of God is Good Gamez.