

Short version of the NZVB Rules:

- All free kicks are indirect, except the penalty.
- Kickoffs and kickoffs after a valid goal may be played either forwards or backwards from the center line (exactly in the middle). All players must be in their own half.
- Do not attack from behind.
- Scoring is permitted anywhere on the field. (Exception: see page 2 for the goalkeeper).
- The referee must apply the advantage rule if a clear-cut scoring opportunity arises for the team against which the foul is committed.
- Only the captain communicates properly with the referee.
- When taking a free kick, the 3-second rule applies first, followed by the opponent's 3-meter distance. If the free kick is taken in time, the referee will penalize the opponent with another free kick if insufficient distance has been created, provided no advantage rule can be applied.
- Take touch-in from the sideline and free kicks at the correct position. Feet may be placed either inside or outside the line for touch-in, and the ball must be stationary on the sideline for a touch-in / must be stationary at the place of the offence in the field.
- Offences between the 10-meter line and the dotted line must be taken at the correct spot, not on the dotted line. All minor offences within the dotted line must be taken on the dotted line at the height of the offence. This applies to both the attacking and defending teams if the free kick is awarded in their favor.
- Serious and intentional violations within the 10-meter line always result in a penalty kick and a time penalty (2 or 5 minutes) or a scrimmage. This is at the referee's decision.
- The penalty must be taken within 3 seconds after the whistle.
- Penalties of 2 and/or 5 minutes may be imposed for fouls (at the referee's decision whether the severity is sufficient), protests by players other than the captain (unless the captain fails to communicate properly), or other irregularities occurring during the match. If the foul is so serious that a field severance is warranted, the referee will decide, and the player in question must leave the hall (not even to the stands!).
- An increase in the penalty time from 2 minutes to 5 minutes is possible before restarting play, and even a field dismissal may occur (at the referee's decision) if a player continues to misbehave verbally, physically, or otherwise.
- When the goalkeeper or an outfield player receives a penalty, time continues to run. Stopping the playing time is always at the referee's decision.
- Increasing a time penalty of 2 or 5 minutes for a player already penalized after play has restarted is possible and increases the original time penalty (e.g. first 2 min. and then 5 min., then the total time penalty becomes 7 min.).
- Time penalty will not take effect until play is resumed.

Short version of the NZVB Rules (continued):

- An injured player may leave the playing field and be replaced anywhere above the halfway line.
- In the case of a voluntary goalkeeper substitution, the goalkeeper must be ready in a different shirt and may substitute at a dead-ball moment at the timekeeper's direction. Time continues to run.
- A sliding tackle is allowed if there is no opponent nearby. If there is an opponent nearby, a free kick follows, followed by a penalty at the referee's decision.
- A drop kick by the goalkeeper is not (ever) allowed. A goalkeeper can only score if they receive the ball out of play. If they have the ball in their hands during play, the ball must first be placed down or rolled before the goalkeeper can score. A goalkeeper can never score if the ball has crossed their goal line.
- If there are 4 substitutes, the flagger may not be changed, even in case of an injury to a player (maximum 9 players allowed, including the goalkeeper).

Other NZVB rules/agreements:

- In accordance with Rule 4 of the NZVB (formerly NCS) rules, the uniform consists of trousers, a shirt, socks (visible, no ankle socks) and footwear (approved for play in sports halls). If both teams are wearing similar uniforms, the first-mentioned team must wear a different reserve uniform. If this is not available and there is insufficient differentiation between the uniforms, the match will not be played. Any penalties will be the responsibility of the first-mentioned team.
- Wearing items such as watches, rings, and necklaces is not permitted. This will be monitored by the referees.
- A linesman is strongly recommended and must be a member of the NZVB, i.e. in possession of a player pass. If a team does not have a linesman, they are obligated to accept the referee's decision without any comment.
- A coach is required in the Topklasse and Hoofdklasse. A coach must have an NZVB pass.
- If a player is dismissed (red card), their ID will be confiscated. The player must leave the hall.
- If a red card is given, the player in question is automatically suspended for the next match.
- Captains are also requested to submit a disciplinary report to the disciplinary committee after receiving a red card. This is especially important for the captain of the player who received the red card.
- A coach, indicated as such on the match form, can no longer participate or take part in the match as a player.
- Participants to the game have to be completed digitally before the match (+/- 15 minutes) in the Webapp CM-NZVB.nl for the team.