



SHORT VERSION GAME RULES

THIS SHORT VERSION OF GAME RULES IS NOT COMPLETE

Just to clarify a number of game rules.

The website contains the complete rules and the competition rules.

- ☐ First 3 seconds rule, then the 3 m rule. **So if there is an opponent within 3 m, still play the ball within 3 seconds.**
- ☐ Don't attack from behind.
- ☐ Kick in from the right place and both feet behind the line, face (body) to the field.
- ☐ Free kicks within the 10 meter line and dotted line in the correct place, not on the dotted line.
- ☐ All minor violations within the dotted line at the height of the violation take on the dotted line.
- ☐ All free kicks are indirect, except for the penalty.
- ☐ Serious and intentional violations within the 10 meter line always a penalty kick and a time penalty (2 or 5 minutes) or room referral. At the discretion of the referee.
- ☐ The penalty kick should be taken within 3 seconds of the whistle signal.
- ☐ In the event of a time penalty by the keeper, time continues. The time will only be stopped in the event of a goalkeeper injury and if the goalkeeper's laces are loose.
- ☐ An injured player may leave the field of play anywhere and be substituted at the center line.
- ☐ Time penalties of 2 and/or 5 min. increase 2 to 5 min. possible before resuming play at e.g. infuriating protest.
- ☐ Increase time penalty of 2 or 5 minutes from already punished player after resumption game is possible.
- ☐ In the event of a room referral (red card), the identification card is confiscated. The player must leave the room.
- ☐ Time penalty does not start until play has resumed.
- ☐ If a red card is given, the player in question is automatically suspended from the next match.
- ☐ **We advise the contact person to also send an email to the criminal committee (Strafcommissie) after a red card.** In particular from the team of the ejected player.
- ☐ In the event of a voluntary change of goalkeeper, the goalkeeper must be ready in a different shirt and may change the timekeeper at the time of play at the point of death. Time goes on.
- ☐ The referee can apply the advantage rule.
- ☐ A sliding is allowed if there is no opponent near.
- ☐ Wearing items such as watches, rings and necklaces is not allowed.
- ☐ Scoring is allowed over the entire playing field.
- ☐ A drop kick by the keeper is not allowed.
- ☐ A keeper can only score when he receives the ball from the game and then lay on the ground. A keeper can never score as the ball behind his goal line.
- ☐ A linesman is mandatory and must be a member of the NZVB, so in possession of a players card.
- ☐ A coach is mandatory in the top class and the big league. A coach must be in possession of a pass from the NZVB.
- ☐ If the captain (player) is also a coach, he may be penalized if he fails to fulfill his duties as coach. He may be replaced by another participating player during his penalty time.
A coach, Indicated as such on the contest form, no longer as a player to the contest or undertake.
Exception: If the captain is also coach.
- ☐ A coach, indicated as such on the scoresheet, can no longer participate or enter the game as a player. Exception: If the captain is also a coach.
- ☐ The match form is handed in before the match, including the folder with passes. Tick all the names of the players on the score sheet, including those who come later. Also fill in the header of the contest form.
- ☐ Check the result on the form after the game!
- ☐ If there are 4 substitutes, the linesman cannot be changed, not even in case of an injury of a player (up to 9 allowed players, including goalkeeper)