



Ministerie van Justitie en Veiligheid



# Korps Nationale Politie

## Handbook and regulations

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## Standard Regulations

- All officers will demonstrate respect for all citizens;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action.
- Officers will take the correct precautions to ensure that their Leave of Absence of inactivity has been correctly documented and acknowledged;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action.
- All officers are required to follow the Dutch law and constitution;
  - Failure to abide by this regulation will result in;
    - i. Removal from the service and;
    - ii. blacklist.

- Officers are allowed to use languages other than English and Dutch when not directly involved in any law enforcement activity. English and Dutch should still be the primary languages used for radio, in-person LE and citizen communications.  
Exceptions can be made for citizens that do not speak English or Dutch.
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action.
- Mature behavior must be exercised at all times when on duty;
  - Failure to abide by this regulation will result in;
    - i. in-service regulation or (dependent on severity);
    - ii. demotion.
- Text Faces are not allowed on duty;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action.
- Crimes are not to be committed on and off duty or when on duty as member of a different department;
  - Failure to abide by this regulation will result in;
    - i. suspension and;
    - ii. demotion or (dependent on severity);
    - iii. removal and;
    - iv. blacklist.
- All officers must provide their name, rank, agency and/or produce an ID upon request of any citizen;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action.
- Every officer must not use excessive force unless it is necessary;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action.
- All officers will provide a reason for arrest before arresting a person;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action.
  
- All officers will always refer to the Rules of Engagement before initiating a firearm or taser;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action. Or;
    - ii. suspension or;
    - iii. retrain.
- All officers will respect all ranks, especially superior ranks;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action. Or;
    - ii. suspension.
- Undercover officers must be treated like civilians and must not be named;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action. Or;
    - ii. suspension.
- All officers must respect decisions made by ranks superior;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action. Or;
    - ii. suspension.
- All officers must follow the Radio Regulations;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action. Or;
    - ii. retraining.
- All officers must follow the vehicle regulations;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action;
    - ii. retraining.
- All officers must follow the driving regulations (Prio's);
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action;
    - ii. Retraining.
- All officers must follow the uniform regulations;

- Failure to abide by this regulation will result in;
  - i. in-service disciplinary action.
- All officers must follow orders given by superiors, unless the order is unlawful;
  - Failure to abide by this regulation will result in;
    - i. In-service disciplinary action.
- Using the gear of a unit that the officer is not a part of is forbidden;
  - Failure to abide by this regulation will result in;
    - i. in-service disciplinary action;
    - ii. suspension.
- All officers must ensure that their resignation follows the requirements stated in its respective chapter.
- All Officers must do complete a mandatory training before being allowed to patrol in The Hague (Den Haag).

## Uniform Regulations

Every regular patrol officer shall wear the standard police uniform, consisting of the following parts:

- Regular polo;
  - Long sleeves must be worn between November and April, except in the Antilles.
  - Alternative polo may be used, but not in combination with the OvD-P vest.
- Pants;
- Stab Vest;
- Ballistic vest (when responding to a call that includes a firearm or when shots are fired);
- Radio;
- Rank tabs matching the officer's rank;
- Optional baseball cap

An officer, who is in possession of a Bike License, when using the BMW K1600GT, shall wear the Bike Uniform, consisting of the following parts:

- Bike jacket;
- Bike pants;
- Gloves;
- Utility Belt;
- Radio;
- Motorcycle Helmet;
- One of the possible hair types;
- Rank tabs matching the officer's rank.

An officer, with the rank of Senior Constable or higher, going on an unmarked patrol shall wear either the standard police uniform, or the unmarked uniform consisting of the following parts:

- Black long or short sleeve polo;
- Pants;
- Stab Vest;
- Radio;
- Rank tabs matching the officer's rank;
- Optional baseball cap.

For events such as award ceremonies, police officers may wear the formal uniform, consisting of the following parts:

- Dress shirt;
- Dress pants

During training, a police officer shall wear the standard police uniform with a high-visibility vest, consisting of the following parts:

- Regular long or short sleeve polo;
- Pants;
- High-visibility vest;
- Radio;
- Rank tabs matching the officer's rank;
- Optional baseball cap.

Uniform regulations for each unit are listed in their respective handbooks.

A regular police officer may use the high visibility vest during events, while working at a traffic checkpoint, in crowded areas or when requested by a Commissioner or above.

An officer with the rank of Sergeant or higher may, if they are the highest ranking officer in-game, or with permission from a higher ranking officer, wear the OVD-P vest.

*\*A member of the Corps Leadership is allowed to differ from these uniform regulations, or give permission to another officer to differ.*

Every police officer is required to have a ‘normal’ looking avatar. This means:

- A normal skin tone (no weird, bright colors);
- A normal face;
- No unrealistic (facial) hair or hair colors;
- No weird sunglasses, ears or any other accessories ;
  - Normal (sun)glasses are allowed.
  - Small jewelry such as earrings are allowed if they are no larger than 0.1x0.1 studs.
- No large or visually disturbing hats;
- No clothing or accessories blocking the face or ‘Politie’ logos on the uniform.

Undercover officers and officers with the rank of Commissioner or above, when on duty in Den Haag, are not required to follow the regulations stated above.

## Vehicle regulations

The following regulations state the minimum rank, usage and other requirements for the police vehicles found in Den Haag and the Antilles. Below is also a list of specific driving regulations every officer is to follow.

Officers may only utilize vehicles specified in this handbook or a handbook belonging to a branch of the Korps Nationale Politie to which they are presently assigned.

### Marked vehicles

A regular police officer shall use one of the following vehicles on their patrol, if they meet the requirements stated below. Due to concerns with copyright the vehicles are named differently in Antillen, but you can refer to them by their real life equivalent names.

### Antillen

Vehicle name (In-game)	Vehicle name (Real life)	Minimum rank	Usage
Baxter Colt	Ford Ranger	Sergeant	OvD-P Vehicle
Koryo T5	Hyundai H1	Inspector	Regular patrol vehicle
Koryo Tx15	Hyundai ix35	Constable	Regular patrol vehicle
Kronenwerk Runner 221 LTR Pol	Mercedes-Benz Sprinter 315 CDI	Sergeant	Riot Unit transport vehicle

Takuma Quest	Nissan Qashqai	Constable	Regular patrol vehicle
Katari Venice	Toyota Corolla	Aspirant	Regular patrol vehicle
Katari Onyx	Toyota Hilux	Patrol Officer	Regular patrol vehicle
Strattburg Z3 2.4I MLE	Volkswagen T6 2.0L TDI	Patrol Officer	Regular patrol vehicle
Strattburg Turin 2.3I MLE	Volkswagen Touran 2.3L TDI	Patrol Officer	Regular patrol vehicle

## Den Haag

Vehicle name	Minimum rank	Usage
Audi A6 Avant SIV	Sergeant	Regular patrol vehicle
BMW K1600GT	Patrol Officer with license	Police Motorcycle
Mercedes-Benz B Klasse	Patrol Officer	Regular patrol vehicle
Toyota Land Cruiser	Patrol Officer	Protection Unit vehicle
Volkswagen Passat 2.0L TDI	Sergeant	OvD-P vehicle
Volkswagen T6 2.0L TDI	Patrol Officer	Regular patrol vehicle
Volkswagen Touran 2.0 TDI R-line	Patrol Officer	Regular patrol vehicle
BMW X5 Bewakingseenheid	Patrol Officer	Protection Unit vehicle
Volkswagen Touran 2.3L TDI	Aspirant	Regular patrol vehicle

## Unmarked

A police officer with the rank of Senior Constable or higher, may go on an unmarked patrol if there are over 20 people in the server, and there are more than 3 marked units in-game. There can only be one unmarked unit for three marked units. DLR and Chief Inspector+ are exempt from these regulations. The Officers may use the following vehicles, if they meet the requirements:

Vehicle name	Minimum rank	Usage
Volkswagen Passat GTE	Senior Constable	Unmarked patrol vehicle
Audi A6 Avant S-line 55 TFSI	Senior Constable	Unmarked patrol vehicle
Audi Q7 3.0 TDI Quattro	Senior Constable	Unmarked patrol vehicle
Audi S7 Sportback	Senior Constable	Unmarked patrol vehicle
BMW 540i xDrive	Senior Constable	Unmarked patrol vehicle
Range Rover Sentinel L405	Inspector	Special vehicle
Volvo V90 Inscription	Senior Constable	Unmarked patrol vehicle
Volvo XC60 T8	Senior Constable	Unmarked patrol vehicle

# Driving regulations

All officers are required to follow the Dutch law and constitution. This also includes traffic rules. However, in certain cases, officers are allowed to break traffic laws to be able to respond to calls. The following list shall explain the prio's used by the Dutch Police, their meaning and their usage. It will also state whether traffic laws may be broken, and at what time:

- Prio 3
  - This is used for low-priority calls, such as requests to go to a specific location, or for non-emergency calls. It is not allowed to use emergency signals while driving at prio 3. This also means the traffic laws are not allowed to be broken.
- Prio 2
  - This is used for medium-priority calls where there is no direct threat to life, such as reports of a car theft or a dispute between two civilians. Emergency signals aren't used unless necessary, such as when approaching a busy intersection. It is permitted to break traffic laws where necessary, such as going over the speed limit or driving against the flow of traffic. When causing situations that might cause harm to others, it is advised to use your emergency lights.
- Prio 1
  - The highest priority, used when there is a threat to life, such as a shooting, a report about an injured person, or a panic call from a fellow officer. These calls require the highest priority, and it is permitted to use emergency signals. It is permitted to break traffic laws, although it must always be done carefully as not to cause harm to any bystanders.

# Weapon regulations

Any police officer is given access to an X26 Taser, a baton and a Walther P99QNL pistol. Since these are considered (less than-) lethal weapons, there are specific regulations regarding their usage. Using any of these weapons on a fellow peace or safety officer is not permitted and will be punished as abuse of powers and breaking the [rules of engagement](#).

## Taser

The X26 taser is a weapon that fires two darts at the target, shocking the target and rendering them immobile. This weapon is best used at a short to medium range. In the Antilles, this weapon shall be used to either:

- Stop a fleeing suspect;
- Take down an armed suspect at short range, if there is little to no threat to life.

## Baton

Every police officer is equipped with an extendable baton. In the Antilles, this weapon shall be used to:

- Warn civilians who refuse to listen to orders, by just equipping the weapon
- Push away civilians who do not follow orders given

Although this weapon is considered less than lethal, it does harm the suspect, and it should be used with care so as not to kill the suspect.

## Walther P99QNL

This weapon is the standard-issue firearm for the Dutch National Police. It is a 10/15-round, 9mm pistol. This weapon can be used as a deadly weapon. Therefore it is only to be used in the following situations:

- When your own life is in danger
  - Situations such as knife attacks or shootings
- When the life of others are in danger
- As a method of threatening a suspect
  - For example approaching a possibly armed suspect
  - Warning shots

Failure to follow this regulation will be considered use of excessive force and failure to follow the rules of engagement and will be punished accordingly.

## Other weapons

The regulations regarding weapon usage for other units, such as the protection unit and arrest team are stated in their own manuals or guidelines. The usage of any other weapons, such as the ones sold by gun dealers, is forbidden and punishments can be given for using and/or possessing these weapons while on duty.

# Radio Regulations

The most important tool of an officer is their radio. It is their main form of communicating with other officers, and other departments. Usage of the radio is crucial in many situations, and the usage is strictly enforced. The following guidelines explain the correct usage of the radio.

## Starting patrol

Upon joining the National Police team, the officer will send the following message in the radio:  
“(/e) Signing on.”

This message states that the officer is on duty, and available for any calls.

When working as a specific unit, it is preferred to add “As *UNIT NAME*”, for example when they join the Protection Unit team, the officer will state that they are signing on as Protection Unit. This is to make sure officers are aware what units are available at that moment.

## Traffic stops and pursuits

If an officer sees a person driving dangerously or speeding, the officer shall send a message in the radio stating the location of the car, model and colour, and the offence committed. This way other officers can more easily intervene when something goes wrong, or when another unit has to take over a traffic stop. Once the suspect has been stopped, the traffic stop is announced in the radio using the following format:

*“TS - Car model and color - Location - Additional units required / not required”*

If any additional units are requested, the officer who is either:

- Closer to the officer conducting the traffic stop;
- The first to respond that they are en route

will respond to the call, and shall help out the officer.

Once the traffic stop is over, the officer shall report this on the radio.

In case a pursuit starts, the officer shall report the pursuit by sending the following message in the radio:  
*“Pur(suit) - Car model and color - Location”*

While driving, the officer is required to give updates on the location. This way other officers who have not

yet joined the pursuit can more easily join, or block the suspect's path.

## Shootings

In case a suspect pulls a gun out, or starts shooting, the first thing an officer must do is press the panic button. This way, other officers know there is a life-threatening situation. All available officers are to respond to the emergency call, prio 1. If an officer is conducting a traffic stop at the moment, they are to end the stop as quickly as possible, as to help out the officer in distress.

Once all suspects are down, and there is an ambulance available, the officers are to report the situation to the Ambulance service, and tell them whether it is safe to come or not.

## Checkpoints

Checkpoints may only be hosted by an officer qualified with OvD-P with the rank of "sergeant" or above. Checkpoints are commonly used to check the validation of someone's citizenship and/or check for illegal items. During a checkpoint there needs to be at least one cone and one stop sign to mark it as a checkpoint. There has to be a marked area where vehicles are being parked during the check. There are at least two law enforcement officers needed to make the traffic check work. The checkpoint may only be done once every 24 hours, and it is not allowed to have it within 100 studs from a gun or bomb dealer. During a checkpoint you may ask for identification and search everyone under the Search Act of 2023. When searching a person, the officer is required to state the reason for the search.

The highest ranking officer present during the checkpoint is required to log the checkpoint within the MoJS Discord immediately after finishing. The log needs to contain the following information:

1. the location of the check;
2. the start time of the check;
3. the end time of the check;
4. who gave permissions for the check

## Rank responsibilities

- First Chief Commissioner
  - As the highest ranking member of the department, they oversee the department and make sure the day-to-day operations run smoothly. This rank may:
    - Give any form of punishment
    - Promote officers
    - Handle reports
    - Use OVD-P
- Chief Commissioner
  - This rank serves as the heads of each regional unit. They are responsible for the day-to-day operations of their units, and supervise the Chief Inspectors that are under their command. Together they work with the First Chief Commissioner to maintain the department's high standards. This rank may:
    - Give any form of punishment with permission from the rest of the High Command
    - Promote officers
    - Handle reports
    - Use OVD-P
- Commissioner
  - This rank oversees their unit together with the Chief Commissioner. This rank handles reports together with the rest of the unit command, makes sure the data hub is up to date, and assists the Command in their duties. This rank may:
    - Give warnings

- Give strikes
  - Give suspensions
  - Terminate officers
  - Order retraining for an officer
  - Promote officers
  - Handle their unit's reports
  - Use OVD-P
- Chief Inspector
    - This rank is the commander of one unit. They are responsible for their officers, and ensure that their units run smoothly. They handle their own unit's reports, handle the recruitment for their unit and ensure their database is up to date.. This rank may:
      - Give warnings within their unit
      - Give strikes within their unit
      - Order retraining for an officer within their unit
      - Handle reports of their own unit
      - Use OVD-P
  - Inspector
    - Inspectors are in general the assistants to the Chief Inspectors, assisting them in their tasks. They may take command if there are no higher ranking officers in-game. Some Inspectors are solely responsible for in-game leadership, and will not hold any command over a unit. This rank may:
      - Give warnings if permitted by the High Command
      - Give strikes if permitted by the High Command
      - Handle in-game reports
      - Use OVD-P
  - Sergeant
    - Sergeants are the highest ranked non-commanding officers. They are the most experienced and skilled officers without command, and will be able to support lower ranking members with their daily tasks. Some are Academy supervisors, who are responsible for supporting the academy personnel. Sergeants are also the first rank eligible to obtain the OvD-P qualification. Sergeants may take up the OvD-P role in-game when qualified.
  - Senior Constable
    - A Senior Constable is an officer who has proven themselves to be able to lead a small group of people, and has the skill set and maturity to hold such a position. They are long serving members of the department and will gladly assist other officers with any questions.
  - Constable
    - A Constable is an officer who is active and skilled enough to receive their first promotion. They are often more experienced than Patrol Officers, and can help others out where needed.
  - Patrol Officer
    - A Patrol Officer is an officer who went through the entire aspirant course in the KNP Police Academy and passed their final exam. Officers with that rank are fully qualified to patrol alone and unsupervised.
  - Aspirant
    - An Aspirant is a new member of the Police, who is still in-training in the Police Academy. They are not allowed to patrol alone, but they may patrol together with a higher ranked officer after passing the necessary trainings beforehand.
  - Non-executive employee
    - A member of the police force who is not trained and not permitted to patrol. This is mostly an administrative function and does not get team access in-game.
  - Government staff
    - This rank is given to members of the government, such as the Minister of Justice and Security. This rank is a purely administrative role, and members with this rank may not go on duty. While on duty, they must use rank tabs equal to those used by Non-executive employees. This rank may:
      - Terminate officers with permission from the High Command
      - Order retraining for an officer with permission from the High Command

# Terminations, punishments and appeals

A member of the “Corps Leadership” or member of the “Internal Affairs” (formerly “Safety, Integrity and Complaints”) team may terminate members of the Korps Nationale Politie for multiple reasons as found under the standard regulations. Termination of an officer must meet the following requirements:

- A majority of the Internal Affairs team must have voted for the termination of this officer;
- The termination is in accordance with the standard regulations and the law;
  - Exceptions can be made for exceptional situations.

A member of the team “Internal Affairs” (formerly “Safety, Integrity and Complaints”) is allowed to issue a strike, warning, Zero Tolerance Policy or any other punishment that is necessary for the officer's action. A member of the “Corps Leadership” is always allowed to overrule this decision.

Warnings are split into two categories - verbal and official:

- Verbal warnings are recorded punishments, but don't go onto the officers disciplinary record. This type of punishment is used for the least severe instances of rule breaking;
- Official warnings go directly onto the officers disciplinary record. This type of punishment is used for less severe instances of rule breaking;
  - An officer may not have more than three official warnings on their record. Reaching three official warnings ends in a 7 day suspension;
    - With the limit reached, any future punishment that would normally be an official warning is automatically upgraded to a strike.

Strikes are recorded punishments that go onto the officers disciplinary record. This type of punishment is used for severe cases of rule breaking.

- Reaching three strikes equals an immediate termination.

Suspensions are recorded punishments that go onto the officers disciplinary record. This type of punishment is used for very severe cases of rule breaking. A suspension may last no shorter than 1 day and no longer than 2 weeks, with an exception of a court order.

PT's are recorded punishments that don't go onto the officers disciplinary record. PT's can be given out for most cases of rule breaking. PT's can be given out in-game by officers ranked Sergeant or above. The kind of the PT is up to the officer giving it out. A PT can be anything between simple Jumping Jacks (JJ's) and swimming between islands.

ZTP (Zero Tolerance Policy) is a punishment that goes onto the officer's disciplinary record. This type of punishment is used for very severe cases of rule-breaking, or when an officer has previously committed multiple offences (regardless of severity), and there has been no improvement in conduct. Any offence that is committed during the term of the ZTP will result in an immediate termination rather than a normal punishment. A ZTP cannot last indefinitely and must always have a specified duration.

Any officer may appeal their punishments. The reviewers of this appeal are members of the appeal team. Officers may submit their appeal if they meet the following requirements:

- The appeal must be opened within 5 days of the given punishment;
  - If the appeal isn't opened within that time frame, or if the appeal is declined, the respective punishment may not be appealed for the next 1 / 4 months (1 month for warnings, 4 months for strikes and other punishments);
    - One can only appeal a termination within 5 days of them receiving the notice;
    - Verbal warnings cannot be appealed;
- The officer should have counter-proof against the reason for his punishment.

To ensure a smooth process of resignation, an officer must open a ticket in the HRM server. If not done, the leave will be considered a “dishonorable discharge” leading to a blacklist of 1 month.

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## Important documents and legislation

Below is a list of links to all important documents and legislation that apply to the Korps Nationale Politie and its subunits. This list will be updated every 1-2 months.

### Legislation, ministerial regulations and agreements

- [Politiewet](#)
- [Search Act of 2023](#)
- [Wetboek van Strafrecht \(2024\)](#)
- [Identification Act 2024](#)
- [City Speed Regulation Act 2020](#)
- [Trespassing and Infiltration Act 2024](#)
- [Exceptional Situations Coordination Act of 2020](#)
- [KNP-KMar Agreement 2022](#)
- [MR/MOJ/001 - Prohibited Item List](#)
- [Ministerial Regulation on Trespassing](#)
- [Prohibited Items Act 2021](#)
- [Antilles Prohibited Item List](#)
- [Tort, Damages and Liability Act of 2024](#)
- [Sensitive Information Act of 2023](#)
- [Ministerial Regulation - Stackable arrest charges](#)
- [Service Blacklist and Suspension Act of 2025](#)
- [Ministerial Regulation - Command Appointment Procedure](#)

### Documents and other links

- [Handbook of the Korps Nationale Politie](#)
- [Korps Nationale Politie Data Hub](#)
- [Korps Nationale Politie website](#)
- [Ministry of Justice and Security Discord](#)
- [Korps Nationale Politie group](#)
- [States General Trello](#)

# Signatures



**BelethLucifer**  
 First Chief Commissioner  
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**u\_JIMBO**  
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 Chief Commissioner, Human Resources  
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## Revision History

No.	Date of issue	Author(s)	Subject of change
1	20/05/2025	SOLARIS2005 Konzop_yk Zoqrux u_Jimbo BelethLucifer	Removal of unit uniform regulations, removal of unnecessary information, added punishments and their descriptions, added information to appeals, other minor wording changes, changes to unmarked guidelines, minor changes to vehicle regs.
2	23/06/2025	SOLARIS2005	Added revision history, changed the wording of certain ranks in 'rank responsibilities'
3	01/08/2025	SOLARIS2005	Added ZTP into punishments + added note to appeals specifying that VW's cannot be appealed

4	26/10/2025	dxrova	Re-named cars to their updated versions.
5	29/01/2026	dxrova	Removed mentions of “response licenses” in some regulations
6			
7			
8			
9			

DNK