

# Temporary Local Rules

November 20<sup>th</sup> 2025



In addition to the local rules published on the scorecard and the notice board, the following temporary local rules are in effect.

## ABNORMAL COURSE CONDITIONS (GUR) FROM WHICH RELIEF MAY OR **MUST** BE TAKEN ACCORDING TO 16-1F

1. **Large sandy areas** outside the fairways. This includes areas **fenced** off with toad screens.
2. **Larger sandy areas** on the fairways a result from repairing damage.
3. **Deep ruts**: ruts are considered deep when they are so deep that one cannot hit the ball properly. A pattern in the ground which the ball can sit on top of are not considered deep.
4. **Seems of Turf**: see scorecard.
5. **No Play Zones** (in case of interference relief **must** be taken):
  - a. Areas marked with No Play zone or "Verboden speelzone" or marked with blue/white sticks.
  - b. Large sandy areas in which grass cuttings have been scattered. Most are indicated with No Play zone signs, but if in case this is not done, these areas one cannot play from these areas, but one can retrieve a golf ball.
  - c. Seeded areas (mainly marked with blue/white sticks).
  - d. Areas fenced off with high fences in which **young plants** have been planted (left of holes 5 & 7). These areas **may not be entered**. The boundary of these areas is at 1 club length from the temporary fence. Relief **must** be taken on the side of the fairway.

A list of abnormal course conditions per hole, not identifiable by a sign, can be found on our website under Baan → Plaatselijke regels (in Dutch). This list will be updated when necessary, so please check it before you start.

**IMMOVABLE OBSTRUCTIONS**: toad screens

Roped off areas: the sole purpose is to prevent entry into these areas with trolley or Handicart.

## DROP ZONES (DZ)

On various holes there are drop zones as an extra option to take relief in addition to the options provided under Rule 16.1f. On these holes, the player may take relief from such an area by dropping a ball in the drop zone.

- The ball must be dropped within one club length of the DZ sign.
- The drop zone may not be closer to the hole than where the ball originally lay.
- The ball **MUST** land and come to rest in the drop zone. In case the ball lands outside the drop zone, the ball must be dropped again (no limit on the number of drops). In case the ball lands in the drop zone, but comes to rest outside the drop zone, once, the ball must be dropped again and then placed where the ball landed on the second drop in case the ball rolled outside the drop zone again.
- A mat close to a DZ sign can be used as a second drop zone.

If **mats** are located within a **No Play Zone**, the player **must place a mat behind his ball** and take relief by placing a ball on this mat.

## General rules for GUR

- When the **ball is found** free relief is available under the Nearest-point-of-Relief principle. This implies that the ball can be dropped outside the area at the same distance from the hole as the original place of the ball; see diagram in appendix.
- When the **ball is not found**, the only reference point for taking free relief is the point of entry of the GUR area. On hole 7, this can be really close to the tee. One **must** drop a ball at this point.
- In case after dropping the ball is in another GUR area, one is allowed to play the ball, but one can also take free relief from this area.

The penalties mentioned below for breaching a local rule and the code of conduct will be applied separately and cumulatively.

**Penalty for Playing Ball from a Wrong Place in Breach of Local Rule: General Penalty (2 strokes) under Rule 14.7a.**

## CODE OF CONDUCT

Penalty for entry into a no-play-zone into which entry is forbidden:

- **General penalty in competitions;**
- **The board will decide on possible disciplinary measures.**