

Temporary Local Rules

September 18th 2026



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

A) Code of conduct

- Do not enter seeded areas.
- Follow the designated route! This also applies to players with a carry bag and/or trolley.

The board can take disciplinary measures when a player doesn't adhere to these rules.

B) Abnormal course conditions (GUR) from which relief **may** or **must** be taken according to 16-1f

1. **Larger sandy areas** outside the fairway that are not a no-play zone or a dune blowout.
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. Damage caused by the installation of the **irrigation** system (other than ruts).

No Play Zones from which relief **must** be taken in case of interference:

6. **General**:
 - a. the area extends up to one club length beyond the marking or natural boundary.
 - b. Areas are **marked** with **No Play zone** or "Verboden speelzone" or with blue/white stakes.
7. Area cordoned off with **black screens**: **entry to the area is prohibited**.
8. **Large sandy areas where grass cuttings have been scattered**. Most are indicated with No Play zone signs.
9. **Seeded** areas, areas with recently laid **turf** and **bunkers** with a GUR sign.x
10. **Teeing areas under construction**.
11. **Areas fenced off with high fences** in which **young plants** have been planted (left of hole 12). These areas **may not be entered**. 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.

Roped off areas (without a sign): the sole purpose is to prevent entry into these areas with a trolley or Handicart.

C) Reference point for relief from GUR (see also B6)

- **Ball found?** Reference point is the point which is the same distance from the hole as the original place of the ball;
- **Ball not found?** Reference point 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 using this reference point.

D) 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 also take relief from such an area by dropping a ball in the drop zone.

1. The ball must be dropped in the nearest DZ.
2. The ball must be dropped within one club length of the DZ sign.
3. The drop zone may not be closer to the hole than where the ball originally lay.
4. 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.
5. A mat close or in a GUR or No Play Zone is an additional drop zone.

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.

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.**