

# DANISH GIRLS OPEN 2026 COMPETITION HARD CARD

The following Local Rules and Terms of Competition applies to the event Danish Girls Open 2026 unless otherwise specified by the Committee.

## 1. Out of Bounds (rule 18.2)

- a. Out of Bounds are all areas outside the boundary edge of the course, extending both up above the ground and down below the ground, defined by any white line, white stake, fence or wall.
- b. Boundary edge for stakes, fence or wall is defined by the line between course side points at ground level.
- c. Boundary edge for a line painted on the ground is the course side edge of the line. A ball is Out of Bounds when all of it lies on or over such line.
- d. A ball that comes to rest on or on the other side of a road defining Out of Bounds is still Out of Bounds even if it comes to rest on another part of the course.

## 2. Penalty Areas (rule 17)

- a. When it is known or virtually certain that a player's ball has come to rest in a penalty area and the edge of the penalty area coincides with the boundary of the course, that edge is deemed red and opposite side relief is available under penalty of one stroke (local rule B-2.2).
- b. Where a dropping zone is marked for a penalty area, it is an additional option under penalty of one stroke. The dropping zone is a relief area (rule 14.3) where a dropped ball must come to rest within the relief area.

## 3. Permanent overhead power line (model local rule E-11)

- a. If it is known or virtually certain that a player's ball hits an in bounds power line, tower, wire or pole supporting a power line during the play of a hole, the stroke is cancelled and must be replayed (rule 14.6)

## 4. Abnormal course conditions (rule 16.1)

- a. Areas in bunkers where sand has been removed by the movement of water resulting in deep furrows through the sand are ground under repair (model local rule F-1).
- b. Ground under repair is marked with blue lines. Where these lines are tied into an obstruction they are treated as a single abnormal course condition (model local rule F-3.1).
- c. If a player's ball lies in or touches a seam of cut turf or a seam interferes with the player's intended swing, relief may be taken under rule 16.1. But interference does not exist if the seam only interferes with the player's stance (model local rule F-7).
- d. Roads or paths surfaced with asphalt, concrete, gravel or woodchip are considered Immovable Obstructions. Individual stones or pieces of woodchip are loose impediments.

## 5. Immovable Obstructions close to Putting Greens (model local rule F-5.1)

Relief from interference by an immovable obstruction may be taken under rule 16.1. The player has an extra option to take relief when such immovable obstructions are on or close to the putting green and on the line of play:

Ball in General Area: The player may take relief under rule 16.1b if an immovable obstruction is on the line of play and is on or within two club-lengths of the putting green, and within two club-lengths of the ball.

But complete relief must be taken, which includes both physical and line of play interference.

Exception - No Relief if Line of Play Clearly Unreasonable. There is no relief under this local rule if the player chooses a line of play that is clearly unreasonable.

Penalty for playing ball from a wrong place in breach of local rule: General Penalty under rule 14.7a

Model local rule F-5.2: This local rule only applies when both the ball and the obstruction are in part of the General Area cut to fairway height or less.

## 6. No Play Zone

When a ball is in a No Play Zone the ball must not be played as it lies, and the No Play Zone must not be entered.

If the ball is in the general area but the No Play Zone interferes with stance or swing the player must take free relief within one club length from the nearest point of full relief of the No Play Zone.

No Play Zone are marked by:

- Red or yellow stakes with dark color (e.g.: green or black) tops in a penalty area.
- Blue stakes with dark color (e.g.: green or black) tops in an area with abnormal course conditions

## 7. Temporary immovable obstruction (model local rule F-23)

This local rule is in effect according to the wording in Section 8 of the Committee Procedures.

All advertisement boards and advertisement flags are temporary immovable obstructions.

## 8. Restrictions on use of specific equipment

Model local rule G-8 modifies rule 4.3a(4) in the following way: During a round, a player must not listen to or watch content of any nature on a personal audio or video device.

## 9. Pace of Play

The tournament office will make available the maximum time allotted for the completion of 18 holes, preferably printed on the score cards.

Playing out of turn - Ready Golf - is allowed and encouraged, under rule 6.4b(2).

The player is responsible for reviewing the Pace of Play Policy.

Penalty for breach of the policy:

1. Bad time: Verbal warning, with an encouragement to increase pace of play
2. Bad time: One stroke penalty
3. Bad time: General penalty (additional two strokes)
4. Bad time: Disqualification

## 10. Play suspension and resuming play (rule 5.7)

Immediate stop / dangerous situation: One prolonged note of the siren

Normal non-dangerous stop: Three consecutive short notes of the siren

Resume play: Two consecutive short notes of the siren

When play is stopped in a dangerous situation all practice areas are immediately closed.

## 11. Transportation policy (model local rule G-6)

During a round, a player must not ride on any form of motorized transportation except as authorized or later approved by the Committee.

A player who will play, or has played, under penalty of stroke and distance is always authorized.

Penalty for breach of this local rule: The General Penalty for each hole during which there is a breach of this local rule. If the breach occurs between the play of two holes, it applies to the next hole.

## 12. Practice (rule 5)

The following modifications applies:

Model local rule I-1.1: A player must not practice on the competition course before or between rounds.

Penalty for first breach: General Penalty applied to the player's first hole.  
Penalty for second breach: Disqualification.

Model local rule I-2: Between the play of two holes, a player must not:

- Make any practice stroke on or near the putting green of the hole just completed, or
- Test the surface of that putting green by rubbing the putting green or rolling a ball.

Penalty for breach of local rule: General Penalty.

### 13. Code of Conduct

It is the player's responsibility to read the Code of Conduct, and by registering for the tournament the player agrees to abide by the content during practice round and tournament rounds.

Neat personal appearance and clothing is expected, no jeans allowed. If playing with spikes, soft spikes only.

Rude behavior unacceptable by normal social standards will not be tolerated, neither will unsportsmanlike behavior.

Smoking, the use of alcohol and/or drugs is not permitted at any of the tournament facilities (e.g.: club house, course, practice facilities), except for designated smoking facilities.

All players are expected to conduct according to the Spirit of the Game.

If a player has committed a serious misconduct this could lead directly to disqualification.

The Committee must consider all circumstances in determining whether a player has committed serious misconduct. Irrespectively, the Committee may take the view that it is more appropriate to warn the player that repeating misconduct will result in disqualification.

Examples of serious misconduct are:

- Deliberately causing serious damage to a putting green or other parts of the course.
- Disagreeing with the course setup and taking it upon themselves to alter the course, signs or markings.
- Endangering the safety of others, such as throwing a club, or other equipment, at another player or spectator.
- Deliberately distracting other players while they are making strokes.
- Removing loose impediments or movable obstructions to disadvantage another player and that other player has asked them to leave them in place.
- Repeatedly refusing to lift a ball at rest when it interferes with another player.
- Deliberately playing against the rules and gaining an advantage, despite incurring a penalty for a breach of a rule.
- Repeatedly using vulgar or offensive language.
- Dishonesty.

Penalties for breach of Code of Conduct:

First breach:	Warning
Second breach:	One-stroke penalty
Third breach:	General penalty
Fourth breach:	Disqualification

### 14. Pace of Play Policy

The maximum allowable time is the maximum time considered necessary by the Committee for a group to complete its round. This is expressed in an aggregate format and includes all time associated with playing the game, rulings, and walking between holes.

A player must not unreasonably delay play, either when playing a hole or between two holes, but may be allowed a short delay for certain reasons, such as when seeking help from a referee, becoming injured or ill, or when there is another good reason.

If a player unreasonably delays play between two holes, the penalty applies to the next hole.

The player should play at a prompt pace throughout the round, including the time taken to prepare for and make each stroke, move from one place to another between strokes, and move to the next teeing area after completing a hole.

A player should prepare in advance for the next stroke and be ready to play when it is their turn. It is recommended that the players make the stroke in no more than 40 seconds after they are (or should be) able to play.

A group will be considered 'Out of Position' if at any time during the round, the group's cumulative time exceeds the time allowed for the number of holes played.

The first group is considered out of position when cumulative time exceeds the time allowed for the number of holes played.

The following groups are considered out of position when they are further back from the group in front than the starter gap and have exceeded the time allowed for the number of holes played.

A group has finished a hole when the flag is returned to the cup following the last putt.

Referees will monitor the pace of play and decide whether a group that is 'Out of Position' should be timed. An assessment of any recent mitigating circumstances will be made. If a decision is made to time the players, each player in the group will be subject to individual timing and a referee will advise each player that they are 'Out of Position' and they are being timed. In exceptional circumstances an individual player, or two players, within a group may be timed instead of the entire group.

While being timed the player has 40 seconds allocated per stroke. An additional 10 seconds are allocated to the first player to play a tee-short on a par-3 hole, an approach shot to the green, and a chip or putt.

The timing will start when the player has had sufficient time to reach the ball and is able to play without interference or distraction. Distance measurements and club selection are included in the allocated time. On the putting green, timing will start when the player has had a reasonable time to lift, clean and replace the ball, repair damage that interferes with the line of play and move loose impediments on the line of play. Time spent determining the line of play, from any direction and by any method, will count as time taken for the next stroke.

A player will be assessed a bad time when they have exceeded the maximum time allocated per stroke while being timed. Only one bad time can be incurred at a time.

Timing ceases when a group is back in position and the players will be advised accordingly.

If a group again becomes 'Out of Position' the above procedure will apply on each occasion, but with bad times and application of penalties carried forward until the end of the competition.

A group or a player may be timed even though the group is in position, if a player is observed by a referee to take longer than 80 seconds to play a shot. The player will be notified of the excessive shot time and be timed.