

**MID CAROLINA CLUB, INC.**  
3593 Kiblers Bridge Road  
Prosperity, SC 29127

**GUIDELINES FOR GOLF**

**INTRODUCTION**

The following golf rules and regulations are designed to enhance the enjoyment of your round of golf and your understanding of club operations. As with the Rules of Golf, our rules are designed to be self-enforced. From time to time, complaints may require that action be taken by the appropriate committee or the Board to solve the issue. Thank you for respecting these rules and your fellow golfers.

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## **Golf Course Rules and Regulations**

### **1. Tee Time Information**

- Members:                      Saturday-Sunday    One week in advance

-Non-Members:                Saturday-Sunday    3 days in advance

-Association Tee Times: Several “block” tee times are reserved for membership associations throughout the week. Please contact the pro shop for specific information.

### **2. Group Size**

-Threesomes and foursomes will have priority on the golf course and when scheduling tee times.

-Twosomes are discouraged from making times and may be paired with other twosomes.

-Fivesomes are discouraged and allowed only at the discretion of the pro shop or starter. Fivesomes must maintain proper pace of play.

-Singles will have no tee time priority and will be paired on a best available group basis. Tee times for singles if any will be at the discretion of the Pro Shop.

### **3. Player Fees**

-Trail Fees: All members are required to pay the appropriate trail fee prior to play.

-Cart Fees: All members who ride are required to pay the appropriate cart fee prior to play.

-Rider Fees: Any non-player riding in a cart may be required to pay the appropriate cart fee if cart availability is affected. Exception: a member who is disabled may ride in a cart at no charge, if not playing.

-Guest Day: Each membership is entitled to an unlimited number of guests per month for a reduced guest fee rate. **However, an individual guest is entitled to the guest day rate only once per month regardless of who they play with.**

-Member Dependent Rate (for those age 17 & under): Junior golfers playing with a paying member parent/grandparent, who is also playing golf, will not be required to pay cart or greens fees.

-Non-Member Junior Rate (for those age 17 & under): Will pay established greens fees & cart fees, or the SCJGA rate when proof of current membership is shown.

-Driving Range Fees: All non-member players using the driving range must pay the appropriate driving range fees.

#### **4. Golf Cart Rules**

- Any person who drives and/or rents a golf cart must have a valid driver's license.
- Only two riders and two golf bags are allowed in a golf cart at any time.
- Cart operators must adhere to the cart rules and regulations as outlined by the pro shop or the starter or any course signage. Every effort will be made to allow the use of the 90° rule. Weather and/or maintenance conditions may require the carts to remain on the paths at all times. Carts must always remain on cart paths around tees and greens.
- Handicap flags: handicap flags may be issued at the discretion of the pro shop staff for players with appropriate injuries or conditions. Handicap flags allow for closer access to tees and greens, but are not available on "cart path only" days. All handicap carts must remain 10 yards from greens and tees and should never be driven on or over tees or greens.
- Tree lines: cart operators must keep the golf carts out of the woods and trees. Excessive bouncing amongst tree roots can cause golf cart damage.

#### **5. Player Courtesy**

- Cell Phones: cell phone use is discouraged on the golf course and phones should only be used in the case of an emergency. Cell phones should be set on vibrate mode during golf.
- Pets: Pets are not allowed on the golf course at any time.
- Course Maintenance: Players are encouraged to help maintain the golf course during play. Please repair ball marks, rake bunkers and fill divots while playing. Players are also asked to refrain from leaving cigarette butts, tobacco juice and sunflower seeds on the greens. Players are not allowed to move tee markers.
- Personal Coolers: Beverages must be purchased through the snack bar and coolers are provided.

#### **6. Pace of Play:**

The fast play policy is designed to help provide a quality golf experience for all members and guests of the Club. With an understanding of club wide expectations and adherence to the fast play techniques listed below, all golfers can enjoy a round of golf at a reasonable pace of play.

##### Par Pace of Play

The par pace of play at MCC is set at four (4) hours or less. In the case of unusual circumstances such as bad weather or extremely busy days, the par pace of play is set at four (4) hours and twenty (20) minutes. Any group playing in over (4) hours and twenty (20) minutes on any day, regardless of circumstances will be considered to be

in violation of the fast play policy. Players are expected to obey the requests of starters and rangers.

### Fast Play Techniques

#### Play READY GOLF

- Unless in an unsafe situation, position yourself at your ball and be ready to play when it is your turn.
- The first player to reach the teeing ground should play first until the pace of the group is restored.
- Putt out short putts rather than marking and waiting.
- When riding, return your club(s) to your bag at the next shot position instead of stopping at the back of the cart.
- When riding, park the cart in the direction of the next teeing ground for fast exit of the green.
- Record scores at the next teeing ground rather than at the last green.
- Before helping others find a lost ball, play your own shot, then assist fellow golfers.

#### Let Faster Players Play Through

- Always let faster players play through!
- When at least a full hole is open in front and there is pressure from behind, let the group behind play through.
- Groups should be asked to play through at the green of the hole rather than from the teeing ground. Players should mark their ball position, move a safe distance from the green, and wave for the group behind to proceed.

## **7. Dress Code**

The dress code will be a combination of traditional golf apparel and accepted dress standards that vary with new styles. Members and guests are requested to use good judgment and common sense in their choice of dress. Additionally, it is at the pro shop staff's discretion to determine if someone is dressed inappropriately.

All Members and Guests (six years and older): Collared shirts (traditional fold-down, raised crew neck, or mock turtleneck and sleeves), Golf Slacks or Bermuda-type (or tailored) shorts. Jeans and jean shorts are allowed.

Although there are slight differences between acceptable dress for men, women and children, the following apparel choices are unacceptable on the course, driving range and in the clubhouse.

Shorts/Pants: Gym shorts, cut-offs, short-shorts, bathing shorts. Also: sweatpants or any type of gym clothing. No overalls are allowed.

Shirts: Undershirts, muscle shirts, tank tops, tube tops, midriff shirts, football or athletic jerseys, and t-shirts.

Headwear: Any headwear decorated with obscenities or vulgarities. Hats are not to be worn in the dining room.

Shoes: Sandals (with the exception of those sold specifically for golf) and bare-feet are not acceptable on the course. Only appropriate shoes with non-metal spikes are allowed.

**8. Fishing Policy:**

Only members and their invited guests may fish the MCC ponds. Personal vehicles and boats are not allowed. Carts must be rented from the pro shop for fishing. Non-members must be accompanied by a member. The fishing fee is \$5.00.

**9. Pro Shop Hours of Operation:**

Spring and Summer

Monday-Thursday	7:00 am – 7:00 pm
Friday-Sunday	7:00 am – 7:00 pm

After Daylight Savings Time

Monday-Thursday	7:00 am – 5:30 pm
Friday-Sunday	7:00 am – 5:30 pm

**10. Demo Club Policy**

- Clubs available for demo play or practice can only be taken from the Pro Shop with permission from Pro Shop Staff.
- All members and guests must present the demo club to Pro Shop Staff in order to have the inventory tag recorded.
- Members will have their accounts charged at the time the demo club is removed from the Pro Shop; the account will be credited when the club is returned.
- Non-Members and guests will have the cost of the demo club charged to a credit card; that charge will be reversed at the time the club is returned.
- All clubs must be returned to the Pro Shop the same day it is released.
- All Demo Clubs are for sale as marked on the club or as quoted by Pro Shop Staff.

**11. Disciplinary Action for Rules and Policy Violations**

Any member found to be in violation of MCC Rules and Policies will be subject to the following disciplinary actions:

1. 1<sup>st</sup> Offense – Written warning from the Board of Directors.
2. 2<sup>nd</sup> Offense – Second written warning with possible restriction of privileges from the Board of Directors.
3. 3<sup>rd</sup> Offense – Written notification and suspension of membership. Suspension period to be set by the Board of Directors.
4. 4<sup>th</sup> Offense – Written notification of termination of membership.