

## **Golf Course Rules**

- Follow all posted rules and policies of the golf course
- Players must check in and pay all golf fees before their scheduled tee times
- Players must have their own set of clubs, unless otherwise approved by MGC staff
- Golfers must wear appropriate golf attire (no cut-off jeans, tank tops, or cotton t-shirts)
- Golfers are liable for any and all damage they cause while playing golf
- Fivesomes are not permitted on the golf course unless pre-approved by MGC staff
- Players are required to abide by the daily cart path rules which are posted at the pro shop counter and on the GPS screens in the golf carts
- Personal coolers are not permitted on the golf course
- Driving range bags/buckets are to be left on the range or returned to the pro shop staff
- Players are required to follow the driving range hitting location (grass or mats only)
- Range-plan members are not permitted to share MGC golf balls with others
- Permission from the pro shop staff is required to start on any hole other than Hole #1
- All golf cart keys are to be given out by the pro shop staff, and left in the returning golf cart
- Pace of play is 4 hours and 15 minutes for 18 holes, and 2 hours and 10 minutes for 9 holes
- Players must fix their ball marks on the greens
- Players must fill their divots in the fairway only with sand provided by MGC
- Players must rake each bunker after they play their golf shot
- Players operating a golf cart must have a valid driver's license
- A maximum of two players may ride in a golf cart, and all riders will be charged accordingly
- Walking is not permitted before noon on weekends and holidays
- Each tee time is designed for four players; therefore, MGC will pair up accordingly
- Starters and rangers have the authority to enforce pace of play and all course rules
- USGA rules govern all play except when local rules prevail