



**RULES & REGULATIONS**  
**for**  
**WEEKDAY PLUS MEMBERS**

**HOPEDALE COUNTRY CLUB**  
**REVISED February 2018**

**Weekday Plus Playing Privileges**

Weekday Plus Members are entitled to play during the following times:

**Monday thru Thursday**

At all times except during closed tee outings, tournaments and leagues.

**Fridays**

Tee Times starting from 7:00 AM to 11:00 AM for 18 Holes  
Tee Times starting from 7:00 PM to 12:45 PM for 9 Holes.

**Saturdays, Sundays, and Holidays**

Tee Times starting at 3 PM

**Weekday Plus Members are not allowed to play in Tournaments**

**Weekday Plus Members may bring up to three greens-fee paying guests on weekdays and week-ends. Weekday Plus members may bring up to three guests during their playing times without restriction to the number of rounds per month.**

## **General Rules**

All Weekday Plus Members must make Tee Times, sign in and pay the greens fee at the Pro Shop before going to the 1st tee. No play is allowed if the Clubhouse is not open.

Each Weekday Plus Member must have his/her own bag and clubs and must display his/her Member Badge at all times.

Practice is not allowed anywhere on the golf course other than the putting green and the practice area. The recommended direction for hitting balls in the practice area is toward the 3<sup>rd</sup> hole.

## **Parking**

Parking is restricted to the main parking area only in marked spaces.

Handicap vehicles must have handicap permit.

## **Golf Attire**

Proper golf attire is required at all times on the golf course, putting green, and practice area

The following are not allowed: Blue jeans, cut-offs, swimwear, athletic shorts, tennis shorts, tank tops and sweat pants. Men must wear collared shirts. The Club Pro or Assistant reserves the right to deem any attire to be inappropriate for golf and not allowable on the golf course.

## **Making the Turn**

If Tee Times are in place, then the order will be governed by those Tee Times.

If Tee Times are not in place, players finishing the 9<sup>th</sup> hole and going to the 10<sup>th</sup> tee will alternate with players already waiting on the 1<sup>st</sup> tee. However, groups already waiting on the 10<sup>th</sup> tee have preference over groups coming to the 1<sup>st</sup> tee.

## **Alcohol**

Only Alcoholic beverages purchased from the Club House or Club House Cart are allowed on the golf course. No outside purchased alcoholic beverages may be brought on to the course.

## **Pace of Play**

Pace of Play is critical to a nine-hole course and will be closely monitored and enforced by the Pro Shop Staff and course rangers.

Players must maintain an average Pace of Play of 14 minutes per hole, or:

- 2 hours 6 minutes for nine holes
- 4 hours 12 minutes for eighteen holes.

If a player or group does not maintain this pace, the following may occur:

- A. Player or Group loses their slot for starting the back nine.
- B. Player or Group allows group behind them to play through.
- C. Player or Group is asked to pick up balls and move to the next hole.

Some methods to maintain pace include:

- A. Keeping up with the group ahead of you.
- B. Limiting the search for lost balls to 3 minutes.
- C. Picking up your ball when double par is reached.

## **Rules of Etiquette**

Discarding of litter anywhere on Club property is strictly prohibited.

Offensive language, undue noise and, in general, any conduct unbecoming to the game of golf will not be tolerated anywhere on the Club property.

Cell phone usage on the course and practice area is discouraged. Those who must carry cell phones on the course or practice area are required to set them on vibrate or silent in order not to disturb players on the course.

All the rules that apply to the golf course are applicable to the practice areas.

The buying or selling of merchandise anywhere on Club property, including the parking lot, golf course or Clubhouse by any person(s) unless authorized by the Club Pro or Assistant is strictly prohibited.

In the Clubhouse in the evening, children must be seated with adults and must be supervised by an adult outside the Clubhouse, on the deck or Club grounds.

***The Club Pro and/or Assistant are authorized by the Board of Directors to use his/her judgment in enforcing all rules to suit a given situation.***

## **THE HANDICAP FLAG PRIVILEGE**

Any Weekday Plus Member requesting a handicap flag must provide a doctor's letter each new calendar year verifying the need for such flag. The request will be presented to the Club Pro or Assistant who will present such request to the Board of Directors for their review & approval. The doctor's letter will be kept on file in the Clubhouse. The Club Pro or Assistant are the only staff members that can provide approval.

Golfers must sign for Handicap flags before removal from the Pro Shop.

The Club Pro or Assistant will have the authority to grant or deny a request for a handicap flag on a day-to-day basis due to weather or course condition.

The handicap flag privilege applies only to handicap flag owner.

The Club reserves the right to suspend cart and/or golf privileges for public guests who abuse the handicap privilege or rules for handicap carts.

## **RULES FOR HANDICAP CART USAGE**

Carts cannot be parked no closer than thirty (30) feet from all tees and aprons, including the practice green.

Any area that appears to be wet or is marked must be avoided, particularly the 3rd hole.

Golfers must use cart paths when traveling from to and from the green wherever possible.

Whenever possible the 90-degree rule should be used, particularly on holes with cart paths, including the 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> holes.

The handicap flag privilege applies only to the handicap applicant and not to a passenger in the same cart

Carts must have the handicap flag mounted to qualify for handicap privileges.

## **PRIVATELY OWNED CART RULES**

A passenger or owner of a second bag in a privately owned cart will be charged the individual cart rate. The cart owner will be responsible for payment to Pro Shop prior to play.

## **RULES OF PLAY**

1. All play will start from the 1<sup>st</sup> tee only, unless authorization given by Club Pro or Assistant.
2. Players must replace divots, rake traps, repair ball marks on greens and use a tee under their ball on all teeing areas, including par threes.
3. Players must keep motorized golf carts a minimum distance of thirty feet from greens at all times. Pull carts should not be on the greens, aprons of greens or tees. Golf bags are not to be set down on greens. Players must use care and caution to secure golf carts when not in motion.
4. Players should exercise caution to prevent damage to cups and greens.
  - a) Do not use putter to remove ball from the cup.
  - b) Do not stand on the edge of the cup
  - c) Remove & replace flags with a straight up & down motion to avoid damage to the cup.
5. Faster players shall be allowed to play through slower groups only when a complete hole is open ahead of the slower group. The slower group shall stand aside and shall not resume play until the faster group has played through the hole.
6. When making the turn, if Tee Times are in place, then the order will be governed by those Tee Times. If Tee Times are not in place, players finishing the 9<sup>th</sup> hole and going to the 10<sup>th</sup> tee will alternate with players on the 1<sup>st</sup> tee. Players from 1<sup>st</sup> tee will alternate with players from the 9<sup>th</sup> hole. Use of ball rack will insure your place in the tee-off rotation. DO NOT put a ball in the rack unless ALL players of group are on 1<sup>st</sup> tee or the putting green.

**Clarification:** Groups waiting on the 10<sup>th</sup> tee have preference over groups coming to the 1<sup>st</sup> tee. Players making the turn should be allowed to continue play.

**Example 1:** Three foursome waiting on the 10<sup>th</sup> tee and a foursome arrive at 1<sup>st</sup> tee from the Clubhouse (THE 3 FOURSOMES HAVE THE RIGHT OF PLAY).

**Example 2:** There are three foursomes on the 1<sup>st</sup> tee and a foursome comes off the 9<sup>th</sup> green to the 10<sup>th</sup> tee. THE FOURSOME ALTERNATES with the groups waiting on 1<sup>st</sup> tee as stated in Rule 6 above.