Special Olympics Minnesota **Golf Handbook**

Special Olympics Minnesota

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Practice ideas, skill assessment and development, and rules can be found in the SOI Quick Start Guides and SOI Rules for each respective sport at www.specialolympics.org/sports.aspx.

Special Olympics Minnesota

Special Olympics Minnesota Golf Handbook

GOLF RULES OF COMPETITION

The Official Special Olympics Sports Rules for Golf shall govern all Special Olympics competitions. Special Olympics has created these rules based on The Rules of Golf as approved by the Royal and Ancient Golf Club of St. Andrews. Special Olympics Minnesota will adhere to The Rules of Golf except in the instances highlighted below.

Competition Information

- Nine-hole Eligibility – In order for an athlete to compete in nine-hole traditional stroke play or nine-hole alternate shot team play at Fall Games they must have an individual skills score of 40 at a sanctioned event (Area, Regional, or previous State competition). In addition, the athlete must score 10 points or more in at least one of the skills and five points in two other skills.
- Walking – Athletes need to walk. Exceptions are made for medical reasons, which must be submitted and approved prior to the competition. A partner, caddy or golf cart will carry golf bags if available.
- Stroke Limit – The most strokes that may be taken on any hole is nine. If an athlete or team has not holed the ball after nine strokes, a score of 9x is recorded on the scorecard.
- Penalties – All regulation golf rules and penalties apply.
- Lost ball: to keep pace of play, a player shall not look for a lost ball longer than 5 minutes. At this time, all players/volunteers in the group shall decide the general area where the ball was lost, drop, and assess a penalty stroke.
- Area/Regional Competition – Some area and/or regional competitions may allow athletes to compete in both Individual Skills and three-hole golf.

Unified Sports Alternate Shot Team Play

Three-hole or nine-hole.

- Three-hole or nine-hole.
- Alternate Shot Team Play is designed to give the athlete an opportunity for transition from skills to individual play and process under the guidance of a partner whose ability and knowledge of golf is more advanced. The alternate shot partner can assist with club selection, teeing the ball, alignment, etc.
- Athletes will tee off one more time than the partner and teams will switch teeing off at each hole.
- Unified Partners can serve as caddies in unified 3 and 9-hole formats.

Traditional Shot

Caddies

- The tournament committee may prohibit the use of caddies or restrict the choice of caddies. (Appendix 1, Section 2)
    - A caddie must be a certified level 2 coach, registered for the competition
    - An athlete must be registered as having a caddie for assistance, if an athlete is not registered for this, he/she will be disqualified
    - An athlete may only have one caddie, a two stroke penalty is assessed for each hole an athlete uses more than one caddie (Rule 6-4)
- The caddie is responsible for knowing the Rules of Golf. Should the caddie violate a rule, the athlete will be penalized as if he/she committed the violation. (Rule 6-1)
- While "making a stroke" the caddie shall not be positioned close to or on an extension of the line of play or putt behind the ball. The caddie can hold the line during practice swings but must move away when the athlete addresses the ball. (Rule 14-2b)
- A caddie is allowed to attend the flag, but this must be arranged before the athlete makes his/her stroke. Once the stroke has been made, the pin may not be removed. If so, it results in a two-stroke penalty. (Rule 17-1)
- A caddie can:
    - Carry or push the athlete's clubs
    - Assist with club selection and teeing a ball on the tee box if needed
    - Fix divots, ball marks, rake sand traps, attend the flag if requested before the stroke
    - Help locate a golf ball and athlete's score
    - Suggest aim/line
        - The caddie may not physically assist, but can suggest where to aim
        - The caddie may not put a mark on the ground, or touch the line to assist

Individual Skills

- Six Events – Short Putt, Long Putt, Chip, Pitch, Iron and Wood
- No bunker shot event.
- A hybrid club (part iron, part wood) can be used for the wood shot or iron shot but not both.
- Five shots per event. A missed shot will count as one of the five shots.
- Volunteers are allowed to help tee up a shot.
- Scoring – Individual Skills scoring information is found in the SOI Golf Rules (pages 2-9). Scores need to be submitted on the registration forms.

GOLF DIVISIONING AND INDIVIDUAL SKILLS SCORING

Golfers competing in individual skills must submit their individual skills score on the registration form for their event. Individual skills qualifying scores are the total points of all six individual skills (short putt, long putt, chip shot, pitch shot, iron shot and wood shot).

Three-hole and nine-hole golfers are required to submit a three- hole or nine-hole score. Golfers at Area competitions are divisioned according to their individual skills score and/or three-hole/nine-hole score. Unified teams in alternate shot are also required to enter a three-hole or nine-hole score, which is the average score for both players combined.

Individual Skills Scoring

- **Short Putt**
  - Two meters from the hole
  - Five shots at the hole
  - Two circles are placed around the hole, one at .5 meters and the other at 1.5 meter

- *Scoring*
  - Zero points = Misses shot
  - One point = Swinging and striking the ball
  - Two points = Ball stops within the 1.5 meter circle (radius)
  - Three points = Ball stops within the .5 meter circle (radius)
  - Four points = Ball goes in the hole
  - Short Putt score – Add the score for all five shots

- **Long Putt**
  - Eight meters from the hole
  - Five shots at the hole
  - Two circles are placed around the hole. One is .5 meters and the other is 1.5 meters

- *Scoring*
  - Zero points = Misses shot
  - One point = Swinging and striking the ball
  - Two points = Ball stops within the 1.5 meter circle (radius)
  - Three points = Ball stops within the .5 meter circle (radius)
  - Four points = Ball goes in the hole
  - Long Putt score – add the score for all five shots

- **Chip Shot**
  - 14 meters from the hole
  - Five shots at the hole
  - Two circles are placed around the hole. One circle is three meters and the other circle is six meters.

- *Scoring*
  - Zero points = Misses shot
  - One point = Swinging and striking the ball
  - Two points = Ball stops within the six meter circle (radius)
  - Three points = Ball stops within the three meter circle (radius)
  - Four points = Ball goes in the hole
  - Chip Shot Score – add the scores for all five shots

- **Pitch Shot**
  - Requires a one meter high x five meter wide barrier
  - Golfer needs to be five meters in front of the barrier and the target area needs to be five meters behind the barrier
  - Hitting towards a 12 meter circle (diameter)
  - Five shots at the hole

- *Scoring*
  - Zero points = Misses shot
  - One point = Swinging and striking the ball
  - Two points = Ball goes over the barrier
  - Three points = Ball lands in and rolls out of the 12 meter circle, or lands out of the circle and comes to rest in the circle
  - Four points = Ball lands in the circle and comes to rest in the circle
  - Pitch Shot score – add the score for all five shots

- **Iron Shot**
    - Iron club required, although a hybrid club is allowed for either the iron or wood shot (not for both).
    - May hit off a tee, the ground or a mat. A coach is allowed to tee up the shot (at the competition a volunteer would tee up the shot).
    - Five shots
    - Target is 35 meters wide

- *Scoring*
    - Zero points = Misses shot
    - One point = Swinging and striking the ball
    - Two points = ball comes to rest between 30-60 meters an in the 35 meter wide target area
    - Three points = Ball comes to rest between 60-90 meters and in the 35 meter wide target area
    - Four points = Ball comes to rest beyond 90 meters and in the 35 meter wide target area
    - Iron Shot score – add the score for all five shots

- **Wood Shot**
    - Wood club required, although a hybrid club is allowed for either the iron or wood shot (not for both).
    - May hit off a tee, the ground or a mat. A coach is allowed to tee up the shot (at the competition a volunteer would tee up the shot).
    - Five shots
    - Target is 50 meters wide

- *Scoring*
    - Zero points = Misses shot
    - One point = Swinging and striking the ball
    - Two points = Ball comes to rest between 60-90 meters and in the 50 meter wide target area
    - Three points = Ball comes to rest between 90-120 meters and in the 50 meter wide target area
    - Four points = Ball comes to rest beyond 120 meters and in the 50 meter wide target area
    - Wood Shot score – add the score for all five shots

Additional Information

- Bunker shot is not included in Individual Skills
- Diagrams can be found on pages 2-9 of the SOI Golf Rules

EXAMPLE INDIVIDUAL SKILLS SCORE SHEET

Special Olympics
Minnesota

2010 Fall Games

Golf: Individual Skills Competition

Emily Petersen EXAMPLE **F03**
MN 12 SRG: South Region Stars

Scoring for Long & Short Putt and Chip Shot:

For each attempt, score:
0 Points total for a swing and miss at the ball
1 Points total for striking the ball
2 Points total for landing the ball in the first circle
3 Points total for landing the ball in the second circle
4 Points total for getting the ball in the hole

Short Putt	**Attempts:**	3	2	3	2	1	**Total:** 11
Long Putt	**Attempts:**	1	2	2	1	3	**Total:** 9
Chip Shot	**Attempts:**	1	1	3	1	1	**Total:** 7

Scoring for Pitch Shot:

For each attempt, score:
0 Points total for a swing and miss at the ball
1 Points total for striking the ball
2 Points total for the ball making it over the barrier
3 Points total for landing the ball in the circle and rolling out or landing outside the circle and rolling in
4 Points total for getting the ball the circle

Pitch Shot	**Attempts:**	1	1	1	1	1	**Total:** 5

Scoring for Wood Shot:

For each attempt, score:
0 Points total for a swing and miss at the ball
1 Points total for striking the ball
2 Points total for landing the ball beyond the 60m line
3 Points total for landing the ball beyond the 90m line
4 Points total for landing the ball beyond the 120m line

Wood Shot	**Attempts:**	2	1	1	2	3	**Total:** 9

Scoring for Iron Shot:

For each attempt, score:
0 Points total for a swing and miss at the ball
1 Points total for striking the ball
2 Points total for landing the ball beyond the 30m line
3 Points total for landing the ball beyond the 60m line
4 Points total for landing the ball beyond the 90m line

Iron Shot	**Attempts:**	3	1	1	3	2	**Total:** 10

Final Score is the sum of the above totals: 51

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EVENT INFORMATION

Area Competitions

Area	Date	Location	City	Register	Contact
Area 3	July 21	Rutgers Sugar Lake	Grand Rapids	July 7	ben.swarts@somn.org
Area 4	July 21	Lake Miltona Golf Course	Alexandria	July 5	leah.wolkow@somn.org
Area 7	July 21	River Oaks Golf Course	Cold Spring	July 9	emily.dierberger@somn.org
Area 9	July 19	Terrace View Golf Course	Mankato	July 5	emily.dierberger@somn.org
Area 10	July 27	Hadley Creek Golf Learning Center	Rochester	July 11	emily.dierberger@somn.org
Area 11	July 11	Victory Links Golf Course	Blaine	June 27	sam.leidholt@somn.org
Area 12	July 25	Hidden Greens	Hastings	July 11	sam.leidholt@somn.org
Area 13	July 27	Victory Links Golf Course	Blaine	July 10	sam.leidholt@somn.org

State Competition

Date	Location	City	Quota	Register	Contact
August 21	Oak Marsh Golf Club	Oakdale	July 22	July 31	devin.kaasa@somn.org

State Competition Details

- Must compete at Area in order to compete at State
- Athletes who participate at State Golf will not be able to additionally register for bocce or softball during Fall Games.
- State events – Individual Skills, Traditional three or nine-hole, Alternate Shot three or nine-hole.
- Athletes must choose Individual Skills or three-hole or nine-hole competition. They may NOT compete in both Individual Skills and three-hole golf competition at State competition.
- The only motorized golf carts allowed on the course are for athletes or alternate shot partners receiving a medical exemption to use a cart. Exemption form must be signed by a physician and received NO LATER than one week (7 days) prior to the event. Athletes without exemption forms received by that date will not be allowed to use a motorized golf cart.
- Alternate shot three-hole and nine-hole teams must have competed together at an Area competition in order to compete together at the state competition. No changes or substitutions to alternate shot three-hole or nine-hole teams will be allowed between Area and State competitions.
- Alternate shot partners must complete the required Unified Partner forms.
- Any athlete who has previously achieved an overall golf individual skills score of 40 or more, with at least 10 points coming in one of the six skill areas at any Special Olympics Minnesota Area or State golf tournament will be eligible to participate in nine-hole competition at the State competition. These athletes will not be required to participate in individual skills at their Area golf competition. Athletes who have already qualified for nine-hole participation but still wish to participate in individual skills at their Area competition may do so if they wish.
- Athletes competing in the three-hole of nine-hole events will be assigned specific tee times. All athletes will start from either hole one or hole ten.

Divisioning

- Coaches need to submit an individual skills score for all athletes competing in individual skills. Athletes competing in three-hole, nine-hole, or unified alternate shot must submit their three-hole or nine-hole score. State golf is divisioned using an athlete's score from their Area competition.

Note on Closed Competitions

- Area and State golf competitions are closed competitions, which means coaches, parents and guardians can walk along the course but cannot coach athletes (e.g. they cannot tell them which club to use or say things like "remember to bend your knees" before tee off).