

# 2011 Special Olympics Oregon Summer Season Golf Rules and Guidelines

The official Special Olympics Oregon Sports rules shall govern all Special Olympics golf competitions. These rules are based upon the United States Golf Association rules ([www.usga.org](http://www.usga.org)). USGA rules shall be employed except when they are in direct conflict with the official Special Olympics Oregon sports rules. In such cases, the official Special Olympics Oregon sports rules shall apply.

## SECTION A – OFFICIAL EVENTS

- 1) Level 1 – Individual Skills Competition - short putt, long putt, chip shot, pitch shot, iron shot and wood shot
- 2) Level 2 – 9 holes with Unified Partner – Alternate Shot Team Play
- 3) Level 3 – 18 holes with Unified Partner – Alternate Shot Team Play
- 4) Level 4 – 9 holes Individual Play
- 5) Level 5 – 18 holes Individual Play

## SECTION B - ATTIRE

- 1) Athletes are expected to wear a collared shirt not a T-shirt when competing.
- 2) Athletes should wear shorts or slacks – NO denim shorts or jeans will be allowed
- 3) Golf shoes with spikes are recommended.

## SECTION C — DIVISIONING

- 1) Athletes will compete in one of three age groups:
  - a) Youth: ages 15 and under (May be split 8-11 and 12-15)
  - b) Adult: ages 16 and older
  - c) Open Age Group: reserved for combining age groups to meet the required minimum number of competitors or teams in a division, or to ensure quality competition.  
Note: The oldest member of a relay team will determine the age division of the team. It is suggested that delegations form teams that are age appropriate. Male, Female, and Co-ed teams will be divisioned together unless there are enough teams within a category to create equitable divisions.
- 2) Competition management will use player ratings, past tournament results and any additional pertinent information to make competitive divisions.

## SECTION D – COURSE PLAY - Levels 2, 3, 4 and 5

- 1) Level 2-5 course play registration eligibility requirements
  - a) Athlete must meet the Special Olympics Oregon eligibility requirement order for an athlete to compete in levels 2-5 course play.
    - i) Athlete must have completed an Individual Skills test with a total score of at least 60 points.
    - ii) In addition, the athlete's must score 10 points or greater in at least 4 out of the 6 skills
    - iii) 1 of the 4 scores of 10 points or greater being in either the wood shot or iron shot.
    - iv) The athlete must also achieve a min. of 5 points in the 2 skills that total less than 10 points.
  - b) New golfers, or golfers moving from level 1 to level 2-5, must turn in a skills score that meets the above criteria in order to be eligible for level 2-5 course play.
- 2) Registration scores
  - a) Each athlete needs to submit his/her 3 most recent scores over 9 or 18 holes, depending upon the level of play, for use in determining divisions. **No par 3 course score cards will be accepted.**
    - i) The Special Olympics Oregon Sports Management Team has set some scoring parameters for course play:
      - (1) 9 holes (Levels 2 and 4) – 72 or lower
      - (2) 18 holes (Levels 3 and 5) – 126 or lower
    - ii) Establishment of these parameters was in response to extremely slow play by some individuals that caused course marshals to ask golfers to pick up their ball in the middle of a hole or skip entire holes and take a "10x" for that hole because they were too far off pace. Special Olympics Oregon tournament play often has general public golfers teeing off behind us, so this extremely slow play has also caused some stress on our host courses who are trying to serve ALL of their customers.
    - iii) These scoring parameters for advancement from regional competition to state competition are not arbitrary. They are based on historical scoring and were deemed fair and consistent with the hope of achieving a 2.5-hour round for 9 holes and a 5-hour round of golf for 18 holes.

- iv) Athletes and Partners WILL NOT be permitted to drop to another level between regionals and state competition should they not meet the required advancement score, so be sure to register your golfers at the correct level.
  - v) Level 2 and 3 combined scores
    - (1) Entries for Level 2 and 3 should be a combined team score for their alternate shot NOT individual scores (not an individual score from the athlete and an individual score for the Partner).
- 3) Competition scoring for Level 2 and 3
- a) Form of play
    - i) The form of play will be Foursome Rule 29 under the Rules of Golf (Alternate Shot) — The players play alternately from the teeing grounds and then alternate strokes until the ball is holed.
      - (1) Example: If player “A” plays from the tee on the odd-numbered holes, then player “B” would play from the tee on the even-numbered holes. Only one ball is in play on a hole. It is up to the team to decide who tees off first. There are no rules that say the athlete has to tee off on hole number one.
  - b) Scoring
    - i) Once the ball is in play on each hole, the players shall alternate turns hitting the ball until the ball is holed, or until 10 strokes have been played. Note: a swing and miss count as a stroke.
    - ii) If a 10th stroke is played without holing the shot, the team shall record a score of 10x and proceed to the next hole.
    - iii) Scoring (marking of cards) — Athletes should be taught to keep score and, whenever possible in competition, serve as a marker for a fellow competitor. The Competition Director may also appoint a volunteer, caddie or partner to serve as a marker. Both competitors on the team will be responsible for verifying the team score and signing their scorecard.
- 4) Competition scoring for Level 4 and 5
- a) Form of play
    - i) The form of play shall be stroke play competition.
  - b) Scoring
    - i) If a 10th stroke is played without holing the shot, the player shall record a score of 10x and proceed to the next hole.
    - ii) Scoring (marking of cards)
      - (1) Athletes should be taught to keep score and, whenever possible in competition, serve as a marker for a fellow competitor. The Competition Director may also appoint a volunteer or caddie to serve as a marker. The competitor will be responsible for verifying his/her own score and signing his/her scorecard.
- 5) Power cart – medical exemption
- a) Power carts will only be available to those athletes who are physically unable to walk the course.
  - b) A formal written request must be submitted by the coach with registration. The request may not be made on the day of competition.
- 6) Course access
- a) Coaches, LPCs, athletes, parents or Partners are NOT permitted to work directly with a competition course to obtain a cart. All will be done by Special Olympics Oregon upon approval.
- 7) Golf teams
- a) Golf teams competing in levels 2 or 3 should be training as a team throughout the season.
  - b) The intent of these levels is for the athlete and Partner to train and compete as a unit, therefore the athletes should be consistently training with the partners who will be golfing with them during competition.
  - c) Teams need to commit time to get in full rounds during training to fully prepare for competition.

## **SECTION E – LEVEL 1 INDIVIDUAL SKILLS COMPETITION**

The purpose of the Individual Skills Competition is to allow athletes to train and compete in basic golf skills. The development of these key skills is necessary prior to advancing to Level 2-5. A maximum of 140 points may be scored in Level 1, if the bunker shot is included.

- 1) Short putt (maximum 20 points)
  - a) Purpose
    - i) To measure the athlete’s ability to putt, focusing on the short putt.
  - b) Equipment
    - i) A regulation putting green with a properly marked (target) hole
    - ii) One putter for each athlete
    - iii) Five balls for each athlete
    - iv) A chalker may be used to mark the circle targets around the hole
    - v) A pitch mark repairer

- c) Description
- i) A target hole is selected and two circles are placed around the hole. The first circle shall have a radius of 0.5m and the second shall have a radius of 1.5m from the hole.
  - ii) The athlete will have five attempts from a clearly marked spot, 2m from the hole.
  - iii) The short putt should be set up on a green with as flat a surface as possible.
- d) Scoring
- i) The athlete will have five attempts to putt the ball at the hole from a line 2m from the hole, scoring points according to where the ball comes to rest.
  - ii) The athlete will score one point for making a stroke at, and striking the ball. (A swing and a miss count as one attempt, and the athlete receives a score of zero.)
  - iii) A second point is scored if the ball stops on or within the 1.5m circle.
  - iv) A third point is scored if the ball stops on or within the 0.5m circle.
  - v) If the ball goes in the hole, a total of four points will be awarded for that attempt.
  - vi) The short putt score shall be the sum total of the five attempts.
- 2) Long putt (maximum 20 points)
- a) Purpose
- i) To measure the athlete's ability to putt, focusing on the long putt.
- b) Equipment
- i) One putter for each competing athlete
  - ii) A regulation putting green with a properly marked (target) hole
  - iii) Five balls for each hole being used
  - iv) A chalker may be used to put target circles around the hole
  - v) A pitch mark repairer.
- c) Description
- i) A target hole is selected and two circles are placed around the hole. The first circle shall have a radius of 0.5m and the second shall have a radius of 1.5m from the hole.
  - ii) The athlete will have five attempts from a marked spot, 8m from the hole.
  - iii) The long putt should be set up on a green with as flat a surface as possible. Note: Putting up hill is recommended.
- d) Scoring
- i) The athlete will have five attempts to putt the ball at the hole from a spot 8m from the hole, scoring points according to where the ball comes to rest.
  - ii) The athlete will score one point for making a stroke at, and striking the ball. (A swing and a miss count as one attempt, and the athlete receives a score of zero.)
  - iii) A second point is scored if the ball stops on or within the 1.5m circle.
  - iv) A third point is scored if the ball stops on or within the 0.5m circle.
  - v) If the ball goes in the hole, a total of four points will be awarded for that attempt.
  - vi) The long putt score shall be the sum total of the five attempts.

Diagram for SHORT PUTT:

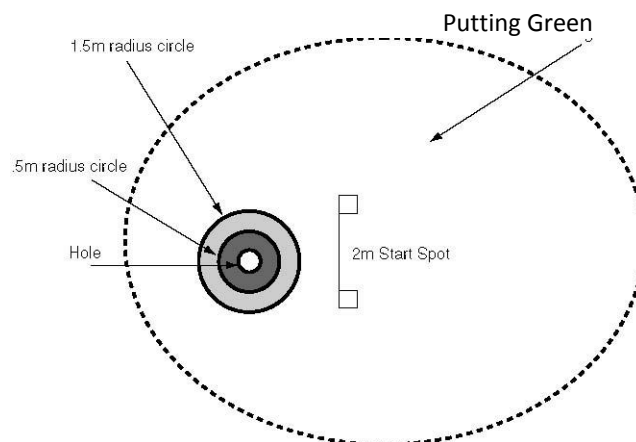
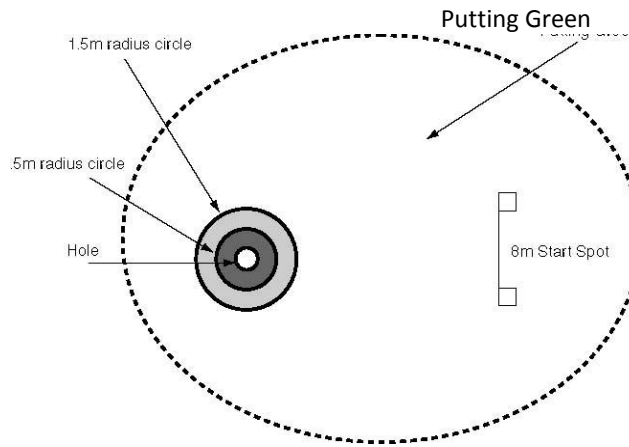


Diagram for LONG PUTT:



3) Chip shot (maximum 20 points)

a) Purpose

- i) To measure the athlete's ability to hit chip shots 14m from the hole.

b) Equipment

- i) An assorted number of irons for both right- and left-handed players (Note: Woods and putters are not permitted for this skill)
- ii) Five balls for each hole being used
- iii) A putting green with a clearly marked target flag and hole.

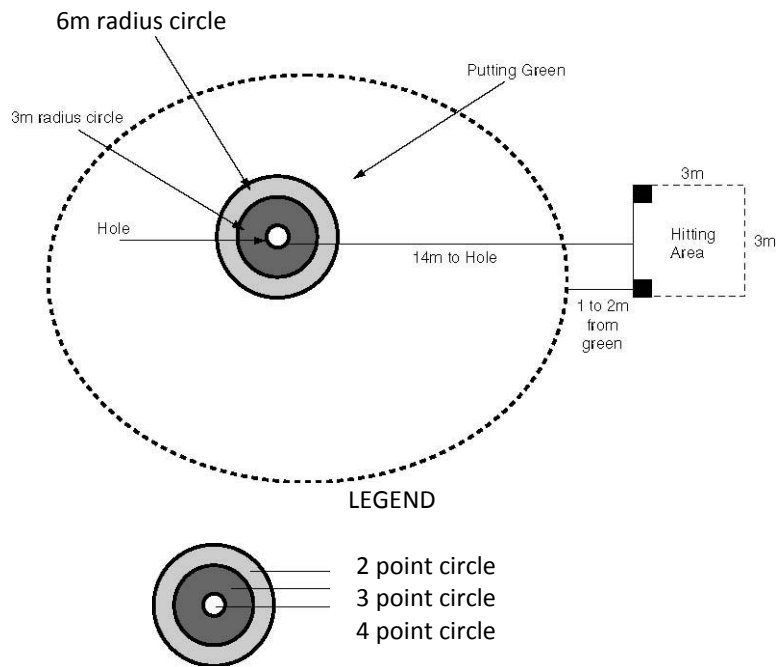
c) Description

- i) A chipping area is set up which includes a 3m by 3m square hitting area 14m from the hole. The chipping area should be 2 m from the edge of the green.
- ii) A 3m radius circle and a 6m radius circle will be placed around the hole.
- iii) A safely marked hitting area, 3m by 3m square, chalk and marker.
- iv) The athlete is instructed to chip the ball at a designated hole, getting it as close to the hole as possible.

d) Scoring

- i) The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest.
- ii) The athlete will score one point for making a stroke at and striking the ball. (A swing and a miss count as one shot and the athlete receives a score of zero for that shot).
- iii) A second point is scored if the ball comes to rest inside the 6m circle around the hole.
- iv) A third point is scored if the ball comes to rest inside the 3m circle around the hole.
- v) A fourth point is scored if the chip shot comes to rest in the hole.
- vi) The total score from the five attempts will be the athlete's final score for the chip shot.

Diagram for CHIP SHOT:



4) Pitch shot (maximum 20 points)

a) Purpose

- i) To measure the athlete's ability to hit controlled pitch shots in the air in the proper direction to a defined circular target area.

b) Equipment

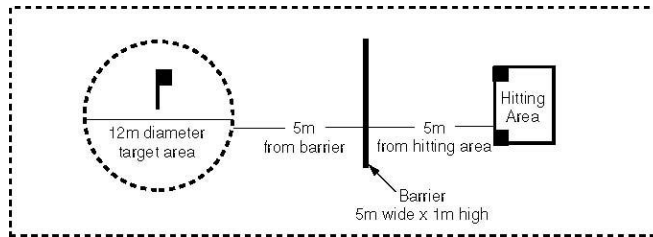
- i) An assorted number of pitching irons for both right- and left-handed players
- ii) Five golf balls for each station being used
- iii) A marked hitting area, paint or chalk, and marker
- iv) Shag bags or tubes to retrieve balls at station
- v) A target flag and hitting mat or artificial surface
- vi) A banner, sign, net or barrier that measures 1m high by 5m wide. Two 2m support poles can be used to support the banner, sign, net or barrier.

c) Description

- i) A target area shall be a circle with a 12m diameter.
- ii) The distance from the hitting area to the 1m high barrier shall be 5m.
- iii) The distance from the 1-meter high barrier to the target area shall be 5m.
- iv) The athlete shall make five attempts. The athlete is instructed to pitch the ball over the barrier at the designated target area.
  - (1) Note: The skill station should be located in a restricted area such as the driving range in order to provide the safest environment. If an unrestricted area is used, then the area should be roped off and clearly identified for volunteers, spectators and athletes.

d) Scoring

- i) The athlete will attempt five shots at the target, scoring points according to where the ball lands.
- ii) Athletes will score one point for making a stroke at and striking the ball. (A swing and a miss count as one shot and the athlete receives a score of zero for that shot).
- iii) A second point is scored if the ball goes over the barrier and between the upright poles.
- iv) A third point is scored if the ball lands inside the 12m circle and rolls out, or if the ball lands outside the 12m circle and comes to rest inside the circle.



- v) A fourth point is scored if the ball lands inside the 12m circle and comes to rest inside the circle.
- vi) The pitch shot score shall be the sum total of the five attempts.

5) Iron shot (maximum 20 points)

a) Purpose

- i) To measure the athlete's ability to hit an iron shot for distance within a set hitting area.

b) Equipment

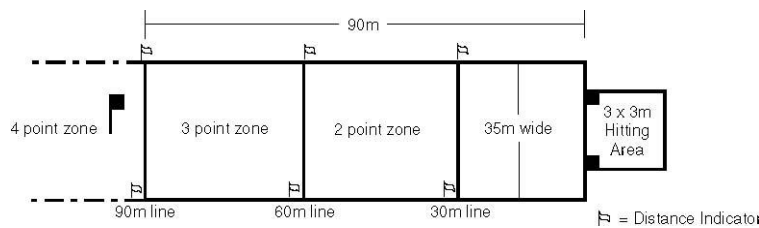
- i) An assorted number of irons for right- and left-handed players
- ii) An appropriate number of golf balls based on the number of competitors (it is recommended that five balls per athlete be available to eliminate having to retrieve balls)
- iii) Marking paint or chalk, and marker to mark hitting area and boundary lines (1/2-inch cord or rope can be substituted for marking boundary lines, making them more visible)
- iv) Hitting mat or carpet, tees, helmets, a safety zone for scorekeepers to stand in and shag bags or tubes to retrieve balls (if necessary)
- v) A target flag and eight cones or other visible markers to identify distance locations
- vi) Athletes may use a Hybrid or Rescue Club for either an iron shot or a wood shot, but not both.

c) Description

- i) The athlete may choose to hit the ball off a tee, a mat or the ground. The athlete is instructed to hit the ball from the teeing area toward a designated flag in the hitting area, trying to keep the ball within the boundary markers and achieving a distance of more than 90m.

d) Scoring

- i) The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest.
- ii) Athletes will score one point for making a stroke at and striking the ball. (A swing and a miss count as one attempt and the athlete receives a score of zero for that shot).
- iii) Two points are scored for a ball that comes to rest between the 30m and 60m lines within the 35m wide boundary lines.
- iv) Three points are scored for a ball that comes to rest between the 60m and 90m lines within the 35m wide boundary lines.



- (1) Four points are scored for a ball that comes to rest beyond the 90m line within the 35m wide boundary lines.
- (2) The athlete's score for the iron shot shall be the sum total of the five attempts.

6) Wood shot (maximum 20 points)

a) Purpose

- i) To measure the athlete's ability to hit a wood shot for distance within a set hitting area.

b) Equipment

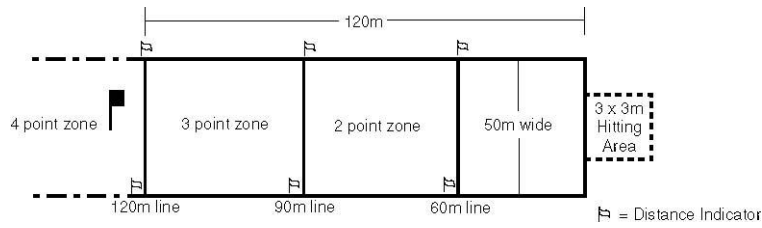
- i) An assorted number of woods for right- and left-handed players
- ii) An appropriate number of golf balls based on the number of competitors (it is recommended that five balls per player be available to eliminate having to retrieve balls)
- iii) Marking paint or chalk, and marker to mark hitting area and boundary lines (a 1/2-inch cord or rope can be substituted for marking boundary lines, making them more visible)
- iv) Hitting mat or carpet, tees, helmets, a safety zone for scorekeepers to stand in and shag bags or tubes to retrieve balls (if necessary)
- v) A target flag and eight cones or other visible markers to identify distance locations
- vi) Athletes may use a Hybrid or Rescue Club for either an iron shot or a wood shot, but not both.

c) Description

- i) The athlete may choose to hit the ball off a tee, a mat or the ground. The athlete is instructed to hit the ball from the teeing area toward a designated flag in the hitting area, trying to keep the ball within the boundary markers and achieving a distance of more than 120m.

d) Scoring

- i) The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest.
- ii) The athlete will score one point for making a stroke at and striking the ball (a swing and a miss count as one attempt, and the athlete receives a score of zero for that shot).
- iii) Two points are scored for a ball that comes to rest between the 60m and 90m lines within the 50m wide boundary lines.
- iv) Three points are scored for a ball that comes to rest between the 90m and 120m lines within the 50m wide boundary lines.



- v) Four points are scored for a ball that comes to rest beyond the 120m line within the 50m wide boundary lines.
- vi) The athlete's score for the wood shot shall be the sum total of the five attempts.