



Special Olympics

GOLF COACHING GUIDE

Golf Competition Rules, Protocol and Etiquette



Table of Contents

Rules of Competition

Definition of Terms

Teaching the Rules of Sport

Levels of Competition or Events

Golf Competitions

 Venue Requirements

 Flow of Athletes

 Equipment

 Uniforms

 Event Personnel

 Results and Scoring

 Disqualification Procedures

 Protest Procedures

Criteria for Advancement to Higher Level of Competition



A Summary of the Rules of Golf

Golf is a game. But remember, EVERY GAME HAS ITS RULES. The official Special Olympics Sports Rules shall govern all Special Olympics Golf competitions. Special Olympics has created these rules based upon The Rules of Golf as governed by the Royal and Ancient Golf Club of St. Andrews (R& A) and the United States Golf Association. To enjoy a fair match and protect the integrity of competition, it is important know and understand the basic rules of the game.

Table of Contents

Etiquette

- Courtesy on the Course
- Safety First
- Taking Care of the Course

A Summary of the Rules of Golf

- Rule 1-The Game
- Rule 2-Match Play
- Rule 3-Stroke Play
- Rules 4&5- Clubs and the Ball.
- Rule 6-Things a Player Should Know
- Rule 7-Practice
- Rule 8-Advice on How to Play
- Rule 9-Advising Opponent on Strokes Taken
- Rule 10-When to Play a Shot
- Rule 11-Teeing Ground
- Rule 12-Finding Ball in Hazard/Identifying Ball
- Rule 13-Playing the Ball as It Lies and the Course as You find it
- Rule 14-Striking the Ball
- Rule 15-Playing a Wrong Ball
- Rule 16-The Putting Green
- Rule 17-The Flagstick
- Rule 18-Moving the Ball
- Rule 19-Ball in Motion, Deflected or Stopped
- Rule 20-Lifting and Dropping the Ball
- Rule 21-Cleaning the Ball
- Rule 22-Ball Interfering with or Assisting Play
- Rule 23-Loose Impediments
- Rule 24-Obstructions
- Rule 25-Casual Water; Ground under Repair; Animal Holes
- Rule 26-Water Hazards
- Rule 27-Ball Lost or Out of Bounds
- Rule 28-Ball Unplayable



Etiquette

Courtesy on the Course

1. If someone else is playing from the tee, do not tee your ball until he/she has played
2. Always stand still and to the side of rather than behind another player when he or she is playing. Do not talk.
3. Be ready to play when it is your turn.
4. When you are playing slowly or looking for a lost ball, ask the group behind you to play through, so you do not slow everyone down.
5. Write down scores on the way to the next hole, not on the green you are leaving.
6. Never take more than one practice swing, if any.

Safety First.

Both in Practice and Play, always make sure that:

- ♦ No one is near you when you swing the club
- ♦ No one is ahead of you where your shot might hit them,



Taking Care of the Course

1. Always wear golf or tennis shoes. Do not slide or drag your feet or the on the green.



2. Always rake a bunker after you have played from it.

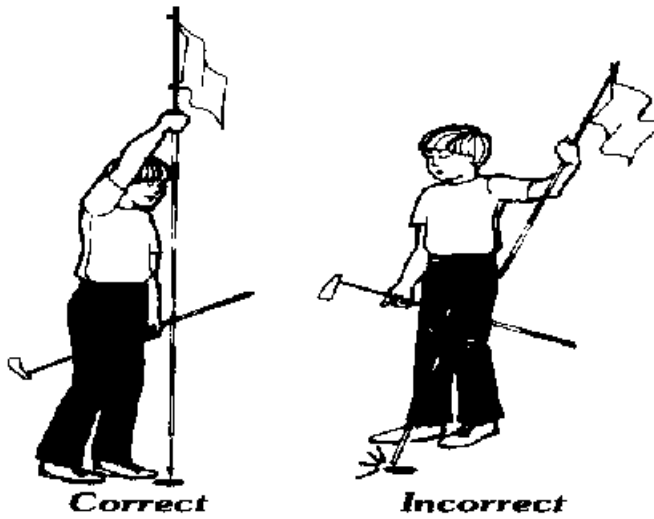




3. Replace divots and repair depressions made when your ball hits the green. These are called "ball marks."



4. Never place your golf bag on the green. Put the flagstick carefully back into the hole after putting,





A Summary of the Rules of Golf

Rule 1 - The Game

- a. The holes of the course must be played in order (1 through 9, 10 through 18).
- b. You must always play by the Rules. You are not allowed to change them.



Rule 2 - Match Play

- a. In match play, each hole is a separate contest. If you win the first hole, you are "one UP"; if you lose it, you are "one down"; if you tie it, you are "all square."
- b. You have won the match when, for example, you are three up and there are only two holes left to play.
- c. Anyone you are playing against is your "opponent."

HOLE	+ / -	1	2	3	4
Jim		+1	+2	3	4
Mike		8	6	+1	+1
LADIES'		7	4	3	5
PAR		431	322	95	205
HANDICAP		5	4	3	4
		3	5	17	13

Rule 3 - Stroke Play

- a. In stroke play, the stipulated competitor with the lowest total score for the round is the winner.
- b. You must play the ball into the hole before starting the next hole. No "gimmies!"
- c. Anyone you are playing with is a fellow competitor.

Stroke Play Score Card

HOLE	1	2	3	4	5	6	7	8	9	OUT
WHITE	4	3	4	5	3	4	4	5	4	36
LADIES	4	3	4	5	3	4	4	5	4	36



Rules 4 and 5 - Clubs and the Ball

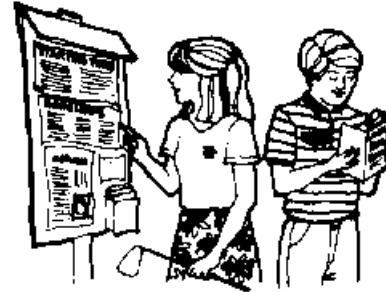
- a. You may carry no more than fourteen clubs.
- b. You may not change balls during the play of a hole.

However, if you damage or cut your ball, you may do so after first asking your opponent or a fellow competitor.

Rule 6 - Things a Player Should Do

You should:

- a. Read the notices given to you by the tournament officials.
- b. Always use your proper handicap.
- c. Know your tee time or starting time.
- d. Make sure you play your own ball (put a mark on the ball with a pencil in case someone else is using an identical ball).
- e. In stroke play, make sure your score for each hole is right before you turn in your card.
- f. Keep playing unless there is lightning, you are ill or an official tells you to stop.



Rule 7 - Practice

You may not hit a practice shot during play of a hole, or from any hazard. Note: Always read the local rules about practice.

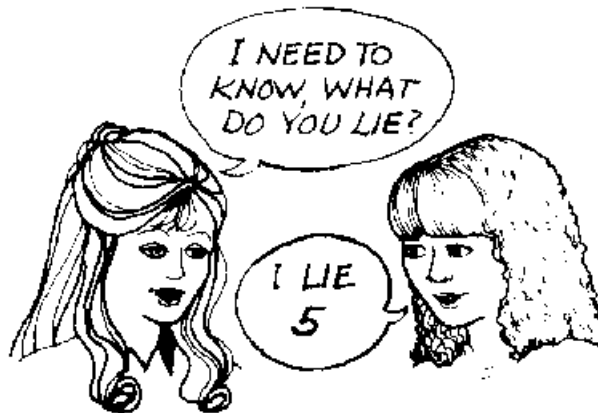
Rule 8 - Advice on How to Play

- a. You may not ask anyone except your caddie or partner for advice on how to play. However, you may ask about Rules or the position of hazards or the flagstick.
- b. You may not give advice to your opponent or a fellow-competitor.



Rule 9- Advising Opponent on Strokes Taken

In match play, you must tell your opponent the number of strokes you have taken if you are asked.





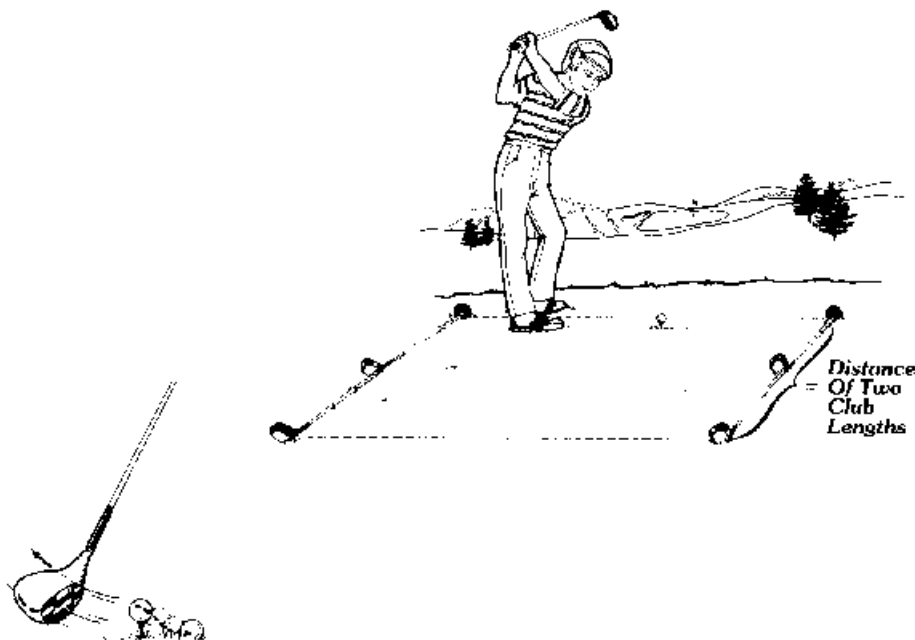
Rule 10 - When to Play a Shot

- a. The player who has the lowest score on a hole has the right to play first on the next hole. This is called the "honor."
- b. During play of a hole, the player whose ball is farthest from the hole plays first,
- c. If you play out of turn ,in match play your opponent may make you replay, but this is not so in stroke play.



Rule 11 - Teeing Ground

- a. Tee your ball between the tee-markers or a little behind them. You may go behind them as much as two club-lengths.
- b. If your ball accidentally falls off the tee, you may replace it without penalty.





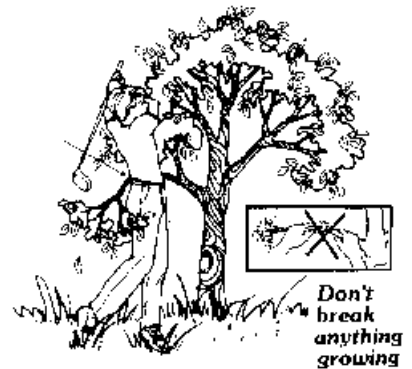
Rule 12 - Finding Ball in Hazard Identify Ball

- A hazard is any bunker (area of sand) or water hazard (lake, pond, creek, etc.).
- In a bunker or water hazard, if your ball is covered by sand or leaves, you may remove enough of the sand or leaves to be able to see a part of the ball.
- You may lift your ball to identify it anywhere except in a hazard. You must tell your opponent or fellow competitor before you lift your ball to identify it.



Rule 13 - Playing the Ball as It Lies and the Course as You Find It

- You must play the ball as it lies. You may not move it to a better spot.
- You may not improve your lie by pressing down behind the ball. The club may be grounded only lightly behind the ball.
- You may not improve the area of your intended swing or line of play by bending or breaking anything growing, such as tree limbs or weeds.
- In a hazard, you may not touch the sand, ground or water with the club before or during your backswing.
- In a hazard, you may not remove loose impediments (natural things, such as leaves or twigs) but you may remove obstructions (artificial objects, such as bottles or rakes,)



**You may remove
artificial objects**



**Do not remove
natural impediments**





Rule 14 - Striking the Ball

- a. You must fairly strike the ball with the head of the club. You may not push, scrape or rake the ball,
- b. You must not hit your ball while it is moving.

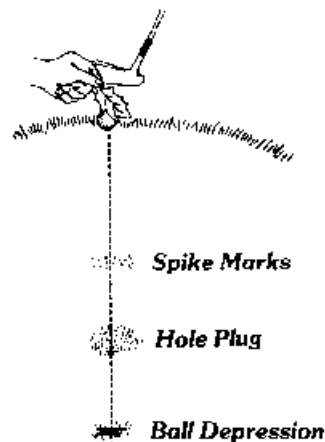
Rule 15 - Playing a wrong Ball

- a. a. In match play, if you play a ball that is not yours you lose the hole unless the wrong ball is played in a hazard; if you play a wrong ball in a hazard, you must then play the right ball.
- b. b. In stroke play, if you play a ball that is not yours, you must take a two-stroke penalty unless the wrong ball was played in a hazard. You must then play out the hole with your own ball; If you do not do so, you are disqualified.



Rule 16 - The Putting Green

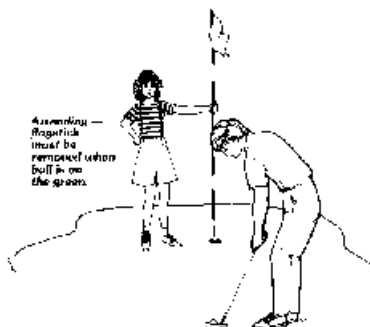
- a. If any part of your ball is touching the green, it is on the green.
- b. When your ball is on the green, you may brush away leaves and other loose impediments on your line of putt with your hand or a club, Do not fan them with a cap or towel.
- c. You should repair ball marks or old hole plugs but you may not repair marks made by spikes or shoes, if they are on your line of putt.
- d. You may not test the surface of the green by rolling a ball or scraping the surface.
- e. Always mark your ball by putting a small coin or other marker behind it when you want to pick it up to clean or get it out of another player's way.



Rule 17 - The Flagstick

If your ball is off the green, there is no penalty if you play and your ball strikes the flagstick, provided no one is holding the flagstick.

If your ball is on the green, do not putt with the flagstick in the hole. Either take the flagstick out or ask another player to hold it and take it out when you play your ball. If you putt and your ball hits the flagstick when it is in the hole, in match play you lose the hole. In stroke play, you must add two penalty strokes to your score for the hole.





Rule 18 - Moving the Ball

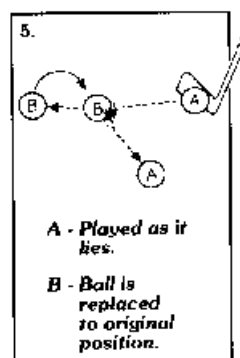
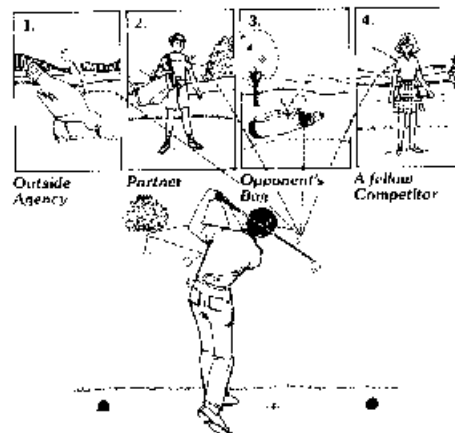
- a. If you or your partner move either of your balls on purpose or accidentally, add a penalty stroke to your score, replace and play it.
- b. If your ball is moved by someone or something other than you or your partner (an outside agency) there is no penalty, but you must replace it. If the ball is moved by wind or water, you must play it as it lies.
- c. Once you address the ball, if the ball moves, add a penalty stroke and replace the ball.
- d. If you move a loose impediment within one club-length of the ball and the ball moves, add a penalty stroke, replace it and play it. On the putting green, there is no penalty.





Rule 19 - Ball in Motion Deflected or Stopped

- a. If your ball hits an outside agency (bird, rake, etc.) it is called a “rub of the green.” There is no penalty and the ball is played as it lies.
- b. If your ball hits you, your partner, your caddy, or your equipment, in match play you lose the hole. In stroke play, you are penalized two strokes and you must play your ball as it lies.
- c. If your ball hits your opponent, his/her caddy, or his/her equipment, there is no penalty; you may play the ball as it lies or replay the shot.
- d. If your ball hits a fellow competitor, caddy or equipment in stroke, there is no penalty and the ball is played as it lies. These are the same as outside agencies in stroke play.
- e. If your ball hits another ball and moves it, you must play your ball as it lies, The owner of the other ball must replace it. If your ball is on the green when you play and the ball which your ball hits is also on the green, you are penalized two strokes in stroke play. Otherwise, there is no penalty.



Ball hitting another ball

Rule 20 - Lifting and Dropping the Ball

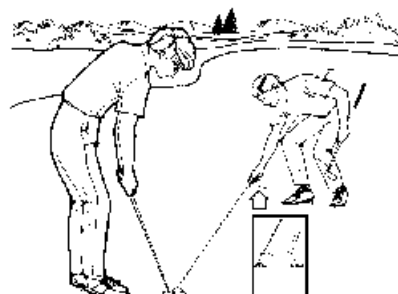
- a. If you are going to lift your ball under a Rule and the Rule requires that the ball be replaced, you must put a ball-marker behind the ball before you lift it.
- b. When you drop a ball, stand erect, hold the ball at shoulder height extend your arm out straight and drop it.
- c. If a dropped ball hits the ground and rolls into a hazard, out of a hazard, more than two club-lengths, nearer the hole or, if you are dropping away from an immovable obstruction or ground under repair, etc., back into the obstruction or ground under repair, you must re-drop. If the same thing happens when you re-drop, you must place the ball where it struck the ground when it was re-dropped.

Rule 21 - Cleaning the Ball

You may usually clean your ball when you are allowed to lift it, Except on the green, you may not clean the ball when you lift it for identification, because it interferes with another player, or to determine if it is unfit.

Rule 22 - Ball Interfering with or Assisting Play

- a. If another ball interferes with your swing or is in your line of putt, you may ask the owner of the ball to lift it.
- b. If your ball is near the hole and might serve as a backstop for another player, you might lift your ball.



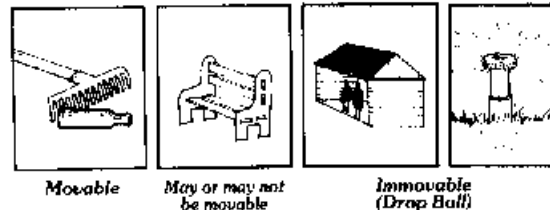


Rule 23 - Loose Impediments

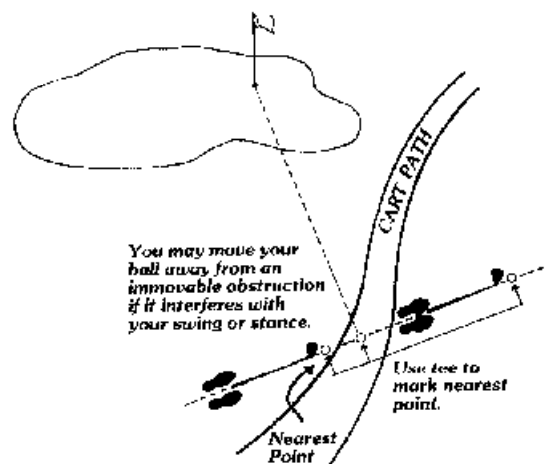
Loose impediments are natural objects that are not growing or fixed -- such as leaves twigs, branches, worms and insects. You may remove a loose impediment except when your ball and the loose impediment lie in a bunker or water hazard.

Rule 24 - Obstructions

- Obstructions are artificial or man-made objects. Bottles, tin cans, rakes, etc., are movable obstructions. Sprinkler heads, shelter houses, golf car paths, etc., are immovable obstructions.
- Movable obstructions anywhere on the course may be moved. If the ball moves, it must be replaced without penalty.
- You may drop your ball away from an immovable obstruction if it interferes with your swing or stance. Drop the ball within one club-length of that point.



Note: You should not pick up the ball from an obstruction until you have established the nearest point of relief.



Rule 25 - Casual Water; Ground Under Repair; Animal Holes

- Casual water is any temporary puddle of water caused by rain or over watering. Ground under repair is any damaged area which the Committee has marked as such.
- If your ball or your stance is in casual water, ground under repair or a burrowing animal hole, you may either play the ball as it lies or find the nearest place not nearer the hole which gives you relief and drop the ball within one club-length of that place.
- If your ball is in casual water, etc., and you cannot find it, determine where the ball entered the area and drop a ball within one club-length of that place without penalty.
- If your ball is on the wrong green, find the nearest place off the green which is not nearer the hole and drop the ball within one club-length of that place.

Rule 26 - Water Hazards

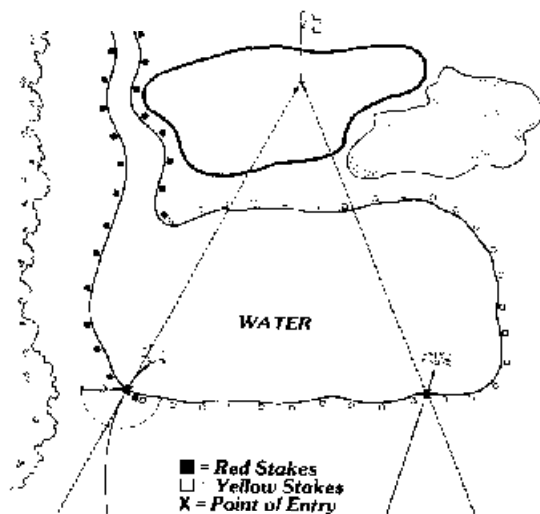
- Water hazard margins are identified by yellow stakes or lines. Lateral water hazard margins are identified by red stakes or lines. Lateral water hazards are identified by red stakes or lines.
- If your ball is in a water hazard or a lateral water hazard, you may play it as it lies. If you cannot find it or do not wish to play it where it lies, add a penalty stroke and:
 - play another ball from where you last played or



2. drop a ball behind the water hazard as far back as you wish keeping a straight line between the hole and the point where your ball last crossed the hazard margin and where you want to drop.

If your ball is in a lateral water hazard, you may

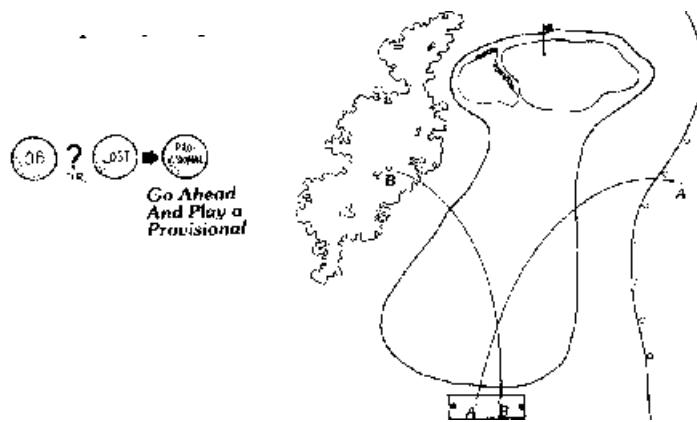
3. also drop a ball within two club-lengths of where the ball last crossed the hazard margin.





Rule 27 - Ball Lost or Out of Bounds

- A ball is lost if it is not found within five minutes after you first begin to search.
- A ball is out of bounds when all of it lies beyond the inside line of objects, such as white stakes, or a fence or wall that marks the playing area.
- If your ball is lost or out of bounds, you must add a penalty stroke to your score and play another ball from where you played your last shot.
- If you think your ball may be lost or out of bounds, you may play another ball (provisional ball) from the place where your first ball was played. You must tell your opponent or fellow competitor that you are playing a provisional ball and play it before you look for your first ball. If you cannot find your first ball or if it is out of bounds, you must count the strokes with the first and provisional balls, add a penalty and play out the hole with the provisional ball. If you find your first ball in bounds, continue play with it and pick up the provisional ball.

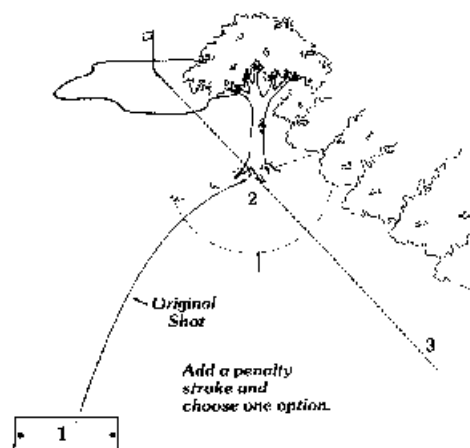


Ball is out of bounds when it is beyond white stakes, fences, or walls marking playing area. *SEE BALL A photo above.*
If your ball is lost or out of bounds, add one penalty stroke. Play another ball from where you played your last shot. *SEE BALL B photo above.*

Rule 28 - Ball Unplayable

If your ball is under a tree or in some other bad situation and you decide you cannot play it, add a penalty stroke and do one of the following:

- Go back to where you played the last shot and play a ball from there; or
- Measure two club-lengths from the unplayable lie, drop a ball and play from there, or
- Keep the unplayable lie between where you drop the ball and the hole, go back as far as you wish on a straight line and drop and play the ball.





Definitions

Abnormal Ground Conditions

An "abnormal ground condition" is any *casual water*, *ground under repair*, or hole, cast or runway on the course made by a *burrowing animal*, a reptile, or a bird.

Addressing the Ball

A player has "*addressed the ball*" he/she has taken his/her *stance* and has also grounded his/her club, except that in a *hazard*, a player has *addressed the ball* when he/she has taken his/her *stance*.

Advice

"*Advice*" is any counsel or suggestion which could influence a player in determining his/her play, choice of a club or in the method of making a *stroke*.

Information on the Rules or on matters of public information, such as the position of *hazards* or the *flagstick* on the *putting green*, is not *advice*.

Ball Deemed to Move

See "*Move* or *Moved*."

Ball Holed

See "Holed."

Ball Lost

See "Lost Ball"

Ball in Play

A ball is "*in play*" as soon as the player has made a *stroke* on the *teeing ground*. It remains in play until *holed out*, except when it is *lost*, *out of bounds* or lifted, or another ball has been substituted under an applicable Rule, whether or not such Rule permits substitution a ball so substituted becomes the *ball in play*.

Bunker

A "*bunker*" is a *hazard* consisting of a prepared area of ground, often a hollow, from which turf or soil has been removed and replaced with sand or the like. Grass-covered ground bordering or within a *bunker* is not part of the *bunker*. The margin extends vertically downwards. A ball is in the *bunker* when it lies in or any part of it touches the *bunker*.

Caddie

A "*caddie*" is one who carries or handles a player's clubs during play and otherwise assists him in accordance with the Rules.

When one *caddie* is employed by more than one player, he/she is always deemed to be the *caddie* of the player whose ball is involved, and *equipment* carried by him is deemed to be that player's *equipment*, except when the *caddie* acts upon specific directions of another player, in which case he/she is considered to be that other player's *caddie*.

Casual Water

"*Casual water*" is any temporary accumulation of water on the course which is visible before or after the player takes his/her *stance* and is not a *water hazard*. Snow and natural ice, other than frost, are either *casual water* or *loose impediments*, at the option of the player. Manufactured ice is an *obstruction*. Dew and frost are not casual water.



Committee

The "*Committee*" is the committee in charge of the competition or, if the matter does not arise in competition, the committee in charge of the *course*.

Competitor

A "*competitor*" is a player in a stroke competition. A "*fellow-competitor*" is any person with whom the competitor plays. Neither is *partner* of the other.

Course

The "*course*" is the whole area within which is permitted. See Rule 33-2.

Equipment

"*Equipment*" is anything used, worn or carried by or for the player except any ball he/she has played at the hole being played and any small object, such as a coin or a tee, when used to mark the position of a ball or the extent of an area in which a ball is to be dropped. *Equipment* includes a golf cart, whether or not motorized. If such a cart is shared by more than one player, its status under the Rules is the same as that of a caddie employed by more than one player.

Fellow Competitor

See "Competitor."

Flagstick

The "*flagstick*" is a moveable straight indicator, with or without bunting or other material attached, centered in the hole to show its position. It shall be circular in cross-section.

Forecaddie

A "*forecaddie*" is one who is employed by the *Committee* to indicate to players the position of balls during play. He/she is an outside agency.

Ground Under Repair

"*Ground under repair*" is any portion of the course so marked by the *Committee* or so declared by its authorized representative. It includes material piled for removal and a hole made by golf course maintenance even if not so marked. Stakes and lines defining *ground under repair* are in such ground such stakes are *obstructions*. The margin of *ground under repair* extends vertically downwards but not upwards. A ball is in *ground under repair* when it lies in or any part of it touches the *ground under repair*.

Note 1: Grass cuttings and other material left on the course which have been abandoned and are not intended to be removed are not *ground under repair* unless so marked.

Note 2: The *Committee* may make a *Local Rule* prohibiting play from *ground under repair* or an environmentally – sensitive area which has been defined as *ground under repair*.

Hazards

A "hazard" is any bunker or water hazard.

Hole

The "hole" shall be 4 ¼ inches (108mm) in diameter and at least 4 inches (100mm) deep. If a lining is used, it shall be sunk at least 1 inch (25mm) below the *putting green* surface unless the nature of the soil makes it impractical to do so; its outer diameter shall not exceed 4 ¼ inches (108mm).

Holed

The ball is "*holed*" when it is at rest with the circumference of the hole and all of it is below the level of the lip of the hole.



Honor

The side entitled to play first from the teeing ground is said to have the “*honor*.”

Lateral Water Hazard

A “*lateral water hazard*” is a *water hazard* or that part of a *water hazard* so situated that it is not possible or is deemed by the *Committee* to be impractical to drop a ball behind the water hazard in accordance with Rule 26-1b.

That part of the *water hazard* to be played as *lateral water hazard* should be distinctly marked.

Note 1: *Lateral water hazards* should be defined by red stakes or lines.

Note 2: The *Committee* may make a *Local Rule* prohibiting play from an environmentally-sensitive area which has been defined as a *lateral water hazard*.

Note 3: The *Committee* may define a *lateral water hazard* as a *water hazard*.

Line of Play

The “*line of play*” is the direction which the player wishes his ball to take after a *stroke*, plus a reasonable distance on either side of the intended direction. The *line of play* extends vertically upwards from the ground, but does not extend beyond the *hole*.

Loose Impediments Marker

“*Loose impediments*” are natural objects, such as stones, leaves, twigs, branches and the like, dung, worms and insects and casts or heaps made by them, provided they are not fixed or growing, are not solidly embedded and do not adhere to the ball.

Sand and loose soil are *loose impediments* on the *putting green*, but not elsewhere.

Snow and natural ice, other than frost, are either *casual water* or *loose impediments*, at the option of the player. Manufactured ice is an *obstruction*.

Dew is not a *loose impediments*.

Lost Ball

A ball is “lost” if:

- a. It is not found or identified as his/her by the player within five minutes after the players *side* or his or their *caddies* have begun to search for it; or
- b. The player has put another ball into play under the Rules, even though he/she may not have searched for the original ball; or
- c. The player has played any *stroke* with a *provisional ball* from the place where the original ball is likely to be or from a point nearer the *hole* than that place, where-upon the *provisional ball* becomes the *ball in play*.

Time spent in playing a *wrong ball* is not counted in the five-minute period allowed for search

Marker

A “*marker*” is one who is appointed by the *Committee* to record a competitor’s score in stroke play. He/she may be a *fellow competitor*. He/she is not a *referee*.

Matches

See “Sides and Matches.”

Move or Moved

A ball is deemed to have “*moved*” if it leaves its position and comes to rest in any other place.



Nearest Point of Relief

The “*nearest point of relief*” is the reference point for taking relief without penalty from interference by an immovable *obstruction* (Rule 24-2), an *abnormal ground condition* (Rule 25-1) or a *wrong putting green* (Rule 25-3).

It is the point on the course nearest to where the ball lies, which is not nearer the hole and at which, if the ball were so positioned, no interference (as defined) would exist.

Observer

An “observer” is one who is appointed by the *Committee* to assist a *referee* to decide questions of fact and to report to him any breach of a Rule. An *observer* should not attend the *flagstick*, stand at or mark the position of the hole, or lift the ball or mark its position.

Obstructions

An “*obstruction*” is anything artificial, including the artificial surfaces and sides of roads and paths and manufactured ice, except:

- a. Objects defining out of bounds, such as walls, fences, stakes and railings;
- b. Any part of an immovable artificial object which is out of bounds; and
- c. Any construction declared by the Committee to be an integral part of the course.

Out of Bounds

“*Out of bounds*” is ground on which play is prohibited. When *out of bounds* is defined by reference to stakes or a fence or as being beyond stakes or a fence, the *out of bounds* line is determined by the nearest point of the stakes or fence posts at ground level excluding angled supports.

When *out of bounds* is determined by a line on the ground, the line itself is out of bounds.

The *out of bounds* line extends vertically upwards and downwards.

A ball is *out of bounds* when all of it lies *out of bounds*.

A player may stand *out of bounds* to play a ball lying within bounds.

Outside Agency

An “*outside agency*” is an agency not part of the *match* or, in *stroke play*, not part of a *competitor's side*, and includes a *referee*, a *marker*, an *observer* or a *forecaddie*. Neither wind nor water is an *outside agency*.

Partner

A “*partner*” is a player associated with another player on the same side.

In a threesome, foursome, best-ball or four-ball match, where the context so admits, the word “*player*” includes his/her *partner* or *partners*.

Penalty Stroke

A “*penalty stroke*” is one added to the score of a player or side under certain Rules. In a threesome or foursome, penalty strokes do affect the order of play.

Provisional Ball

A “*provisional ball*” is played under Rule 27-2 for a ball which may be lost outside a *water hazard* or may be *out of bounds*.

Putting Green

The “*putting green*” is all the ground of the holed being played which is specially prepared for putting or otherwise defined as such by the *Committee*. A ball is on the *putting green* when any part of it touches the *putting green*.



Referee

A “*referee*” is one who is appointed by the *Committee* to accompany players to decide questions of fact and apply the Rules of Golf. He/she shall act on any breach of a Rule which he/she observes or is reported to him.

A *referee* should not attend the *flagstick*, stand or mark the position of the *hole*, or lift the ball or mark its position.

Rub of the Green

A “*rub of the green*” occurs when a ball in motion is accidentally deflected or stopped by any *outside agency* (see Rule 19-1).

Rule

The term “*Rule*” includes *Local Rules* made by the *Committee* under Rule 33-8a.

Sides and Matches

Side: A player, or two or more players who are partners

Single: A match in which one plays against another.

Threesome: A match in which one plays against two and each *side* plays one ball.

Three-Ball: A match play competition in which three play against one another, each playing his/her own ball. Each player is playing two distinct matches.

Best-Ball: A match in which one plays against the better ball of two or the best ball of three players.

Four-Ball: A match in which two play their better ball against the better ball of two other players.

Stance

Taking the “*stance*” consists in a player placing his /her feet in position preparatory to making a *stroke*.

Stipulated Round

The “*stipulated round*” consists of playing the holes of the course in their correct sequence unless otherwise authorized by the *Committee*. The number of holes in a stipulated round is 18 unless a smaller number is authorized by the *Committee*. As to extension of *stipulated round* in match play, see Rule 2-3.

Stroke

A “*stroke*” is the forward movement of the club made with the intention of fairly striking the ball, but if a player checks his/her downswing voluntarily before it reaches the ball he/she is deemed not to have made a *stroke*.

Teeing Ground

The “*teeing ground*” is the starting place for the hole to be played. It is a rectangular area two club-lengths in depth, the front and sides of which are defined by the outside limits of two tee-markers. A ball is outside the *teeing ground* when all of it lies outside the teeing ground.

Through the Green

“*Through the green*” is the whole area of the course except:

- a. the *teeing ground* and *putting green* of the hole being played; and
- b. all *hazards* on the course.

Water Hazard

A “*water hazard*” is any sea, lake, pond, river, ditch, surface drainage ditch or other open water course (whether or not containing water) and anything of similar nature. All ground or water within the margin of a *water hazard* is part of the *water hazard*. The margin of a *water hazard* extends vertically upwards and downwards. Stakes and lines defining the



margins of water hazards are in the hazards. Such stakes are *obstructions*. A ball is in a *water hazard* when it lies or touches the *water hazard*.

Note 1: *Water hazards* (other than *lateral water hazards*) should be defined by yellow stakes or lines.

Note 2: The *Committee* may make a Local Rule prohibiting play from an environmentally-sensitive area which has been defined as a *water hazard*.

Wrong Ball

A “*wrong ball*” is any ball other than the players:

- a. Ball in play, or
- b. Provisional ball, or
- c. In stroke play, a second ball played under Rule 3-3 or Rule 20-7b.

Note: Ball in play includes a ball substituted for the ball in play, whether or not such substitution is permitted.

Wrong Putting Green

A “*wrong putting green*” is any putting green other than that of the hole being played. Unless otherwise prescribed by the *Committee*, this term includes a practice *putting green* or pitching green on the *course*.



Local Rules Example

In accordance to the Rules of Golf, Golf Course Management or Tournament Committee establish several Local Rules relative to the course or conditions of play. Here is an example of a set of Local Rules submitted to participants in a Unified League Competition in Rhode Island. Local Rules may also be printed on the Golf Course scorecard.

East Greenwich Country Club

East Greenwich, Rhode Island

Course Rules

- ◆ Each Player must have own set of clubs
- ◆ Non-golfer are not allowed on course. (Insurance rule)
- ◆ Proper dress required at all times.
- ◆ No fivesomes at anytime.
- ◆ Players under 12 must play with an adult.
- ◆ No player under 8 unless by special permission.

Not Permitted on Course

- ◆ Metal spikes (no exceptions)
- ◆ Beverage coolers
- ◆ Alcoholic beverages
- ◆ Loud and/or abusive language

Please...

- ◆ Repair ball marks
- ◆ Rake traps after use
- ◆ Replace divots
- ◆ Observe out of bounds between holes ONE & EIGHT (dangerous), all will be played as hazards. If you hit a ball beyond the boundary markers, bring the ball back to the point where it approximately where it went out, under penalty of 1 stroke. Do not hit another ball from the teeing area.
- ◆ Embedded Ball Rule is in effect.



Teaching the Rules and Etiquette

Define the Game of Golf

Rule 1-1: The Game of golf consists in playing a ball from the teeing ground into the hole by a stroke or successive strokes in accordance with the Rules.

Explain the governing bodies and protocol of the Special Olympics Golf Rules:

1. The Official Special Olympics Sport Rules shall govern all Special Olympics Golf competitions.
2. As an international Sports Program, these rules have been based upon The Rules of Golf as approved by The Royal and Ancient Golf Club of St. Andrew, Scotland (R & A) and the United States Golf Association.
3. These rules shall govern all competition except when in conflict with the Official Special Olympics Rules. In such cases, the Official Special Olympics Rules shall apply.
4. There are five levels of play in Special Olympics golf designed for all abilities.

Demonstrate and review the Summary of the Rules of Golf

- ♦ Pictures
- ♦ Video
- ♦ What if Scenarios

Rules Assessment

- ♦ Written
- ♦ Oral
- ♦ Athlete demonstration of proper procedure

Training Session Review

- ♦ 28 Basic Rules (8 week training session)
- ♦ Feature at least 3– 4 basic rules as part of each training session and incorporate into skills training: Example: When teaching putting, introduce rules and etiquette that would apply to the putting green. (Marking the ball, touching the line, order of play, etc.)

Coaching suggestion: Invite a golf Association representative or golf professional to host a Golf Rules Training for the athletes, coach and volunteers.



Special Olympics –Scotland

Introductory Model for Rules Training and Testing

- Equipment
- Golf Course
- Rules
- Terminology
- Etiquette
- Scoring

**Golf
Introductory Module**

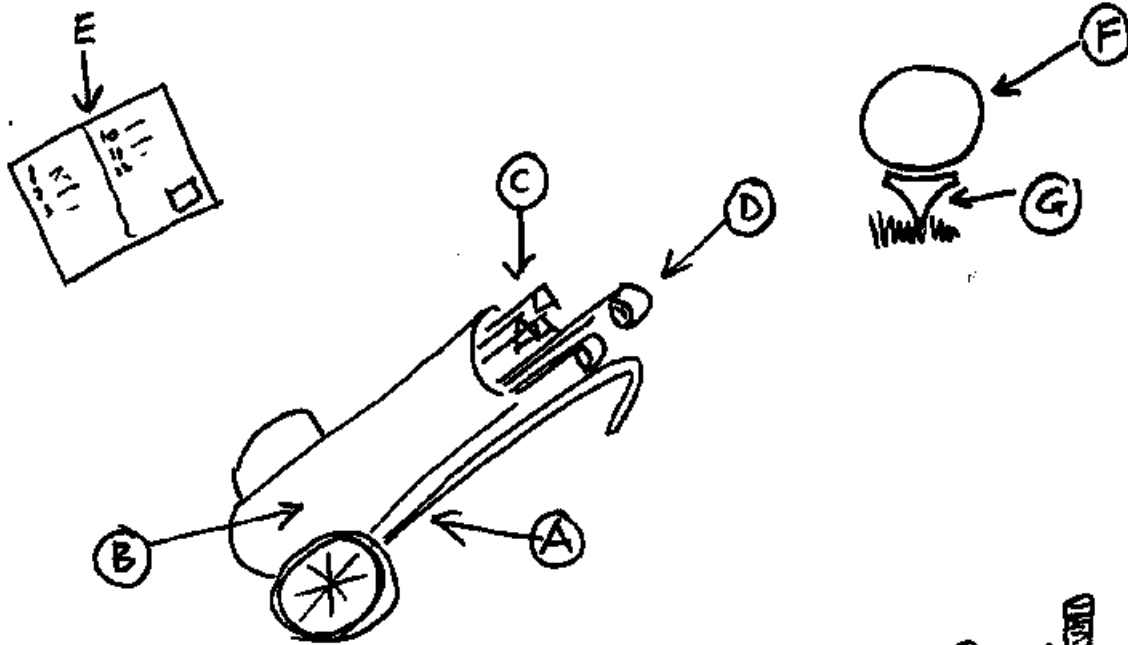


Name.....

School.....



Equipment



A _____
B _____
C _____
D _____

E _____
F _____
G _____
H _____

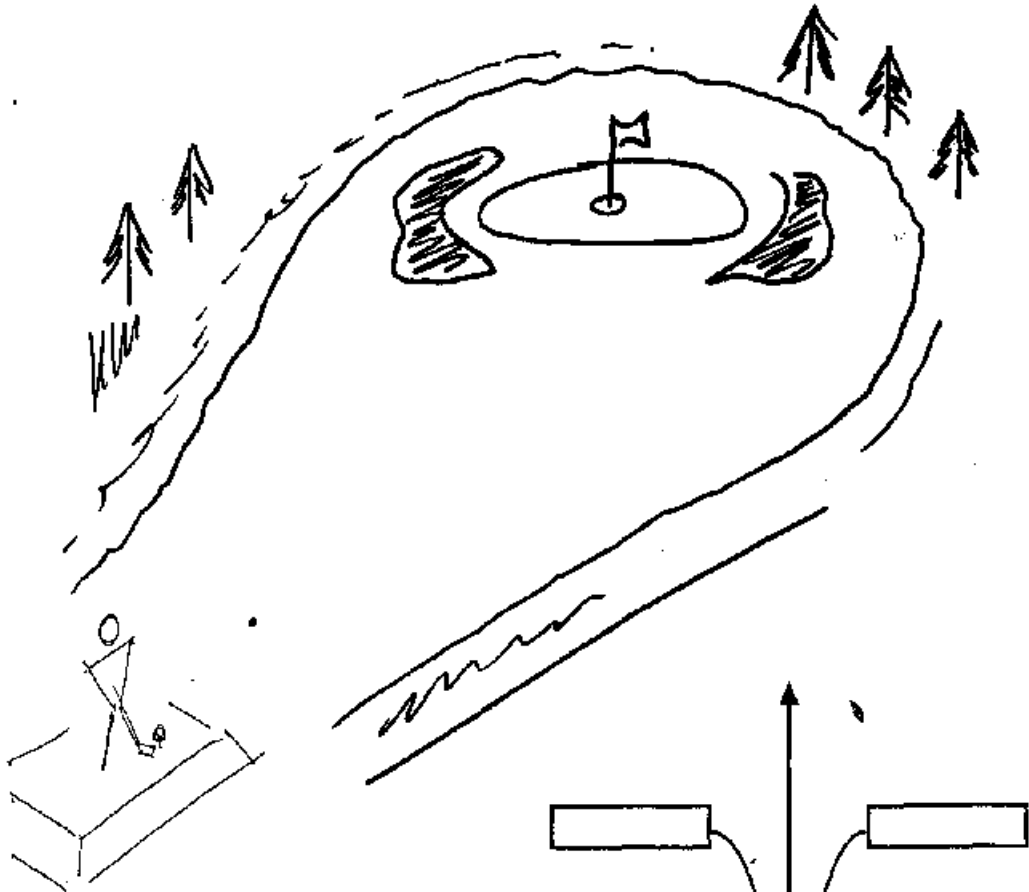
1 _____
2 _____
3 _____
4 _____
5 _____



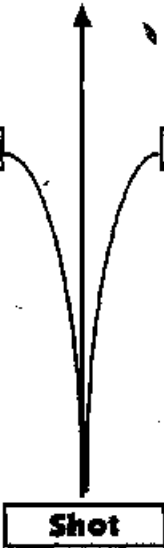
irons	putter	head	tee	ball
woods	trolley	bag	glove	face
shaft	grip	scorecard		



On The Course



green	bunker	tee	rough	fairway
divot	pin	flag	cup	hole
slice	drive	pitch	putt	hook





On The Course – Scoring

Par means scoring what we should

Shoot 3 on a par 3 = _____

Shoot 4 on a par 4 = _____

Shoot 5 on a par 5 = _____

Birdie means scoring 1 under par

Bogey means scoring 1 over par

Eagle means scoring 2 under par

Double Bogey means scoring 2 over par

Shoot 3 on a par 4 is _____

Shoot 5 on a par 4 is _____

Shoot 2 on a par 3 is _____

Shoot 4 on a par 3 is _____

Shoot 4 on a par 5 is _____

Shoot 6 on a par 5 is _____

Shoot 3 on a par 5 is _____

eagle	bogie	par	birdie
over par	under par	double bogie	hole in one



Etiquette

(How to behave)

Answer yes or no to these questions

We all play at the same time

The person furthest away from the flag plays first

You should keep quiet when someone is playing a shot

The person nearest the flag plays first

If you take a divot with a shot you should just walk on past it

You can hit a practice ball first before playing your real ball

You can take your trolley on to the green with you

You can practice chipping on the green

If you have lost your ball and are looking for it. If someone is waiting behind you then just let them wait

If you play the ball THROUGH THE GREEN then it has gone over and behind the green

If you think your shot is going to hit someone then run and hide.



Fill in the Blanks

- We use a _____ on the green
We use a _____ from the tee
We use a _____ to carry our bag
We use a _____ to hold our clubs
We count the number of _____ to see who has won
We putt on the _____
We try not to hit the ball into the _____
When we score what we should we get a _____
We try to hit our ball on to the _____
We use our _____ for long distances
A _____ is when the ball spins to the right
A _____ is when the ball spins to the left
A _____ is when the ball goes straight then to the right
A _____ is when the ball goes straight then to the left

putter	wood	trolley	bag
strokes	rough	green	slice
par	fairway	wood	hook



Types of Games

Name.....							
Date.....							
Competition.....							
Hole	Yds	Par	Score	Hole	Yds	Par	Score
1	513	5	10	113	3
2	388	4	11	422	4
3	147	3	12	543	5
4	406	4	13	375	4
5	375	4	14	396	4
6	444	4	15	143	3
7	364	4	16	400	4
8	176	3	17	167	3
9	398	4	18	354	4
Out		35	In		34
				Out		35
				Total		69
				Hcp		
				Net Total		

Marking the card until the end is called _____

Playing against someone for holes is called _____

Scoring points on your strokes is called _____

stroke play	match play
medal	stableford



Pick a Word and Explain

green	rough	iron	par
bogey	handicap	bunker	fairway
hole-in-one	wood	sand iron	chip
putt	match play	putter	swing
stance	semi-rough	bag	caddy
trolley	tee	gloves	spikes
cart	card	eagle	birdie
loft	face	shaft	grip
backswing	flag	pin	cup
clubhouse	divot	club	marker
ball	hazard	tee-off	top
fore	strokes	member	range
slice	hook	out-of-bounds	

The Eighteenth Hole

Robert, Gerard and David walked to the eighteenth t____ from the seventeenth g_____. Robert walked on to the t____ first because he had w_____ the last hole.

The 18th was 250 yards long so Robert used his d_____. He took a practice s_____ and then hit along d_____ up the middle of the f_____. Gerard played next and chose a 3 i_____. His shot was s_____ to the right. David was next and he h_____ his ball to the left. It only went a few yards.

David played his second shot as his b____ was furthest from the hole. He was in the r_____ so he used a 7 i____ Gerard played next and he used a 9 iron. Robert was only 25 yards from the green so he used a w_____ and played the ball to only 6 feet from the f____. He was there in 2 shots!!

Both Gerard and David had played their second s_____ on to the green. David was nearer the hole so Gerard played f____. Gerard p_____ the ball into the h_____ for a t_____. David two putted so he shot a f____. Robert three-putted from 6 feet so he took a f_____.

So who won the eighteenth hole ???



Golf Attendance

Session	Date	Venue
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		



Levels of Competition

Special Olympics Golf Program ❖ Levels of Play

Designed for All Ability Levels

A summary of Special Olympics golf events is outlined below and designed to offer competition opportunities for all ages and ability levels.

Level I - Individual Skills Contest - This level is designed for entry level athletes or those of lower ability to test the athletes in six skills; short putt, long putt, chip shot, pitch shot, iron shot, and wood shot.

Level II - Nine Hole Alternate Shot Play - This level is designed to give the Special Olympics golfer an opportunity to transition from skill to individual play. It allows for progress under the guidance of a partner whose ability and knowledge of golf is more advanced than that of the Special Olympics athletes. As a result, this level does not function in the traditional Unified Sports® model where the partner and Special Olympics athlete are of similar ability. The format will be Foursome (Alternate Shot) - The players play alternately from the teeing grounds and then alternate strokes until the ball is holed.

Level III - Unified Sports® Play - A team shall consist of one Special Olympics golfer and one non-Special Olympics golfer. This level is designed to give the Special Olympics golfer a chance to play in a team format in the traditional Unified Sports® model where the partner and Special Olympics athlete are of similar ability.

This is designed for an alternative competition for the player capable of playing at level IV.

Level IV - Nine Hole Individual Play - This level is designed to meet the needs of those Special Olympics golfers wishing to play individually in a tournament where the stipulated round is nine holes. The player should be capable of playing independently in a stroke play competition.

Level V - Individual Play - This level is designed to meet the needs of those Special Olympics golfers wishing to play individually in a tournament where the stipulated round is 18 holes. The player will be capable of playing independently in stroke play competition.



Golf Competition Requirements

Your local coordinator should supply you with the following competition registration materials. A detailed Golf Competition Guide is available.

Prior to a competition, the following forms must be submitted:

- ◆ Delegation Information
- ◆ Non-Athlete (Coach/ Chaperone) Listing
- ◆ Athlete Sport Entry Form
- ◆ Med Cards
- ◆ Golf Score Cards if no established handicap
- ◆ Partner and Unified Team Forms

Expect to complete the following on-site forms for competition registration:

- ◆ Housing Forms
- ◆ Scratch List
- ◆ Registration Summary Form



Competition Venue Requirements

The goal of the Competition Management team is to offer the athletes a high quality challenging competition. Safety and access must be of utmost concern for athletes, coaches, volunteers, officials, families and spectators when previewing a golf or practice area for competition.

Below are general venue planning services for consideration when assessing a facility for competition. Ask the questions: Where? Who? How many? How long? What will follow? Would advise to establish a committee or Chairperson for each or a combination of these areas.

If you are a coach participating but not hosting a competition, this list will also be helpful to you in managing and familiarizing your athletes to a particular competition venue.

1. Opening/Closing Ceremony
2. Registration for athletes, coaches, officials, volunteers, families, caddies, golf cars
3. Athlete staging prior to and during competition
4. Scoring Area/Computer
5. Schedule and Tee Time Assignments
6. Awards
7. Hospitality
8. Housing
9. Public Relations/ Media
10. Food/ Beverage
11. Emergency/Medical/Inclement Weather
12. Restrooms
13. Security
14. Special Events/ Entertainment/Clinics
15. Transportation: Arrival, Departure
16. Warm-Up or Practice Areas
17. Equipment Storage
18. Conditions of Play : Please refer to Article IX of the Special Olympics Summer Rules edition for the appropriate dimensions of each skills station and specific golf course yardages.
 - a. Level 1: Skills Competition
Wood, Iron, Pitch, Chip, Long Putt, Short Putt Stations
*Safety is critical in reviewing where, how and flow of each station.
 - b. Level 2-5: On Course Competition
 - ♦ Start holes and scoring areas should be clearly defined
 - ♦ Assure course can be set up and marked in accordance to the USGA Rules of Golf and SO Golf Rules



Flow of Athletes

Determine the safest most efficient traffic and staging flow for the athletes. It is ideal to have the *registration* as close to the transportation drop as possible. Keep athletes moving in the same direction and avoid any back tracking. Direct athletes immediately to the practice area for warm up.

To avoid confusion, set up an overall schedule of the competition. Diagrams and maps are also helpful. Assure coaches receive copies of each prior to the competition or at registration.

Participating coaches should immediately familiarize themselves with the competition venue upon arrival. Select a designated meeting area for your athletes and volunteers to meet if separated. Divide your athletes into two groups: Level 1 participants and Levels 2 – 5. Assign volunteer coaches or chaperones accordingly. When possible, all practice and warm ups should be done as a group when possible and then disperse Level 2 – 5 athletes to appropriate competition staging. Confirm all on course registration procedures with coaches and athletes.

It is important that a coach or volunteer greet the athletes when they come off the course and direct them to a central scoring area or practice area.

A good rule of thumb: Put yourself in the position of the athlete, coach, volunteer, official, spectator or family member when establishing your competition venues, schedules and event flow patterns.



Equipment

If hosting or participating in a Special Olympics Golf competition, equipment requirements would include:

1. Golf Competition Equipment for athletes:

Level 1:

- ♦ An assorted number of left and right handed irons, woods and putters
- ♦ Golf Balls (appropriate number based on number of competitors)
- ♦ Target Flags
- ♦ Boundary markers (cones or other visible marker)
- ♦ Hitting mat, carpet or tees
- ♦ Paint, chalk, rope or cord to mark boundary lines or hitting areas
- ♦ Tape measure or yardage marking device

Level 2 – 5: All competitors must provide their own equipment to include

- a. A set of clubs (A set shall include at least one wood, one iron and one putter)
- b. A golf bag
- c. Golf Balls
- d. Pitch Mark Repairer

2. Tournament Management and Coaching Equipment/Supplies list for designated areas and related committees:

- ♦ Scorecards
- ♦ Tee Time Assignment and Pairings
- ♦ Conditions of Competition
- ♦ Local Rules Sheets
- ♦ Pencils/Pens/ Highlighters
- ♦ Tables/ Chairs
- ♦ Tents
- ♦ 2 way Radios
- ♦ Banners
- ♦ PA System
- ♦ Clocks for tee time start and officials
- ♦ Rules Books
- ♦ Sunscreen
- ♦ Starters boxes
- ♦ Awards/ Ribbons/Appreciation
- ♦ Gift bags,raffle



Uniforms

It is important to confirm appropriate golf attire for both training and competition. Many courses have very strict dress codes that must be adhered to.

Athletes

Recommended golf attire:

- ♦ Shirt with collar, tucked into pants/shorts/skirt would be recommended.
- ♦ Golf shoes with spikes (soft or metal). Smooth soled athletic shoes would suffice if golf shoes are not available.

Proper attire should be stated in the Coaches, Players, Volunteers and Official handbooks.

Officials

Volunteer officials may be requested to wear certain bottoms, shirts or headwear. Golf car indicators or official location blocks are suggested as well. To expedite requests for rulings or questions, all participants should be informed of golf hole assignments of official locations. The uniform, golf car indicator signage and official locations can easily be included on the Rules of Play Sheets and distributed at the coaches meetings.

Event Personnel

The planning of a Special Olympics competition requires a core of committed and energetic volunteers. To assist in the coordination of a Special Olympics Golf Competition, the latter pages may be useful in creating a Competition Management Team. A Committee and Sub-Committee structure is recommended to coordinate and produce a high quality competition.

Tournament Committee

Under the Rules of Golf the Tournament Committee serves as the main organizing body of the tournament. The committee makes all the final decisions on the parameters of the competition. The committee is given the authority to create policy as long as it is consistent to the Rules of Golf (Rule 33.)

Committee members and their jobs:

Tournament Director:

Serves as the Chair of the tournament and is responsible for organizing and supervising the Tournament Committee.

Competition Director

Responsible for organizing and supervising all aspects pertaining to the golf competition in a tournament, both during the planning process of the tournament and the day of.

Sub-Committee Roles for the Competition Team:

- ♦ Rules
- ♦ Scorers/Markers
- ♦ Registration
- ♦ Caddie
- ♦ Fore Caddies
- ♦ Secretariat
- ♦ Skills Coordinator



Volunteer Manager

Responsible for recruiting, organizing, and coordinating volunteers for the tournament.

Support Services Manager

Responsible for procuring all the equipment necessary for the tournament, as well as responsible for the setup and breakdown of the whole venue. Coordinate and supervise the support services volunteer staff.

Sub-Committees under Support Services:

Equipment: Assess and procure needs of each function of the tournament

Volunteers: Assess needs and supervise

- ♦ Set up and Break down
- ♦ On Course
- ♦ Registration areas
- ♦ Scoring areas
- ♦ Starters area
- ♦ Ceremonies
- ♦ Scoreboard

Media Relations Coordinator

Responsible for coordinating all aspects regarding media and public relations for the tournament. He/she is responsible for all publicity leading to the tournament and after the tournament, as well as for opening and closing ceremonies



Scoring and Results of Competition

The Committee shall issue score cards or score sheets for each competitor. Each score card should have the date, competitors name or names. The Committee is responsible for adding and applying handicap. Scoring results, tee times and pairings should be posted and copies delivered to a designated area or areas for all coaches, athletes, volunteers and media. All scoring shall be in accordance to Special Olympics Golf Rules.

Scoring for each level of competition is detailed in Article IX of the Special Olympics Summer Rules.

Upon completion of play, the athletes will report to the designated scoring area to review his/her scores. Athletes should be taught to keep score and sign their scorecard. Whenever possible in competition, athletes should be encouraged to serve as a marker for a fellow competitor.



Special Olympics

Golf Individual Skills Scorecard, Pre-Lims

Athlete Name:

County/ID:

Sex:

Age:

Date:

Heat:

Tee Time:

Scorer:

Scores

Event	1	2	3	4	5	Total
Wood Shot						
Iron Shot						
Pitch Shot						
Chip Shot						
Short Putt						
Long Putt						
						Grand Total



Special Olympics

Golf Individual Skills Scorecard, Finals

Athlete Name:

County/ID:

Sex: **Age:**

Date:

Heat:

Tee Time:

Scorer:

Scores

Event	1	2	3	4	5	Total
Wood Shot						
Iron Shot						
Pitch Shot						
Chip Shot						
Short Putt						
Long Putt						
						Grand Total
						Place



Disqualification Procedures

All Special Olympics Golf competitions shall be governed by the Special Olympics Summer Rules. Article IX of those rules cover Golf specifically. Infractions of specific Special Olympics Rules and Guidelines as well as The Rules of Golf might result in disqualification of a competitor or competitors. Rules infractions that result in disqualification are clearly stated in both of these resources.

In accordance to the Rules of Golf, 33-7: "A penalty of disqualification may in exceptional individual cases be waived, modified or imposed if the Committee considers such action warranted. Any penalty less than disqualification shall not be waived or modified.

Protest Procedures

Special Olympics Inc. protest procedures are designed to alleviate conflicts that arise during the conduct of the competition. Special Olympics rules provide a structure to handle all protests that occur at any level of competition.

Types of Protests

1. Valid Protests: A protest that involves the application of procedural rules concerning the conduct of competition (including Divisioning).
2. Invalid Protests: A protest that involves judgments by officials. Any protests concerning a judgment by a competition official will automatically be denied and will not progress through the appeals process.

Submitting Protests

Any head delegate or official coach can submit a protest in writing to the Sports Rules Referee assigned for that sport (generally the Competition or Venue Director) within 30 minutes following the competition that is subject of the protest. All protests must include:

- ♦ Athlete/Team Name, county and ID number
- ♦ Event
- ♦ Division number
- ♦ Nature of the protest and the rule in question (the rule must be stated)
- ♦ Name of the Head Delegate or coach submitting the protest

The Sports Rules Referee for that sport will make all decisions on protests.

Appeals Procedure

Appeals of the decision of the Sports Rules Committee are made to the Games Rules Committee. The Head Delegate should submit all such appeals in writing to Games Headquarters within 30 minutes of the Sports Rules referee's decision. The Head Delegate should notify Games Headquarters that the written form is on its way to Games Headquarters. All appeals must include:

- ♦ Athlete/Team Name, County and ID number
- ♦ Event
- ♦ Division Number
- ♦ Name of Head of Delegate making the appeal
- ♦ Nature of the appeal and the rule in question (the rule must be stated)
- ♦ Time and date of the appeal

All County and Area Games Rules Committee will be comprised of the overall Games Director, a primary coach and another coach to serve as substitute in case the primary coach would be asked to rule on a protest involving an athlete from his/her training program.

The Games Rules Committee will make a final decision on all appeals. All protests and appeals must be resolved prior to the close of competition.



Protest Form

Must be submitted to the protest table no later than 30 minutes after the conclusion of the event being protested.

Date:

Time Submitted:

Sport: Golf **Event/Venue:**

Division:

Delegation:

Reason for Protest: (MUST BE FOR RULES INFRACTION, NOT JUDGEMENT CALL)

Signature of sport head coach:

Decision by Rules Committee:

Protest Approved:

Protest Denied:

Signed:

Time:



Criteria for Advancement to Higher Level Competition

1. Introduction.

Competitions are held at a number of levels within the Special Olympics Movement. The criteria used to determine how athletes from all sports advance from one Games or Tournament to the next is an important responsibility each Accredited Program must administer. The criteria for athlete advancement, along with the divisioning procedures, are considered two of the most critical elements of Special Olympics and serve to distinguish it from virtually every other sports organization in the world. Adherence to the fundamental principles of athlete advancement is essential for the consistent implementation and development of Special Olympics Programs world-wide. In addition, Accredited Programs are encouraged to develop selection criteria for coaches based on technical background and practical experience that will enhance the competitive experience of Special Olympics athletes.

2. Fundamental Principles.

- a. Athletes of all ability levels have an equal opportunity to advance to the next.
- b. Each competition reflects all aspects of the previous competition, including but not limited to the age, gender and ability level of athletes and the variety of sports events competed in at the previous competition.

3. Quota Allocation.

- a. All Accredited Programs need to have a system for quota allocation to manage the number of athletes attending a competition. The quota allocation process utilized shall not violate the Fundamental Principles of athlete advancement (listed above).
- b. The procedures used for selecting athletes to fill assigned quotas for an event must follow the procedures set forth in this section, unless a waiver is granted from the appropriate body.

4. Eligibility For Advancement.

- a. An athlete is eligible to advance to the next competition provided she or he has:
 1. Participated in an organized training program directed by a qualified coach consistent with Special Olympics rules of training and competition (e.g., Sports Rules, Sports Skills Guide, etc.), and occurring at a level of frequency that provides necessary skill acquisition and preparation for competition in the specific sports and events in which the athlete competes. The recommended minimum training time is 10 hours within two months prior to the competition.
 2. Participated in the previous competition (e.g., an athlete must compete in the National/U.S. Games before advancing to the World Games), with the following two exceptions:
 - ♦ When the Games or Tournament is the first competition opportunity for an athlete (e.g., at the Local or Area level), previous competition experience is not required. Some flexibility is also left to Accredited Programs for determining, in exceptional circumstances, eligibility for participation prior to completing the recommended minimum training time (e.g., a basketball team may begin league play after five one-hour practices).
 - ♦ A team for which there has been no competition opportunity at a Tournament or Games shall be eligible to advance to the next competition.
- b. Training and previous competition experience must be in the same sport as the athlete will be competing in at the next competition. If additional events within that sport are available at the next competition, athletes should receive proper training prior to advancing.

5. Procedure for Athlete and Team Selection.

- a. Determine number of athletes or teams that will be allowed to participate at the next competition by sport and/or event. This is the quota to be filled.
- b. Identify the number of athletes or teams eligible for advancement within the sport/event based on eligibility requirements.
- c. If the number of eligible athletes or teams does not exceed the quota, all athletes and teams shall advance.
- d. If the number of eligible athletes or teams exceeds the quota, athletes or teams that advance shall be selected as follows:
 1. Priority is given to first place finishers from all divisions of the sport/event. If the number of first place finishers exceeds the quota, select athletes or teams to advance by random draw.



2. If there are not enough first place finishers to fill the quota, all first place finishers shall advance. The remaining quota shall be filled by a random draw of second place finishers from all divisions of the sport/event.
 3. If the quota is large enough for all second place finishers to advance, the remaining quota shall be filled by a random draw of third place finishers from all divisions of the sport/event.
 4. Repeat this process, adding each place of finish as necessary, until the quota is filled.
 - e. These procedures apply to both individual and team sports.
 - f. An athlete shall not be barred from advancement based on prior competition experience (e.g., an athlete shall not be prohibited from advancing to World Games solely on the basis that she or he attended World Games in the past).
6. **Adherence.**
- a. As an essential component of the Special Olympics Movement, the criteria for athlete advancement must be adhered to. Under extraordinary circumstances when the criteria cannot be met, authority to deviate from established procedures may be requested, provided the alternate selection procedures do not conflict with the Fundamental Principles of athlete advancement.
 - b. Accredited Programs may request authorization to add additional criteria for advancement based on behavior, medical or judicial considerations and/or to deviate from these advancement procedures due to the size or nature of their Program.
 - c. Requests to deviate from the established procedures must be submitted in writing as follows:
 1. For advancement to Multi-National and World Games: SOI will consider and approve/disapprove all requests.
 2. For advancement to Competitions at or below the National/U.S. Level: the Accredited Program will consider and approve/disapprove all requests. SOI shall have the right and responsibility to review approved deviations during the accreditation process.



Special Olympics Golf Competition Levels and Criteria

Please refer to Special Olympics Golf Rules Article IX in the Special Olympics Summer Rules for detail

Level	Description/Requirements	Eligibility
Level 1: Individual Skills	<ul style="list-style-type: none"> ◆ Perform 6 Basic Golf Skills <ul style="list-style-type: none"> ◆ wood ◆ iron ◆ pitch ◆ chip ◆ long putt ◆ short putt ◆ Scorekeepers at each station 	<ul style="list-style-type: none"> ◆ All Special Olympics Athlete
Level 2: Alternate Shot Play	<ul style="list-style-type: none"> ◆ Alternate Shot team play <ul style="list-style-type: none"> ◆ 1 golfer with intellectual disability ◆ 1 golfer without intellectual disability ◆ Rules knowledge for golfer without intellectual disability ◆ Ability to walk 9 holes ◆ Provide own equipment ◆ Shall keep, verify and sign score ◆ (Markers may be assigned) 	<ul style="list-style-type: none"> ◆ Must have scored a minimum of 60 points on the Individual Skills Test ◆ Must score 10 points or more in at least 4 of the 6 skills with one of the four scores of 10 being in either the wood or the iron. ◆ Must achieve a minimum of 5 points in the two skills that total less than 10. ◆ Each team must submit most recent 6 scores under this format
Level 3: Unified Sports™ Team Play	<ul style="list-style-type: none"> ◆ Alternate Type Team Play <ul style="list-style-type: none"> ◆ 1 golfer with intellectual disability ◆ 1 golfer without intellectual disability ◆ Athletes of similar ability ◆ Ability to walk 18 holes ◆ Provide own equipment ◆ Shall keep, verify and sign score ◆ (markers may be assigned) 	<ul style="list-style-type: none"> ◆ Must achieve Level 2 Individual Skills requirements ◆ Capable of all Level 4 requirements ◆ Verified handicap of 35 or less or six most recent 18 hole scores ◆ Difference between the team members handicaps should not exceed 10
Level 4: Individual Stroke Play 9 hole competition	<ul style="list-style-type: none"> ◆ Individual Stroke Play ◆ Ability to walk and play 9 holes independently ◆ Provide own equipment ◆ Basic Rules Knowledge ◆ Shall keep, verify and sign score ◆ (markers may be assigned) 	<ul style="list-style-type: none"> ◆ Achieved Level 2 Individual Skills Requirements ◆ Verified Handicap or submit most recent 6 scores over 9 holes
Level 5: Individual Stroke Play 18 hole competition	<ul style="list-style-type: none"> ◆ Individual Stroke Play ◆ Ability to walk and play 18 holes independently ◆ Provide own equipment ◆ Basic Rules Knowledge ◆ Shall keep, verify and sign score ◆ (markers may be assigned) 	<ul style="list-style-type: none"> ◆ Achieved Level 2 Individual Skills requirements ◆ Verified Handicap or submit most recent six scores over 18 holes