

Golf Rules

2019

Special Olympics
New Hampshire



These Golf rules shall govern all competition. Special Olympics New Hampshire has created these rules based upon The Rules of Golf as approved by the Royal and Ancient Golf Club of St. Andrews (R&A) found at <http://www.randa.org/RulesEquipment/Rules/Rules-Explorer>.

Events Offered

- Individual Skills Competition
- Unified Sports Alternate Shot Team Play Competition (5 Holes)
- Unified Sports Alternate Shot Team Play Competition (9 Holes)
- Unified Sports Alternate Shot Team Play Competition (18 Holes)
- Unified Sports Aggregate Shot Team Play Competition (18 Holes)
- Individual Stroke Play Competition (9 Holes)
- Individual Stroke Play Competition (18 Holes)

Registering in Agon

- Golfers may register for 1 event.
- Each Local Program must have at least one head coach (who may also be a player) registered for the tournament.

Divisioning

- Local Programs will submit five score cards with course indexes of course and slope ratings that will be used to division for competition.
- Individual skill athletes will submit individual skills sheet (found on page 8) with practice scores that will be used to division for competition.

Equipment

- A valid driver's license is needed to drive a golf cart.
- Each player is responsible for providing his/her own equipment, including: clubs, golf bag, golf balls, tees, divot repair tool and ball marker.
- Athletes must wear golf attire, khakis and a golf shirt. Jeans are not permitted.
- Athletes must wear golf shoes or sneakers.

Competition

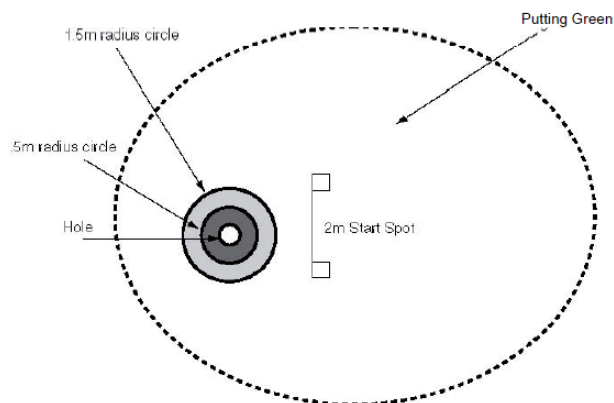
GENERAL RULES

- Alternate Shot Team Play Competition: Athlete and Unified Sports partner play one ball. Players alternate shots on each hole. Additionally, Player A plays from the tee for all even numbered holes and Player B plays from the tee for all odd numbered holes.

- Aggregate Shot Team Play Competition: Each player plays his/her own ball and the combined score of the two balls will be the score for the hole.
- Team shall consist of one athlete and one Unified Sports partner.
- Players must pick up the ball after ten strokes; the score for that hole will be 10x.
- A swing and miss counts as a stroke.
- If at the end of the round there is a tie for first place, the following protocol is followed:
 - The player or team with the fewest 10x's is declared the winner (first place).
 - If it is still a tie, the matching of scorecards occurs beginning with hole number 1. Proceed through the round until the tie is broken.
- All other ties shall remain as ties, both players/teams who have tied should be presented with the same award.

INDIVIDUAL SKILLS

- The purpose of the Individual Skills Competition is to allow athletes to and compete in basic golf skills acquired with the intention of learning skills necessary to play 5-competition.
- The athlete's final score is determined by adding together the achieved in each of these five Athletes will be pre-divisioned according to their total scores from five events.



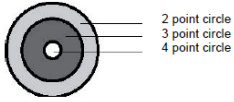
train
they've
hole
scores
events.
these

Short Putt

The athlete will have five attempts to putt the ball at the hole from a line 2 meters (6.6 feet) from the hole, scoring points according to where the ball comes to rest.

- Scoring
 - A swing and a miss count as one attempt, and the athlete receives a score of zero.
 - The athlete will score one point for making a stroke at, and striking the ball.
 - A second point is scored if the ball stops on or within the 1.5 meter (4.9 feet) circle
 - A third point is scored if the ball stops on or within the 0.5 meter (1.6 feet) circle.
 - If the ball goes in the hole, a total of four points will be awarded for that attempt.
 - The Short Putt score shall be the sum total of the five attempts.
- Layout
 - A target hole is selected and two circles are placed around the hole. The first circle shall have a radius of 0.5 meter (1.6 feet) and the second shall have a radius of 1.5 meters (4.9 feet) from the hole.

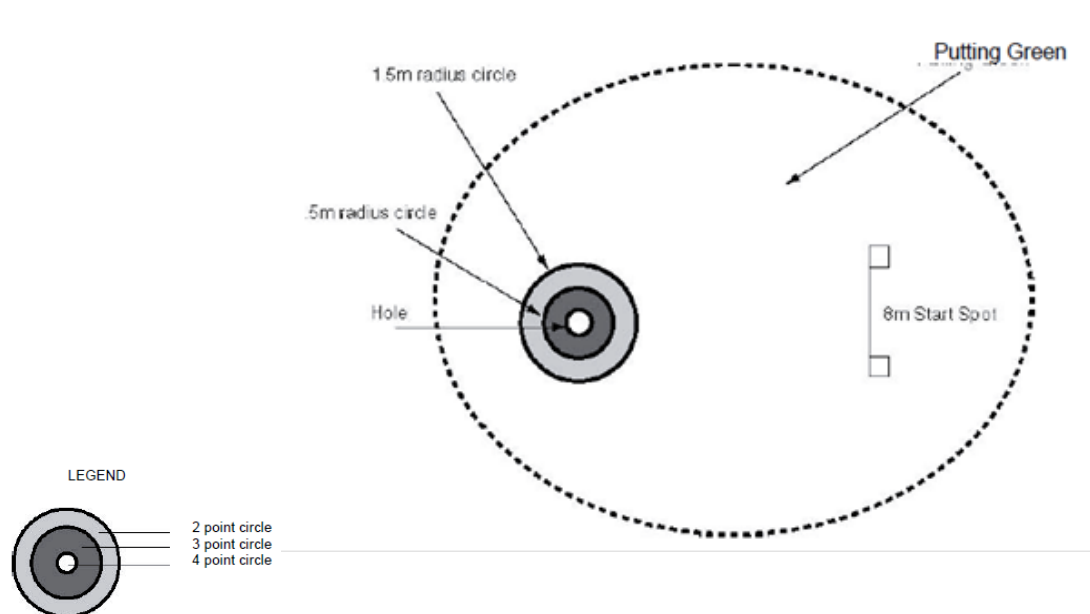
LEGEND



Long Putt

The athlete will have five attempts from a marked spot, 8 meters (26.2 feet) from the hole.

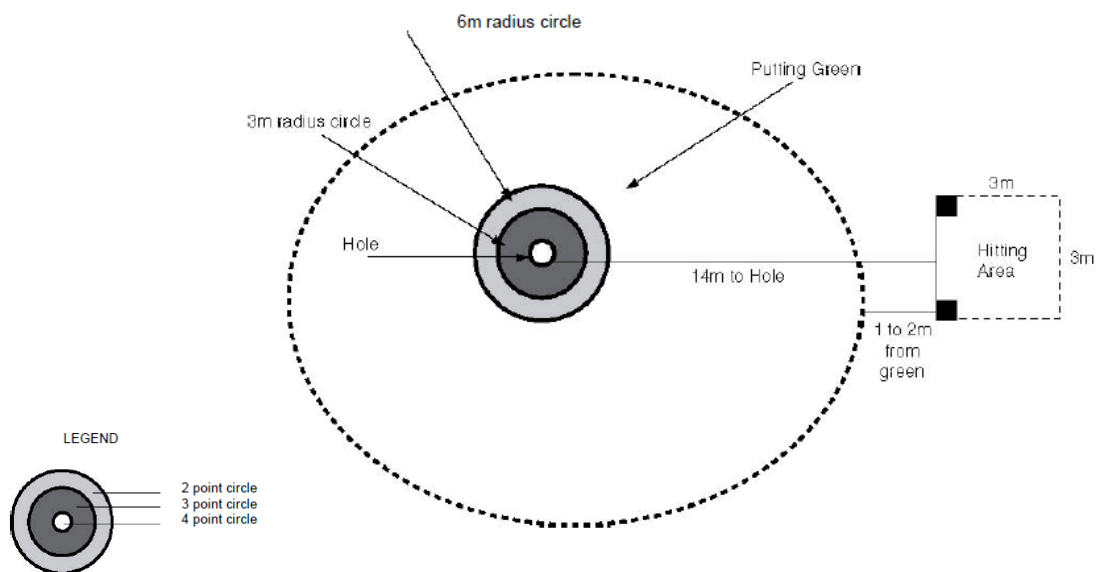
- Scoring:
 - The athlete will have five attempts to putt the ball at the hole from a spot 8 meters (26.2 feet) from the hole, scoring points according to where the ball comes to rest.
 - The athlete will score one point for making a stroke at, and striking the ball. (A swing and a miss count as one attempt, and the athlete receives a score of zero).
 - A second point is scored if the ball stops on or within the 1.5 meter (4.9 feet) circle.
 - A third point is scored if the ball stops on or within the 0.5 meter (1.66 feet) circle.
 - If the ball goes in the hole, a total of four points will be awarded for that attempt.
 - The long putt score shall be the sum total of the five attempts.
- Layout
 - A target hole is selected and two circles are placed around the hole. The first circle shall have a radius of 0.5 meter (1.6 feet) and the second shall have a radius of 1.5 meter (4.9 feet) from the hole.



Chip Shot:

The athlete is instructed to chip the ball at a designated hole, getting it as close to the hole as possible.

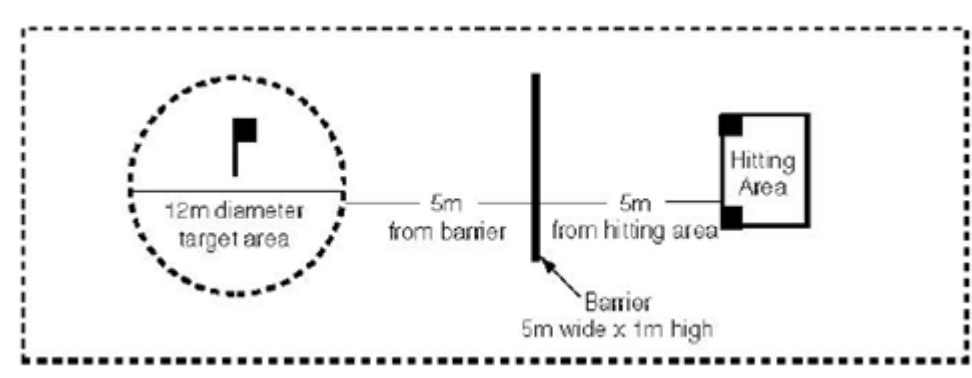
- Scoring:
 - The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest.
 - The athlete will score one point for making a stroke at and striking the ball. (A swing and a miss count as one shot and the athlete receives a score of zero for that shot).
 - A second point is scored if the ball comes to rest inside the 6-meter (19.7 feet) circle around the hole.
 - A third point is scored if the ball comes to rest inside the 3 meter (9.8 feet) circle around the hole.
 - A fourth point is scored if the chip shot comes to rest in the hole.
 - The total score from the five attempts will be the athlete's final score for the Chip Shot.
- Layout
 - A chipping area is set up which includes a 3 meters (9.8 feet) by 3 meters (9.8 feet) square hitting area 14 meters (49.9 feet) from the hole. The chipping area should be 2 meters (6.6 feet) from the edge of the green.
 - A 3-meter (9.8 feet) radius circle and a 6-meter (19.7 feet) radius circle will be placed around the hole.
 - A safely marked hitting area, 3 meters (9.8 feet) by 3 meters (9.8 feet) square, chalk and marker.



Pitch Shot:

The athlete shall make five attempts. The athlete is instructed to pitch the ball over the barrier at the designated target area.

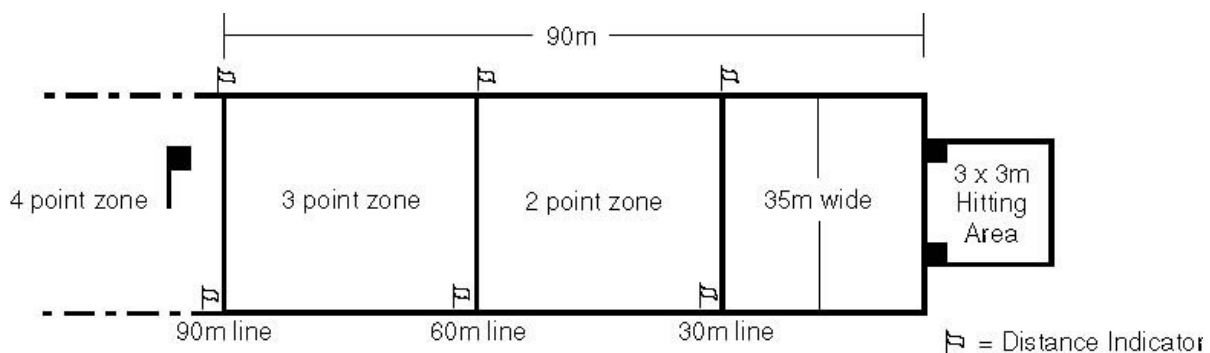
- Scoring:
 - The athlete will attempt five shots at the target, scoring points according to where the ball lands.
 - Athletes will score one point for making a stroke at and striking the ball. (A swing and a miss count as one shot and the athlete receives a score of zero for that shot).
 - A second point is scored if the ball goes over the barrier and between the upright poles.
 - A third point is scored if the ball lands inside the 12-meter (39.4 feet) circle and rolls out, or if the ball lands outside the 12-meter (39.4 feet) circle and comes to rest inside the circle.
 - A fourth point is scored if the ball lands inside the 12-meter (39.4 feet) circle and comes to rest inside the circle.
 - The Pitch Shot score shall be the sum total of the five attempts.
- Layout
 - A target area shall be a circle with a 6-meter (19.7 feet) radius.
 - The distance from the hitting area to the 1-meter (3.3 feet) high barrier shall be 5 meters (16.4 feet).
 - The distance from the 1-meter (3.3 feet) high barrier to the target area shall be 5 meters (16.4 feet).



Iron Shot:

The athlete will have five attempts at the target from a designated hitting area, scoring points according to where the ball comes to rest and trying to keep the ball within the boundary markers and achieving a distance of more than 90 meters. Athletes may use an Iron or Hybrid/Rescue Club for either an Iron shot, but not both.

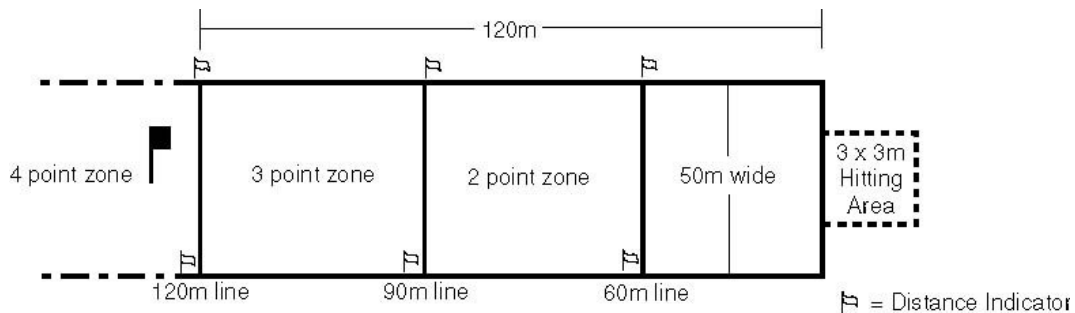
- Scoring:
 - The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest.
 - Athletes will score one point for making a stroke at and striking the ball. (A swing and a miss count as one attempt and the athlete receives a score of zero for that shot).
 - Two points are scored for a ball that comes to rest between the 30 meter and 60 meter lines within the 35-meter wide boundary lines.
 - Three points are scored for a ball that comes to rest between the 60 meter and 90 meter lines within the 35-meter wide boundary lines.
 - Four points are scored for a ball that comes to rest beyond the 90 meters line within the 35-meters wide boundary lines.
 - The athlete's score for the Iron Shot shall be the sum total of the five attempts. (Maximum of 20 points)
- Layout:
 - 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 90 meters.



Wood Shot:

The athlete will have 5 attempts to hit the ball off a tee, a mat or the ground 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 120 meters. Athletes may use a Fairway Wood, or Driver and if they did not use a Hybrid/Rescue Club for their iron shot, then they can use it for the Wood shot

- Scoring
 - The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest.
 - 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).
 - Two points are scored for a ball that comes to rest between the 60 meter and 90 meter lines within the 50-meter wide boundary lines.
 - Three points are scored for a ball that comes to rest between the 90 meter and 120 meter lines within the 50-meter wide boundary lines.
 - Four points are scored for a ball that comes to rest beyond the 120 meters line within the 50-meters (164.041 feet) wide boundary lines.
 - The athlete's score for the Wood Shot shall be the sum total of the five attempts. (Maximum 20 points)
- Layout
 - A target flag and eight cones or other visible markers identify distance locations.



Disqualification & Protest

In stroke play, a penalty must not be rescinded, modified or imposed after the competition has closed. A competition is closed when the result has been officially announced or, in stroke play qualifying followed by match play, when the player has teed off in his first match.

Exceptions: A penalty of disqualification must be imposed after the competition has closed if a competitor:

- Returned a score for any hole lower than actually taken for any reason other than failure to include one or more penalty stroke, that, before the competition closed, he did not know he had incurred.
- Knew, before the competition closed, that he had been in breach of any other rule for which the penalty is disqualification.
- For tournaments and competitions, coaches can assume the role of a caddie, with the understanding they will relinquish their coach privileges (i.e. ability to file a protest) during the competition.

GOLF INDIVIDUAL SKILLS SCORESHEET

| | Ball 1 | Ball 2 | Ball 3 | Ball 4 | Ball 5 | Total |
|------------|--------|--------|--------|--------|--------|-------|
| Short Putt | | | | | | |
| Long Putt | | | | | | |
| Chip Shot | | | | | | |
| Pitch Shot | | | | | | |
| Iron Shot | | | | | | |
| Wood Shot | | | | | | |

Grand Total Final Score