

Competition Reminders

Competition will run according to the [Special Olympics Inc. official rules](#) and the [SONC golf modifications](#). Certified coaches, caddies and Unified partners should have knowledge of and be familiar with both of these documents. There is an app for the United States Golf Association (USGA) rulebook! Simply go to the app store on your phone and download the free USGA rulebook app.

Please remember caddies and partners are **keeping score for another athlete/partner in their pairing**. In groups of three, make sure everyone knows who is keeping track for who when you get to the first tee. Please see rules officials before proceeding so that any disagreements can be sent over radio to competition staff for a ruling.

At the end of the round, the entire group must report directly to the scoring tent. Verify scores with all athletes and Unified partners before signing off on the scorecard.

Rule Reminders

1. **Women** – play from the RED tee markers
2. **Men** – play from the GREY tee markers
3. **Unified Partners** – women & anyone over the age of 65 will play the RED, all other partners will play off the GREY tees.
4. **Lost Ball** – will be played two-club lengths from where it entered the woods or hazard. One stroke penalty and the play from the drop (you do NOT need to re-tee or go back to where your shot originated from).
5. **Drop Zone** – there will be a drop zone on HOLE 8 and 14 to not have to force a carry over the water twice.
6. **Levels 2 and 3**
 - a. It is alternate shot, whoever tees off of the 1st hole will tee off on all of the odd holes, the player teeing off on the 2nd hole will tee off on all of even holes.
 - b. If you have a lost ball or hit into a hazard you incur the appropriate penalty shot and your partner hits the next shot.
 - c. Any attempt to hit the ball (even if it is missed) results in the partner taking the next shot.
7. **Rules Questions** – if between your group you can't come to a decision, play two balls and we will consult with the scoring tent and competition manager at the end of the round.
8. **Maximum Score Per Hole** – is 10, if a player doesn't make it within 10 shots enter 10x for the score
9. **Maximum Score Per Round** – Levels 2/3 = 70, Levels 4/5 = 120. This score is the average of the two rounds. Anyone over the maximum score will receive a participation ribbon.
10. **Relief** – if there are tree roots in a players stance or swing path, that play may take free relief to nearest point of relief plus one club length, no closer to the hole.

Important USGA Rules Reminders

- Golfers will only be allowed **three minutes** to search for a strayed golf ball.
- **Golfers should take no more than 40 seconds for a shot.** This is to encourage **ready golf**. Please note above for the stroke penalties for slow play.

Additional rule reminders on back of sheet

- Once a golfer approaches the ball, **no person** (e.g., caddie or Unified partner) is allowed to stand on or near the extended line of the ball behind the golfer.
- Dropping Procedure: When taking relief, golfers should drop from knee height.
- Measuring relief: Golfers may take relief using the longest club in their bag (except the putter). The standard one or two club lengths remains the way by which relief is measured.
- Double-hitting a shot: There will be no penalty for double-hitting a shot. Golfers will simply count the single stroke they took to strike the ball, rather than counting two shots for hitting the ball twice.
- Moving the ball: No penalty to a golfer for accidental movement of a ball on the putting green or while looking for it in the rough. A player is responsible for a moved ball if it is “virtually certain” that they did.
- The flag stick: It no longer has to be attended or removed when putting and there will be no penalty if a golfer hits an unattended flagstick in the hole.
- Golfers will be allowed to repair spike marks as well as other damage on the putting green. There is also no penalty for merely touching the line of a putt.
- Golfers can now touch the ground with their club in a hazard and can move loose impediments in a hazard without penalty. Golfers can also move loose impediments in bunkers and will not be penalized for generally grounding their club away from their ball. Please note that a golfer **cannot** ground their club when playing a bunker shot. An unplayable lie may be taken in a bunker, with a drop out for two strokes.