

Coach Manual



**THE WORLDS BIGGEST GOLF
TOURNAMENT FOR PEOPLE WITH
INTELLECTUAL DISABILITY**

TOURNAMENT FORMAT

THIS TOURNAMENT IS OPEN TO GOLFERS WITH INTELLECTUAL DISABILITIES FROM ACROSS THE WORLD WITHOUT ANY PREJUDICE. GOLFERS FROM SPECIAL OLYMPICS , FROM ANY PART OF THE WORLD , ARE WELCOME TO PARTICIPATE IN THE TOURNAMENT.

The UNIFIED GOLF MASTERS in Macau takes inspiration from Special Olympics golf tournament rules and regulations of Unified Sports, which are time tested and played across the globe. The rules are available in the public domain of Special Olympics International website and this tournament intends to follow the pattern of the Recreational Unified Golf rules.

Competitions

Level 1: Individual Skill Competition – entry level golf players with intellectual disability are tested for six skills similar to on-course play, including a short putt, a long putt, a chip shot, a pitch shot, an iron shot and a wood shot.

Level 2: Best Ball Team Play Competition – a nine hole best ball format that teams a golf player with intellectual disability and a Macau corporate golf player of more advanced skill and knowledge.

Level 5: Individual Stroke Play Competition – 18 holes

A team for Level 1 and Level 2 Competition of each participating delegation/program consists of four athletes and two coaches so that one coach will supervise two athletes on the golf course at all times. The athletes must participate in both competitions, Level 1 and Level 2.

The team of the Level 2 competition (four athletes and two coaches) will then be split into Foursomes consisting of two athletes, one coach and one unified partner that will be provided by the tournament organiser. Each foursome will be accompanied by a caddie, also provided by the tournament organiser.

A team for Level 5 Competition of each participating delegation/program consists of two athletes, one caddie and one unified partner. Both, caddie and unified partner will be provided by the tournament organiser. These athletes can participate in Level 5 Competition only.

Level 1 Competition is seen as a warm up practice for the Level 2 competition.

Level 2 Competition is split into two 9-hole rounds on two days: front 9 holes & back 9 holes.

Level 5 Competition is split into two 18-hole rounds on two days.

Rules

Level 1 — Individual Skill Competition

A. Short Putt (Maximum 20 points)

- 1) Purpose — To measure the athlete's ability to putt, focusing on the Short Putt.
- 2) Equipment
 - a) A regulation putting green with a properly marked (target) hole;
 - b) One putter for each athlete;
 - c) Five balls for each athlete;
 - d) A chalk may be used to mark the circle targets around the hole;
 - e) A pitch mark repairer.

3) Description

- a) A target hole is selected and two circles are placed around the hole. The first circle shall have a radius of 0.5 meters and the second shall have a radius of 1.5 meters from the hole.
- b) The athlete will have five attempts from a clearly marked spot, 2 meters from the hole.
- c) The short putt should be set up on a green with as flat a surface as possible.

4) Scoring

- a) The athlete will have five attempts to putt the ball at the hole from a line 2 meters from the hole, scoring points according to where the ball comes to rest.
- b) 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).
- c) A second point is scored if the ball stops on or within the 1.5 meter circle.
- d) A third point is scored if the ball stops on or within the 0.5 meter circle.
- e) If the ball goes in the hole, a total of four points will be awarded for that attempt.
- f) The Short Putt score shall be the sum total of the five attempts.

B. Long Putt (Maximum 20 points)

1) Purpose — To measure the athlete's ability to putt, focusing on the Long Putt.

2) Equipment

- a) One putter for each competing athlete.
- b) A regulation putting green with a properly marked (target) hole.
- c) Five balls for each hole being used.
- d) A chalk may be used to put target circles around the hole.
- e) A pitch mark repairer.

3) Description

- a) A target hole is selected and two circles are placed around the hole. The first circle shall have a radius of 0.5 meter and the second shall have a radius of 1.5 meter from the hole.
- b) The athlete will have five attempts from a marked spot, 8 meters from the hole.
- c) The Long Putt should be set up on a green with as flat a surface as possible.

4) Scoring

- a) The athlete will have five attempts to putt the ball at the hole from a spot 8 meters from the hole, scoring points according to where the ball comes to rest.
- b) 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).
- c) A second point is scored if the ball stops on or within the 1.5 meter circle.
- d) A third point is scored if the ball stops on or within the 0.5 meter circle.
- e) If the ball goes in the hole, a total of four points will be awarded for that attempt.
- f) The long putt score shall be the sum total of the five attempts.

C. Chip Shot (Maximum 20 points)

1) Purpose — To measure the athlete's ability to hit chip shots 14 meters from the hole.

2) Equipment

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

3) Description

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

4) Scoring

- a) The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest.
- b) 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).
- c) A second point is scored if the ball comes to rest inside the 6 meter circle around the hole.
- d) A third point is scored if the ball comes to rest inside the 3 meter circle around the hole.
- e) A fourth point is scored if the chip shot comes to rest in the hole.
- f) The total score from the five attempts will be the athlete's final score for the Chip Shot.

D. Pitch Shot (Maximum 20 points)

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

2) Equipment

- a) An assorted number of pitching irons for both right- and left-handed players;
- b) Five golf balls for each station being used.
- c) A marked hitting area, paint or chalk, and marker.
- d) Shag bags or tubes to retrieve balls at station.
- e) A target flag and hitting mat or artificial surface.
- f) A banner, sign, net or barrier that measures 1 meter high by 5 meters wide. Two 2 meter poles can be used to support the banner, sign, net or barrier.

3) Description

- a) A target area shall be a circle with a 6 meter radius.
- b) The distance from the hitting area to the 1 meter high barrier shall be 5 meters.
- c) The distance from the 1 meter high barrier to the target area shall be 5 meters.
- d) The athlete shall make five attempts. The athlete is instructed to pitch the ball over the barrier at the designated target area.

4) Scoring

- a) The athlete will attempt five shots at the target, scoring points according to where the ball lands.
- b) 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).
- c) A second point is scored if the ball goes over the barrier and between the upright poles.
- d) A third point is scored if the ball lands inside the 12 meter circle and rolls out, or if the ball lands outside the 12 meter circle and comes to rest inside the circle.
- e) A fourth point is scored if the ball lands inside the 12-meter circle and comes to rest inside the circle.
- f) The Pitch Shot score shall be the sum total of the five attempts.

E. Iron Shot (Maximum 20 points)

- 1) Purpose — To measure the athlete's ability to hit an iron shot for distance within a set hitting area.
- 2) Equipment
 - a) An assorted number of irons for right- and left-handed players;
 - b) 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);
 - c) 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).
 - d) Hitting mat or carpet, tees, helmets, a safety zone for scorekeepers to stand in and shag bags or tubes to retrieve balls.
 - e) A target flag and eight cones or other visible markers to identify distance locations.
 - f) Athletes may use a Hybrid or Rescue Club for either an Iron shot or a Wood shot, but not both.
- 3) Description — 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 90 meters.
- 4) Scoring
 - a) The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest.
 - b) 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).
 - c) Two points are scored for a ball that comes to rest between the 30 meters and 60 meters lines within the 35 meters wide boundary lines.
 - d) Three points are scored for a ball that comes to rest between the 60 meters and 90 meters lines within the 35 meters wide boundary lines.
 - e) Four points are scored for a ball that comes to rest beyond the 90 meters line within the 35 meters wide boundary lines.
 - f) The athlete's score for the Iron Shot shall be the sum total of the five attempts.

F. Wood Shot (Maximum 20 points)

- 1) Purpose — To measure the athlete's ability to hit a wood shot for distance within a set hitting area.
- 2) Equipment
 - a) An assorted number of woods for right- and left-handed players.
 - b) An appropriate number of golf balls based on the number of competitors
 - c) 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).
 - d) Hitting mat or carpet, tees, helmets, a safety zone for scorekeepers to stand in and shag bags or tubes to retrieve balls.
 - e) A target flag and eight cones or other visible markers to identify distance locations.
 - f) Athletes may use a Hybrid or Rescue Club for either an Iron shot or a Wood shot, but not both.
- 3) Description — 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 towards 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.

4) Scoring

- a) The athlete will attempt five shots at the target, scoring points according to where the ball comes to rest.
- b) The athlete will score one point for making a stroke at and striking the ball (a swing and a miss and counts as one attempt, and the athlete receives a score of zero for that shot).
- c) Two points are scored for a ball that comes to rest between the 60 meters and 90 meters lines within the 50 meters wide boundary lines.
- d) Three points are scored for a ball that comes to rest between the 90 meters and 120 meters lines within the 50 meters wide boundary lines.
- e) Four points are scored for a ball that comes to rest beyond the 120 meters line within the 50 meters wide boundary lines.
- f) The athlete's score for the Wood Shot shall be the sum total of the five attempts.

Level 2 — Best Ball Team Play (adjusted)

A. Definition

- 1) An invited team (4 athletes) will be divided into two flights (2 athletes each) while being accompanied by one UNIFIED player each.
- 2) A flight will be accompanied by one coach and one caddy.

B. Requirements

- 1) Be sure that your team/delegation consists of at least four athletes and two coaches so that every coach may supervise two athletes on the golf course.
- 2) The athletes are supposed to participate in both rounds.
- 3) The athletes are required to play with the provided club sets in both rounds. Two athletes are sharing one club set.
- 4) A provided club set includes only 11 clubs: putter, SW, PW, iron 5-9, wood 3, wood 4 and one driver.
- 5) The UNIFIED player of the respective flight will be allowed to use his personal club set.

C. Purpose for this Level of Play

- 1) This level is designed to give the athlete an opportunity for transition from individual skills to individual play and to progress under the guidance of a UNIFIED player whose ability and knowledge of golf is more advanced than that of the athlete.
- 2) This level will be played on two 9-hole rounds on consecutive days. Front 9 & Back 9.
- 3) The UNIFIED player serves as a mentor so that the athlete becomes self-sufficient on the golf course.

D. Form of Play

- 1) Both athletes and the UNIFIED player will tee off. From there on the best ball will be played until the ball is holed.
- 2) The score card must indicate that the team chose at least 4 best balls from the teeing grounds of one athlete (4 out of 9).
- 3) The UNIFIED player is always the first to hit the ball from the teeing grounds, giving directions and supervising the club choice so that a learning process can be achieved.

E. Scoring

- 1) If a 10th stroke is played without holing the shot, the flight shall record a score of '10x' and stop playing on that hole. Note: A swing and miss counts as a stroke.

F. Ties

- 1) If the teams tied for first place, the team with the fewest number of 10x scores shall be declared the winner.
- 2) All other ties shall remain as ties and both teams should be presented with the same award.

G. Stipulated Round

- 1) A stipulated round shall be nine holes.
- 2) The tournament is contested over two rounds, played on two days.

Level 5 — Individual Stroke Play (adjusted)

A. Definition

- 1) An invited athlete for Level 5 Competition will be paired with one UNIFIED player.
- 2) A flight consists of three players: Two athletes with an intellectual disability (athletes) and one is a player without an intellectual disability (UNIFIED player).

B. Requirements

- 1) The athletes are supposed to participate in Level 5 competition only.
- 2) A coach may accompany the flight but MUST NOT interfere the play.

C. Purpose for this Level of Play

- 1) This level is designed to meet the needs of those athletes who wish to play individually in a tournament where the stipulated round is 18 holes.
- 2) This level will challenge the athlete on a golf course with few, if any, modifications.
- 3) This level will be played on two 18-hole rounds on two consecutive days.
- 4) The athlete should be capable of playing independently and must be able to walk during the entire 18-hole round (even though golf carts are provided and allowed to use, but driven by the UNIFIED player or coach only).
- 5) While the player should be capable of playing independently, it is strongly recommended that the coach serves in the role of caddie with the understanding they will relinquish their coach privileges.

D. Form of Play

- 1) The form of play shall be Individual Stroke Play.
- 2) The UNIFIED player is always the first to hit the ball from the teeing grounds, giving directions and supervising the club choice so that a learning process can be achieved.
- 3) If a 10th stroke is played without holing the shot, the player shall record a score of 10x and proceed to the next hole.

E. Scoring

- 1) The tournament is played on a gross score format. Divisioning will apply after the final round.
- 2) Scoring (marking of cards) — athletes should be taught to keep score and, whenever possible in competition, the UNIFIED player will serve as a marker for a fellow athlete.
- 3) The athlete will be responsible for verifying his/her own score and signing his/her scorecard.
- 4) The tournament director will verify the final score card of the UNIFIED player - if any differences between all submitted score cards appear - the UNIFIED player's score card is valid only.

F. Ties

1) First-place ties shall be decided in the following manner:

- a) Of the players tied for first place in their division, the player with the fewest number of 10x scores shall be declared the winner.
- b) If there is still no winner the final positions will be decided by:
 - The lowest strokes in Round 1, and if still a tie
 - The lowest strokes in Round 2, and if still a tie
 - The lowest strokes in Round 1 - Front 9, and if still a tie
 - The lowest strokes in Round 1 - Back 9, and if still a tie the same method applies to Round 2.

G. Stipulated Round

- 1) A stipulated round shall be two times 18 holes.
- 2) The tournament is contested over two rounds, played on consecutive days.

LOCAL RULES

Out of Bounds: Defined by inside points at ground level, of large white stakes or white lines.

Water & Lateral Water Hazard: Water hazards are indicated by yellow stakes or yellow lines. Rule 26-1 applies. Lateral water hazards are indicated by red stakes or red lines. Rule 26-1 applies. Drop zone for water hazards indicated by blue lines.

Ground under Repair: Indicated by white lines. Wild bird damage, fire and hills and French drains are deemed to be ground under repair. Rule 25-1 applies.

Immovable Obstructions: All concrete paths are immovable obstructions. Rule 24-2b applies.

ALL OTHER RULES ARE GOVERNED BY U.S.G.A. RULES

DISCLAIMER

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