

BRITISH DARTS ORGANISATION

BDO CODE OF PRACTICE No 4 - DARTS MARATHONS

This Code of Practice has been drawn up for the guidance of BDO Member Darts Organisations on Those occasions when called upon to provide an adjudicator, at a Darts Marathon attempt. The majority of Darts Marathons organised at the present time are usually associated with an effort to raise monies for many differing charitable causes, however the darts element of each marathon is normally set up to achieve one of two nominated objectives ;

EITHER - to score the **HIGHEST** possible number of points within an agreed period of time,- say 24 hours.

OR - to score an agreed number of points in the **LEAST** possible number of darts.

The BDO will **ONLY** recognise those attempts that are set up to achieve the second objective stated above, as the first is considered to be a feat of endurance, whereas the second is based upon the skill required to play competitive darts.

IE: To score an agreed number of points in the least possible number of darts, - say 1,000,001, which theoretically could be achieved in 16,668 darts, this is highly improbable as a darts average of 60 per dart would have to be maintained throughout the marathon by every player in the team. The current record is of the order of 36,000 darts, which would require a darts average of approximately 28 per dart, - about the same standard as that attained by County ' A ' team players. In order to be recognised by the BDO a Darts Marathon attempt must be made within the framework of the terms and conditions laid down in this Code of Practice.

PLAYING RULES

1.00 GENERAL

- 1.01 All Darts Marathon attempts shall be played under ' BDO Playing Rules ', and all equipment used, including the darts thrown, shall comply with the standards laid down therein.
- 1.02 Only **ONE** dartboard shall be in use during the attempt, this dartboard may be turned, or changed, if found to be badly worn, such adjustments to be made during break periods in the attempt.
- 1.03 There shall be **NO** age limit for the team members, subject **ONLY** to those occasions when the attempt is to be made on licensed premise, when normal licensing regulations in respect to age limits must be upheld.
- 1.04 In the instance of a team being found to be in breach of licensing regulations, then that attempt shall be declared invalid.
- 1.05 There is **NO** time limit set by which the agreed target must be reached, **BUT** Darts Marathon officials shall ensure that the premises, and all its facilities are at the disposal for the likely duration of the attempt.
- 1.06 Break Periods, say '10' minutes at the end of each hour, shall be observed by the complete team of players, and officials.
- 1.07 If a Break Period is not observed in any one hour, such Break Period shall be forfeit and shall not be accumulated for use at a later time.

2.00 PLAYING FORMAT

- 2.01 A Darts Marathon team shall consist of **SIX** players, but shall **NOT** have any reserves, the complete team must throw consecutively from start to finish with **NO** substitutes allowed.
- 2.02 There are **NO** restrictions on the 'make-up' of the team which can be all men, all women, or any combination of both.
- 2.03 The team shall attempt to score an agreed number of points, with a straight start, in the **LEAST** possible number of darts , and shall finish on a single number.

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- 2.04 Every dart thrown at the dartboard during the attempt shall count as a 'dart used' and shall be recorded by the scores recorder.
- 2.05 The team of **SIX** players shall be listed in the agreed throwing order as determined prior to the attempt, by a draw, or by mutual agreement between the team and the adjudicating official.
- 2.06 The players shall throw consecutively in the indicated throwing order which must be maintained throughout the attempt.
- 2.07 Each player shall retrieve his darts from the dartboard after the caller has announced the score attained in that throw.
- 2.08 In the instance of a player dropping out, which action shall be deemed to have broken the throwing order, then that attempt shall be declared invalid.

3.00 SCORES RECORDING

- 3.01 All scores made by each player shall be recorded on suitably prepared score sheets together with a running total of the points scored by the team as the attempt progresses.
- 3.02 Electrical equipment may be used to check scores, and accumulative totals, but **ONLY** written records can be considered by an adjudicating official.

4.00 SUPERVISION

- 4.01 A Darts Marathon attempt must be properly supervised by a sufficient number of officials, which shall include the following ;
- (a) Callers - who shall announce all scores attained.
- (b) Markers - who shall mark down each score and add to the running total on an adjacent scoreboard in clear view of all players and officials.
- (c) Scores/ - who shall record each players score and darts used, and also maintain Recorders running totals as the attempt progresses.
- 4.02 The number of officials used may be varied so that a 'rota' can be made up to ensure that 'continuous' supervision can be maintained throughout the attempt.
- 4.03 A Darts Marathon attempt shall be carried out with an 'appointed' adjudicator in attendance, he shall be independent of all the players and officials involved, - he may be a local darts league official.

5.00 BDO AUTHENTICATION

- 5.01 In the instance of a request for authentication by the BDO, a Member Darts Organisation official shall be appointed, who shall be requested to attend during the Darts Marathon attempt.
- 5.02 The BDO appointed adjudicator, shall not be required to be present throughout the attempt, but he/she shall be in attendance at the start, from time to time during, and at the finish of the attempt.
- 5.03 He/she shall ensure that the attempt is being conducted in accordance with this Code of Practice, and all officials shall co-operate with him to this end.
- 5.04 He shall have access to all written records so that he may verify the authenticity of the attempt.
- 5.05 Any 'out of pocket' expenditure incurred by the BDO appointed adjudicator shall be re-imbursed by the Darts Marathon officials, subject to the provision of receipts for the items of expenditure.

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6.00 PLAYING VENUES

- 6.01 The terms of engagement of the premises and staff for a playing venue shall be such that adequate refreshment, resting, and toilet facilities shall be available throughout the duration of the attempt.
- 6.02 The services of a competent 'First-Aider' may also be engaged by the organisers of the attempt, but are not essential for authentication.

7.00 INTERPRETATION

- 7.01 During a Darts Marathon attempt which is being conducted under the jurisdiction of a BDO appointed adjudicator any matters that are not specifically covered by this Code of Practice shall be determined by him, and his decision shall be final and binding in that respective attempt.
- 7.02 Information concerning such interpretation shall be forwarded to the BDO Headquarters for consideration and possible inclusion in a revised version of this Code of Practice.