

PLAYER RULES FOR DONKEY BASKETBALL

1. Donkey basketball is played with 5 players on each team. 4 players with donkeys and one center, who does not have a donkey.
2. **The center duties are:** Tip the ball at the beginning of the game and act as a relay man for his team. The center must keep one foot in the center circle in the center of the court. The only time a center can leave the circle is when the other team scores a basket. Then he will go get the ball, take it out of bounds and throw it in to one of his team mates. The center should get down to the end of the court quickly and throw the ball in to someone close by, who will catch it. The center is not allowed to shoot the ball. Basketball defense rules for the centers; they can check and guard each other, like in basketball. If the other team has a violation, the center will be given the ball. The center position is good for the person who is over the Donkey Sports weight limit (over 200 lbs.).
3. **All the players must sign a liability release to ride a donkey.** If you don't want to sign a release, you can still play the center position. If you are not physically fit, such as having a bad back, bad knees, etc., we recommend that you play in the center position and not ride a donkey. Again, all riders must weight 200 lbs. or less.
4. **The donkey rider rules:** Players must be ON their donkey to SHOOT THE BALL, PASS THE BALL OR TO PLAY DEFENSE. The definition of "being on the donkey" is a leg on either side and both feet off the ground. Players are allowed to get off their donkey to retrieve a loose ball or a rebound, but the player MUST take their donkey with them. Players are not allowed to go anywhere on the court without their donkey. Players must keep one hand on the reins. Players with the ball, must get on their donkeys within 15 seconds. There is no out-of-bounds for the donkeys. The player must get the ball, wherever it goes. The referee will put the ball in play if it goes into the stands or out into the hallway.
5. **Player Defense:** Players must be on their donkeys to play defense. Defensive rules are the same as basketball, you can check and guard the other players. **ABSOLUTELY NO PUSHING OR PULLING OTHER PLAYERS OFF THEIR DONKEYS.** If a player insists on pushing other players, he will be replaced. A player can pull on their own donkey, but not on the other players' donkeys. A defensive player can only be off his donkey in the key for 3 seconds.
6. **Donkeys: ABSOLUTELY NO ABUSING THE DONKEYS!** There will be no hitting, kicking, pulling ears or tails. Players must be under 200 lbs. to ride a donkey. Bigger players need to ride the bigger donkeys. The referee may ask you to trade donkeys. Don't ride your donkey on the donkey's hips. Ride up front on your donkey, otherwise it makes it hard on your donkey and they don't like it.
7. **All donkey riders must wear a helmet with the chin strap buckled.** We have black helmets and white helmets. The referees will use the helmets to tell the different teams apart. All players must wear gym shoes. Slick, nylon pants are not a good idea for the riders. Donkey riders must be at least 13 years old and no older than 50 years. They need to be physically fit and weigh less than 200 lbs.
8. The donkeys are each wearing a bareback pad. If it slips to the side or comes unbuckled, please stop and fix it. Each donkey has a leather rein. Please don't let it drag on the floor, because the donkey can get tangled in it. If this happens, please stop and fix it.
9. The teams that play first will lead the donkeys into the gym, and the teams that play last will lead the donkeys out of the gym. No riding the donkeys into or out of the gym.
10. The best time for player substitution is at the half or at the quarter of the game. Each team is responsible for making sure that everyone who wants to ride gets the opportunity. If necessary, teams can substitute during the game to make sure everyone gets to ride, however, the clock won't be stopped. You'll need to change players as the game goes on.
11. During halftime, we leave the donkeys on the court and let the crowd come out and pet the donkeys. Do not ride the donkeys during halftime or lead them around.
12. The donkeys will play no more than 40 minutes of playing time. That can be divided up in many different ways, such as 2 teams with 4 - 10 minute quarters; 3 teams - teams 1 & 2 play 2 - 10 minute halves, then the winner plays team 3 for 2 - 10 minute halves; 4 teams - teams 1 & 2 play 2 - 8 minute halves, then teams 3 & 4 play 2 - 8 minute halves, the 2 winners play one 8 minute game for the championship; 6 teams - 3 games of 2 - 6 minute halves; or 8 teams - 4 games of 2 - 5 minute halves.