Rules for Donkey Softball

- 1) In this game all players except the PITCHER and CATCHER are provided with donkeys.
- 2) The PITCHER and CATCHER <u>are not permitted</u> to field a batted ball, but must leave it on the ground until someone on a donkey has handled the ball. After someone with a donkey has picked up the ball and gotten back on his/her donkey, he/she may toss or hand the ball to the PITCHER or CATCHER and from then on until the player is either safe or out. The PITCHER and CATCHER may assist in the play by tossing the ball over to the base or tagging the runner if he comes close enough to the PITCHER or CATCHER's box.
- 3) The BATTER holds the bat with <u>one hand</u> to bat. There are no strike-out or walks in this game. When the BATTER gets a fair hit, he/she must get on the donkey that will be waiting for him/her at home plate and ride around the bases in their proper order, if he/she and the donkey can agree on which is the proper order.
- 4) If the base runner falls off the donkey <u>3 times</u>, or if he/she loses their donkey after being called safe at first base, he/she is OUT.
- 5) The base running donkey must have 1 foot on or inside the white circle representing the base and the player must be on the donkey's back in some manner or other, long enough for the umpire to declare him/her safe. After he/she is pronounced safe, he/she may dismount and hold the donkey on the base or sit on the donkey, or go around to the next base, whichever he/she and the donkey decide to do.
- 6) There are no force-outs. Tag-Outs are the same as in regular ball, but you must tag the person on the donkey, not the donkey. If the runner is on the ground leading his/her donkey, or trying to get back on, then the player with the ball may tag him/her out.
- 7) The player <u>must</u> have hold of his/her donkey in order to have the ball. A player is allowed to dismount to pick up the ball, stop a grounder, or catch a fly, but must hold the reins and take the donkey with him/her wherever he/she goes, and don't forget to get back on the donkey before throwing the ball. **PLAYER MUST BE ON THE BACK OF THE DONKEY TO THROW THE BALL.**
- 8) A fly ball caught by a player on the ground <u>is not an out,</u> but if he/she is on their donkey, the batter is automatically out. We count all runs that are scored before the 3rd out.
- 9) After the 3rd out, the team playing the field must hold their donkeys in place until the other team takes the field to relieve them.
- 10) We play five to seven innings or approximately 1.5 to 2 hours.
- 11) ALL PLAYERS must sign Player's Release Forms prior to game time.
- 12) Circle A Donkey Ball or The Henderson County Fair, Inc. <u>are not responsible for accidents or injuries to the players or the spectators. You enter this park and participate at your own risk.</u>

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