

Rules for Donkey Races

- ✓ Each Player must wear a helmet. We provide horseback riding helmets that are light weight and easy to wear, however you can use your own as long as it straps on.
- ✓ All riders must be mounted for the start of the race behind the start line.
- ✓ If riders come off their donkey, they must make an attempt to remount the donkeys, lead, or run with them. They must be remounted by the $\frac{3}{4}$ mark on the track to make it fair to other riding racers.
- ✓ Riders MUST be on the donkey fully to cross the finish line and count for that position.
- ✓ Heat races are ONE lap around. Once you cross the finish line, please place the reins back on the neck of the donkey and let go. The donkeys know to go back to the trailer side. (for the most part)
- ✓ During no point in the races will anyone be mean or act aggressive toward the donkeys for any reason. It will NOT be tolerated.
- ✓ All players sign their waiver because Donkey Ball Entertainment and the Sponsors are NOT responsible for injuries or accidents. According to the Equine Act, Under Virginia law, an equine sponsor or professional shall not be liable for any injury to or the death of a participant in equine activities resulting from the inherent risks of equine activities.