



MAGIC CITY  
PELOTA

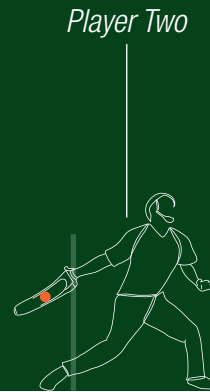
# UNDERSTANDING *THE FASTEST SPORT* IN THE WORLD

## THE BASICS

The principles of the game are very simple! The object is to bounce the ball off the front wall with such speed and spin that the opposing player can't return it.

*HERE'S HOW IT RUNS >>*

*Player One*  
serves to  
*Player Two*



*Player Two* must catch  
and return the ball in  
one fluid motion (the ball  
can bounce once)



*Player One*  
must then catch  
and return the  
ball, and so on



*IF A PLAYER HOLDS THE  
BALL AND BREAKS THE  
CONTINUOUS MOTION OR  
CAN'T CATCH IT AFTER ONE  
BOUNCE, THE OTHER  
PLAYER SCORES A POINT*

## THE SCORE

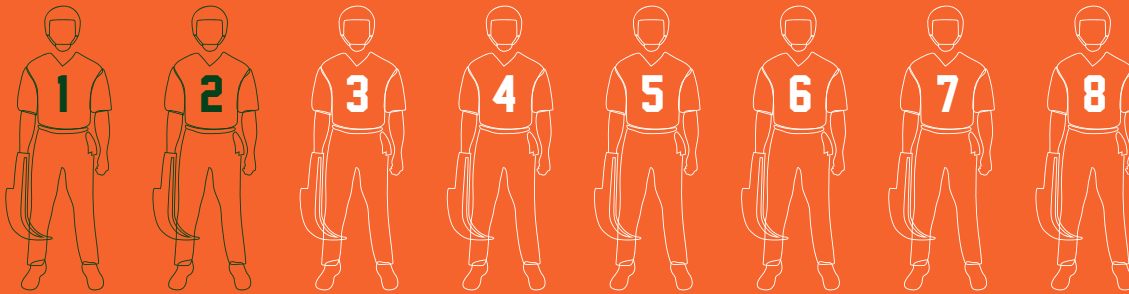
*A PLAYER SCORES A POINT IF THE OPPOSING PLAYER:*

- ★ Serves the ball and it does not land between the underserve and overserve lines
- ★ Does not catch the ball on the fly or after one bounce
- ★ Holds or juggles the ball, preventing one continuous motion
- ★ Throws the ball out of bounds
- ★ Intentionally interferes with a player trying to catch the ball

## THE ORDER OF PLAY

*PELOTA IS PLAYED IN A ROUND-ROBIN STYLE*

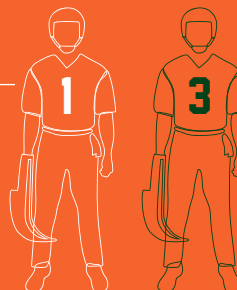
*THERE ARE  
8 PLAYERS  
IN EACH  
GAME*



*There are 2  
players on the  
court for each  
match of the  
game*

*The player who wins the point  
stays on the court*

*The player who loses the point  
leaves the court and sits at the  
end of the bench (the back of  
the rotation line) and waits for  
another chance to play*



*The next player  
in the rotation  
gets on the  
court and plays  
against the  
point winner*

## ★ ★ ★ THE VICTORY ★ ★ ★

*The first player to  
score 7 points wins!*

*The player with the second most  
points is in "Place" position.*

*The player with the third most  
points is in "Show" position.*



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