



2025 Manitoba Minor Ball Hockey League Rules

Table of Contents

1. Introduction
2. Membership & Eligibility
3. Payment of League Fees
4. Official League Ball
5. Game Officials
6. Team Composition
7. Rosters & Uniforms
8. Game Procedures
 - Start of Game & Periods
 - Length of Game
 - Overtime Rules (Playoffs)
 - Timeouts
9. Gameplay Rules
 - Icing (Flooring) & Line Changes
 - Offsides
 - Ineligible Players
 - Player Call-Ups
10. Sportsmanship & Conduct
11. Facility Guidelines
12. Standings & Tie-Breakers
13. Appeals & Suspensions
 - Suspension Appeal Process
14. Mandatory Equipment
 - Player Equipment
 - Goalie Equipment
15. Penalties & Game Infractions
 - Three Penalty Ejection Rule
 - High-Sticking the Ball
 - Game Ejections
16. Mercy Rule
17. Jerseys & Team Colors

1. Introduction

The **2025 Manitoba Minor Ball Hockey League (MMBHL)** follows the most recent **Canada Ball Hockey (CBHA) rulebook**, with the additional rules and regulations outlined in this document.

2. Membership & Eligibility

All players must provide proof of age upon request (birth certificate, passport, or Manitoba health card).

3. Payment of League Fees

- All fees must be paid in full before a player is eligible to play.
- Any illegal player (unregistered or unpaid) will result in the loss of all points associated with their team's final score.
- **No refunds after the registration deadline.**

4. Official League Ball

- The official league ball is the **CBHA hard orange ball**.
- Each team receives **10 balls** before the season; additional balls may be purchased from the league.
- Teams must supply **two balls** to the referee before each game.
- **U6 and U9 divisions will use a soft pink/orange ball.**

5. Game Officials

- Each game has **two certified referees** and **one time keeper** responsible for roster verification, scorekeeping, and overall game management.
- Game officials may report disciplinary issues before, during, or after games.

6. Team Composition

- A team must have at least **5 players** to start a game. (4 plus goalie or 5 with no goalie)
- If a team does not have a goalie by halftime, they **forfeit the game**.
- Teams may finish with **3 players and a goalie**; any fewer results in a forfeit.

7. Rosters & Uniforms

- Teams may have a **maximum roster of 18 players**, dressing up to **17 per game** (16 skaters + 1 goalie).
- Players must wear the same jersey number for the entire season.
- Teams may add players until their **final four regular-season games**, subject to MMBHL approval.
- Goalies must play at least **1 regular-season game** to qualify for playoffs.
- All teams must have MMBHL approved jerseys. No alterations may be made to the jerseys. All jerseys must have sleeves.

8. Game Procedures

Start of Game & Periods

- Games start **on the referee's clock**, not the arena clock.
- A **goal is awarded every 3 minutes** a team is late.
- After **10 minutes**, the game is **defaulted**.
- A **delay of game penalty** will be issued once play begins.

Length of Game

- **Three 13-minute periods** (running time).
- **Final 3 minutes of the 3rd period is stop time** if the score difference is **3 goals or less**.

Overtime Rules (Playoffs)

- **10-minute overtime** (first **8 minutes running time**, last **2 minutes stop time**).
- **Sudden-death, 5-on-5** format.
- If still tied, a **shootout** occurs:
 - Each team selects **3 shooters**.
 - If still tied, teams alternate shooters **one per round** until a winner is decided.
 - All eligible players must shoot before any player can take a second attempt.
 - Players in the **penalty box at the end of overtime** are **not eligible** to shoot.

Timeouts

- Each team is allowed **one 30-second timeout per game**.

9. Gameplay Rules

Icing (Flooring) & Line Changes

- **No-touch icing** applies for **U11 to U17** divisions; offending teams **cannot change lines** unless they call a timeout.
- **U9 teams** are allowed **line changes on icing calls**.
- Teams have **5 seconds to line up for a faceoff** upon the referee's signal.

Offsides

- **U9 Division** follows standard **ice hockey offside rules**.
- **U11 to U17 Divisions** use the **CBHA floating blue line**.

Ineligible Players

An ineligible player is someone who:

- Is **suspended** or has **outstanding fines**.
- Plays for **another team** in the same division.
- Has not played **4 regular-season games** before the playoffs (**1 game for goalies**).
- Is **not age-eligible or registered** with MMBHL.

Player Call-Ups

- Teams short **10 players + goalie** may call up a player from a **younger division**.
- No player call-ups are allowed in the **playoffs**.

10. Sportsmanship & Conduct

- The league may **suspend players or teams** for abusive conduct towards officials, opponents, or spectators.
- League staff, referees, and volunteers have the authority to enforce conduct policies.

11. Facility Guidelines

- **Alcohol and narcotics are strictly prohibited**.
- Any player caught violating this rule will receive an **automatic suspension**.

12. Standings & Tie-Breakers

Ties in standings will be decided in this order:

1. Most wins in regular season
2. Head-to-head record
3. Goal differential (+/-)
4. Least goals against
5. Most goals scored
6. **Playoff game (24-hour notice)**

13. Appeals & Suspensions

- Players **cannot participate** until an appeal decision is made.

- **One-game suspensions are non-appealable.**

14. Mandatory Equipment

Player Equipment

- CSA-approved **helmet with full facial protection**
- **Hockey gloves**
- **Shin pads** (soccer/hockey/ball hockey style)
- **Athletic cup**
- **Hockey stick** (no plastic blades)

Goalie Equipment

- CSA-approved **helmet, pads, blocker, glove, chest protector, pants, and athletic cup**
- U11-U17 must use **regulation goalie equipment** (no street hockey gear allowed)

15. Penalties & Game Infractions

Three Penalty Ejection Rule

- Any player receiving **three penalties in one game** is automatically **ejected**.

High-Sticking the Ball

- **Contact above shoulder height** results in stoppage, unless the opposing team gains possession.
- A goal scored by a high stick **on the offending team's net counts**.

16. Mercy Rule

- If a team leads by **12+ goals with 13 minutes left**, the losing coach may **opt to end the game**.

17. Jerseys & Team Colors

- All teams must wear **matching jerseys** with **permanent numbers**.
- Home teams **choose jersey color** in playoffs.