2026 Manitoba Minor Ball Hockey League Rules

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1. Introduction

The **2026 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 19 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.
- To qualify for playoffs a player must be paid and on the roster within the final four games of the regular season. Two games are needed to be eligible and one for goaltenders.
- 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/Illegal Players

An ineligible player is someone who:

- Is **suspended** or has **outstanding fines**.
- Plays for **another team** in the same division.
- Is **not age-eligible or registered** with MMBHL.

If a coach suspects an illegal player is about to play or is currently on the floor, they must report it before the end of the second period. Please review the official illegal player procedures on the coaching page at ManitobaMinorBallHockey.com.

Player Call-Up Policies

- **Roster Shortages:** Teams with fewer than 10 runners (plus a goalie) may call up a player from a younger division.
- **Goalie Shortages:** Teams with 10 or more runners but no goalie may call up a goalie from a younger division.
- **The "Accidental Extra" Exception:** If a team calls up a player anticipating a shortage, but an unexpected roster player arrives, the team is permitted to play with 11 runners and a goalie. This ensures a younger division player who traveled to help does not sit out due to an honest mistake.
- **Playoff Restriction:** No player or goalie call-ups are permitted during the playoffs under any circumstances.

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.