

2024/25 Manitoba Minor Ball Hockey Winter Basic Rules

Please refer to the most updated version of the Canada Ball Hockey rulebook along with this supplement for all Manitoba Minor Ball hockey league rules and regulations.

Membership

Photocopy of birth certificate, passport or Manitoba medical card must be presented to the MMBHL when requested.

Specific Rules:

- The League will consist of 8 game regular season. Playoff formats will be a single game elimination. Every team makes the playoffs.
- Games will be 40 Minutes in length, divided into two 20 Minute halves of running time with a 2-minute break between halves. The last 2 minutes of the game will be stop time, if there is a three or less goal spread. There shall be no overtime in regular season play.
- During stop time situations, all play stoppages will result in a faceoff. For Defending teams that cause a stoppage of play in their own side of center, the ensuing face-off shall be at the nearest face-off spot closer to their own goal. If the attacking team causes a stoppage of play in the defending team's zone, the faceoff shall be at the nearest center spot.
- Each team will be allowed one 30 second time out per game and must be called by a player on the floor or coach on the bench after a whistle during a stoppage of play. If Team "A" had possession prior to the whistle and they call a timeout, play will resume with a faceoff. If Team B called the timeout, then Team "A" will maintain possession when the referee whistles in the play.
- Injuries: If there is an apparent major injury on the floor, the clock will be stopped at only the referee's discretion. The timekeeper will not stop the clock unless at the referee's signal. The clock shall resume once the injured player is safely removed or proceeds to the bench or dressing room.
- There will be no off-sides or flooring in effect.
- Slap shots (back swing is limited to waist height) are not permitted in any division. If a player does so, the play shall be immediately blown dead and possession granted to the opposing team from the closest spot along the wall to the occurrence of the shot. Repeat offenders may be assessed a delay of game penalty at the discretion of the referee.
- The referee may use his discretion to stop time due to injury, equipment problem or a player deliberately delaying the time, or there are no available balls if one goes out of play.
- Games shall start on time. If one or both teams do not have the required number of players at the scheduled game time, the clock will start. The team without the minimum number of players will be assessed a delay of game penalty. After 3 minutes (and every three minutes afterwards) the team ready to play will be awarded a goal. If the team(s) are not ready to

play after the clock has run for 10 minutes, the game will be defaulted.
Note that once a goal is awarded, the delay of game penalty is cancelled.

- Goalies are not permitted to remove their equipment and play as an attacker at any point in the second half of the game. In the event a goalie gets injured in a game, an attacker may dress in the goalie position.

Statistics

League standings and player statistics will be posted online at www.ManitobaMinorBallHockey.com.

Make sure your game sheets are accurately filled out and that the official marked the statistics correctly before the end of the day's games.

Ineligible Player

An ineligible player is a player who has:

- Suspended Player
- Has outstanding fines.
- Signed with one team, but plays for another in the same division,
- Player not of age or registered with the MMBHL.

Any goals that the ineligible player was involved in will be disallowed, a 5-minute bench major penalty will be issued, and the player will be suspended from the league.

If a player is playing that is suspected of being illegal please bring it up with the timekeeper, or have a coach report it to Manitobaminorballhockey@gmail.com

Suspensions & Appeals:

- Team representatives will be notified within 48 hours of any incidents to be reviewed regarding any incidents from their team or players.
- If the league cannot identify a player that has been issued a suspension, the team representative must provide the players name or the team will be suspended indefinitely until identification is confirmed.
- All suspensions shall be served in consecutive games.
- Appeals: Any player/team who disagrees with a suspension may appeal. Players may not participate in a game until a decision is made on an appeal.
- Appeals may be submitted in writing via email to Manitobaminorballhockey@gmail.com
- Appeals must be submitted within 48 hours of the suspension notification date.

Sportsmanship & Facility Guidelines:

- The league reserves the right to suspend any player or team that we feel is detrimental to the game of ball hockey due to verbal or physical abuse of league officials or opposing players.
- League officials are defined as and shall include referees, timekeepers, league directors and executive, paid staff, venue/facility staff, and volunteers.
- The suspension committee will investigate any incident and may assess additional suspensions for any offence committed on or off the floor at any

time before during and after the game inside the facility, whether such offences have been penalized by the Refer.

Equipment:

- Necessary Equipment includes:
 - Ball Hockey Gloves, Ice Hockey Gloves or Lacrosse Gloves.
 - CSA approved helmet with cage.
 - Shin guards (soccer, ice hockey or ball hockey)
 - Ice hockey stick. No plastic blades. As well no black tape is allowed on blades.
- Attacking Players: Recommended equipment, although optional, include:
 - Elbow Pads, Mouth Guard, Athletic Cup, and Knee Guard.
- Shoulder pads are not permitted in any case, other than for the goaltenders, or if the player has a doctor's certificate stating they should be worn because of a medical condition.
- Goaltenders: The goaltender must wear a CSA approved helmet with facemask. He or she must also use a goalie stick & wear goalies Glove & Blocker, Arm and Chest protection, Goal Pants, Goal or street Hockey pads, and a full sleeve jersey. Baseball gloves are not permitted.
- The referee shall determine if a stick is legal. Sticks must be in good condition.
- Game balls are limited to the soft or semi soft-shell design and must be approved by the league or official. Hard shell balls will not be permitted at any time. Balls are supplied for games only by the league.
- Action cameras/go pros of any kind are not permitted on player's during game play.

Rosters:

- Each team is allowed to have a maximum of 9 players and a goalie (12 Players and a goalie for U10) and dressed/participating per game including goalie. If a team reaches the limit, their roster becomes frozen for the remainder of the season. With regards to each game, if a player leaves a game for any reason, that player may not be replaced.
- U13 and U16 Division are played 3 on 3 plus goalie and must have at least 3 players on the floor to start a game. A team may start and finish the game with 2 attackers and a goalie, or 3 attackers and no goalie. Anything less will result in a default.
 - U10 Division are played 4 on 4 plus goalie and must have at least 4 players on the floor to start a game. A team may start and finish the game with 2 attackers and a goalie, or 4 attackers and no goalie. Anything less will result in a default.
- If the situation occurs that a team has less than 4 players at any point during the game due to a penalty or permanent injury, the game is forfeited by the offending team at that point. The game will result in a 3-0 loss to the offending team.
- Players can participate at any point during the game provided their name is on the game sheet by halftime.

- Once a team has played 5 regular season games, their roster is frozen for adding attacking players for the rest of the season. No new player additions are permitted.
- A player must play a minimum of 1 regular season games to be eligible to play in the playoffs.
- Female players are permitted to play down one division.

General Rules and Regulations:

1. The ball shall always remain in play unless it hits the ceiling, the basketball nets, is shot out of the gym, or into the players benches a face-off shall occur in the said proximity at one of the faceoff locations.
2. Line changes will be permitted during stoppages of play and on the fly.
3. During the regular season there will be no overtime.
4. Any player that closes their hand on the ball, pivots or manoeuvres with the ball to gain any advantage whatsoever, the play shall be stopped immediately and a loss off possession will occur. The hands may be used to knock down an airborne ball with no advancement or directional placement to gain an advantage at the discretion of the referee.
5. Minor Penalties: will be assessed but not limited to for such violations as tripping, slashing, crosschecking, charging, high sticking, pushing, boarding, interfering (sliding), holding, bodychecking, holding the ball with the hand outside the key area, delaying the game. Each of these infractions will be imposed pending the judgement and decision of the referee. Any other infraction will be outlined in this module.
6. Kicking the Ball: Playing the ball with the foot or kick passing to a teammate is legal.
7. Goals will be disallowed when the ball has been deliberately directed, kicked, or thrown into the net by an attacking player other than with a stick.
8. Net out of Position: If the net is slightly moved during a play, the referee will decide whether to stop play and fix the net (applicable if there is potential for a goal to be scored) or fix the net while the play continues (if the play has moved down the floor). The goalie may adjust their net.
9. A player may not leave the sole of both of his/her feet in an attempt to block a shot/pass or opposing player. This includes but is not limited to jumping, sliding or diving. An infraction will result in an automatic minor penalty for interference.
10. Penalty shots: The throwing of a stick at the ball or ball carrier in offending players defending zone will result in an automatic penalty shot for the non-offending team. If a defending player, except a goalkeeper, while play is in progress, falls on the ball, holds the ball, picks up the ball, or gathers the ball into his or her body or hands from the floor inside the key area, the play shall be stopped immediately, and a penalty shot shall be awarded to the non-offending team.
11. Any player who enters the goalies crease attempting to interfere with the goaltender when the ball is outside the crease area will be issued a minor penalty for interference at the discretion of the referee.

12. Any illegal equipment shall be removed from play and a minor penalty will be issued if the referee deems necessary. If the opposing team calls for an equipment check, and it is not found in their favour, the referee may call a minor penalty for delay of game.
13. No player may remain for more than three seconds in the opposing team's key area while the ball is in the attacking teams' side of the floor. If the ball is in the key area this rule does not apply. If the ball travels through the key area the three second count shall restart. The Defensive team is exempt from this rule in both key areas. The defensive team is defined as the team without possession of the ball. The referee shall not count the three seconds out loud. If a player attempts to block the progress of a player trying to get out of the key, that player shall receive a minor penalty for interference, and the three second count shall restart. Subsequent attempts to interfere will be additional penalties.
14. If the referee deems the play to be getting too rough, he or she may call a time out, and a warning will be issued. The face-off will occur in the proximity of the last placement of the ball on the crossing of the green lines or at centre. If the play in the corners gets too rough, the referee, with his or her discretion, may call for a face-off or grant possession to one of the teams, if it is obvious that the one team had possession.
15. All minor penalties shall be 2 minutes in length and all major penalties 5 minutes in length. Any attacking player or goaltender assessed a major penalty shall automatically be assessed a game misconduct penalty. A substitute for the penalized player shall take his place on the penalty bench to serve any time penalty.
16. If both teams are given minor penalties at the same time (i.e. coincidental penalty) both players will go off and it will result in both teams playing 1 player short for the duration, if coincidental penalties occur during a man advantage situation, the penalties will cancel out and remain the same with the penalized players serving the duration. In a situation where both teams are given 5-minute major penalties, both teams will play at full strength.
17. No team will be down by 2 attacking players on the court at any time. Any team that is given a penalty when they are shorthanded will start the penalty when the first one has expired or when a goal is scored. If teams are playing 2 on 2 in the last 2 minutes of a game and a team gets another penalty, play will revert back to 3 on 2.
18. Misconduct penalties will be 10 minutes in length and a player substitution will be allowed.
19. Three separate infraction penalties in a game, by one player, will result in an automatic game ejection.
20. Fighting: Any fighting will result in a major penalty and an automatic 5 game suspension. If an instigator is called, the instigator will receive an extra game suspension. Fighting is defined as a physical battle between two or more players in which there is an aggressor and an offensive position taken, and includes throwing or attempting to throw a punch or kick. It may be considered fighting even if the other person does not fight

back. If the non-instigating player partakes in a fight, you will still be issued a fighting major.

21. Head Contact: A minor penalty shall be assessed for non-intentional head contact to an opponent. A major plus a game misconduct penalty shall be assessed to any player who injures an opponent because of head contact or who intentionally or recklessly contacts an opponent in the head, face or neck at the discretion of the referee.
22. A High sticking minor penalty will be called when touching the ball with your stick at a height above the crossbar. A high-sticking double-minor is assessed to any player who contacts an opposing player with a high-stick.
23. For any rule not clearly stated in this module, CBHA rules apply.

Overtime in Playoffs

- 10-minute run time overtime period. Sudden death.
- If still tied, then a shootout.
- Home team has the choice of shooting first or second.
- 3 shooters from each team, if still tied then 1 shooter per round until a winner.
- Players cannot shoot a 2nd time until the entire roster has been used.
- Players in the penalty box at the end of overtime are not eligible for the shootout.
- If a team has used their time out in regulation time, they do not get an extra time out in the overtime.