

Montreal Canadiens Ball Hockey League 2026

League Structure U9, U11, and U13:

- Each division will consist of eight teams.
- 10 regular season games + 1 guaranteed playoff game
- The schedule and time of games will be rotating throughout the entirety of the season.
- Total of 10 players per team (9 players + 1 goalie)

Equipment Necessary to Participate:

- Ball Hockey Stick
- Gloves
- Hockey Helmet with face shield
- Montreal Canadiens T-Shirt (Provided by Montreal Canadiens staff)
- Appropriate Clothing (Sneakers and Shorts)
- Goalies: Full set of Street Hockey Goalie Gear

Game Layout:

- 1st period: 15 minutes (running time)
- Intermission: 1 minute
- 2nd period: 15 minutes (running time)
- Intermission: 1 minute
- 3rd period: 15 minutes (running time)

League Rules:

Lineup:

- Total of 10 players per team
- 3 versus 3

Penalties:

- Penalties will be enforced of the following classifications:
 - Minor Penalties - A minor penalty is the least severe type of infraction. It results in a penalty shot for the other team.
 - The following actions will be minor penalties

- Tripping - Tripping is the use of a stick or leg to trip an opponent.
- Hooking - Hooking is the use of the stick to slow another player down.
- Holding - Holding or grabbing a player to restrict their ability to play.
- High Sticking – All players must have full control of their stick at all times.
- Interference - Interference is the use of contact to stop or slow down a player who's not in possession of the ball.
- Cross Checking - Cross-checking occurs when a player has both hands on the stick and uses it to deliver a check when no part of the stick is on the ice.
- Slashing - Swinging a stick in a forceful motion and hitting another player.
- Major Penalties
 - The following will result in immediate removal from the game and possibility of expulsion from the league
 - Body Checking – There is zero tolerance for body checking in the Canadiens Ball Hockey League. Any intentional physical contact against an opposing player or teammate will result in immediate removal from the game.
 - Fighting of any kind.
 - Verbal abuse of referees, coaches, other players
 - Injuring or attempt to injure an opponent

Icing

- No icing rule will be in effect

Off-Sides

- No offside rules will be in effect

Face Offs

- There will be a faceoff only following a goal and at the start of the period.
- Following a goalkeeper freezing the ball, the play restarts behind the goal line. The player in possession of the ball must initiate the play with a pass. No opposing player is permitted to cross the halfway line until this initial pass has been completed.
- When the ball leaves the surface, play restarts at the place closest to where it was initially thrown. The player in possession of the ball must initiate the play with a pass.

Time Outs

- Each team will receive one thirty second time out per game.

Hand Pass/Palming/Kicking

- When a player makes a pass with their hand, the possession will be taken over by the opposing team in the centre of the ice.
- Players are allowed to use their hand and make contact with the ball if it is placed on the ground for themselves. It is, however, forbidden to close ones hand on the ball and draw an advantage while doing so. This foul results in a loss of possession and the opposing team will take over the possession in the center of the rink.
- No goal will be awarded if it is considered a kick by the referee.

Tie Games

- In the event of a tie during a regular season game, the game remains a draw and is worth 1 point in the standings (versus 2 points for a victory).
- In the event of a tie in the playoffs, a 5-minute period of 4 on 4 overtime will be played followed by a shootout if necessary.

Playoffs:

- All playoff games will follow the same rules and regulations as regular season games

- The format will be single game elimination
- Matchups will be done according to regular season standings:
 - 1st place vs 8th place
 - 2nd place vs 7th place
 - 3rd place vs 6th place
 - 4th place vs 5th place
- The semi-final matchups will follow the same procedures.