



**CAROLINA
CRICKET
ALLIANCE**

BY-LAWS

**Judiciary / Advisory Committee
Rev-1, Mar 4, 2024**

**SHAPING
THE
FUTURE TO:**

**DEVELOP,
PROMOTE,
ADMINISTER.**



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Introduction

The CCA Bylaws are intended to apply the MCC Laws of Cricket to all CCA-sponsored tournaments. Except as otherwise provided below, the MCC Laws of Cricket in effect at the spring AGM of that year will apply.

The International Cricket Council's stated rules and regulations for limited overs cricket, which are subject to change each year, are included into the CCA Bylaws. All amendments to the CCA Bylaws must be made during the off-season (off-season is considered from November through February), and they must be made accessible to the members before the start of the next season.

CCA Bylaws are not expected to alter during the cricket season (generally from March to October) unless absolutely necessary.



Article I. PLAYER ELIGIBILITY

Section 1.01 Player Registration

Prior to the start of the league's season, each CCA member club must register the names of its players with the CCA Statistician and fully pay for player membership. If rosters are not sent in before the start of the league season, a member club will be penalized for failing to comply with the CCA Constitution.

- 1.1.1 A player is considered eligible if he or she belongs to one of the CCA-registered clubs. In each format, each eligible player must be a member of only one (1) CCA club.
 - 1.1.1.1 CCA Players enrolling on the CCA website must upload a passport-style photo as well as complete information. Failure to comply will result in the registration being deemed incomplete, and the athlete will be disqualified to compete in CCA sponsored matches. Player must upload their photo by Friday before the 1st game of the season or send an email to the Web-admin with player photo in case if they are unable to upload for any reason.
- 1.1.2 If a player has previously played for another team in CCA's game, he or she may change club allegiance only once during the league year (s). No transfers will be permitted after the midway point of the season unless the club completely disbands and fails to participate in any League matches for the balance of the season. Every year, the midway point of the season will be announced along with the release of the final schedule. Any case, during a play-off competition, no player may represent more than one side. It is the new club's obligation to notify the CCA Secretary and Statistician about the transfer through email, get the approval from the CCA Secretary and/or a member of EC about the transfer and register the new player before to his appearance in any match.
- 1.1.3 Teams may only use players who are registered with their club to participate in league games. Any team that violates this regulation loses the game and gives the opposite team a win.
- 1.1.4 Member Clubs are responsible for raising Code of Conduct awareness and educating all players. (Refer to *Code of Conduct for Player* document).

Section 1.02 Playoff Qualification

All players who have registered with the CCA through their clubs are qualified to compete in all CCA-sanctioned tournaments, including their playoffs, subject to the limitations specified below.

- 1.2.1 For all competitions, players must have a Participation Percentage of at least forty percent (40%, the percent number will round down) of the competition's regular matches for their current team (Ex: 40% of games regular season games for even the new team if a player chooses to transfer to a new team during the season) in order to be eligible to play in the competition's playoffs. The exception is for players representing USA team, minimum Player playoffs eligibility will be 30% or 3 games for non-NC and non-SC residents and 20% or 2 games for NC and SC residents and the rest can be accounted from the USA team games.
- 1.2.2 All new players, or those that sign up with CCA after the mid-way season for the first time in the current year, must have a Participation Percentage of at least 25 percent (25%) of the competition's regular matches in order to be eligible to participate in the competition's playoffs. (Note: For the first year of the league, this rule won't be in effect). This rule is applicable only if the player is moving from out of state.



- 1.2.3 Any player(s) nominated by their team for a game that was abandoned after the coin toss will receive credit for playing the game, and the game will count as a played game for the team for determining playoff eligibility.
- 1.2.4 Any player(s) selected by their team for a game forfeited by the opposing team will receive credit for playing, and the game will count as a played game for the team in determining playoff eligibility. The team must submit a list of playing 11 to the Secretary and Statistician immediately after finding of the game's forfeit and no later than 24 hours' time after the completion of the scheduled game.
- 1.2.5 The following season, no more than five (5) players from any team that was suspended the previous season would be able to join another club.
 - 1.2.5.1 Additionally, no more than five (5) players of disbanded teams may join another team during the season in which they disbanded, and only if they fulfill all of the Member Transfer Procedure conditions. If the disbanded team owes any penalty to CCA, the five (5) players of that team will have to collectively pay the dues before a transfer is allowed. See also Section 1.03.
 - 1.2.5.2 Members of the suspended team(s) may transfer to another team during the season in which they were suspended if the transfer period for the team has not expired.

Section 1.03 Player Transfer

Prior to participating in any CCA League or CCA sponsored games, CCA Clubs must make sure that ALL of its players, including new and transferred players, are registered and authorized by the CCA Secretary and/or by a member of EC.

- 1.3.1 A player may only switch teams once (1) throughout the course of the season (calendar year).
- 1.3.2 If the "Departing Club" (A player transferring out of that club) has disbanded, their consent is no longer necessary for the player transfer.
- 1.3.3 If the Departing Club has been notified for more than three (3) days and has not filed a protest with the EC. The EC will allow the transfer since it will be assumed that their inaction constitutes subjective approval.
- 1.3.4 The EC has the right to delay the transfer and investigate any complaints raised by either side if the Departing Club objects to it. In this case, the transfer cannot happen until the EC has granted their consent, which may override against the Departing Club objection. The EC will provide their decision within 1 week from the official request date.
- 1.3.5 The EC will consider approving the transfer request (via email to the EC, AC and Web Admin) if it is submitted by Wednesday at 11:59 p.m. with the permissions of the Departing Club and the player being transferred. Please be aware that while acceptance of the transfer is typically straightforward, it is not always the case. The EC will carefully evaluate each transfer request to make sure it complies with the CCA Constitution and Bylaws.
- 1.3.6 The Departing Club does not need to approve the move during the offseason (after the end of the season and before the start of the new season) and does not have the authority to oppose. Clubs shouldn't hold off on collecting player dues until the end of the season, and it is not the EC's responsibility to make things right if clubs have not done so.



Article II. START OF PLAY

Section 2.01 Nomination of Players

- 2.1.1 Before the toss, each captain must select 11 players, plus a maximum of four substitute fielders, and provide to the game umpire/s in writing or via an app to the umpire. Once playing 11 has been nominated, they cannot be changed.

Section 2.02 Captain

- 2.2.1 If the captain is not available at any time, a delegate shall act in his place.

Section 2.03 Responsibility of captains

- 2.3.1 The captains are always responsible for ensuring that the game is played in accordance within the spirit of the game, as well as the CCA By-Laws.

Section 2.04 Game Start

- 2.4.1 Under usual circumstances A minimum of 8 players must be present at the field before the game begins for any team to be prepared to take the field. Any team that causes a delay of more than 45 minutes will lose that game. In this scenario, the losing team receives 0 points while the winning team receives **full** points. The official umpire will always firmly enforce this.
- 2.4.2 If the fielding side and the umpire are in the middle at the stated start time but the batters are not, the umpire should issue a penalty for every 5 minutes the game is delayed. Their innings should be reduced by time/overs (Refer to section 3.03 for over reduction)

Section 2.05 Toss

- 2.5.1 The home team captain / or team representative should make sure to conduct the toss at least 15 minutes prior to the start of the game irrespective of either umpire being there or not. The winning captain must make a choice right away following the toss.
- 2.5.2 Both captains will exchange the playing XI (*Both captains are responsible to check the playing XI in the official CricClubs App*) before conducting the toss if the official umpire is unavailable to monitor it.
- 2.5.3 Both captains will start the game if the official umpire is not available when it is supposed to, and they will play until the official umpire is present or a winner is determined.
- 2.5.4 The team list must include the players' full first and last names. The respective captains must check that the names provided by the players match the names registered for the players.
- 2.5.5 At the time of the toss, each side must have at least eight (8) players on the ground or dug-out area (player standing in the parking lot or the rest room, etc., is not considered on the ground and cannot be included in the minimum 8 players count). The team that does not have at least eight (8) players on the ground at the time of the toss loses the toss.
- 2.5.6 The umpire may delay the toss for a maximum of fifteen (15) minutes if neither team has at least eight (8) players on the field when the toss is to be made. The game will



be called off and abandoned if neither team has eight (8) players on the field by the time play is supposed to begin. These games won't be replayed or rescheduled. Umpires are not allowed to break the law. The EC reserves the authority to declare a match abandoned and void all team and individual statistics if in the event that the umpire allows a match to be played with less than 8 players for both the teams.

- 2.5.7 If the batting team does not have 8 players present when the first inning is supposed to begin, the team will lose 1 over from its innings every 5 minutes. If the game doesn't start in 45 minutes, game will be forfeited and whereby all fines and penalties be assessed.
- 2.5.8 If the fielding side does not have 8 players present when the first inning is set to begin, the team will lose 1 over from their batting innings (i.e., the second innings) every 5 minutes. If the game doesn't start in 45 minutes, game will be forfeited and whereby all fines and penalties be assessed.

Section 2.06 Ground Readiness

- 2.6.1 By the time of game start, the home team must have the 30-yard circle, wickets, and boundary markers in place and ready. Any delay in this preparation, the home team will lose 1 over from their batting innings every 5 minutes of delay. If this setup is not completed before the walkover cut-off time (45 minutes), the home team will lose the game and whereby all fines and penalties be assessed.

Section 2.07 Game Timelines

The neutral umpires must adhere carefully to the suggested game timings. Any form of delay should result in the reduction of one over every five minutes, and the team causing the delay may be penalized at the neutral umpire's discretion.

- 2.7.1 For 40 over game:

2.7.1.1 Start times in ET -

March to April 30th:

- Toss Time – 9:45AM
- Game Start time – 10:00AM

May 1st to Aug 31st:

- Toss Time – 8:45AM
- Game Start time – 9:00AM

Sept 1st to Oct 31st (season end):

- Toss Time – 9:45AM
- Game Start time – 10:00AM

2.7.1.2 Consist of 2 sessions of three hour and 20 minutes (200 minutes) each, and a 30-minute interval between innings.

- 2.7.2 For 20 over game:

2.7.2.1 Scheduled to start at a time announced by the CCA EC

March to April 30th:



- 1st Game Toss Time – 9:45AM
- 1st Game Start time – 10:00AM
- 2nd Game Toss time – 1:45PM
- 2nd Game Start time – 2:00PM

May 1st to Aug 31st:

- 1st Game Toss Time – 8:45AM
- 1st Game Start time – 9:00AM
- 2nd Game Toss time – 1:15PM
- 2nd Game Start time – 1:30PM

Sept 1st to Oct 31st (season end):

- 1st Game Toss Time – 9:45AM
- 1st Game Start time – 10:00AM
- 2nd Game Toss time – 1:45PM
- 2nd Game Start time – 2:00PM

- 2.7.3 Consist of 2 sessions of one hour and 40 minutes (100 minutes), and a 10-minute interval between innings.
- 2.7.4 Major breaches of the Recommended Timelines will result in disciplinary action. Outside of rain-delayed games or other unavoidable circumstances, any breaches of the above-mentioned timelines by any team captain shall be reported to the CCA Umpiring Committee/and or Secretary by the CCA official Umpire. The umpiring committee / EC and/or AC may deem the captain's actions to be a Level 2 violation of the code of conduct.

Article III. INNINGS

Section 3.01 Uninterrupted Matches:

- 3.1.1 Each team shall bat for the maximum overs unless all out earlier.
- 3.1.2 Slow over rates will be penalized. See also **Section 4.01**

Section 3.02 Delay or Interruption

- 3.2.1 For T40 Game ONLY, for any weather-related game start delay (Overnight / early morning rain causing water puddles, water on the mat, etc.), a 30-MINUTE game start delay is ALLOWD without reducing any overs from the allotted 40-overs before the TOSS happens. Any further delay pass 30 minutes of game start time will result in the reduced overs game as per section 3.03 (40-over table). The Umpire/s will be SOLEY responsible to decide the game start time due to weather delay. Either captain of the two playing teams cannot force their suggestion or intimidate the umpire/s to start or delay the game. If the captains do force their suggestion or intimidate the umpires to start or delay the game, then based on umpire's report and/or other inquiry, the standing Captain/s will be penalized \$150 and 1-game suspension (next T40 game). Both the



teams (home and away) will help in making the ground / pitch in playable conditions so the game can be started at the earliest. The umpire/s will inspect the conditions before deciding on the start time.

- 3.2.2 The revised number of overs to be bowled in the when playing time has been lost after the start of the game. A reduction in the number of overs will occur at a rate of 5 minutes each over (refer to Table 1 below for calculation of overs).
- 3.2.3 The number of overs should be revised such that, wherever possible, both teams have the opportunity to bat for the same number of overs. The team batting second shall not bat for more overs than the first team unless the latter finished its innings in fewer than the number of overs allotted to it.
- 3.2.4 To constitute a match, a minimum of 20 overs must be bowled to the side batting second for 40 overs game and a minimum of 10 overs have to be bowled to the side batting second in 20 overs game, unless a result is gained sooner.
- 3.2.5 If a game is started but not completed due to severe weather, and the second side has batted for 20 overs or more for 40 overs game and 10 overs or more for 20 overs game when the game is called off, the DL Method will be applied.
- 3.2.6 **For DL method calculation use – <http://www.boltoncricket.co.uk/DLcalc.html>**

Section 3.03 Overs reduction and Bowling Distribution table

3.3.1 1st Inning over reduction table for a 40 over game:

Over Reduction Rate				Bowling Distribution (Max Overs)				
Time Lost (Mins)	Total Time Available	Max Overs Per Team	Total Overs Lost	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Bowler 5
0	400	40	0	8	8	8	8	8
10	390	39	2	8	8	8	8	7
20	380	38	4	8	8	8	7	7
30	370	37	6	8	8	7	7	7
40	360	36	8	8	7	7	7	7
50	350	35	10	7	7	7	7	7
60	340	34	12	7	7	7	7	6
70	330	33	14	7	7	7	6	6
80	320	32	16	7	7	6	6	6
90	310	31	18	7	6	6	6	6
100	300	30	20	6	6	6	6	6
110	290	29	22	6	6	6	6	5
120	280	28	24	6	6	6	5	5
130	270	27	26	6	6	5	5	5
140	260	26	28	6	5	5	5	5
150	250	25	30	5	5	5	5	5
160	240	24	32	5	5	5	5	4
170	230	23	34	5	5	5	4	4
180	220	22	36	5	5	4	4	4
190	210	21	38	5	4	4	4	4
200	200	20	40	4	4	4	4	4
205	195	MATCH ABANDONED						



3.3.2 2nd inning over reduction table for a 40 over game:

Over Reduction Rate				Bowling Distribution (Max Overs)				
Time Lost (Mins)	Time Available for 2nd Inning	Max Overs	Overs Lost	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Bowler 5
0	200	40	0	8	8	8	8	8
5	195	39	1	8	8	8	8	7
10	190	38	2	8	8	8	7	7
15	185	37	3	8	8	7	7	7
20	180	36	4	8	7	7	7	7
25	175	35	5	7	7	7	7	7
30	170	34	6	7	7	7	7	6
35	165	33	7	7	7	7	6	6
40	160	32	8	7	7	6	6	6
45	155	31	9	7	6	6	6	6
50	150	30	10	6	6	6	6	6
55	145	29	11	6	6	6	6	5
60	140	28	12	6	6	6	5	5
65	135	27	13	6	6	5	5	5
70	130	26	14	6	5	5	5	5
75	125	25	15	5	5	5	5	5
80	120	24	16	5	5	5	5	4
85	115	23	17	5	5	5	4	4
90	110	22	18	5	5	4	4	4
95	105	21	19	5	4	4	4	4
100	100	20	20	4	4	4	4	4
105	95	MATCH ABANDONED						

3.3.3 1st Inning over reduction table for a 20 over game:

Over Reduction Rate				Bowling Distribution (Max Overs)				
Time Lost (Mins)	Total Time Available	Max Overs Per Team	Total Overs Lost	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Bowler 5
0	200	20	0	4	4	4	4	4
10	190	19	2	4	4	4	4	3
20	180	18	4	4	4	4	3	3
30	170	17	6	4	4	3	3	3
40	160	16	8	4	3	3	3	3
50	150	15	10	3	3	3	3	3
60	140	14	12	3	3	3	3	2
70	130	13	14	3	3	3	2	2
80	120	12	16	3	3	2	2	2
90	110	11	18	3	2	2	2	2
100	100	10	20	2	2	2	2	2
110	90	9	22	2	2	2	2	1
120	80	8	24	2	2	2	1	1
130	70	7	26	2	2	1	1	1
140	60	6	28	2	1	1	1	1
150	50	5	30	1	1	1	1	1
160	40	Match Abandoned						

3.3.4 2nd Inning over reduction table for a 20 over game:



Time Lost (Mins)	Over Reduction Rate			Bowling Distribution (Max Overs)				
	Time Available for 2nd Inning	2nd Innings Max Overs	Overs Lost	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Bowler 5
0	100	20	0	4	4	4	4	4
5	95	19	1	4	4	4	4	3
10	90	18	2	4	4	4	3	3
15	85	17	3	4	4	3	3	3
20	80	16	4	4	3	3	3	3
25	75	15	5	3	3	3	3	3
30	70	14	6	3	3	3	3	2
35	65	13	7	3	3	3	2	2
40	60	12	8	3	3	2	2	2
45	55	11	9	3	2	2	2	2
50	50	10	10	2	2	2	2	2
55	45	9	11	2	2	2	2	1
60	40	8	12	2	2	2	1	1
65	35	7	13	2	2	1	1	1
70	30	6	14	2	1	1	1	1
75	25	5	15	1	1	1	1	1

Section 3.04 Number of Overs per Bowler

- For the 40-Over Tournament, this means a maximum of 8 overs.
- For the Twenty20 Tournament, this means a maximum of 4 overs.

Article IV. PENALTIES FOR SLOW OVER RATES

Section 4.01 Slow Over Rates

- 4.1.1 In an uninterrupted game, the Allotted Time is 100 minutes for a T-20 inning (including 5 minutes for 1 drinks break interval after 10 overs are bowled and 200 minutes for a 40-over inning (including 10 minutes used for two separate drinks break of 5 minutes each after 15th and 30th over respectively).
- 4.1.2 ***For the 2024 season of CCA, Points # 4.1.7 through Points # 4.1.11.1 and their sub-points will not impose any penalties for slow over rate once the game is started. The CCA Committees (AC, EC and Board) will look into this and impose as deemed feasible after this season.*** The captains of both the teams should take the ownership to make every attempt to complete the game in the allotted time though. Umpires will keep monitoring the over-rate from time to time and will keep reminding the fielding team and/or the batsmen in the middle to keep up with the allotted time and game pace. From time to time, the umpiring committee / EC / Advisory committee will look at teams who are defaulting consistently on the allotted playing time (exceeding their allotted 200 minutes to complete the 40 over innings or 100 minutes for 20-over innings) and will ask the defaulting team for their explanation in writing, then monitor their improvement for the next few games on their on-field time management.
- 4.1.3 If a team defaults on the allotted playing time by more than 30 minutes for a 40-over game (default time for T40 game is above 230 minutes) and by more than 20 minutes for 20-over game (default time for T20 games is above 120 minutes), the team will be given a 1st warning by AC / EC for defaulting on the allotted playing time. If that team defaults a total of 3 games (and this can be in 3 consecutive games or over a few games), the AC / EC will continue to warn that team for those 3 games. But, when this team defaults the 4th time, the team will be penalized \$100.



The penalty of \$100 will have to be paid by Thursday, 3:00PM, following the defaulted game. If the penalty is not paid by the day mentioned above, the team will not be allowed to play their next scheduled game. Any subsequent default by that team for the allotted playing time after the 4th default, that team will be penalized \$100 for each defaulted game

- 4.1.4 The official umpire must allow for time lost due to any or all the following when calculating the calculated time for an innings: injuries, time wasted by the batting side, particularly during the change of batters, and all other events beyond the control of the fielding side. (Note: In the event of lost time, it is advised that both captains maintain track of the time to prevent any disagreements. If the captains cannot agree, the official umpire will make the ultimate call.)
- 4.1.5 Batsman wasting time (Ref MCC law 41.10.1):
 - 4.1.5.1 In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his/her run-up.
 - 4.1.5.2 Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his/her run-up or when the ball becomes dead, as appropriate, the umpire shall
 - 4.1.5.2.1 Warn both batsmen and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman
 - 4.1.5.2.2 Inform the other umpire of what has occurred.
 - 4.1.5.2.3 Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
 - 4.1.5.3 If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead.
 - 4.1.5.3.1 Award 5 Penalty runs to the fielding side.
 - 4.1.5.3.2 Inform the other umpire of the reason for this action.
 - 4.1.5.3.3 Inform the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- 4.1.6 The umpires shall report the occurrence as soon as possible after the match to the EC and AC.
- 4.1.7 *If the batsmen and umpire are present in the field at the scheduled start time, the umpire should begin timing the innings regardless of whether the fielding team is ready to play. Their innings should be reduced (refer to Section 3.03).*
- 4.1.8 *If the fielding side and the umpire are in the middle at the stated start time but the batters are not, the umpire should issue a penalty for every 5 minutes the game is delayed. Their innings should be reduced by time/overs.*
- 4.1.9 *The following penalties will be imposed if the Calculated Time exceeds the Allowed Time:*
- 4.1.10 *Team fielding 1st inning:*
 - 4.1.10.1 *If the team took more time than the allotted time, then the number of overs that their team shall face shall be reduced at the rate of 1 over for every 5 mins of the difference between the Calculated Time and the Allotted Time. • Ex 1: If the difference is 1-5 minutes, then the penalty will be 1 over, 6-10 minutes = 2 overs. • Ex 2: A team which is bowling first took an extra 20 mins to complete their quota of overs which means total no.of 4 overs need to be deducted from*



their batting innings, which will automatically be a reduction in their powerplay.

4.1.10.1.2 The reduction in overs will apply to the beginning of their innings. (Refer to: Power Play Reduction Article V, Section 5.03)

4.1.10.1.3 The number of reduced overs will also count towards the total overs played in the case of inclement weather, etc. • Ex 1: If the team is penalized by 4 overs at the beginning of the inning, then the total overs allotted is 36ov in a T40 match and 16ov in T20, and if the team loss any time during the inning due to bad weather, then it will be counted from the reduced over not the actual overs.

4.1.11 Team fielding 2nd inning:

4.1.11.1 If the team fielding second fails to bowl by the scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved by applying a rate of 14.28 overs per hour. As soon as the official umpire determines, at the end of an over, that the Calculated Time has exceeded the Allotted Time, the umpire must:

(A) Calculate the average run rate of the fielding team, using the maximum overs allowed in an innings, not the actual overs faced. Note: "maximum overs" may be a reduced amount in the case of a weather- delayed match.

(B) Multiply the average run rate by the numbers of overs remaining round up to the nearest whole run subtract the result from the total runs achieved by the fielding team notify both captains that the adjusted total is now the reduced target for the batting team allow the match to continue until a result is achieved.

Ex 1: If a team is not completed maximum overs allowed and if it takes extra 20 mins to complete their quota of overs which means total no. of 4 overs need to be bowled. So, if the team batted first scored 280 in 40 overs, then the calculation is $280/40$, which amounts to 7.

Original Target: 280

Avg. RR: 7

Overs in penalty = 4

Revised Target: $280 - ((7 * 4) = 28 \text{ runs}) = 252$ (Batting team only need 252 to win the game)

Article V. POWER PLAY RULE

Section 5.01 40-Over - Uninterrupted

5.5.1 Power Play Overs consists of three (3) parts:

PowerPlay1: Overs 1-8, Only two (2) fielders shall be permitted outside the 30-yard circle.

PowerPlay2: Overs 9-32, four (4) fielders shall be permitted outside the 30-yard circle.

PowerPlay3: Overs 33-40, five (5) fielders shall be permitted outside the 30-yard circle.

Section 5.02 20-Over - Uninterrupted

5.5.2 Power Play Overs consists of two (2) parts:

PowerPlay1: Overs 1-6, Only two (2) fielders shall be permitted outside the 30-yard circle.

PowerPlay2: Overs 7-20, five (5) fielders shall be permitted outside the 30-yard circle.

Section 5.03 Power Play reduction

If the number of overs is reduced, the number of Power Play Overs will also be reduced as shown in the table below.



20 Overs	
Innings Duration	PowerPlay
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

40 Overs Innings Duration	PowerPlay		
	1	2	3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8

Article VI. UMPIRE

Section 6.01 Umpires Attendance

- 6.1.1 The umpires must be on the field at least thirty (30) minutes prior to the scheduled start of play and must control the game in accordance with the Laws (as they are to be read with these Bylaws).
- 6.1.2 The club of the umpire will be penalized 50% of the umpiring fee by 10PM ET on Thursday of the following week if the umpire shows up after the planned start of play. This is no applicable to the umpire from the independent umpiring pool for only the inaugural year (2023).
- 6.1.3 If a team fails to fulfill its Umpiring task as verified on the CCA website (per the match schedule), i.e if the umpire shows up 45 minutes late after the game start time or if the umpire is absent for the game and had no prior request in writing by the



Umpiring Committee or any member of the EC, the following penalties will be imposed and paid by the team of the umpire before they play the next scheduled game:

1 st offense	A fine of \$250 will be imposed for the first offense + Points deduction (equaling to a win)
2 nd offense same season	A fine of \$500 will be imposed for the 2nd and subsequent offenses + Points deduction (equaling to a win)

- 6.1.4 All South Carolina Teams are entitled not to schedule for any umpiring assignments T40 regulars season games and playoffs and this rule will stay as long as the South Carolina teams are participating in CCA. This rule is made an exception and agreed for their participation.
- 6.1.5 **Umpiring Exception:** This restriction will remain in place as long as South Carolina teams are participating in CCA and the travel distance exceeds 45 miles from Charlotte uptown. All South Carolina Teams are entitled to an exemption of scheduling for any umpiring assignments for T40 games. This rule is waived and approved for their participation. The rule is applicable to only grandfathered teams i.e. the teams established prior to 2023, any new teams must show proof of residence for at least 80% of the team members in addition to the above-mentioned fall in distance (45 miles) to be eligible.
- 6.1.6 Prior to signing the score sheets, one of the match umpires must take particular care to verify that all score sheets have been correctly and precisely reconciled, including the identities of all players for each team, catches made by, etc. The CCA Statistician is expected to randomly check the score sheets and report any inconsistencies or incomplete score sheets to the umpiring committee for possible fines for the offending umpire.
 - 6.1.6.1 If the match is scored using online scoring, the umpires must verify and confirm that the right playing elevens are recorded for scoring and scoring match at the conclusion of the competition.

Section 6.02 Umpire(s) role/ responsibility in accessing penalties

- 6.2.1 Before penalizing teams, the umpire shall be the sole person in analyzing the reason for the shortage in the number of overs and the team accountable for the shortage. The judgment of the umpires shall be final and binding on both teams.
- 6.2.2 The pitch conditions will only be judged by the umpire (s). In order to ensure a fair game, the umpire will decide which end is best suitable to play and has the right to start the match from that side of the field.
- 6.2.3 The Umpires shall be the sole judges of fair and unfair play. The Umpires decision shall be respected as final by all players.
- 6.2.4 Both captains must start the game right away even if neutral umpire/s has not arrived even at the cutoff time. (Refer to point 2.5.3)
- 6.2.5 The umpire(s) should always monitor the conduct of any player(s), captain(s), team official(s), or other team members during and after the game (s).
- 6.2.6 Sledging and cursing in any language is not acceptable and can result in the removal



from the game. This is up to the discretion of the umpire.

- 6.2.7 A player, captain, or official who enters the field of play, fights with the umpires on or off the field, or verbally abuses the umpires, during, the game will be considered to have committed misconduct. This will be reported in the game day report (Criclubs app) before the scorecard is signed-off.
- 6.2.8 The umpire will assess the field 15 minutes after play has ended. The umpire would certify that everything was clean. If there is still trash, the defaulting team(s) will be fined \$250, and the captain of the defaulting team(s) will be suspended for one game (Refer to Article X, Garbage Disposal)
- 6.2.9 Any disciplinary problems must be reported by umpires to the EC within 48 hours of the incident.
- 6.2.10 Should a player be determined to have acted inappropriately, then the umpire should notify EC appropriately per the “Code of Conduct for Players and Match Officials” document.

Article VII. FORFEITURE

Section 7.01 Forfeiture

- 7.7.1 A team that forfeits a game is subject to a \$200 fine payable to CCA. Following the forfeit match on Thursday, the fine must be paid by 10:00 PM ET. The team will forfeit the following game if the fine is not paid. See 7.7.2
- 7.7.2 If each season and each tournament, clubs forfeit more than one game, after the second forfeit, clubs' participation in the competition would be suspended. The EC will recommend that the CCA BOD suspend the club in accordance with Law 43.2. The club will not be able to take part in CCA's upcoming season if the CCA BOD approves the ban. If the club wants to later be restored, it must reapply and pay the required payments, including any unpaid league dues. The EC still has the authority to grant or freeze readmission to the league.
- 7.7.3 For the balance of the season, players from suspended teams are not permitted to play in league games.
- 7.7.4 The playoff qualifying requirements will be applied to all forfeited games for establishing a player's eligibility for each tournament.
- 7.7.5 Regardless of whether the forfeit happened on the field, as a result of a decision by the executive or judicial committee, or prior to the game's planned start, individual players from any team that forfeits a game will not be given credit for the game played.
- 7.7.6 The following information will be used to analyze the game's statistics:
 - 7.7.6.1 The team that forfeited the game's individual player statistics will not be included or taken into account.
 - 7.7.6.2 The opponent team's individual player statistics will be taken into consideration.



Article VIII. RAIN RULE

Section 8.01 Call-off

- 8.1.1 The two team captains can agree to cancel any games that involve heavy rain on days before the game or the morning of the game up to 90 minutes before the scheduled start time without the need for any other player or official to be present on the field.
- 8.1.2 Immediately notify any neutral umpire who has been assigned to officiate the game. Both clubs shall be responsible for paying fine equaling to umpire fees if this is not done.
- 8.1.3 If a neutral umpire is present, he or she will be the only one to determine if the playing conditions—including the weather and light—are suitable. Play can only proceed if both captains concur that the playing circumstances are suitable in the absence of an assigned umpire.
- 8.1.4 As a general rule, play should be stopped after it has been raining steadily for 45 minutes unless both Captains are willing to continue.
- 8.1.5 As a general rule, any further play should be stopped when there is standing water on the bowlers' run-up and/or in significant areas of the infield.

Article IX. THE CLUB

Section 9.01 New Club Process

The CCA EC will specify the new club application and admissions procedure and make it available on the league website.

Section 9.02 Expulsion of Clubs

Club expulsion requires the consent of the CCA BOD. The EC will make recommendations to the CCA BOD for club expulsion for clubs that have failed to meet the Club Membership standards outlined in the CCA Constitution. Member club has the right for a hearing before final decision is made by CCA BOD.

Section 9.03 Resignation/Withdrawal of Club process

- 9.3.1 If a Member Club decides to quit or withdraw from the league during the playing season, it must notify EC in writing. The Club will not be permitted to compete in the following season of CCA. EC is not required to refund any payments paid to the league. If the club wishes to be restored, it must reapply and pay the relevant payments, including any unpaid league dues. The EC retains the right to readmit a team to the league.
- 9.3.2 If an existing CCA club does not register to play the following season after playing the previous season; (ex: previous season 2023, following season 2024), and then the team wishes to re-register after a gap of 1 year or more (ex: 2025, 2026...), then it has to follow the “New Club” registration process, The EC retains the right to re-admit the new team.



Section 9.04 Club Name Change

- 9.4.1 A team that would like to request a club name change can do so by requesting via email to the EC and AC. If the request is approved, then the team has to pay name change fees of \$750 towards administrative costs.

Article X. GARBAGE DISPOSAL

The umpire will assess the field 15 minutes after play has ended. The umpire would certify that everything was clean. If there is still trash, the defaulting team(s) will be fined \$250, and the captain of the defaulting team(s) will be suspended for one game.

Article XI. GROUND, WEATHER, LIGHT CONDITIONS

- 11.0.1 The pitch, ground, weather, and lighting conditions will only be judged by the umpires.
- 11.0.2 The umpire(s) will contact the captains (or their representative) of both sides before the game to give them instructions on how runs will be scored in the event that the ball hits any obstruction within the field of play. Obstructions within the field of play include goal posts, boundary markings overlapping, trees, and other obstructions of this nature that cannot be removed or are not permitted to be removed by the ground authorities. The umpire's judgment is final and is binding on both parties.
- 11.0.3 Teams are not permitted to keep or be responsible for keeping any obstructive objects on the field of play.
- 11.0.4 League Final venue: The EC will have complete control over the League Final venue.

Article XII. TEAM RESPONSIBILITIES

Section 12.01 Home Team Responsibilities

- 12.1.1 The Home team is responsible for ensuring that the pitch, outfield and boundaries, crease markers are readied prior to the Toss and the planned start of the match. This involves carefully and securely laying the mat, clearly identifying the creases, pitching the wickets correctly, marking a wide area on the mat, and placing big cones (visible from the distance) or flags around the boundary.
- 12.1.2 Setting up the 30-yard circle and the borders is the responsibility of the home team, who must do it before the toss and the game's planned start time. Setup for a 30-yard circle should be as stated below. The hosting team must have a measuring tape in order to accurately measure the 30-yard circle and avoid placing it on an assumed space.
- 12.1.3 A semicircle with a radius of 30 yards must be marked on both ends, with the middle stump serving as the center. The 30-yard circle will be created by joining the two ends of the semi-circle with straight lines that are parallel to the pitch's length on both sides.
- 12.1.4 The 30-yard circle must be readily visible from the umpires' stands and may be marked at 5-yard intervals with tiny cones, chalk, foam-core, rubber, or plastic



markers. The 30-yard circle should NOT be marked with flags.

- 12.1.5 The boundary should be marked with big cones. Any ball that strikes the cone on full will count as a six. Between the cones, a straight line will serve as the boundary. Given the severity of an injury, FLAGS are not authorized for 30 yard or boundary marking.
- 12.1.6 Unplayable Conditions: At least one (1) day before the scheduled start of the game, the home team must confirm all details with the opposing captain, umpires, and the EC. Avoiding unnecessary travel to an unplayable match is vital when ground, weather, or light conditions make it clear well before the scheduled start time that play will not be possible. In uncertain situations, the host team must communicate with the opposing captain and the umpires.

Section 12.02 Visiting Team Responsibilities

In case of Rain Forecast: At least one day before the scheduled start of the game, the visiting team must confirm all conditions with the opposing captain, umpires, and the EC.

Article XIII. INTERVALS

- 13.01 The number of hours of play and the length of the innings break and drink break must be decided upon prior to the toss.
- 13.02 If the team batting first completes its innings before the allocated time for the interval, the interval will take place immediately, and the innings of the team batting second will begin accordingly sooner.
- 13.03 Drink intervals in the 40-Over competition should not exceed 5 minutes.
- 13.04 In the 40-Over tournament, two drinks breaks each session, each 15 overs apart, are permitted, unless in excessive heat when the umpires may allow extra intervals for refreshments.
- 13.05 At the 15-over and 30-over marks, two drink breaks are required. These drinks breaks cannot be skipped by the captains.
- 13.06 If no playing time is lost, a player may be handed a drink on the field, either at the fall of a wicket or on the boundary edge. Without the umpires' approval, no additional beverages are allowed on the field.

Article XIV. CLOTHING AND ATTIRE

14.01 All CCA teams are accountable for making sure that all of its players are dressed appropriately for cricket while they are on the playing field. The CCA defines appropriate cricket attire as:

Category	White Ball	Red Ball	Pink Ball	Comments
Shirt with Collar or Current ICC standards	Colored	White or Cream	White or Cream	Optional: CCA Logo Optional: Team, Sponsor Logo
Long Cricket Trousers or Current ICC standards	Colored	White or Cream	White or Cream	Optional: CCA Logo Optional: Team, Sponsor Logo



Shoes	Any Colored	White	White	
External Leg-Guards / Protective Pads	Colored	White	White	

14.02 Any player who does not adhere to the CCA Dress Code is not permitted on the playing field.

14.03 Teams must make sure that all eleven players including substitute player/s are dressed in the same team uniform (team jersey and pants) while they are on the field. This requirement will be carefully upheld by umpires. A player who fails to follow any rule in this part of the CCA rule, will be penalized \$50 (\$50 for each player who defaults). On-field umpires/opposition captains have the right to lodge a complaint against the player. AC / EC will hand out the monetary penalty of \$50 for each player who defaults this rule based on the umpire's report. The defaulted team will have to pay the penalty by next Thursday 5PM following the game to be eligible to play the next game.

14.04 In the table under point # 14.01, the CCA Logo on Shirt and Trousers is optional.

Article XV. APPROVAL AND CONTROL OF BALLS

Section 15.01 New Ball

- 15.1.1 Starting each inning, a new CCA-approved ball is required.
- 15.1.2 The umpires must have the cricket ball before the.
- 15.1.3 When a wicket is lost, when an interval begins, and whenever play is stopped, the umpire must take control of the ball that is being played.

Section 15.02 Ball lost or becoming unfit for play

- 15.2.1 Teams are allowed to spend up to five (5) minutes trying to find a missing ball, if fielding team is unable to find the ball, then umpire must ask the fielding side to supply a CCA-approved used ball in comparable or similar wear condition after five (5) minutes have passed. Both the team captains are encouraged to provide at least 2 used balls upfront to the umpire (during the toss) & the umpire will make on-field decisions to change the ball based on the situation/delays.
- 15.2.2 The amount of time the bowling team has to finish their allocated overs will be reduced by any time spent looking for a "lost ball." Only after the stipulated time (5 minutes) has passed will penalties for lost balls be assessed on the side that is fielding the ball. The team playing second is also affected by the above.
- 15.2.3 If the ball is lost during play, is not recovered, or the umpires agree that it is no longer playable due to normal wear and tear, the umpires shall substitute a ball with similar wear to the one that was used before the replacement was required. The umpire must let the fielding captain and batters know when the ball is changed.
- 15.2.4 The game will be forfeited if the fielding side is unable to find the lost ball and cannot provide a used or new ball (CCA provided balls) within 45 minutes.



Article XVI. TEAM BREAK AND ABSENCE

- 16.01 A team may take a "one-year grace period" by not participating in any CCA tournaments for that year while still maintaining its Seniority. The team must notify the Secretary of this decision in writing by December 31st in order for the CCA Season Schedule to be updated in a timely way.
- 16.02 When that team (the Returning Team) returns the following season, as permitted by the CCA Bylaws, it will compete in the lowest CCA Division in order to avoid interfering with any other team's promotion or demotion. By February 1st of the following year, if a vacancy occurs in any Division lower than the Returning Team's original Division (for example, due to an absence, grace period, or termination of another team), the Returning Team will have "priority" in filling that vacancy rather than promoting a third team from below. This "preference" is only relevant to the Returning Team's first season back in the League and will not be applied in any later seasons.
- 16.03 The top-third team from the lower Division will be promoted after the top two teams from the lower Division have been promoted in the event that a team is absent from the CCA for any reason (such as suspension, the "one-year grace period," etc.) on or before February 1st, unless the "priority" for a Returning Team fills that vacant spot. This adjustment will be made to all Divisions using the same technique such that all higher Divisions have an equal number of teams, leaving the last Division with either too few or too many teams. Only before the beginning of the season, before the official CCA Schedule has been created, will these modifications be made.
- 16.04 To prevent schedule problems and interruptions, if a club withdraws from the League after March 1st or during the regular season for whatever reason, its spot in that Division won't be replaced until the following year. This adjustment procedure is outlined in this Section. In this scenario, any games that have been canceled will be given to the opposition clubs slated to face the absent squad.

Article XVII. VENUE, RESULTS AND POINTS

Section 17.01 Change of Match Venue

- 17.1.1 The match venue may only be changed with the approval of the CCA Executive Committee. The location of a match cannot be changed by the teams or the appointed umpire. The match will not be regarded as official and the results will not be valid if the match location is changed without the required authorization.
- 17.1.2 The two team captains and the appointed match umpire must be informed of the venue change by the CCA Executive Committee at least one day prior to the game's scheduled start time.

Section 17.02 Results and Points

- 17.2.1 For completed games, the winning team shall be awarded points as shown below:
- T40 and T20 game win - 2 points
 - T40 and T20 game loss – 0 points
 - In case of a Tie – 1 point for each team (Section 17.2.3)



17.2.2 If a game is abandoned because of uncontrolled circumstances, both the teams will share 1 point each.

17.2.3 Super over – T40 (same as ICC):

- League game - No Super over;
- Playoffs – There will be Super over

17.2.4 Super over – T20

- Applicable for all T20 League games and Playoffs

17.2.5 If Super over is tied, then teams to continue to play super overs until there is a result

Article XVIII. 2024 PLAYOFF FORMAT

Section 18.01 T40 Premier League Playoff Format

T40 - 2024		
DIV 1 – 10 Teams 11 Games	Top 6 teams will qualify for playoffs	#1 & #2 will make it to Semi finals #3 vs #6 – 1st Qtr Final #4 vs #5 – 2nd Qtr Final Semifinals & Grand Final to follow
DIV 2 – 9 Teams 10 Games	Top 6 teams will qualify for playoffs	#1 & #2 will make it to Semi finals #3 vs #6 – 1st Qtr Final #4 vs #5 – 2nd Qtr Final Semifinals & Grand Final to follow

Section 18.02 T20 League Playoff Format

T20 - 2024		
DIV 1 – 12 Teams 11 Games	Top 8 teams will qualify for playoffs	#1 vs #8 - Qtr Final #2 vs #7 - Qtr Final #3 vs #6 - Qtr Final #4 vs #5 - Qtr Final Semifinals & Grand Final to follow
DIV 2 – 17 Teams 12 Games	Top 8 teams will qualify for playoffs	#1 vs #8 - Qtr Final #2 vs #7 - Qtr Final #3 vs #6 - Qtr Final #4 vs #5 - Qtr Final Semifinals & Grand Final to follow



Article XIX. 2024 PLAYOFF RESERVE DAYS

Section 19.01 T40 Premier League Reserve days for Playoffs

- Each Playoff game (Quarterfinals, Semifinals & Finals) will have 1 weekend (Saturday & Sunday) as reserve day(s)
- If the Playoff game is scheduled on Saturday/Sunday (e.g. 09/23 & 09/24), then next weekend (09/30 & 09/31) will be the reserve day(s) for the playoff game.
- Top seed will be moving to the next round if the game is washed-out on the reserve days.
- Same rule applies for Semi-finals & Finals

Section 19.02 T20 League Reserve days for Playoffs

- One (1) reserve day for Pre-Qtrs. finals (5 vs 12, 6 vs 11, 7 vs 10, 8 vs 9) [i.e., if Game is scheduled on 09/24 then reserve day will be 9/30, If 9/30 is a washout then higher seed will move to Quarterfinals. There is only 1 reserve day for Pre-qtrs] Each Playoff game (Quarterfinals, Semifinals & Finals) will have 1 weekend (Saturday & Sunday) as reserve day(s)
- Each Playoff game (Quarterfinals, Semifinals & Finals) will have 1 weekend (Saturday & Sunday) as reserve day(s).
- If Playoff game is scheduled on Saturday/Sunday (e.g. 09/23 & 09/24), then next weekend (09/30 & 09/31) will be reserve day(s) for the playoff game.
- Top seed will be moving to the next round if the game is washed-out on the reserve days
- Same rule applies for Semi-finals & Finals

Article XX. CCA DIVISION UPDATE FOR 2025

Section 20.01 For 2025, T40 Premier League

- Bottom 2 teams from Div-1 will be moved to Div-2 for 2025 season based on their standings after the 2024 regular season games.
- Top 2 teams from Div-2 will be promoted to Div-1 for 2025 season based on their standings after the 2024 regular season.
- Any new teams joining the CCA will be added to Div-2 for 2025 season.

Section 20.02 For 2025, T20 League

- Bottom 3 teams from Div-1 will be moved to Div-2 for 2025 season based on their standings after the 2024 regular season games.
- Top (#1) ranked team from Div-2 will be promoted to Div-1 for 2025 season based



on its standings after the 2024 regular season games.

- In addition, this year we have 17 teams in Div-2, next year we will form Div-3. To balance the number of teams in each division, The bottom 9 teams from Div-2 (out of 17 teams) will be moved to Div-3 for 2025 based on their standings after the 2024 regular season games.
- Any new teams joining the CCA will be added to Div-3 for 2025 season.