

League Regulations 2025

1. The following points system shall apply for the Leagues:
 - 5 points for a win
 - 3 points for a draw
 - 1 point for playing
 - Bonus point for scoring 3 or more goals.
 - Losing bonus point if losing by 5 or less points.
 - A team who receives a walkover will be awarded the maximum points of 7
2. When Teams finish with equal points for Qualification for the Concluding Stages, the tie shall be decided by the following means and in the order specified:
 - i. Least number of games forfeited.
 - ii. The higher number of League Points obtained in the 'Head-to-Head' games defined as the games in which the teams involved in the tie have played each other.
 - iii. The higher Scoring Difference (subtracting the total Scores Against from total Scores For) in the 'Head-to-Head' games.
 - iv. The higher Scores For in the 'Head-to-Head' games.
 - v. The higher number of Goals For in the "Head-to-Head Games"
 - vi. The lowest number of Goals Conceded in the "Head-to-Head Games"
 - vii. If the application of criteria (i) to (vi) results in a team(s) being successful or eliminated but there is still a relevant tie to be decided, criteria (i) to (vi) are to be repeated for the 'Head-to-Head' games only of the still tied teams.
For clarification, in the case of a tie between three or more Teams at the end of the group stage, once the highest ranked Team has been determined following the above criteria, to determine the next higher ranked Team the process would repeat, starting at criterion i.
 - viii. The higher Scoring Difference in all games in the League Group.
 - ix. The higher Scores For in all games in the League Group.
 - x. In the event teams qualifying for the knockout stages of a competition and who can't be separated using the above a draw shall take place to determine the qualifying places.
3. Should the venue of the home team become unavailable the game shall move to the venue of the opposing team. Late notice of unavailability may cause Forfeiture of fixture.
4. Winner on the Day shall apply in all knock-out games and Finals.
5. Challenge Games are not permitted on the weekend of League fixtures in that respective code.
6. One group notice to each participant shall cover the competition.
7. Clubs with a second team in the League shall submit a list of 18 players who shall be eligible to play for the higher division team only.
Players on the lower division team may participate on the higher division team and return to the lower division team for the league section of the competition. This shall not apply for play-offs or finals.
Clubs with three teams in the League shall submit a list of 18 players for the two higher division teams, respectively.
8. The maximum substitutes permitted in the league shall be FIVE.
9. Teams have permission to record games for training and analysis purposes only. A full unedited copy must be made available to the CCC, on request.
10. **Football League:**
Top two teams in each Division contest the Final
Bottom team in Divisions 1 to 6 relegated
11. **Hurling League:**
Top two teams in each Division contest the Final
Bottom team in Divisions 1 to 10 relegated