

## Competition & Commercial Guidelines 2025 - 2026

### 1. Competition Format

<b>Regular Competition</b> Double Robin Round 22 Gamedays / 20 Games/team										
#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11
PO Champion				PO Challenge						
Quarter Finals Best of 3				Quarter Finals H & A + GS						
(G1) RC #8 - RC #1 (G2) RC #7 - RC #2 (G3) RC #6 - RC #3 (G4) RC #5 - RC #4 Winners ↓ / Losers				(G8) RC #11 - RC #10 Winner ↓ / Loser → <b>FR #11</b>						
Semi Finals Best of 3				Semi Finals H & A + GS						
(G5) Winner (G4) - Winner (G1) (G6) Winner (G3) - Winner (G2) Winners ↓ / Losers				(G9) Winner (G8) – RC #9 Winner → <b>FR #9</b> / Loser → <b>FR #10</b> (G10) Loser (G1) – Loser (G4) Winner ↓ / Loser → <b>FR #8</b> (G11) Loser (G2) – Loser (G3) Winner ↓ / Loser → <b>FR #7</b>						
PO Finals Best of 5				Finals H & A + GS						
(G7) Winner (G5) - Winner (G6)				(G12) Winner (G11) – Loser (G6)			(G13) Winner (G10) – Loser (G5)			
Winner ↓		Loser ↓		Winner ↓		Loser ↓		Winner ↓		Loser ↓
<b>FR #1</b> Ticket 1		<b>FR #2</b> Ticket 2		<b>FR #3</b> Ticket 3		<b>FR #6</b>		<b>FR #4</b> Ticket 4		<b>FR #5</b>

**\*GS: The golden set is played if both teams have the same number of match points after the second match (3-3 / Cf. CEV)**

## 2. Guidelines

### Regular competition

The national competition regulations apply to the final ranking of the regular competition.

- a) The team that obtains the most match points is ranked first.
- b) In the event of a tie, the following are taken into account and in the following order:
  - I. The number of matches won
  - II. The coefficient of the sets won divided by the sets lost. In this calculation, 2 decimal places are taken into account.
  - III. The results of the mutual matches (only the coefficient of sets of the 2 matches is taken into account)
- c) Point Ratio = the coefficient of the number of points scored divided by the number of points conceded. In this calculation, 3 decimal places are taken into account.

The matches of the last gameday of the regular competition must be played at the same time (Saturday, 20:30).

### PO Champion – PO Challenge

#### Home & Away + Golden Set

The Golden Set is played when both teams have the same number of match points after the second match (3-3 / Vgl. CEV)

The lowest ranked team plays the first match (H) at home and the second match (A) away.

#### Best of 3

The lowest ranked team plays the first match at home, the second match and the final match away.

#### Best of 5

The highest ranked team plays the first match, the third match and the final match at home.

#### Final Ranking FR

CEV awards the European tickets according to the final ranking (after play offs) that must be forwarded by Volley Belgium. With the understanding that the winner of the Belgian Cup automatically receives a ticket (CEV Cup). If the cup winner also becomes national champion, the losing cup finalist cannot claim this ticket.

### 3. Competition Standards

#### Competition Halls

According to the stages in competition there are minimum standards required for the competition hall as shown in the table below.

	Regular Competition		PO Finals	
	PO Champion			
	PO Challenge			
Playing Court	18 m x 9 m		18 m x 9 m	
+ Free zone	>= 5 m behind / 3 m aside	B	>= 5 m behind / 3 m aside	B
= Playing Area	>= 28 m x 15 m		>= 28 m x 15 m	
Competition Area	>= 28 m x 15 m		>= 28 m x 15 m	
Height	>= 7 m	B	>= 9 m	A
Lighting	>= 750 Lux	B	>= 1000 Lux	A
Floor	shock-absorbing floor	A	shock-absorbing floor	A
Colored Playing Court	yes - other lines allowed	B	yes – NO other lines allowed	A
Seats	no prescription		>= 750	
Scoreboard	1 Manual + 1 Electronic		1 Manual + 1 Electronic	
Boarding	Optional		Full Boarding	
Camera Platform	Optional		Mandatory	
Video Challenge	Optional		Mandatory	
Web Stream	Optional		Mandatory	
Cameras				
E-score	Yes		Yes	
Video Sharing	Yes		Yes	
Large Video Screen	Optional		Mandatory	
VIP Area	Optional		Mandatory	
Wireless Headsets	Mandatory		Mandatory	
ES Bench Sets	Optional	Mandatory		

#### Overview Competition Halls

	Regular Competition	PO Finals
	PO Champion	
	PO Challenge	
Asterix AVO BEVEREN	OK	Line overtaping or Taraflex
Interfreight Brabo ANTWERP	OK	Line overtaping or Taraflex
GENT Dok Noord Damesvolley	OK	OK

Servantes Volley NOORDERKEMPEN	OK	Line overtaping or Taraflex
Darta Bevo ROESELARE	OK	OK
VC OUDEGEM	OK	Line overtaping or Taraflex Geen video challenge - Geen groot scherm
ES CHARLEROI Volley	OK	?
CapitalatWork BAO TCHALOU Volley	OK	Pas de 9m - Pas de place pour 750 spectateurs - Pas de 1000 lux
VC GEEL	Gekleurde vloer met andere lijnen kan ten vroegste tegen seizoen 2026-2027	Volgende is niet haalbaar: Hoogte 9m - Verlichting 1000 lux - Gekleurde vloer zonder andere lijnen - zitplaatsen >= 750 (maximum is 350) – videoscherm - VIP-ruimte -Video Challenge
Saturnus MICHELBEKE	OK	Geen 1000 lux
Amigos ZOERSEL	lux ?	Geen 1000 lux

The accommodation must be ready and available 60 minutes before the established starting time. The necessary balls must also be available to both teams from that moment on.

The board of directors, dated 27/06/2024, decides that CapitalatWork BAO Tchalou Volley, ES Charleroi Volley, VC Geel, Saturnus Michelbeke, VC Oudegem may play the PO finals in their own hall. This exception is given for season 24-25 and 25-26.

## CEV Regulations

Competition Hall Category	Minimum Height	Minimum Surface Competition Area	Minimum Lighting	Minimum Seating Capacity
1	12,5 m	35 m x 24,5 m	1500 Lux	5000
2	9 m	35 m x 23 m	1500 Lux	2500
3	9 m	35 m x 23 m	1500 Lux	1500
4	8 m	33 m x 21 m	1000 Lux	1000
T	7 m	31 m x 19 m	500 Lux	-

CEV Competition	Category	Playing Surface			Subfloor
		Synthetic Surface	Volleybal lines only	Playing Court and Free Zone in Different Colors	Wooden Floor on Beams
CEV EuroVolley					
Final Phase	1	Yes	Yes	Yes	Yes
Other Phases	2	Yes	Yes	Yes	Yes
CEV U21/U22 , U19/U20 , U17/U18 Volleyball European Championship					
Final Phase	2	Yes	Yes	Yes	Yes
Other Rounds	3	Optional	Optional	Optional	Yes
CEV U16/U17 Volleyball European Championship					

Final Phase	3	Yes	Yes	Yes	Yes
Other Rounds	3	Optional	Optional	Optional	Yes
<b>CEV Volleyball Golden and Silver League</b>					
Final Phase	2	Yes	Yes	Yes	Yes
Other Phases		Yes	Yes	Yes	Yes
<b>CEV Champions League Volley</b>					
Super Finals	1	Yes	Yes	Yes	Yes
From 4 <sup>th</sup> Round	2	Yes	Yes	Yes	Yes
Other Phases	3	Yes	Yes	Yes	Yes
<b>CEV Volleyball Cup</b>					
Final Phase	2	Yes	Yes	Yes	Optional
Other Matches	3	Optional	Optional	Yes	Optional
<b>CEV Volleyball Challenge Cup</b>					
Final Phase	3	Yes	Yes	Yes	Optional
Other Matches	4	Optional	Optional	Optional	Optional

### Method of asking match change

- Send application to competition manager BVLW, who will first judge the application (TV, commercial, etc.).
- Competition manager forwards confirmation to both teams and MNC.
- Submission of application in Volleyadmin2 and approval therein by opponent.
- Approval/Disapproval by MNC.
- MNC will not approve a match change if it has not obtained approval from the competition manager.

### Participant lists

- All data concerning players & staff should be delivered to the Competition Manager BVLW on the official league forms and sent to leo\_bergmans@yahoo.com before 01/9/25.
- The list of players must state for each player: surname and first name, height, position on the field, date of birth, nationality, affiliation number and date of affiliation.
- Every change of player or staff must be sent immediately to the Competition Manager.

### Last matchday

For the Lotto Volley League Women, the regulations regarding postponement are only valid for the last match day of the regular competition and the play-offs. The Executive Board of the BVLW may allow exceptions to this.






### Overtaping Court

- During the Champion PO Finals no extra line is permitted and the court should be Gerflor or overtaped.

### Bench Application: Tablets

- The clubs must use portable tablet devices for the team benches and the referees to deliver their starting line ups, time outs, substitutions and challenges.
- The tablets of the referees will have a display from the E-score
- A secured wireless LAN internet is required courtside




## Challenge System

-  The video challenge system is being introduced progressively.
-  In season 25-26 the following clubs are using a video challenge system: Beveren, Tchalou, Charleroi, Antwerpen, Gent, Roeselare and Noorderkempen.
-  Clubs that already have the video system are obliged to use it for the regular competition, PO Champion and PO Challenge.
-  For PO Finals, the use of the challenge system and a big screen is mandatory.
-  In case that the competition hall has a big screen, there must be a relay with the challenge system.



## 4. Publicity

### Competition Ball




-  Official ball: Mikasa V200W
-  Ball-trolleys: free to choose
-  Material yearly provided by the League: 18 Mikasa-Balls / Club

### Players Outfit



The outfit has to comply with the competition regulations of the Federation.

#### Players

A player playing an official match must take the prescribed dress code:

-  The equipment must be uniform (also publicity) and of the same color.
-  From the toss, the warm-up must take place in uniform clothing.
-  The numbering from 1 to 99 in contrasting color with a minimum height of min. 10 cm and max. 15 cm in the middle of the chest and minimum 15 cm and max. 20 cm in the middle of the back according to the International Rules, the width of the strip used must be at least 2 cm (in accordance with the international game rules).

#### Liberos

-  The libero(s) wear a shirt, numbered and with a clear contrasting color compared to the colors of the rest of the team.
-  The publicity on the outfit of the libero(s) may differ from that of other players

### Shirt color

Although this is not prescribed by the competition regulations, it is customary for each team to have 2 sets of competition clothing (with different color combinations). The home team plays with "1st" clothing (see site) and the visiting team chooses clothing with a contrasting color (clearer on video images).

Each team must send the two chosen colors before the 1st of August to the Competition Manager who will distribute the overview to all clubs.

### Publicity on Players Outfit

The LOTTO Logo should be positioned at the BOTTOM OF THE LEFT SLEEVE, if possible. Very often the sleeves of the feminine outfit are too short. In that case, the logo is applied to the front of the shirts.

- The logo must be 8 cm diameter or 8 cm length and 6 cm width for the rectangular version (only for the white Lotto logo on red/pink outfit). Around the logo a free zone of 2,5 cm is required, except from the bottom of the sleeve where the free zone may be smaller. Another logo can be used above the Lotto logo if the distance of 2,5 cm is respected.
- The logo must be worn on all (also libero) shirts for every Lotto Volley League Women-game.
- The logo can be printed directly on the shirt using the EPS file and respecting the size of 8 cm.

### Court Lay Out

- Only 2 positions will be reserved for the league sponsor Lotto.
- The Lotto stickers are preferably applied to the playing area. If this is not possible, they are placed outside the playing field.
- **The stickers must face the livestreaming cameras!**
- The format of the sticker is 3.40 m x 1 m.
- These stickers will be provided by the BVLW.
- The League floor stickers must be placed in every game of the Lotto Volley League Women.
- Besides the position of the 2 Lotto stickers a club can organize the court layout
- The club can choose either removable or fixed stickers

### Backdrop

- Interviews for TV (official broadcaster/Regional TV) and “Star of the Game” must be taken in front of the interview backdrop positioned in the Mixed Zone straight after the end of the game.
- The Interview Backdrop will be delivered by the BVLW.
- Club logos should be delivered in high resolution before 01/08/2025

### Clubs with Led Boarding

- If the loop lasts between 25 and 30 minutes, a maximum of 10 slots will be reserved for the league. Each slot will have a duration of 15 seconds.
- The led animation will be delivered by the BVLW.

### Lotto banners/boards



- All clubs will install minimum 3 Lotto banners (2 pop up banner - 80 cm h x 180 cm w – and a banner to hang on the wall - 80 cm h x 430 cm w) in front of the main camera.
- Banners will be delivered by the BVLW.

### Ceremonies



#### Star of the Game

- Someone in the club is appointed to oversee the Star of the Game procedure.
- One minute before the end of the match, this person approaches the assistant coach (T2) of the losing team.
- The T2 communicates the name of the Star of the Game (possibly in consultation with the head coach, T1)
- The choice is based on the following criterion: **“Which player of the winning team had the greatest impact on the course of the match?”**  
This could be the top scorer, a substitute who turned the game around, a libero who handled all receptions, a setter, a middle blocker, or any other player who played a decisive role.
- The home club’s representative then passes the name on to the announcer.
- The announcer waits until all players are lined up on the 9-meter line before

announcing the Star of the Game.

-  The photo and the gift presentation take place after the teams have greeted each other, in front of the roll-up banner displaying the sponsors.
-  The photo is then shared in the communication managers' group.

#### Champions Ceremony

-  The Ceremony at the end of the season for the champion/runner up and awarding of players should take place after the 3<sup>th</sup>, or 4<sup>th</sup>, or 5<sup>th</sup> match of the PO Finals by the organizer of that last game.
-  Requirements and format can be found in a special document.

#### New League sponsors

The BVLW has the right to attract new partners and give them the necessary exposure, also during the season. When it comes to co- and main sponsors, this should not go against the already existing club sponsors.



## 5. TV – Statistics – Social Media

### Videosharing

- Each Lotto Volley League game will be shared with scouts via the Genius Video Sharing and USF Sports Intelligence systems.
- The **home team** is responsible for recording each game using an **HD 1280x720 camera**.
- The camera must be positioned at the **rear of the Competition Hall**, ensuring full coverage of the playing area and the referee.
- The home team must **upload the captured video footage to the video sharing company's server within 12 hours after the game**. Compression of the video can be done using the enclosed program.

### Statistics

- All teams are required to scout Lotto games using **DATA VOLLEY (2007 or DV4)**.
- Teams must use the **official team files** for scouting.
- During official games, the home team must use the **scout file from the server**.
- All **home teams must remain connected live to Genius** during the match for live stats.
- The **scout file must be uploaded to the server within 15 minutes after the game**.

### Requirements

- Minimum requirements:
  - Starting positions/Rotations of each set
  - Serves (spinner or float)
  - Receptions
  - ALL Side-out attacks
  - ALL Transition attacks
  - ALL block touch
  - ALL defense touch
- If possible:
  - Attack tempos with tips/shots
  - Amount of blockers
  - Codes of attack
  - Setter calls
- Collaboration:
  - Scouts may exchange data via **Google Drive**.
  - The **official non-corrected scout file** must be sent to the video sharing platform **as soon as possible**.
  - **Corrected files must be uploaded within 24 hours**.
  - The scout file must be **synchronized with the video footage**.

- Match Preparation Requirements
  - To ensure proper coordination and optimal performance, the following facilities must be provided:
  - The **home team** must set up a table at each end of the court, with enough space for **two individuals to record statistics**. These tables must be ready **at least one hour before the match** and equipped with **power access**.
  - A **secure and free wireless internet connection** must be available for both teams.
  - A **suitable, elevated location** behind the court's end line must be designated for the opponent team's **video camera**, ensuring proper visibility for recording.
- Support and Quality Enhancement

To reduce differences in experience and approach among scouts, and to enhance the overall quality of scouting reports, the following **optional support measures** are provided:

- **Optional intervention sessions:** Opportunities to compare observations and share feedback
- **Use of standard basic codes:** To ensure uniform and comparable data; explanations provided at the start of the season
- **Access to guidance:** Scouts may voluntarily request feedback or coaching
- **Documentation and examples:** A digital manual with sample reports and explanations is available

## E-score

- 🎯 The E-score shall be done by the system of DATAVOLLEY. Program can be downloaded as follows: <https://www.dataproject.com/Products/EU/en/Volleyball/eScoresheet>
- 🎯 Update will be done automatically by opening the program.
- 🎯 The club official must connect the eScoresheet online no later than 20 minutes prior to the start of each match and shall remain connected until the official data has been checked and confirmed post-match.

## Streaming the Lotto Volley League competition

The streaming infrastructure is set up by UsporFor:

- 🎯 1 fixed 4 lenses camera in every arena
- 🎯 a commentators post will be provided ; we invite the club to invest in minimum one commentator per game, and preferably two commentators
- 🎯 possibility to add sponsors to the livestream ; The Lotto Volley League must always be present
- 🎯 all games are streamed to our platform [watch.lottovolleyleague.be](https://watch.lottovolleyleague.be)
- 🎯 the livestreaming platform is a paid platform for the viewers

## Social Media

- 🎯 The Lotto Volley League logo is as much as possible added to all content shared on the club accounts
- 🎯 All activations of Lotto, foreseen during a home game of the club, are announced on all used social media channels of the club.
- 🎯 Every club shares as much as possible the Lotto related social media posts

- Social media is an important part of the value determination of the sponsorship contracts. It is therefore important for the clubs to build a comprehensive community through social media.

### **Club Website**

- Every Club-website should contain the logo of Lotto as a main partner
- Every Club website should contain the Lotto Volley League logo in the header (where the menu is) or a header image (one of the carousels)
- Every Club-website should contain the up-to-date Competition and Cup Results with the Logo of the Lotto Volley League.
- Every Club-website should contain the up-to-date competition ranking with the Logo of the Lotto Volley League.
- Every Club-website includes a link to Live Stream ([watch.lottovolleyleague.be](https://watch.lottovolleyleague.be)) & Live Score.
- Every club-website includes a link to the Leagues website and links to the Leagues Sponsors websites.

### **Club database and GDPR**

Club data emails must have an “opt in” to use them for commercial purposes and the reporting asks the community managers to make a monthly count of the available addresses that are “GDPR ready”.