



# **COMPETITION & COMMERCIAL GUIDELINES**

## **SEASON 2025 – 2026**

Dear Reader,

The Belgian Volley League is very proud of its Lotto Volley League competition. The clubs participating in this league are an essential part of our volleyball family.

We know how much hard work and dedication it takes to ensure the smooth organization of matches at this level. Without that commitment, we would miss out on some of the most memorable moments our sport has to offer. That is exactly why we have set clear quality standards — both in terms of marketing and the technical organization of top-level volleyball matches.

Choosing to take part in this competition is not a decision to be made lightly. We sincerely thank you for your engagement and for contributing to the ongoing growth of our sport.

Thank you for your attention. We wish you all the best with your continued efforts in volleyball.

**Mr. Bert Vandewalle**

**President      Belgian Volley League**

**Mrs. Marie De Clerck**

**CEO      Belgian Volley League**

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# A.Lotto Volley League competition format

The statutes, the rules of procedure and the guidelines of the Belgian Volley League are applicable to the competition of the Liga A Men.

## LOTTO Volley League Competition format 25-26

### 10 TEAMS with regular, BeNe Conference, Challenge Play-off and Play-offs Finals

**Regular Competition (RC):** Double Round Robin.

- ✓ Ranking 1 to 10
- ✓ 18 games = 18 gamedays

### **BeNe Conference (BNC)**

- ✓ 8 teams
- ✓ Numbers 1 – 4 of the regular competition Belgium and Netherlands
- ✓ Points obtained in the RC from the games between the Belgian participants in the BNC, will be transferred to the starting grid of the BNC
- ✓ Double Round Robin only the teams from Belgium against the teams of the Netherlands
- ✓ 8 games = 8 gamedays

### **Challenge Play Offs (CHPO)**

- ✓ 6 teams
- ✓ Numbers 6 – 10 of the regular competition
- ✓ Starting grid:
  - 5 the of regular competition: 5 points
  - 6 the of regular competition: 4 points
  - 7 the of regular competition: 3 points
  - 8 the of regular competition: 2 points
  - 9 the of regular competition: 1 point
  - 10 the of regular competition: 0 points
- ✓ Double Round Robin
- ✓ 10 games each = 10 gamedays

### **Play-off Finals (FINPO)**

#### **1) ¼ Final PO**

- ✓ Only for Belgian teams
- ✓ 3rd and 4th of the Belgian teams ranked in the BeNe Conference and 1st and 2nd of Challenge PO
- ✓ Best of 3
  - 3rd BNC - 2nd CHPO
  - 4th BNC - 1st CHPO
  - 3rd and 4<sup>th</sup> BNC are playing first at home against 1st and 2nd CHPO

- The second match, the 1<sup>st</sup> and 2<sup>nd</sup> CHPO are playing at home against the 3<sup>rd</sup> and 4<sup>th</sup> BNC
- The third match: the 3<sup>rd</sup> and 4<sup>th</sup> BNC are playing at home to 1<sup>st</sup> and 2<sup>nd</sup> CHPO
- ✓ 2 to 3 games = 2 to 3 gamedays

## 2) ½ Final PO

- ✓ the 1<sup>st</sup> and 2<sup>nd</sup> of the Belgian teams ranked in the BeNe Conference and the winners of the ¼ final PO
- ✓ Best of 3
  - 2<sup>nd</sup> ranked of the Belgian teams in the BNC to the winner ¼ fin 2<sup>nd</sup> CHPO - 3<sup>rd</sup> BNC
  - 1<sup>st</sup> ranked of the Belgian teams in the BNC to the winner of ¼ fin 4<sup>th</sup> BNC - 1<sup>st</sup> CHPO
  - 1<sup>st</sup> and 2<sup>nd</sup> of the BNC are playing first at home
  - The winners of the ¼ final play at home the second match
  - The third match: the 1<sup>st</sup> and 2<sup>nd</sup> of the BNC are playing at home against the winners of the ¼ final
- ✓ 2 to 3 games = 2 to 3 gamedays

## 3) PO Final

- ✓ The winners of the ½ final PO
- ✓ Best of 5
- ✓ 3 to 5 games = 3 to 5 gamedays
- ✓ The highest classified team of the winners of the ½ Fin PO in the BNC or CHPO will be playing first at home

## Final Ranking Competition 25-26

1. Winner Play Off Final
2. Loser Play Off Final
3. Highest classified team of the BNC or CHPO loser of the ½ Fin PO
4. Lowest classified team of the BNC or CHPO loser of the ½ Fin PO
5. Highest classified team of the BNC or CHPO loser of the ¼ Fin PO
6. Lowest classified team of the BNC or CHPO loser of the 1/4 Fin PO
7. 3<sup>rd</sup> Challenge Play Off
8. 4<sup>th</sup> Challenge Play Off
9. 5<sup>th</sup> Challenge Play Off
10. 6<sup>th</sup> Challenge Play Off

## Final Ranking for European tickets

- Champions League: both finalists of the play-off Final
- 1st Ticket CEV Cup: winner of the Belgian cup
- 2nd ticket: third team of the final ranking
- Ticket Challenge Cup: fourth ranked team ranked in the final standing
- If Cup winner has a Champion League ticket or have already CEV Cup ticket, the fourth ranked team in the final standing becomes the second ticket for the CEV Cup and the fifth ranked team of the final standing becomes the ticket for the CEV Challenge Cup

CEV is looking at the final ranking after all Play Off games to have the right of participating in the European Cups.

**LOTTO VOLLEY COMPETITION 25/26**

Regular Competition  Double Round Robin	BeNe Conference (BNC) Challenge Play-off (CHPO)	Play Off Finals 1/4 and 1/2 fin in best of 3  Final in best of 5	Final Ranking
#1	<b>BNC 8 teams</b>  <b>First 4 of Regular Competition Belgian and Netherlands</b>  <b>Double Round Robin only the teams from Belgium against the teams of the Netherlands</b>  <b>Calendar to be determined</b>	<b>1/4 fin</b> <b>3th and 4th of the Belgian teams ranked in the BeNe Conference and 1th and 2th of Challenge PO</b>	<b>1. Winner PO Final</b>
#2			<b>2. Loser PO Final</b>
#3		<b>1/2 Fin</b> <b>The 1<sup>st</sup> and 2nd of the Belgian teams ranked in the BeNe Conference and he winners of the ¼ final PO</b>	<b>3. Highest classified team of the BNC or CHPO loser of the ½ Fin PO</b>
#4			<b>4. Lowest classified team of the BNC or CHPO loser of the ½ Fin PO</b>
#5		<b>Final PO</b> <b>The winners of the ½ final PO</b>	<b>5. Highest classified team of the BNC or CHPO loser of the ¼ Fin PO</b>
#6			<b>6. Lowest classified team of the BNC or CHPO loser of the 1/4 Fin PO</b>
#7		<b>7. 3th CHPO</b>	
#8		<b>8. 4th CHPO</b>	
#9		<b>9. 5th CHPO</b>	
#10		<b>10. 6th CHPO</b>	

## B. Standards LOTTO Volley Competition

### 1. Competition Halls

According to the stages in competition there are minimum standards required for the Competition Hall as shown in the table below:

Table 1

	□ Regular Competition □ Challenge PO □ Bene Conference □ 1/4 final PO	□ ½ final PO	□ PO Final
<b>Playing Court</b>	18 x 9 m	18 x 9 m	18 x 9 m
<b>+ Free Zone</b>	>=5 x 3 m	>=6,5 x 5 m	>=6,5 x 5 m
<b>= Playing Area</b>	>=28 x 15 m	>=31 x 19 m	>=31 x 19 m
<b>+ Free Passage way</b>	optional	>=1m optional	>=2m
<b>= Competition Area</b>	>=28 x 15 m	>=33 x 21 m	>=35 x 23 m
<b>Height over the whole playing area</b>	>=7m	>=7m	>=9m
<b>Sub Floor</b>	Wood/Synthetic	Wood/Synthetic	Wood/Synthetic
<b>+Flooring: Gerflor or Overtaping</b>	optional	optional	Gerflor or other floor coverings recognized by CEV and Complete Line Overtaping
<b>Colored Playing court</b>	yes	yes	yes
<b>Lighting</b>	>=750	>=750	>=1000
<b>Seats</b>	>=500	>= 500	>=1500
<b>Scoreboard</b>	1 Manual and 1 Electronic	1 Manual and 1 Electronic	1 Manual and 1 Electronic
<b>LED boarding</b>	optional	optional	45m
<b>Camera platform</b>	optional	Yes	Yes
<b>Video Challenge</b>	Yes	Yes	Yes
<b>Web Stream Cameras</b>	Yes	Yes	Yes
<b>E Score/Scout</b>	Yes	Yes	Yes
<b>Video Sharing</b>	Yes	Yes	Yes
<b>VIP Area</b>	Optional	Yes	Yes
<b>Large Video Screen</b>	Optional	Yes	Yes
<b>Wireless Headsets</b>	Yes	Yes	Yes
<b>ES Bench Tablets</b>	Yes	Yes	Yes

**TBC: Teams who are playing in CEV must have mandatory a full option system of the Video Challenge.**

## 2. Regulations CEV

Competition hall category	Minimum height	Minimum surface of the Competition area	Minimum lighting	Minimum seating capacity
1	12.5 meters	35 x 24.5 meters	1,500 lux	5,000
2	9 meters	35 x 23 meters	1,500 lux	2,500
3	9 meters	35 x 23 meters	1,500 lux	1,500
4	8 meters	33 x 21 meters	1,000 lux	1,000
T	7 meters	31 x 19 meters	500 lux	-



CEV competition	Category	Playing surface			Sub floor
		Synthetic surface	Volleyball lines only	Playing court and Free zone in different colours	Wooden floor on beams
CEV EuroVolley					
Final phase	1	Yes	Yes	Yes	Yes
Other Phases	2	Yes	Yes	Yes	Yes
CEV U21/22, 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
CEV Volleyball European Golden and Silver Leagues					
Final phase	2	Yes	Yes	Yes	Yes
Other phases	2	Yes	Yes	Yes	Yes
CEV Champions League Volley					
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
CEV Volleyball Cup					
Final Phase	2	Yes	Yes	Yes	Optional
Other matches	3	Optional	Optional	Yes	Optional
CEV Volleyball Challenge Cup					
Final Phase	3	Yes	Yes	Yes	Optional
Other matches	4	Optional	Optional	Optional	Optional

### 3. Homologation of the Belgian Competition Halls

Every Competition Hall has been inspected by the Homologation Commission of the Belgian Volleyball League in coordination with the responsible of the homologation of Volley Belgium.

The accommodations 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.

### 4. Additional requirements LOTTO Volley League Competition

Some competition Halls need additional requirements according to the stages of the LOTTO Volley Competitions.

Table 2

Competition Halls	□ Regular Competition □ Challenge PO (CHPO) □ BeNe Conference (BNC) □ ¼ PO Final	□ 1/2 final PO	Final Play Off
Knack Roeselare	OK	OK	Line overtaping
VC Greenyard Maaseik	OK	OK	Line overtaping
Lindemans Aalst	OK	OK	Line overtaping
Caruur Gent	OK	OK	Line overtaping
Decospan VT Menen	OK	OK	Line overtaping
Waremmе Volley	OK	OK	Unsuitable
Volley Haasrode Leuven	OK	OK	Line overtaping
Tectum Achel	OK	unsuitable	Unsuitable
Volley Guibertin	OK	unsuitable	Unsuitable
Thuismakers Brabo Antwerp VT	OK	OK	Line overtaping

The Board of Directors, in its meeting of 26 May 2025, decided that the teams Tectum Achel and Volley Guibertin (if qualified) may not play the semi-finals and finals of the play-offs in their own halls. Waremmе is also not allowed to play the finals in its own hall. All these matches must be played in a venue that meets the required standards.

## 5. Method of asking match change

- ✓ Send application to competition manager BVL, who will first judge the application (TV, commercial, etc.)
- ✓ Competition manager forwards confirmation to both teams and MNC
- ✓ Submission of application in Volleyadmin 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

## 6. Match change for teams playing European Competitions

For the semifinals and finals of European Cup competitions the following rules will apply with respect to a potential change of match dates within the Lotto Volley League competition:

- ✓ A LVL team, playing a home match, will be entitled to request a change of match date if there is no time gap of at least 48 hours between the end of the

first game and the start of the second game.

- ✓ A LVL team, playing an away match, will be entitled to request a change of match date if there is no time gap of at least 72 hours between the end of the first game and the start of the second game.
- ✓ Such requests will be automatically approved, without possibility of appeal by the adversary team. However, the request will have to be introduced to the LVL competition manager at the latest 3 days after the date of the European Cup game is officialized.

## **7. Participant lists**

- ✓ All data concerning players-staff should be delivered to the League Competition Manager on the official league forms and sent to [vbjvolley@telenet.be](mailto:vbjvolley@telenet.be) before 15/09/25.
- ✓ 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.
- ✓ There is no obligation in the Liga A Men regarding the core players that appear on the core player list. They must not have competed three (3) times before December 31st.
- ✓ Every change of player or staff must be sent immediately to the competition manager.

## **8. Last matchday**

For the Liga A Men, 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 BVL may allow exceptions to this.

On the final matchday of the regular season and the play-offs, all matches must be played on the same day and at the same time.

## **9. 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

## **10. Challenge System**

- ✓ All the teams will have the disposition of a Challenge Video system for each match
- ✓ The clubs must have a Video Challenge Technician who will be responsible for installing the system and who will assist in adjusting the cameras before and during the game.
- ✓ There will be a relay between the large video screen and the challenge system.
- ✓ The Challenge system requires preferably a 45m led boarding

## C. Publicity

### 1. Competition Ball

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

### 2. Players Outfit

The outfit must 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 and of the same color; also publicity.
- ✓ 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 (sweater), 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

Each team must have two outfits of a different color. If the first color of both teams is not sufficiently contrasting, the home team plays with its first color and the visiting team with its second color.

Each team must send the two chosen colors before the 1<sup>st</sup> of October to the competition manager who will distribute the overview to all clubs.

### 3. Publicity on Players Outfit

The LOTTO Logo should be positioned at the BOTTOM OF THE LEFT SLEEVE.

- ✓ The logo must be 8cm 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) shirt for every Lotto Volley League game.
- ✓ The logo can be printed directly on the shirt using the EPS file and respecting the size of 8cm.

### 4. Court Lay Out

- ✓ 2 positions – **preferably on each side of the court** - will be reserved for the league sponsor Lotto
- ✓ The format of the sticker is 3.40m x 1m

- ✓ These stickers will be provided by the League
- ✓ **The stickers must face the livestreaming cameras!**
- ✓ The League floor stickers must be placed in every game of the Lotto Volley League
- ✓ Besides the position of the 2 Lotto stickers a club can organize the court layout
- ✓ The club can choose either removable or fixed stickers
- ✓ The court lines should be in a contrasting color with the color of the floor stickers
- ✓ In case of a new sponsorship, an extra position will be discussed

## 5. 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 League.
- ✓ Club logos should be delivered in high resolution before 15/08/2025

## 6. Roll Up

- ✓ The league will provide 2 welcome rollups: these must be present at every entrance (VIP/public) of the venue.

## 7. 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 League
- ✓ Season 2025-2026
  - Lotto: 6 slots
  - Lotto Volley League: 4 slots

## 8. 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 League

## 9. Ceremonies

### Star of the Game

- ✓ Someone in the club is appointed to oversee the Star of the Game procedure.
- ✓ At 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, or 4<sup>th</sup>, or 5<sup>th</sup> match of the final of the Play Offs by the organizer of that last game.
- ✓ Requirements and format can be found in a special document.

#### 10. New League sponsors

- ✓ The league 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.

## D. TV / Statistics and Social Media

### 1. Statistics & Videosharing & e-score

#### Concerning the videosharing

- ✓ Each Lotto Volley League-game will be shared with scouts via the Genius Videosharing and USF Sports Intelligence system.
- ✓ The home team is responsible for recording each Lotto Volleyleague game using an HD 1280x720 camera.
- ✓ The camera must be positioned at the rear of the Competition Hall, ensuring coverage of the entire playing area and referee.
- ✓ The home team is required to send the captured video footage to the server of the Videosharing company within 12 hours after the game. Compression of the video can be done using the enclosed program.

#### Concerning the statistics

- ✓ All teams are required to scout Lotto-games using DATA VOLLEY (2007 or DV4).
- ✓ Teams must utilize the official team-files for scouting.
- ✓ During official games, the home team must use the scout-file from the server.
- ✓ All HOME teams will remain **connected live to Genius during the match**, for the live stats!
- ✓ The scout-file should be send to the server within 15 minutes after the game. (upload)
- ✓ **Minimum requirements** for the scout-file include:
  - Starting positions and rotations for each set.
  - Serves (spinner or float).
  - Receptions.
  - All side-out attacks.
  - All transition attacks.
  - All blocks.
  - All defense
- ✓ **If possible**, the scout-file should also include:
  - Attack tempos with tips/shots.

- Amount of blockers.
- Codes of attack.
- Setter calls.

#### Collaboration

- ✓ Scouters can exchange data using Google Drive.
- ✓ Scouters will send the official non-corrected scoutfile as soon as possible to Videosharing
- ✓ Corrected files must be uploaded within 24 hours.
- ✓ The scout-file must be synchronized with the video footage.

#### Requirements:

- ✓ The home team must provide a table at each end of the court with sufficient space for two individuals to complete statistics. These tables should be ready at least one hour before the match and equipped with electricity access.
- ✓ A secure and free wireless internet connection must be available for both competing teams.
- ✓ A suitable and elevated location behind the competition court's end line must be designated for the opponent team's video camera to ensure proper visibility for recording.
- ✓ These arrangements aim to ensure smooth coordination and optimal performance for all involved parties during the match.

#### Concerning E-score

- ✓ The E-score shall be done by the system of DATAVOLLEY. Program can be downloaded as follow :  
<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 60 minutes prior to the start of each match and shall remain connected until the official data has been checked and confirmed post-match.

## **2. Video & photo content - social media - website**

#### Streaming the Lotto Volley League competition

A streaming infrastructure is set up by USF (former 360 Sports Intelligence):

- ✓ 3 fixed cameras, both live and on demand
- ✓ a fourth camera will be provided for interviews before and after the game
- ✓ a commentator's post will provided
  - the club will be responsible to have minimum one commentator per game, and preferably two commentators
- ✓ possibility to add sponsors to the livestream
  - the Lotto Volley League must always be present
  - the Lotto logo will be added (to determine when and where)

#### 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.

- ✓ Each club shares as much as possible the Lotto related social media posts
- ✓ The sponsors of the Lotto Volley League can propose a message on the social media of the club when of interest for the Belgian volleyball community.
- ✓ 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.
- ✓ The performance of the social media and reach of the website will be measured using tools such as Google Analytics.

#### 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 Score and Live Stream on [watch.lottovolleyleague.com](http://watch.lottovolleyleague.com).
- ✓ Every club-website includes a link to the Leagues website and links to the Leagues Sponsors websites.
- ✓ Links to the sponsors of Lotto Volley League are mentioned on the Club-website.
- ✓ Activations or actions of Lotto Volley League Sponsors, foreseen during a home game of the club are announced on the Club website.

#### Info Google/FB Analytics

- ✓ An important part of the valuation of the agreements with our sponsors is based on measurable results.
- ✓ Based on the number of spectators, social media followers and website visitors the league can prove the size and growth of our total community.
- ✓ Most of the figures are publicly available. For the monitoring of the website of each club we need some support.
- ✓ To be able to check, on a regular base, the evolution of the number of visitors during the season, the club should provide the League the rights to consult the clubs Google Analytics account.

#### Television

For all nationally or regionally televised matches, fixed requirements apply. If a club does not meet these requirements, no televised matches will be scheduled at that venue. As a League, we prioritise important and high-interest matches for television coverage

- ✓ Sufficient space throughout the venue to allow cameras to be positioned at a reasonable distance from the court (to be discussed with production company Arendsoog)
- ✓ The club is expected to make an effort to ensure a full venue during televised matches, so that the stands appear filled on camera
- ✓ Active promotion of the televised match via all social media channels
- ✓ Willingness to engage the club's network on behalf of the broadcaster for a promotional campaign



- ✓ The first referee is fitted with a microphone, which is turned on when a player comes to ask a question and during a video challenge.
- ✓ The coaches are fitted with a microphone, which is turned on during every time-out (no more exceptions when speaking individually to a player)

#### 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”.

#### League Features

- ✓ Club Presentation: each team provides the requested items on the official form provided by the League. The club-logo must be provided in .eps or .ai format
- ✓ Team Presentation: each team provides the requested items on the official form provided by the League

## E. Fines

The fines were established in the internal regulations. They are reiterated here. It is the responsibility of the CEO and the financial manager to send out the warnings and collect the fines.

1. Failure to comply with the presence of the Lotto Volley League + Lotto advertising on the field:  
First occurrence: written warning  
Second occurrence: €2,000
2. Failure to comply with the presence of the Lotto advertising on the players' shirts:  
First occurrence: written warning  
Second occurrence: €2,000
3. Failure to comply with the presence of the Lotto Volley League + Lotto advertising on the LED boards:  
First occurrence: written warning  
Second occurrence: €2,000
4. Failure to comply with the presence of the Lotto Volley League + Lotto advertising on the boards along the field and on the wall:  
First occurrence: written warning  
Second occurrence: €2,000
5. Visiting team not wearing shirts in a contrasting color:  
First occurrence: written warning  
Second occurrence: €500 per match
6. Failure to comply with the Lotto Volley League agreements during television broadcasts:
  - a. Absence of sponsor board for interviews  
First occurrence: written warning  
Second occurrence: €500 per match

b. Refusal by the coach to wear a microphone, to turn it on, or to keep it on, and/or consistently failing to use or covering the microphone during a televised match (including time-outs, video challenge breaks, and other stoppages in the game).

First occurrence: €1000 per match

7. Failure to comply, during the course of a season, with the employment conditions for volleyball players and coaches as stipulated in the applicable Collective Labour Agreement of the National Joint Committee for Sports: €10,000.