Competition & Commercial Guidelines
2026 - 2027

Inhoud

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1. Competition Format

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22 Gamedays / 22 Games/team</td></tr>
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</table>

2. Guidelines

Regular competition

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

a) The team that obtains the most match points is ranked first.

b) In the event of a tie in points, the following are taken into account in the following order:

I. The number of matches won

II. Set Ratio = the coefficient of sets won divided by sets lost. Two decimal places are taken into account in this calculation.

III. The results of head-to-head matches (only the coefficient of sets from the 2 matches is taken into account)

IV. Point Ratio = the coefficient of the number of points scored divided by the number of points conceded. Three decimal places are taken into account in this calculation.

The matches of the final matchday must be played at the same time (Saturday, 20:30).

PO 1 – PO 2

Best of 3

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

If the lowest-ranked team defeats the higher-ranked team, this team will be granted the status of the higher-ranked team in any subsequent round.

Best of 5

The lowest-ranked team plays the first, third, and fifth matches away, and the second and fourth matches at home.

PO 2

The PO 2 final ranking is determined as follows:

The team that obtains the most match points (including bonus points) is ranked first.

In the event of a tie in points, any half bonus point earned by a team is first deducted from the total by rounding up that team's points at the start of the POs.

If there is still a tie in points afterwards, the following are taken into account, in the following order:

I. The number of PO matches won.

II. Set Ratio = the coefficient of sets won divided by sets lost during the PO matches. Two decimal places are taken into account in this calculation.

III. The results of the head-to-head matches (only the coefficient of sets from the 2 PO matches is taken into account).

IV. Point Ratio = the coefficient of the number of points scored divided by the number of points conceded in the PO phase. Three decimal places are taken into account in this calculation.

CEV Slots

Slot Allocation

For the 2026-2027 season, Belgian women's clubs have four slots:

1 Champions League (Early Rounds)
1 CEV Cup
2 Challenge Cup

Destination

Champions League – Early Rounds	$\Rightarrow$ Champion (FR #1)
CEV-Cup	Cupwinner $\neq$ Champion $\Rightarrow$ Cupwinner Cupwinner $\equiv$ Champion $\Rightarrow$ FR #2
Challenge Cup 1	Best ranked team without CEV-ticket
Challenge Cup 2	Second best ranked team without CEV-ticket

Fines for not accepting European slot

For the past seasons, Volley Belgium has been fining clubs that refuse a European slot.
The amount of the fine depends on **the date the refusal is notified** and the **type of slot** refused.

	Champions League	**CEV-Cup**	**Challenge Cup**
Announcement **before February 15th** prior to the end of the season	€ 3000	€ 2000	€ 1000
Announcement **after February 15th** prior to the end of the season	€ 7500	€ 5000	€ 2500

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 1 PO 2		**PO Finals**	
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 Cameras	Optional		Mandatory	
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

	Asterix AVO BEVEREN	SAB Diving Brabo ANTWERP	Damesvolley Dok Noord GENT	Darta Bevo ROESELARE	VC OUDEGEM	Vlavo Saturnus MICHELBEKE	Volley NOORDERKEMPEN	KwadrO Amigos St-Antonius ZOERSEL	Vamos STEKENE-S-G-WAAS	HVC HELCHTERN	ES CHARLEROI Volley	Capitalatwork TCHALOU Volley
1 Free zone (**B** = 3/5)	A	A	A	A	B	B	A	A	B	B	B	B
2 Heigth (**B** = 7 m)	A 10,5	A 13,7	A 9,1	A 11,0	A 9,0	B 7,3	A 9,1	A 9,1	A 9,5	B 7,0	B 7,0	B 7,0
3 Light (**B** = 750 Lux)	A 1748	A 1641	A 1148	A 1342	A 1024	B 971	A 1093	**C** 594	**C** 580	B 868	A 1100	B 905
4 Floor (**A** = shockabs)	A	A	A	A	A	A	A	A	A	A	A	A
5 Lines (**B** = playing field different color – other lines)	B	B	A	B	B	B	B	B	B	B	B	B
Seats	1660	1450	1170	1984	860	350	?	?	?	?	800	250
Video Challenge	YES	YES	YES	YES	YES	NO	NO	NO	NO	NO	YES	YES
Large Screen	YES	YES	YES	YES	NO	NO	NO	NO	NO	NO	YES	YES

	Insufficient for PO Finals

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 23/06/2026, decides that Capitalatwork Tchalou Volley, ES Charleroi Volley, Vlavo Saturnus Michelbeke, KwadrO Amigos St-Antonius Zoersel, HVC Helchteren and Vamos Stekene-S.G.Waas may play the PO finals in their own hall. This exception is given for season 26-27 and 27-28.

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.

Match change for teams playing European Competitions

- A club participating in a European competition may request the rescheduling of a national league match when the European match is played abroad and the national league match is scheduled within the two days before or the two days after the European fixture.
- The request must be submitted to the LVL Competition Manager no later than three days after the date of the European match has been officially confirmed.
- Such requests will be automatically approved and cannot be refused or appealed by the opposing club.
- The clubs may, by mutual agreement, determine the new date for the rescheduled match.
- No administrative costs will be charged for match rescheduling resulting from participation in European competitions.

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 01/9/26.
- 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 26-27 the following clubs are using a video challenge system: Beveren, Tchalou, Charleroi, Antwerpen, Gent, Roeselare and Oudegem.
- Clubs that already have the video system are obliged to use it for the regular competition, PO 1 and PO 2.
- 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.
- **Solidarity contribution**
    - A club operating a video challenge system may charge a solidarity contribution of **€125 per match** to a visiting club that does not have a video challenge system (Amigos Zoersel, Noorderkempen, Saturnus Michelbeke, Helchteren en Vamos Stekene).
    - This contribution is intended to compensate part of the operational costs related to the use of the system.
    - The practical arrangements and invoicing are to be handled directly between the clubs after the match.

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 15/08/2026

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 3th, or 4th, or 5th 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 intervision 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 commentator's position will be provided. Clubs are expected to make reasonable efforts to provide at least one commentator and should strive to have commentary available for at least 50% of their home matches. Where possible, two commentators are preferred.
- 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
- 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 carrousels)
- 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) & 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”.

Internet Connectivity Requirements

A stable wired Ethernet internet connection must be available courtside.

WiFi alone is not considered sufficient for livestreaming or television production.

The home club must provide **dedicated internet connectivity** for broadcast production as follows:

- **Livestream production:** one dedicated Ethernet connection with a **minimum guaranteed upload speed of 30 Mbps**.
- **Television production (where applicable):** one **separate** dedicated Ethernet connection with a **minimum guaranteed upload speed of 30 Mbps**.

The required upload bandwidth must remain available throughout the entire production, including pre-match setup, the match itself and post-match interviews.

These dedicated connections may not be affected by other network traffic within the venue (e.g. public WiFi, ticketing systems, photographers, Data Volley/scouting or other users).

If a separate physical internet connection is not available, the club must ensure equivalent dedicated bandwidth through appropriate network configuration (e.g. QoS/network prioritisation).

In case of insufficient connectivity, the League may:

- decide not to schedule televised matches in the venue;
- invoice additional production costs caused by temporary connectivity solutions.

Power Supply Requirements

Dedicated power supply must be available on a separate electrical circuit:

- **2 × 16A dedicated power outlets** for TV production;
- dedicated power for Data Volley/statistics and the Video Challenge system.

Extension cables and multi-socket outlets must be foreseen by the home club.

6. 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 Champions League Volley					
Super Finals	1	Yes	Yes	Yes	Yes
From 4th 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

CEV Competiton	Challenge System	Large Video Screen	LED Boarding
CEV Champions League Volley			
Final Phase	Yes	Yes	Yes
From 4th Round onwards	Yes	Yes	Yes
Prior Rounds	Yes	Optional	Yes

CEV Volleybal Cup			
Final Phase	Yes	Optional	Yes
From PO onwards	Yes	Optional	Optional
Prior Phases	Optional	Optional	Optional
CEV Volleybal Challenge Cup			
Final Phase	Yes	Optional	Yes
Quarter Finals	Yes	Optional	Optional
Prior Phases	Optional	Optional	Optional