



CHALLENGE SYSTEM REGULATIONS FOR VOLLEYBALL

VERSION: DECEMBER 2017



Challenge System Regulations for Volleyball, 2017 – information for teams and match officials

The FIVB is committed to using new technology to assist the referees in the decision making process in order to make the game absolutely fair to the athletes' actions. In this respect, teams can:

1. Teams may request a review of actions which they suspect are faults not identified and thus whistled or signalled by the referees or line judges.
2. Teams are entitled to request "Challenges" as follows
 - (a) **during play** each time they believe a fault has taken place and is not called by the referees,
or
 - (b) **at the end of the rally** when they would like to ask a review of the referees' decision concerning **the last action of the rally**. Teams will keep the right to call another "Challenge" if their claim is correct, up to the maximum of two unsuccessful Challenges per set.
3. Challenges are allowed for one of the following situations:
 - a) **Ball in/out** – for side and end lines
 - b) **Block Touch** – contact with the ball by the player (i.e. the blocker)
 - c) **Net FAULT** – contact with the net between the antennae by the player in the action of playing the ball
 - d) **Antenna Touch** – contact with the antenna by the player or by the ball
 - e) **Foot Fault** – a) contact of the server with the playing court (end line included) or the lateral free zone outside the service zone, b) faulty contact of a player with the 3-meter attack line, c) the complete crossing of the centre line by the player's foot or feet.

4. Challenges must be requested only through the pre-programmed ETT right after the occurrence of the suspected fault and this will prompt the 1st referee to stop the action when the suspected fault occurs during play. Otherwise, teams have eight seconds after the rally is over to challenge exclusively the decisive action which finishes the rally. For the avoidance of doubt: after the rally is over, a suspected fault can only be challenged if it happens during the final action which ends the rally; actions taking place earlier in the rally cannot now be challenged after the rally is over.
5. Challenges for faults which cannot be challenged (for iexample, claiming “four touches” by an opponent team) will not be accepted and will be considered in the first instance as incorrect challenges. (Challenging for block touch, however, would be possible). Subsequent/ repeated requests of this nature could be classified as delays and sanctioned as such.
6. Challenges take precedence over all other match actions – e.g. time out or substitution requests, which may be impacted by the result of the Challenge.
7. The software will prevent a challenge being requested 8 seconds from the moment a point is inserted into the e-score system. This is to avoid a challenged claim being made a long time after the completion of the rally (unless in the case of item 13 below, where this is needed to prevent an unfair situation).
8. The challenge request will be made through two consecutive actions. At first, there will be a single “CHALLENGE” button to press on the tablet. Pressing it will request a challenge, trigger the challenge horn, and stop the action; automatically, a new series of buttons will appear, presenting the Challenge options for the team to indicate the suspected fault being challenged. The team must not spend more than **eight** seconds to indicate their suspected fault. The two-step procedure is designed to help coaches in pressing the correct button when they indicate the suspected fault being challenged. In case of delay, the referee may apply a “delay warning”.
9. When a team calls a challenge, the **1st referee** will immediately confirm to the Challenge Referee the suspected fault being challenged. The examination of the images must be conducted as quickly as possible but precision of judgement must prevail over speed. The Challenge Referee will then transmit what has been

revealed by the examination of the action being challenged directly via the Referee Communication Device (headset) to the 1st Referee. As soon as the image of the challenge is shown in the arena screen, the 1st Referee will announce the final decision and indicate the team winning the point and thus will be serving next.

10. After the result of the Challenge has been transmitted, the match continues, with the score adjusted as necessary.
11. Consequences of successful / unsuccessful Challenges:
 - a. A second unsuccessful Challenge by a team in a set will result in the requesting team being unable to request more Challenges for the remainder of that set.
 - b. This will be indicated to the coach by the 2nd Referee (also shows in the ETT) and announced by the announcer to the public through the PA.
 - c. In competitions where the tablet technology allows, the number of remaining Challenges by each team will also be part of the information displayed in the venue score boards.
12. At the end of any rally, the 1st Referee has the right to request a Challenge review should he/she feel unclear about his/ her final decision. The 1st Referee will whistle, make the Challenge signal and will also indicate with both hands that he is asking for the Challenge personally. This action immediately triggers the Challenge examination process. The 1st Referee's right to ask for a challenge is one more way to ensure that the final decision of the awarding of the points to the teams will be fair, will correspond to the effort of the athletes, and will not be impacted by human error.
13. It is important to emphasize that the first fault observed in the sequence of images under review, even if not the specific action being challenged, will prevail over any subsequent fault and will form the basis of the 1st Referee's final decision, determining the fair and correct award of the point contested in the rally.
14. Should a team that challenges the final action WIN the rally anyway, the Challenge will automatically be declined (as unnecessary).
15. A Team may request a Challenge only once within the same interruption – i.e. they cannot challenge a second time within the

same interruption. However, both teams may request a Challenge within the same interruption.

16. If two teams challenge in the same interruption for actions which happened within a very short time interval - same action-phase - i.e. a completed attack from the attack line is challenged by team A, but team B challenges for a touch on the net by the team A block, which is part of the same action sequence - the whole sequence of that action will be reviewed and the first fault observed, if any, will prevail.
Even if a team loses the Challenge due to its claimed fault not being the first one observed in a play-action sequence, if the evidence nevertheless demonstrates that the fault occurred, then they will still keep the number of Challenges available. So “Challenge successful” does not automatically mean this team wins the rally.
17. All players must remain on the court for the time needed to assess the video footage. No substitutes / replacement players / liberos or bench personnel may enter the court because the result of the challenge may have an impact on the need for substitution or replacement.
18. As a general principle, a suspected fault that is NOT CONFIRMED by the video footage, is considered as NOT having occurred.
19. In case the Electronic Team Tablet (E.T.T.) fails, the team coach or the assistant coach are allowed to make a manual signal and a direct oral request to the referees.
20. In case there is a general failure in the Challenge System, the Second Referee will communicate the teams of the failure, and the match will be officiated normally by the referees according to the rules of the game (with no Challenge requests). If the Challenge System works again, this will be communicated to the teams, and Challenges will be allowed from that moment on.
21. The result of the Electronic Review, as soon as announced by the 1st referee, is final and non-appealable.
22. Should a team press the challenge button on the tablet mid-rally, then fail to select from the challenge menu, within the required time limit (8 seconds), the challenge will automatically fail, the team will lose the rally and the opponents will gain a point.

23. Should a team at the end of the rally press the challenge button but either not choose in time or not choose at all from the challenge menu, within the time limit (8 seconds), it will lose one of its challenges.