



2016
FIVB Challenge System Regulations
Beach Volleyball

As at 11 July 2016

FIVB-Challenge System Regulations-2016-Beach Volleyball--2016-07-11-v4a-FINAL

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.

1. High level beach volleyball events, which involve TV production and at least one giant screen in the venue, use a Challenge System to allow teams to request a review of actions which they suspect are faults not identified and duly signaled by the referees or line judges.
2. The Ball Mark Protocol procedure is cancelled for the matches where the Video Challenge system is implemented. Exceptionally, in cases where the ball lands near a line which is significantly displaced from its correct position, the 1st referee will reposition the line and then make the “in” / “out” decision based on the ball mark.
3. Teams are entitled to request “Challenges” **during play** each time they believe a fault takes place and is not called by the referees, or **at the end of the rally** when they would like to ask for 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.
4. 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. with the ball landing after the block action;
 - ii. with the ball remaining in play (i.e.: block contact followed by 3 hits; or no block contact followed by a double hit by the same player);
 - 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 the ball;
 - e. **Service Foot Fault** – at the moment of the service hit or take-off for a jump service, the server touches the court (touching the end line or having the foot go under the line, included) or the ground outside the service zone.
5. The Challenge may be requested by either player immediately after the occurrence of the suspected fault and will prompt the 1st referee to stop the action when the suspected fault occurs during play. Otherwise, teams have five seconds after the rally is over to challenge exclusively the decisive action that 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 that ends the rally; actions taking place earlier in the rally cannot be challenged after the rally is over. For either cases above (5 seconds exceeded, or challenge request for a suspected fault earlier in the rally) the 1st referee shall verbally announce through the PA system the reason why the challenge request was rejected.
6. The player must indicate the challenge request by showing a letter C signal with

their fingers, and immediately after signaling to the 1st referee the type of challenge. Players can request the challenge from their position in the court.

Signals to be used by the players for a Challenge request are as follows:

Signal for Challenge request - the letter C is formed with the fingers



a. **Challenge request for “ball in / out”** - player indicates the court line



b. Challenge request for “Block Touch”

- i. the fingers of one hand brush the extended fingers of the other hand



- ii. four fingers indicate a suspected fault of four touches



iii. two fingers indicate a challenge for double hit



c. Challenge request for “Net Fault” – player points to the net



- d. **Challenge request for “Antenna Touch”** – player points to the antenna



- e. **Challenge request for “Service Foot Fault”** - player points to the foot



7. Challenges after the rally is completed for faults that cannot be challenged (for instance, illegal attack) will not be accepted and will be considered in the first instance as improper requests. Subsequent requests in a similar manner will be classified as delays and sanctioned as such.
8. Teams that interrupt the rally due to a Challenge request that is not part of the challenging options (listed in point 4 above) will lose the rally automatically. Additionally, they will be sanctioned for delay, as appropriate.
9. Any of the above cases (points 7 and 8) will be considered “illegal requests” with the 1st referee declining the request and showing the signal below. The 1st referee shall also verbally announce through the PA system that the challenge request was illegal due to not meet one of the 5 available options.

Signal for Illegal Challenge request – the referee signals an “X”



10. Challenges take precedence over all other match actions – e.g. time out requests - which may be impacted by the result of the Challenge.
11. In some events, the 1st Referee and the Challenge Referee are provided with an Electronic Tablet (ET) which has buttons pre-programmed to cover the permitted challenge possibilities. The FIVB reserves the right to review from time to time, according to the evolution of technology, what actions or events can be challenged.
12. Should the 1st referee have the Electronic Tablet (ET) attached to the chair, then he/she will direct the Challenge Referee to examine the video evidence by pressing the button corresponding to the challenge request, followed by making the challenge hand signal – forming the sign of a RECTANGLE (simulating a TV display) towards the giant screen in the venue or, when the giant screen in the venue is positioned in a difficult place for the referee to point in its direction, towards the score table.

This will immediately allow the Challenge Referee and the Challenge Operator to identify the nature of the request through the screen of their own tablet which is linked to the 1st referee's ET.

In case the 1st referee has the ability to link the wireless headset system to the Public Announcer (PA) audio system, he/she will explain the reason for the challenge to the spectators. Simultaneous with this, he/she must signal the type of the challenge by using the official signal corresponding to the challenge requested by the player.

13. In the case the 1st referee does not have the Electronic Tablet (ET), then immediately after the player request, he/she will verbally communicate the nature of the Challenge to the Challenge Referee through the radio wireless headset.

The verbal announcement is accompanied by the 1st referee making the challenge hand signal – forming the sign of a RECTANGLE (simulating the venue giant display) and pointing towards the giant screen in the venue or, when the screen is positioned in a difficult place for the referee to point in its direction, towards the scorer's table.

In case the 1st referee has the ability to link the wireless headset system to the Public Announcer (PA) audio system, he/she will explain the reason for the challenge to the spectators. Simultaneous with this, he/she must signal the type of the challenge by using the official signal corresponding to the challenge requested by the player.

14. For either cases above, when the 1st referee has the ability to link the wireless headset system to the Public Announcer (PA) audio system, he/she will explain directly to the spectators which is the challenge being requested, while simultaneously signaling the type of challenge by using the official signal corresponding to the challenge requested by the player.

A sport presentation graphic will appear on the giant screen in the venue (whenever the resource is available) showing that a challenge has been requested and the team requesting the challenge:

<p style="text-align: center;">CHALLENGE BY TEAM XXX</p>

XXX represents the 3-letter country code. In matches where two teams from the same country are playing, technology allowing, a different color to identify each team must be used.

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When the Challenge Request is made by the 1st Referee, the giant screen in the venue will display the following message on a sport presentation graphic in a clear caption:

**CHALLENGE
BY
REFEREE**

Another sport presentation graphic will follow on the giant screen in the venue (whenever the resource is available) reflecting the reason for the Challenge request, followed by a blinking message announcing that the review is in progress, e.g.:

**CHALLENGE
Ball In/Out
in progress...**

**CHALLENGE
Block Touch
in progress...**

**CHALLENGE
Net Fault
in progress...**

**CHALLENGE
Antenna Touch
in progress...**

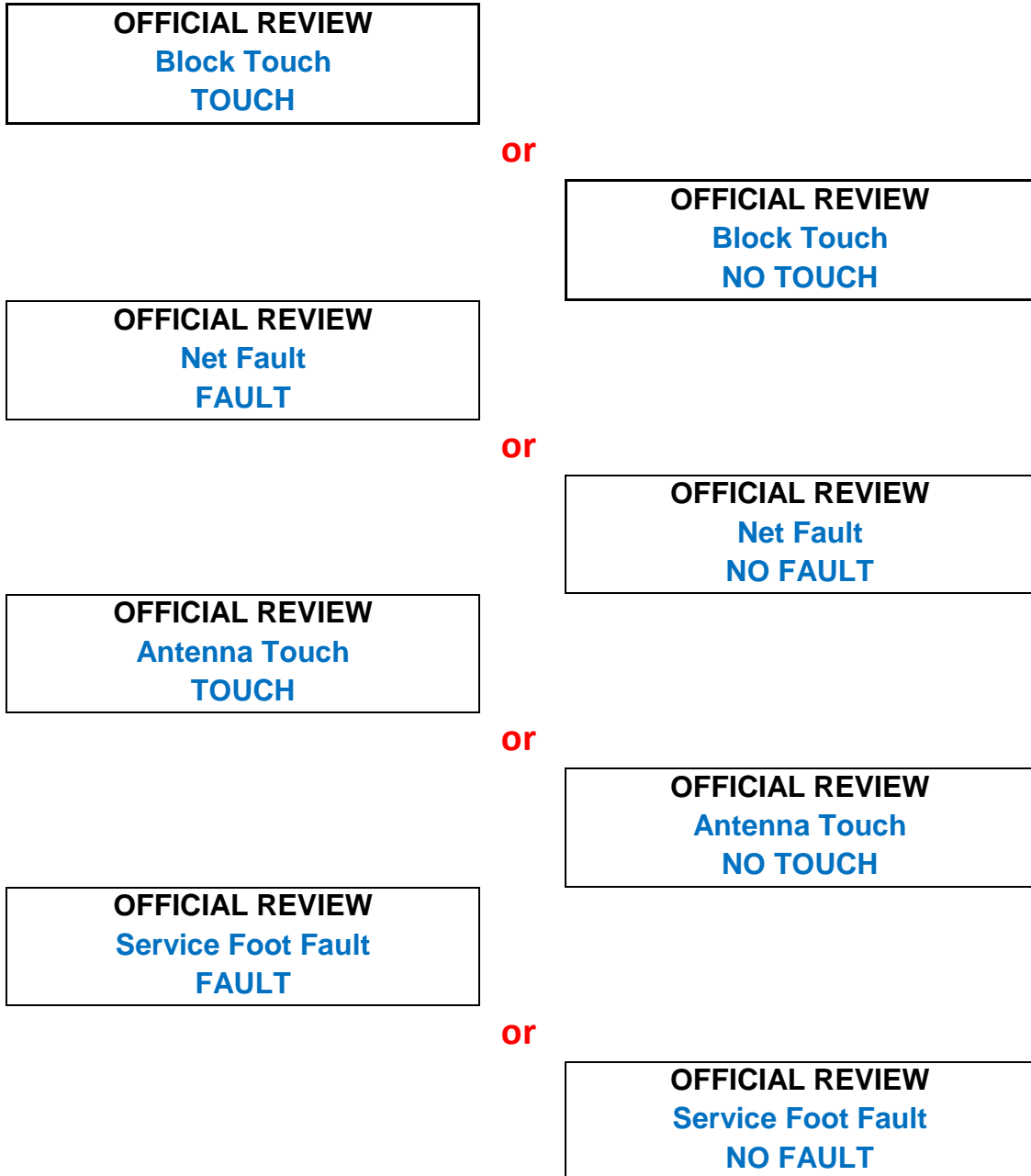
**CHALLENGE
Service Foot Fault
in progress...**

15. As soon as the Challenge analysis is completed, the initial sport presentation graphics will be followed by the FIVB Official Review video footage with the embedded graphics (as generated by the Challenge System provider) and will feature the following possible results:

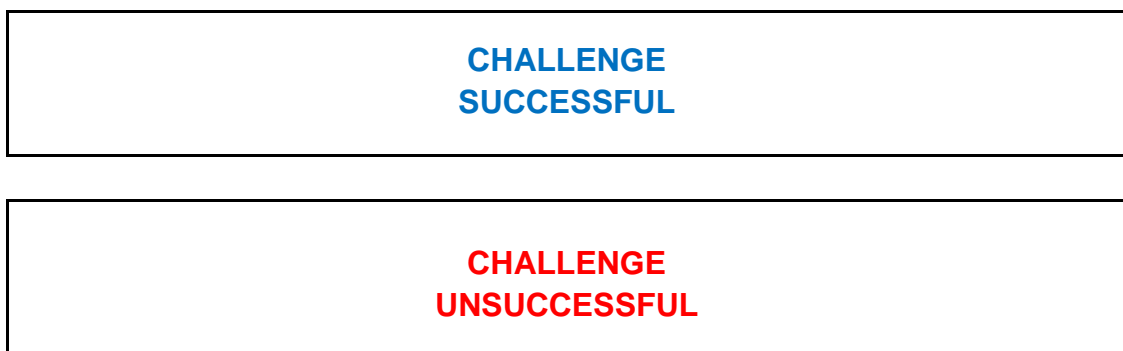
**OFFICIAL REVIEW
Ball In/Out
BALL IN**

or

**OFFICIAL REVIEW
Ball In/Out
BALL OUT**



After which the following embedded graphic will apply depending on the result of the challenge:



For most of the challenge types:

Simultaneous Faults

In the case of simultaneous faults by opponents observed in the sequence of images under review (see point 26) the referee will direct a replay of the point with the “Replay Point” embedded graphic being displayed as follows:



Premature Interruption By Referee

In the case of the rally being interrupted prematurely by the referee for a suspected fault, which is successfully challenged by a player as not having occurred (see point 31), the referee will direct a replay of the point, with the FIVB Official Review video footage being shown with the following two embedded graphics in sequence:

The embedded graphic displaying the possible result as previously mentioned:

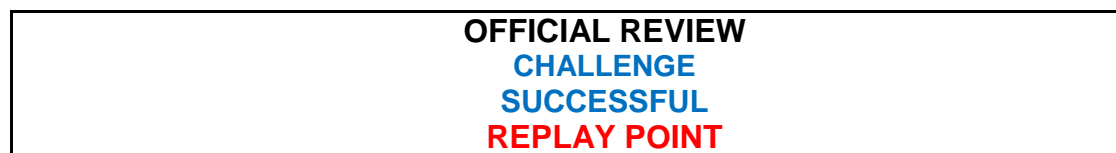
[OFFICIAL REVIEW > BLOCK TOUCH > NO TOUCH]

[OFFICIAL REVIEW > NET FAULT > NO FAULT]

[OFFICIAL REVIEW > ANTENNA TOUCH > NO TOUCH]

[OFFICIAL REVIEW > SERVICE FOOT FAULT > NO FAULT]

Followed by the “Challenge Successful / Replay Point” embedded graphic:



First Fault

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 (see point 26), and the “First Fault by XXX” embedded graphic will be displayed.



Decision Not Possible

There will be also a graphic for eventual cases of unavailable footage (see point 30). Where a challenge is called and the system is unavailable or a decision cannot be made by the Challenge Referee, the following embedded graphic will apply:

OFFICIAL REVIEW
DECISION NOT POSSIBLE
REPLAY POINT

16. Communication by wireless radio frequency (Referee Communication Device) among all referees is also mandatory in major events.
17. The Challenge Referee is responsible for checking the action being challenged with the support of the Challenge Operator by analyzing the video replays on the operator's screen. He/she may request different angles, zoom in/out and use any other resource available to make the best judgment possible. Only the Challenge Operator and the Challenge Referee may view the operator's screen and it must be out of sight of the teams, spectators, local organizers, press, media or broadcasters.
18. All players must remain on the court for the time needed to assess the video footage.
19. The Challenge Referee will transmit what has been revealed by the examination of the action being challenged directly via the radio headset to the 1st Referee (also followed by the 2nd Referee and the Scorer).
20. As soon as the image of the Challenge is shown on the giant screen in the venue, the 1st Referee will announce the final decision through the Public Announcer (PA) audio system and indicate the team winning the point and to serve next. The 2nd Referee should only now move to the side of the team which loses the rally after the 1st Referee makes the decision. Under no circumstances should the images of the action being challenged be shown on the giant screen in the venue while the challenge is being reviewed. However, the images must mandatorily be shown on the giant screen in the venue as soon as the Challenge Referee completes his/her assessment. In case there is a failure in the giant screen, the images will be made public after the match.
21. After the result of the Challenge has been transmitted, the match continues, with the score adjusted as necessary.
22. After a Challenge and before the game resumes, the 2nd Referee must verify that the score sheet and all scoreboards in the competition hall are correct and the players on court are in their correct positions (rotation) according to the e-score sheet.
23. Where tablets are used, this challenge is flagged up on the Electronic Tablet (ET) of the 1st Referee and the Challenge Referee and on the e-score sheet, for control of the maximum of two unsuccessful challenges per team per set.
24. Consequences of successful/unsuccessful challenges:
 - a. A second unsuccessful Challenge by a team in a set will result in the requesting team not being able to request more Challenges for the remainder of that set.
 - b. This must be indicated to the Captain by the 2nd Referee and announced by the 1st Referee to the public through the PA system.
 - c. In the 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 scoreboards.

25. The 1st Referee has the right to request a Challenge review should he/she feel unclear about his/her decision in any rally. The 1st Referee will whistle, make the Challenge signal and will also indicate with both hands that he/she is asking 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.
26. Since any rally can have several distinct phases, the examination of the action will focus only on the sequence of play corresponding to the action being questioned by the team or as directed by the 1st Referee if he/she initiates the challenge personally. For instance: once the attack/block phase has been initiated, no challenge can be accepted for any fault suspected in a previous phase of the attack. 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. Except where referee judgement calls are involved, the above includes any action where the video footage can help identify the first fault regardless of whether they are covered by the Challenge request options (i.e.: Challenge request for ball "out" with the footage showing the defensive player slightly touching the ball before it lands out - Challenge decision would be "TOUCH".)
27. 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.
28. If two teams challenge in the same interruption for actions that happened within a very short time interval - same action-phase – (i.e.: a ball in/out after the service is challenged by team A and team B challenges the service for a foot fault by team A) the whole sequence of that action will be reviewed and the first fault observed, if any, will prevail.
29. Even if the outcome of the Challenge is not in favour of the requesting team 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.
30. As a general principle, a suspected fault that is NOT CONFIRMED by the video footage, is considered as NOT having occurred.

Hence, if the footage provided by the Challenge System does not allow the Challenge Referee to make a clear ruling (because the relevant action is obscured, or the image is non-existent due to some technical failure, for instance) the point must be replayed. The challenging team will retain the Challenges which it had at the moment of the request, and maintain this number when the match resumes.

31. If the rally is interrupted prematurely by the referee with a four hits decision, which is successfully challenged as not being four hits, the referee will direct a replay of the point. If the rally continues but subsequently there is a successful challenge that there was no touch by the block, then the 1st referee will award the

- point to the challenging team (i.e. there is no replay in this case.)
32. The result of the electronic review, as soon as announced by the 1st referee, is final and non-appealable.
 33. Reserve headsets should always be located with the Challenge Referee to prevent equipment failure creating communication problems with relaying information or transporting emergency backup equipment during the match.
 34. Breakdown or technical/electrical failure of the Challenge System equipment during the match does not affect the course and validity of the match. It cannot be a reason to stop the match or to protest. In case there is a failure in the Challenge System, the match will be officiated normally by the referees according to the Official Beach Volleyball rules (with no Challenge requests). This must be announced by the 1st Referee to the captains of both teams.