

2016 CHALLENGE GUIDELINES FOR BEACH VOLLEYBALL

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 volleyball events, which involve TV production, use a Challenge System to allow for teams to request a review of actions which they suspect are faults not identified and duly signaled by the referees or line judges.
2. 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” each time they understand a fault takes place and is not called by the referees, or when they would like to ask a review of the referees’ decision. 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 during a rally 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 by the player in the action of playing the ball;
 - d. **Antenna Touch** - contact with the antenna by the player or the ball;
 - e. **Foot fault at service** - the server touches the court (the end 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.
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.

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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

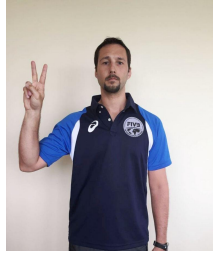


- ii. four fingers indicate a suspected fault of four touches



- iii. two fingers indicate a challenge for double hit

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- c. **Challenge request for “Net Touch”** - hand brushes the arm



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



- e. **Challenge request for “Foot fault at service”** - 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 and

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one of their challenges for that set. Additionally, they may 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.

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. The 1st Referee and the Challenge Official are provided with an Electronic Tablet (ET) computer 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) computer attached to the chair, then he/she will direct the Challenge Official 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 arena main screen video wall or, when the screen is positioned in a difficult place for the referee to point in its direction, towards the score table. (This will immediately allow the Challenge Official 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 repeating the signal used by the requesting player
13. In the case the 1st referee does not have the Electronic Tablet (ET) computer, then he/she immediately after the player request, will verbally communicate the nature of the Challenge to the Challenge Official 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 arena main screen video wall or, when the screen is positioned in a difficult place for the referee to point in its direction, towards the scorers table. The 1st referee will simultaneously signal the type of the challenge by repeating the signal used by the requesting 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

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directly to the spectators which is the challenge being requested, while simultaneously signaling the type of challenge by repeating the signal used by the requesting player. Also, the reason of the Challenge will be shown on a graphic in a clear caption on the giant screen (whenever the resource is available), e.g.:

CHALLENGE Ball IN/OUT Team X

CHALLENGE Block Touch Team X

CHALLENGE Net Fault Team X

CHALLENGE Antenna Touch Team X

CHALLENGE Foot Fault Team X
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15. As soon as the Challenge analysis is completed, the initial graphic will be followed by the FIVB Official Review video footage with the embedded graphics informing the result of the Challenge, and will feature the following possible results:

	Official Review Ball IN/OUT	
IN		OUT

	Official Review Block Touch	
TOUCH		NO TOUCH

	Official Review Net Fault	
FAULT		NO FAULT

	Official Review Antenna Touch	
TOUCH		NO TOUCH

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	Official Review Foot Fault	
FAULT		NO FAULT

There will be a graphic for the cases of unavailable or inconclusive footage. This could be “Referee call stands”, or “Rally replay” depending on the circumstances (see point 30)

16. Communication by wireless (Referee Communication Device) among all referees and the Challenge Official is also mandatory in major events.
17. The Challenge Official is responsible for checking the issue being challenged with the support of the Challenge Technicians 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 Official 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 Official 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 in the arena screen, 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 can the images of the action being challenged be shown on the venue giant screen while the challenge is being reviewed.
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. This challenge is flagged up on the Electronic Tablet (ET) computer of the 1st Referee and the Challenge Official (if applicable) 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.

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- 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 himself/herself has the right to request a Challenge review should he/she feel unclear about his/her decision in any rally. For example, if there is a touch decision which the 1st referee might have over-ruled, 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 and correspond to the effort of the athletes and not be impacted by human mistakes.
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 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.
30. If inconclusive footage results in the Challenge Official being unable to make a ruling, one the following options applies:
 - a. In case there has been a decision made by either referee, the Referee's original decision is upheld, with the team retaining the number of Challenges that they had available to them at time of the request and at the

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time when the match resumes.

- b. In case there has been no decision made (i.e.: the team stopped playing and asked for the Challenge, or the 1st referee asked for the Challenge) the rally will be replayed with the team retaining the number of Challenges that they had available to them at time of the request and at the time 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 Official 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).