THE VOLLEYBALL VIDEO CHALLENGE SYSTEM REGULATIONS 2026

The FIVB Video Challenge System is a technology-supported officiating process designed to assist referees and enhance competitive integrity during volleyball matches. It allows teams and referees to request reviews of specific actions to ensure correct officiating decisions are made as often as possible.

As part of the ongoing review of the challenge system, there are several new initiatives which will be tested in 2026. These initiatives are identified as New Rule Test. They are implemented to further enhance integrity, improve understanding, and use technology to complement the sport's presentation.

1. Team Challenges

1.1 Teams may request a review of any alleged faults not whistled or signalled by the referees using the Official tablet provided.

1.2 Each team has a maximum of two (2) challenges per set, as follows:

a. Challenge Successful = Challenge retained
b. Challenge Unsuccessful = Challenge lost
c. Inconclusive Evidence = Original decision stands - Challenge retained

1.3 A team that loses two challenges in a set may not challenge again in that set. Challenge Requests for each team are reset at the start of each set.

1.4 If a team challenges but wins the rally anyway, the Challenge is automatically declined and retained.

1.5 Challenge Requests fall into two categories

1.5.1 Challenge at the end of a rally (within seven (7) seconds of the end of the rally)

For this category of Challenge request, it must be requested within seven (7) seconds after the end of a rally for the last action that occurred.

1.5.2 Challenge of Actions During the Rally – New Rule Test

1.5.2.1 A team may challenge any action that occurred during the rally. A bookmark may be placed on the tablet during the rally by the team, Challenge Referee, or Video Challenge Operator.

1.5.2.2 To challenge an action during the rally, the team must place at least one bookmark during the rally and confirm the challenge type after the rally ends.

If no bookmark is placed, actions earlier in the rally cannot be challenged. Only the last action of the rally may be challenged within 7 seconds after the rally ends.

1.5.2.3 If a bookmark is placed by the losing team, it may be cancelled at any time during the rally. At the end of the rally, once the point has been awarded and the bookmark is not cancelled, the team must proceed with the challenge and confirm the type of challenge. An unsuccessful challenge will result in the loss of one challenge.

1.5.2.4 If the losing team has a successful challenge, the opposing team may only challenge an earlier bookmarked action in the same rally.

1.5.2.5 Before the review starts, if not confirmed through the tablet, the 3rd Referee shall confirm the challenge type with the coach.

2. *Challenge Types (subject to technology availability)*

2.1 **Ball In/Out** (ONLY in the absence of an automated system).

2.2 **Block Touch:**

a. For the ball going out of play after the block action/contact;
b. For the ball remaining in play - 4 hits by any player;
c. For the ball remaining in play - 2 hits by the same player.

2.3 **Touches in Defence and Serve Receive** - **New Rule Test (** where technology and vision is available)

a. For the ball going out of play after a defensive action.
b. For the ball going out of play after a serve reception action.

2.4 **Net Touch** - contact with the net by the player between the antennae

2.5 **Antenna Touch** - contact with the antenna by the ball or by the player

2.6 **Foot Fault:**

a. The player's foot touches the service line (in the absence of an automated system)
b. The player's foot touches the attack (3 metre) line
c. Centre line violation (the player's foot completely crosses the centre line)

2.7 **Floor Touch** - The ball contacts the floor while the player is attempting to slide their hand under the ball, including situations where the ball may also contact any part of the body (e.g. foot).

2.8 **Last Touch** (ball out after simultaneous contact/joust above the net)

2.9 **Reaching Beyond the Net** - for ball contacts in the opponent's space during play (where technology and vision are available), including:

a. Contacting the ball on the opponent's side of the net prior to setting,
b. Contacting the ball on the opponent's side of the net before the attack (Rule 11.1.1).
c. Contacting the ball on the opponent's side of the net while initiating the attack hit (Rule 11.1.1).

2.10 **Challenge of Actions During the Rally – New Rule Test**

d. Refer to 1.5.2 for details

3. *Referee's Challenge*

3.1 The 1st Referee may also request a challenge review. (There is no limit to the number of Referee Challenges)

3.2 If a team has bookmarked a challenge prior to the moment of the referee's challenge, the team losing the rally may still challenge that action.

3.3 Referees should be sufficiently astute to initiate their own Referee Challenge when appropriate, using it as a mechanism to alleviate any tension on the Field of Play and ensure the correct decision is made.

4. *Time Limits and Challenge Procedure*

4.1 For challenges to the last action of the rally, the request must be submitted within seven (7) seconds of the end of that rally.

4.2 Challenges to the last action of the rally may only be requested via the Team Tablet in accordance with the following procedure:

a. Press the “CHALLENGE” button (horn sounds).
b. Select the type of challenge within 7 seconds.
c. Failure to select the type of challenge within 7 seconds results in the loss of the Challenge.

4.3 For challenges of Actions During the Rally, the challenge type has to be confirmed within 7 seconds after the end of the rally.

4.4 Challenges to the actions during the rally may only be requested via the Team Tablet in accordance with the following procedure:
a. Press the “CHALLENGE” button at the time an alleged fault(s) occur to bookmark the action.
b. Choose the appropriate timestamp and select the type of challenge within 7 seconds of the end of the rally.
c. Failure to select the type of challenge within 7 seconds results in the loss of the Challenge.

4.5 Actions that are not defined in the above Challenge types cannot be challenged and will be rejected.

4.6 Repeated incorrect requests may be sanctioned as a delay.

5. Order and Priority

5.1 Each team may request only one challenge per rally.

5.2 Both teams may challenge during or after the end of the same rally

5.3 Challenges take priority over:
a. Time-outs
b. Substitutions
c. Libero Replacements

5.4 After the challenge result has been communicated, the match continues with the score adjusted as necessary. The team that requested the challenge MAY NOT request a time-out before the next completed rally.

6. Review Procedure

6.1 The coach confirms whether the challenge concerns the last action of the rally or a bookmarked mid-rally action.

6.2 The 1st Referee accepts the Challenge by giving the required hand signal to initiate the challenge process.

6.3 The Challenge Referee reviews all relevant footage (including broadcast footage if necessary). Accuracy takes precedence over speed.

6.4 The first fault observed in the sequence shall prevail, even if it differs from the one requested or is not listed on the menu.

6.5 The 1st Referee shall then:
a. Announce the decision after the video has been displayed on the Arena screen.
b. Indicate the next serving team.
c. Check and adjust the score, if necessary,

7. During the Review Process

7.1 All players must remain on the court.

7.2 No substitutions, official time outs or replacements are permitted until the decision is announced.

8. Decisions

8.1 The decision is final and is not subject to appeal.

8.2 If video evidence is inconclusive, the original referee's decision stands and the challenge is retained.

8.3 When both teams submit challenge requests, if the challenged fault occurred but was not the first fault in the sequence, the team loses the rally but retains the challenge.

Example:

During the rally, Team A bookmarks a moment when they think a fault occurred Team A wins the point. But then Team B asks for a challenge, and they are correct and win the point instead.

Team A asks the referees to check their previously bookmarked challenge, which is also correct.

Even though Team B was right, their challenge was about something that happened later in the rally, not the first fault. So they retain their challenge.

8.4 If an opponent admits a fault after a challenge has been requested, the review is cancelled, the requesting team is awarded the point, and the challenge is retained.

9. Fair Play and Common Sense

9.1 If a referee whistles prematurely before the actual end of the rally (including when the rally must be interrupted):

a. A challenge may be requested only if the interruption occurs when the ball is still playable.

b. A Challenge may not be requested (except for actions previously bookmarked on the Team Tablet) if the interruption occurred when the ball was clearly not playable and did not affect the natural outcome of the rally.

10. System Malfunction

10.1 If the Team Tablet fails, the Head Coach or Assistant Coach may request a challenge verbally, so long as the request is made within the seven (7) second window.

10.2 In the situation where the entire VCS fails, the 3rd referee shall inform the teams about the failure, and the match shall continue in accordance with theOfficial Volleyball Rules. Teams will be informed when the challenge system is unavailable and then when it has been restored. During the period when the VCS is unavailable, no challenges can be requested.

11. Responsibilities

The Challenge Referee is responsible for providing the 1st Referee with the best available angles and a clear image of the reviewed footage. The 1st Referee oversees the entire challenge process and is responsible for the final decision.