2025
FIVB Video Challenge System Regulations
Beach Volleyball

As at March 2025

The FIVB is committed to using new technology called Video Officiating Support System to assist the referees in the decision-making process in order to make the game absolutely fair to the players' actions and fans.

1. At the Olympic Games Beach Volleyball tournament, at the FIVB Senior Beach Volleyball World Championships, and where else applicable the FIVB has committed to implement a Video Officiating Support System called Video Challenge System (or VCS). This system supports players, teams and officials to request to the match Challenge officials a review of actions which they suspect are faults not identified and duly signaled by the referees or line judges in line with the fairness and integrity values of the FIVB.
2. The Ball Mark Protocol procedure is cancelled for the matches where the Challenge System is implemented. Under exceptional circumstances, 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 appropriate "in" / "out" decision based on the ball mark.
3. Teams are entitled to request "Challenges" **during play** each time they believe a fault has occurred and is not called by the referees, or **at the end of the rally** when they would like to request for a review of the referees' decision concerning **the last action of the rally**. Teams will have the right to request another "Challenge" if their request is successful, with a limit of a maximum of two unsuccessful Challenges per set.
4. A Challenge can be requested by any player or the referee 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);
        iii. where, immediately following a previous simultaneous contact between opponents over the net, there is a "last touch" by one of the players.
    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. A Challenge may be requested by either player from either team immediately after the occurrence of the suspected fault. In case the suspected fault occurs during play, the team must indicate the challenge request by showing the appropriate signal (letter "C" signal with their fingers). This will prompt the referees to stop the rally. Otherwise, players/teams have five seconds after the rally is over to request a challenge only for the decisive action that finishes the rally. However, a team cannot

request for a Challenge after having switched the court. 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. For any of the above situations (when 5 seconds has lapsed, or a challenge requested for a suspected fault earlier in the rally) the 1st referee shall:
    a. announce “Challenge/Challenge” thru the Referee Communication System to the Challenge Referee(s),
    b. inform the concerned player/team of his/her decision,
    c. make the official Late Challenge Request signal,
    d. communicate the decision thru the Referee Communication System to the Challenge Referee(s), who will then,
    e. ensure that the appropriate graphic is displayed on the giant screen,
    f. in case of technical failure related to the giant screen or the graphics, or other reasons, ensure that the Announcer informs thru the PA system why the challenge was rejected. This is done by using the same code as foreseen at the relevant graphic.

    SIGNAL FOR LATE CHALLENGE REQUEST – the referee signals by covering the wrist with the joined fingers of the other hand

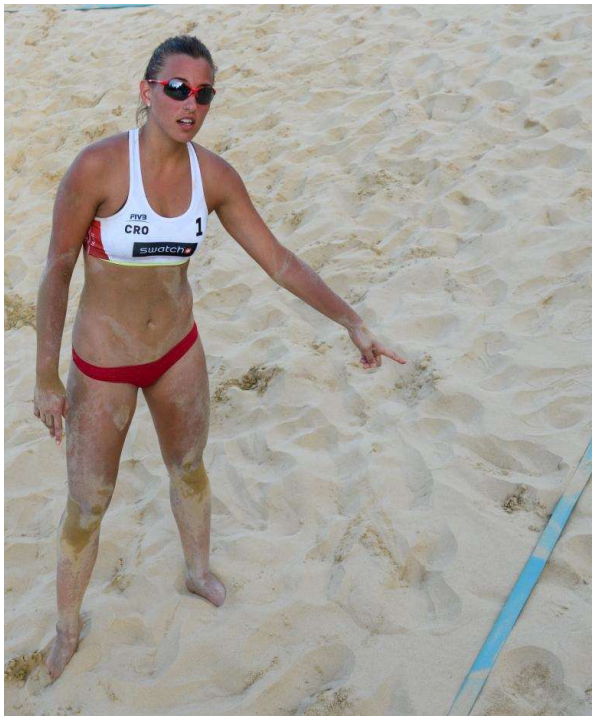
7. The player must indicate the challenge request by showing a letter “C” signal with their fingers, and immediately show to the 1st referee the appropriate signal for the type of challenge. Players can request the challenge from any position in the field of play.

Mandatory signals to be used by the players for a Challenge request, as follows:

SIGNAL FOR CHALLENGE REQUEST - the letter “C” is formed with the fingers

SIGNALS FOR CHALLENGE TYPES

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

iv. open hands against each other representing a simultaneous contact, followed by the fingers of one hand brushing the extended fingers of the other hand, indicate a challenge for suspected **"last touch"**.

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

8. Challenge request after the rally is completed for faults that cannot be challenged (for instance, illegal attack) shall not be accepted and will be considered in the first instance as improper challenge requests. Subsequent requests in a similar manner will be dealt with under the delay sanction scale.
9. 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.
10. Any of the above cases (points 8 and 9) will be considered an "illegal challenge request". The 1st referee actions will be to:
    a. announce "Challenge/Challenge" thru the Referee Communication System to the Challenge Referee(s),
    b. inform the concerned player/team of his/her decision,
    c. make the official Illegal Challenge Request signal,
    d. communicate the decision via the Referee Communication System to the Challenge Referee(s) who will then,
    e. ensure that the appropriate graphic is displayed on the giant screen,
    f. in case of technical failure related to the giant screen or the graphics, or other reasons, ensure that the Announcer informs thru the PA system why the challenge was rejected. This is done by using the same code as foreseen at the relevant graphic.

SIGNAL FOR ILLEGAL CHALLENGE REQUEST – the referee signals an "X"

11. Challenges take precedence over all other match actions – e.g., time out requests - which may be impacted by the result of the Challenge.
12. In some events, the 1st Referee and the Challenge Referee are provided with an Electronic Tablet (ET) which has pre-programmed buttons for each challenge type, covering all possibilities.
13. In line with the technology developments, the FIVB reserves the right to review from time to time the Video Officiating Support System - Challenge system for the processes and situations where a challenge may be requested.
14. When the 1st referee has an Electronic Tablet (ET) attached to the referees chair he/she will immediately:
    a. confirm the players challenge request verbally and by the use of the corresponding official signal,
    b. make the official challenge hand signal - a RECTANGLE (simulating a TV display) facing forward towards the score table and the main TV camera,
    c. press the appropriate button on the tablet to direct the Challenge Referee to review the video evidence.
15. In the case the 1st referee does not have the Electronic Tablet (ET), then the 1st referee will immediately:
    a. announce "Challenge/Challenge" thru the Referee Communication System to the Challenge Referee(s),
    b. confirm the players challenge request both verbally and by the use of the corresponding official signal,
    c. make the official challenge hand signal - a RECTANGLE (simulating a TV display) facing forward towards the score table and the main TV camera,
    d. he/she will then directly communicate via the Referee Communication System the nature of the Challenge type to the Challenge Referee,

e. the official signals from the 1st Referee and direct communication via the Referee Communication System will assist the Challenge Referee and the Challenge Operator to display the relevant graphic on the giant screen.

In case of technical failure related to the giant screen or the graphics, or other reasons, the Challenge Referee(s) will ensure that the Announcer communicates to the audience thru the PA system the decision of the challenge request. This is done by using the same code as foreseen at the relevant graphic.

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:

CHALLENGE
BY
TEAM XXX

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.

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:

REFEREE
CHALLENGE

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…

16. 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

OFFICIAL REVIEW
Block Touch
TOUCH

or

OFFICIAL REVIEW
Block Touch
NO TOUCH

OFFICIAL REVIEW
Net Fault
FAULT

or

OFFICIAL REVIEW
Net Fault
NO FAULT

OFFICIAL REVIEW
Antenna Touch
TOUCH

or

OFFICIAL REVIEW
Antenna Touch
NO TOUCH

OFFICIAL REVIEW
Service Foot Fault
FAULT

or

OFFICIAL REVIEW
Service Foot Fault
NO FAULT

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

CHALLENGE
SUCCESSFUL

CHALLENGE UNSUCCESSFUL
TEAM XXX
ONE CHALLENGE REMAINING THIS SET

In case the concerned team has exhausted their maximum two unsuccessful Challenges for that set the following graphic will apply:

CHALLENGE UNSUCCESSFUL
TEAM XXX
NO MORE CHALLENGES THIS SET

In case of unsuccessful Challenges that lead to the end of a set or the match

CHALLENGE
UNSUCCESSFUL

For a challenge for suspected “last touch” following a simultaneous contact over the net:

Last Touch

Where immediately following a previous simultaneous contact between opponents over the net, it is possible to establish beyond any doubts video evidence for a “last touch” by one of the opponents, this contact will be assigned to the concerned player (see point 4), and the “Last Touch by XXX” embedded graphic will be displayed.

OFFICIAL REVIEW LAST TOUCH by XXX

In case the video evidence is inconclusive, the Referee’s decision remains.

For most of the challenge types:

Simultaneous Faults

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

OFFICIAL REVIEW DOUBLE FAULT REPLAY POINT

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 points 27 and 34), 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:

OFFICIAL REVIEW CHALLENGE SUCCESSFUL REPLAY POINT

First Fault

The first fault observed in the sequence of images under review (even if not the specific action being challenged, or is not specified in the menu of challenges) will prevail over any subsequent fault (see point 29), and the "First Fault by XXX" embedded graphic will be displayed.

OFFICIAL REVIEW FIRST FAULT by XXX

Decision Not Possible

There will be a graphic for eventual cases of inconclusive video evidence (see point 33). 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 REFEREE'S DECISION STANDS

Illegal Challenge (rejected)

In the case of a request which is not one of the 5 challenge type options available (see points 8, 9 and 10), the following sport presentation graphic will be displayed on the giant screen in the venue (whenever the resource is available):

ILLEGAL CHALLENGE REJECTED

Late Challenge (rejected)

In the case of a request after 5 seconds have expired, or a request at the end of the rally for a suspected fault in the middle of the rally or a request after the team switched court (see points 5 and 6), the following sport presentation graphic will be displayed on the giant screen in the venue (whenever the resource is available):

LATE CHALLENGE REJECTED

Exceptional case

In the case the 1st Referee decides to examine the action through all available images, before deciding about the eligibility of the challenge request (see points 10, 19, and 29) the following sport presentation graphic will be displayed on the giant screen in the venue:

REFEREE VIDEO VERIFICATION in progress…

Challenge request cancelled

In the case a team decides to cancel a challenge request after the process had already started, the challenge process shall be cancelled and the referee decision stands. However, if the opponent player admits to a fault, i.e.: a block touch, etc., the challenge process will be terminated automatically as being unnecessary, and the Challenging team will be awarded the point and next service. For both cases, the following sport presentation graphic will be displayed on the giant screen in the venue (whenever the resource is available):

CHALLENGE REQUEST **CANCELLED**

17. Radio Communication directly between ALL referees on duty for the match using the official Referee Communication System is mandatory in major events.
18. The Challenge Referee is responsible for reviewing 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.
19. Where there is doubt, during the examination of a Challenge request, the Video Challenge team (Challenge Referee and Video Challenge Operator) must use all available TV images to ensure that decisions are made fairly.
20. All players must remain on the court whilst the review process is taking place.
21. The Challenge Referee will inform what has been revealed by the examination of the action being challenged via Referee Communication System to the 1st Referee (as well as the 2nd Referee and the Scorer), followed by the mandatory display of the images related to the challenge request and the appropriate graphic on the giant screen.
22. As soon as the graphic of the Challenge is displayed on the giant screen, the 1st Referee will signal the team winning the point and to serve next. The 1st Referee may be required to clarify the final decision thru the Public Announcer (PA) audio system when the graphics are not sufficient to clarify the decision (i.e.: a net contact visible on the screen yet graphic stating "No Fault" due to the contact being outside the antenna etc.).

    The 2nd Referee should then move to the side of the team which loses the rally after the 1st Referee makes the decision.

    In case there is a technical failure with the giant screen, the images may be made public after the match.

    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.
23. After the decision of the Challenge has been finalized, the match will continue, with the score adjusted according to the decision.
24. After a Challenge and before the match 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.

25. Where tablets are used, each challenge is logged on the Electronic Tablet (ET) used in the match - 1st Referee, Challenge Referee and on the e-score sheet. This assists match officials to manage the number of challenges remaining for each team. A limit of two unsuccessful challenges per team per set is monitored using the tablets.

26. 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. after a second unsuccessful challenge by a team, an additional graphic will be displayed on the giant screen to inform the audience, teams and officials,
    c. in case of technical failure related to the giant screen or the graphics, the 1st Referee shall announce this situation to the audience thru the PA system,
    d. this decision must be also communicated to the Captain of the team concerned by the 2nd Referee,
    e. in the competitions where the tablet technology is used, the number of remaining Challenges for each team will also be displayed on the venue scoreboards.

27. The 1st Referee has the right to request a Challenge review should he/she feel unsure about his/her decision in any rally. In this case the referee will immediately:

    a. stop play with a whistle,
    b. make the official challenge hand signal - a RECTANGLE (simulating a TV display) facing forward towards the score table and the main TV camera,
    c. followed by indicating with both hands that he/she is requesting a Referee Challenge.

    The 1st Referee's right to request 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 influenced by human error.

    Should the referee recognize that he/ she blew the whistle by mistake with the replay signal subsequently been shown, a video review may be requested by any of the teams.

28. 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 Example: once the attack/block phase has been initiated, no challenge can be accepted for any fault suspected in a previous phase of the attack.

29. 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 or is not specified in the menu of challenges, 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 judgment 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", or "FIRST FAULT BY XXX", as applicable.)

30. 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.

31. If two teams challenge in the same interruption for actions or events 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. A team challenging after the opponent, will have its challenge accepted (if the Challenge is from the menu of challenges) even though the 5 seconds will have elapsed (since the first challenge administration has to be completed before the software allows the new challenge).

32. 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.

33. As a general principle, a suspected fault that is NOT CONFIRMED by the video footage, is considered as NOT having occurred and the original Referees' decision remains valid.

    Hence, if the footage available for the review process by the Challenge System does not allow to say conclusively if the team is right or wrong (i.e. there is technical failure or pixilated/ blurred/ blocked images), the Referee's decision stands, but the team does not lose its Challenge.

34. 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.)

35. The result of the challenge review, once announced by the 1st Referee, is final and cannot be appealed.

36. The 1st Referee should be the manager of the whole challenge process and where there are clear mistakes – e.g.: wrong images shown, incorrect interpretation by the Challenge referee – the 1st Referee should insist on a further review including different angles and image sources. Only as a last resort, may the 1st Referee over-rule a Challenge referee's opinion.

37. Reserve Referee Communication System PTT microphones should always be located with the Challenge Referee during matches. This will enable quick access to backup microphones during the match if required. There should also be one charging unit at the CR position for maintenance of power to the radio units during the day.

38. 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.