

THE BEACH VOLLEYBALL VIDEO CHALLENGE SYSTEM REGULATIONS 2026

The FIVB Video Challenge System (VCS) 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.

1. Team Challenges

- 1.1 Teams may request a review of any alleged faults not whistled or signalled by the referees.
- 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 Challenge Requests fall into two categories
 - 1.4.1 Challenge at the end of a rally**
For this category of Challenge request, it must be requested within five (5) seconds after the end of a rally for the last action that occurred.
 - 1.4.2 Challenge of Actions During the Rally**
A team may challenge any action that occurred during the rally, in which case play shall be immediately stopped.
Actions occurring prior to the end of the rally may not be challenged once the rally has concluded.

2. Challenge Types (subject to technology availability)

- 2.1 **Ball In/Out** – for side and end lines.
- 2.2 **Block Touch** – contact with the ball by the player:
 - a. For the ball going out of play after the block action;
 - 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;
 - d. For determine the “last touch” after a simultaneous contact over the net.
- 2.3 **Net Fault** – contact with the net by a player between the antennae in the action of playing the ball.
- 2.4 **Antenna Touch** – contact with the antenna by the ball or by the player.
- 2.5 **Service Foot Fault** – Contact of the foot with the end line, or having the foot go under the line, or touching the ground outside the service zone.



3. Referee's Challenge

- 3.1 The 1st Referee may also request a self challenge review. (There is no limit to the number of Referee Challenges).
- 3.2 Following the review, the team losing the rally may challenge during the same interruption.
- 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 team request must be submitted within five (5) seconds of the end of that rally by showing the appropriate signal (letter "C" signal with their fingers).
- 4.2 For challenges of Actions During the Rally, the team must indicate the challenge request immediately after the occurrence of the suspected fault by showing the appropriate signal (letter "C" signal with their fingers). This will prompt the referees to stop the rally. The challenge type has to be confirmed within 5 seconds after the rally is interrupted.
- 4.4 Electronic Tablets may be used in certain competitions.
- 4.4 When there is a Tablet in use, the 1st referee:
 - a. Acknowledge and confirms the challenge request, verbally;
 - b. Makes the official challenge hand signal (rectangle);
 - c. Activates the appropriate function on the tablet to initiate the review process.
- 4.5 When there is NOT a Tablet in use, the 1st referee:
 - a. Announces "Challenge" to the challenge referee via the Referee Wireless Communication System;
 - b. Confirms the challenge request, verbally;
 - c. Makes the official challenge hand signal (rectangle), followed by signaling and announcing the type of challenge to the challenge referee via the Referee Wireless Communication System.

5. Illegal and Late challenge requests

- 5.1 Actions that are not defined in the above Challenge types cannot be challenged and will be rejected as illegal (referee signal below).
- 5.2 If an illegal request interrupts the rally, the requesting team will automatically lose the rally.



- 5.3 A request will be rejected as late (referee signal below), if:
 - a. It is made after the five (5) second time limit;
 - b. It concerns actions occurring earlier in the rally; or
 - c. It is made after a court switch.



- 5.4. Repeated incorrect requests may be sanctioned as delay.

6. Order and Priority

- 6.1 Each team may request only one Challenge per interruption.
- 6.2 Both teams may challenge during the same interruption, sequentially.
- 6.3 Challenges take priority over:
 - a. Time-outs;
 - b. Technical Time-outs;
 - c. Court switches.

7. Player Signaling and Review Process

- 7.1 Players requesting a challenge:
 - a. A challenge may be requested by either player from the team losing the rally;
 - b. Player must form the letter "C" with their fingers (signal below); and
 - c. Indicate the type of challenge using the official hand signals;
 - d. A challenge request may be made from any position on the court.



- 7.2 The Challenge Referee reviews all relevant footage (including broadcast footage if necessary). Accuracy prevails over speed.
- 7.3 The first fault observed in the sequence prevails, even if different from the one requested, or it is not in the menu and can be confirmed beyond any doubts.
- 7.4 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,

8. During the Review

- 8.1 All players must remain on the court.
- 8.2 No time outs are allowed until the decision is announced.

9. Decisions

- 9.1 The decision is final and is not subject to appeal.
- 9.2 If video evidence is inconclusive, the original referee's decision stands and the Challenge is retained.
- 9.3 For challenge requests during the rally, if the fault requested occurred but was not the first fault in the sequence, the team loses the rally but retains the Challenge.
- 9.4 In the event that simultaneous faults are identified during the review, the rally will be replayed.
- 9.5 If an opponent admits a fault after a challenge request, the review is cancelled, the challenging team is awarded the point, and the challenge is retained.

10. Fair Play and Common Sense

- 10.1 If a referee whistles prematurely before the actual end of the rally (including when the rally has to be interrupted):
 - a. a challenge may be requested only if the interruption occurs when the ball is still playable. In this case, if proven incorrect through the challenge, the rally will be replayed;
 - b. a Challenge may not be requested if the interruption occurred when the ball was clearly not playable and did not affect the natural outcome of the rally.

11. System Malfunction

- 11.1 If the entire VCS fails:
 - a. the 1st referee shall communicate to the teams about the failure;
 - b. the match continues under the official rules of the game with no challenge requests. (The ball mark protocol will be in place during that period);
 - c. the validity of the match is not affected.
- 11.2 If the challenge system works again:
 - a. the 1st referee will communicate to the teams about the restore;
 - b. challenges will be allowed from that moment on.

12. Responsibilities

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

13. General Principle

- 13.1 All procedures are conducted in line with the principles of:
 - Fairness
 - Integrity
 - Transparency