AVC VIDEO CHALLENGE SYSTEM

2025 Regulations

AVC is committed to using all the new technology available to assist referees in the correct decision-making process. The aim is to increase the accuracy of the referee's decision making and to make the game fair for all participants. The Video Challenge System (VCS) will be applied for **Asian senior events or the other events** requested by organizer.

1. Teams may request a review of playing actions **(called "Challenge")** that was **NOT** whistled by the referees; or signaled by line judges, where they suspect a fault during rallies.

2. A Challenge may be requested for the following situations:

Challenge Type	What is the Challenge	Possible Result	Comments
Ball IN/OUT	Either Side or End lines	Ball in, or Ball Out	
Block Touch	Contact with the ball by a player - blocker	Ball Touched, or NO Touch	
Net contact fault	Contact with the net between the antennas by a player in the action of playing the ball	Net contacted, or NO net contact	
Antenna Touch	Contact with the antenna by a player or the ball	Antenna contacted, or NO contact with antenna	
Foot Fault	a) Server contacts the end line or crosses into the playing court or the lateral free zone outside of the service zone at moment of service hit. b) Back row players (position 1, 5 and 6) contact the attack line during the	Yes Foot Fault, or NO Foot Fault Yes Foot Fault, or NO Foot Fault	

	execution of an attack hit; or c) Completely crossing the center line by the player's foot or feet. Penetration fault	Yes Foot Fault, or NO Foot Fault	
Floor Touch	Ball touches the court surface – "Pancake" to determine if the ball contacts the court or did not touch the court during the play	**Yes, Floor touch, or NO Floor touch**	

3. Faults that are **NOT** subjects to Challenges:

   3.1. In AVC competitions, Challenges are usually limited to the six categories listed above.

   3.2 All other playing faults such as "4-Hits", **catch and/or throw, ball touch of non-blocking players, etc., can NOT be Challenged.** To request a Challenge outside the five categories will be considered an **INCORRECT CHALLENGE** and will be rejected by the referee.

   Subsequent / Repeated challenges of this nature will be classified as deliberate attempts to delay the game and sanctioned accordingly.

4. Teams can request a Challenge immediately following a rally, for actions that occur in that rally.

4.1.

    4.1.1. Challenges are requested through the team tablet, where the challenge is requested and then the type of challenge is submitted. Both of these actions have a time limit, if the team is to slow the challenge will not be accepted.

    4.1.2. A team must clearly indicate the action being challenged from the list in the tablet system. The first referee will inform the Challenge referee to review the video images of the identified action being challenged. Images and actions that have taken place before or after that specified challenge action are NOT to be the subject of review by the Challenge referee.

    4.1.3. Two challenges may be submitted at the same time, one by either team if that challenge action occurred in the same sequence of action in a short time interval (e.g. back row attack and touched by blocker). In this case, the Challenge procedure will be conducted according to the order of Teams challenge request one after another with the processes described in 4.1.3.

4.2. At the end of the rally, teams may request a review of any of the permitted Challenge actions within that rally.

4.2.1. Teams must request a Challenge within eight (8) seconds (immediately) after the rally ends with the 1st referee's whistle.

4.2.2. The referees will allow a challenge only a maximum of 8 seconds from the moment a point is put into the e-score system (or after the 1st referee's decision signal),

Exception: The case described in item **10** below, where extra time may be needed for the referee to reduce a potential human error.

Where a team at the end of the rally **pressed the buzzer to request a challenge** but failed to **Select the** proper **Type of Challenge** within the eight (8) seconds, then the team will be sanctioned with the loss of one of its challenges for that set (i.e. unsuccessful challenge).

4.2.3. If a team challenges the final action where this team **WON** the rally, the Challenge will automatically be rejected by the referee, without sanction. (as it is unnecessary).

5. Teams will keep the right to request a Challenge until they have two unsuccessful Challenges in a set.

6. Where a Challenge is requested **all other match actions must stop** (be delayed) (e.g. request for Time Out, Libero replacement or Substitution) as those actions may be impacted by the result of the Challenge.

7. The challenge request may be made through the **Team Tablet**.

7.1. **First, the team staff select a request for a Challenge**

The buzzer sound will get the attention of the referees (the coach may show a hand signal of Challenge to the referee at this moment).

7.2. Second, the team staff must submit the proper Challenge type

The team must not spend more than eight (8) seconds to indicate their Challenge Type. The two-step procedure is designed to help coaches in selecting the correct **Challenge.** In case of delay, the referee may reject their Challenge request and consequently issue a "**delay sanction**".

8. When the team requests a Challenge, the 1st referee will immediately inform the Challenge Referee of the Team making the Challenge and the Challenge Type. The examination of the images will be conducted as quickly as possible, but the precision of judgement must prevail over speed.

    8.1. The Challenge Referee will inform the 1st Referee about what has been revealed by the review of video images directly via the Referee Communication device (headset).

    The Challenge referee will then request the video image and challenge result to be displayed. As soon as the image of the challenge is shown on the arena screen, the 1st Referee will show the final decision by hand signal for the scoring team and a signal of next serve.

    8.2. After the result of the Challenge has been transmitted on the screen, the match continues with a score adjusted as necessary.

9   Consequences of successful / unsuccessful Challenges

    9.1. A second unsuccessful Challenge by a team in a set will result in that team's right to Challenge being terminate for the remainder of that set (no more Challenge is permitted in that set).

    9.2. In the case of 9.1 above, the coach will be informed accordingly by the 3rd Referee.

    9.3. The number of remaining Challenges for each team will also be part of the information displayed on the scoreboards in the competition venue.

10   The 1st referee's right to call a Challenge

10.1. At the end of any rally, the 1st Referee has a right to request a review of actions before making the final decision. If this is the case, the 1st Referee will, firstly whistle and then show the Challenge hand signal with both hands (indicating that he/she is asking for a Video review).

This action immediately triggers the Video review process. The 1st Referee's right to ask for a challenge is one more way to reduce a potential human error and to ensure that the final decision is accurate.

The referee's right to call a Challenge is independent of the team's right to call a Challenge. Thus, after the 1st referee completed such a challenge, the team losing the rally as the result of this process still has a right to request a Challenge of that rally within the same interruption.

It is important to emphasize that the first fault observed in the sequence of images under review, even if it is not the specific action being challenged, will prevail over any subsequent fault. The Challenge referee will advise the 1st referee of this situation, and this will be the basis of the 1st referee's final decision.

11   For example, see the following case:

11.1. **Case 1:** Team A request a Challenge for "Block Touch" of Team B, **but the image showed a foot fault of the Attack line by the attacker of Team A.**

11.2. **Case 2:** The 1st referee's signal of Block Touch by Team B. Then Team B requests a Challenge for "Block Touch" and the image showed No Block Touch by Team B which means an incorrect judgment by the 1st referee. **However, the images showed a net contact by the blocker of Team B**.

11.3. **Case3:** The referee whistles a "Net Contact Fault" by Team B then Team B request Challenge for "Net Fault" the images showed "No Net Fault" **But the images showed one of blockers penetrated the centerline at landing.**

11.4. **Case4:** At the collective block by Team A and with very nice action of attacking by Team A, the 1st referee gave a point for Team A. Team B requests a Challenge for "Net Contact Fault" by team A. The image showed "No Net Contact Fault". **but the images did also show a blocker contact the ball two times consecutively before the end of rally.**

However, the images showed:
a foot fault of the Attacker (case1),
a net contact by the blocker of Team B (case2)
blocker penetrates the centerline at landing (case3), and
the blocker contact the ball two times consecutively before the end
of rally (case4);

In all of these cases the fault identified prevails over the specified
Team Challenge, and therefore the teams keep the number of
Challenges available as the fault actions identified by the referee
were not specified by the Teams' Challenge.

12. Teams may request only one Challenge within a game interruption – (i.e. they cannot request a second challenge within the same interruption). However, both teams may request a Challenge one after the other within the same interruption.

13. If two teams challenge in the same interruption for actions which happened within a rally, for example a completed Attack Hit from a back-row player is Challenged by Team A for a "Foot fault"; whilst Team B Challenges for a "Net Contact fault" by the blocker of Team A; which is part of the same action sequence – then the whole sequence of these actions will be reviewed and the first fault observed, if any, will prevail.

13.1. If the current video challenge system and video images being used in the competition are not capable of separately reviewing the simultaneous actions in real time (i.e., split-screen device), the referee is the one who decides which action comes first based on the final actions of the video images available at hand.

13.2. When both teams request a challenge for the final actions at the end of a rally, and both teams were successful as evidenced through review of video images, the first referee, in cooperation with the Challenge referee) will decide regarding which fault action occurred first based on the video images or by their judgment (in case of unclear video images).

Afterward, the 1st referee should give the final hand signal of serve to the team who did not commit the first fault. Therefore, a "successful challenge" does not automatically mean this team wins the rally.

13.3. In case of 13.2, the team which had a "successful challenge", but was then overruled through the successful challenge of the opponent will retain their Challenges according to Item 5 above.

13.4. Examples of cases 13.2 and 13.3:
The referee made a signal of the Block Touch by Team B of an attack by Team A (the attacked ball went "OUT") and thus gave a point to Team A.

a) Team B requested a Challenge for Block Touch (No Block Touch). The review of video images reveals that there was NO block touch (thus "successful" challenge).

b) Immediately after this, Team A requested a Challenge for "Net Contact Fault" by Team B; and the review of video images reveals that there was a Net Contact fault by Team B.

c) Since both challenges were "successful", the referee, before making a final decision, must determine whether the "Net Contact" by Team B occurred before or after the attacked ball by Team A was "Out".

d) If the Net Contact by Team B was found to be committed before the attacked ball was "Out", then Team A wins the rally. However, if the Net Contact was found to be committed after the attacked ball was Out, then Team B wins the rally.

e) Since the evidence demonstrated that the faults claimed by both teams occurred, both teams will keep the number of Challenges available to them.

14. All players on the playing court at the time the Challenge is requested must remain on the playing court during the Challenge process. No substitutions or Libero replacements can occur, **nor** can bench personnel enter the playing court.

15. As a general principle, any suspected fault that is NOT CONFIRMED by the video images is to be considered as NOT having occurred.

16. The result of the Challenge or Video Review process as displayed by the 1st referee hand signal, is final and non-appealable (Cannot protest this decision).

17. In case the video image is not clear enough to make an accurate decision or the computer fails (computer break down) the Challenge Referee will first communicate the situation to the 1st referee and then the first decision of the referee remains valid and respected (both game Captains should be informed accordingly of this situation). The number of Challenges available for the team remains unchanged.