

Beste collega's,
Chers collègues,

Voor de start van de competitie in de Liga, willen we jullie nog updaten over 2 onderwerpen:

- a. Opheldering over aanwezigheid van een "trainer" als 5e persoon op de bank.
- b. Challenge Guidelines – deze zullen we na 1 maand evalueren

Avant le début de la compétition en Ligue, nous souhaitons vous informer sur deux points :

- a. Clarification concernant la présence d'un « entraîneur » en tant que cinquième personne sur le banc
- b. Challenge Guidelines – nous ferons une évaluation dans un moi

a. Opheldering over aanwezigheid van een "trainer" als 5e persoon op de bank

Er is een verschil tussen de reglementen van Volley Belgium en CEV/FIVB betreft het aantal personen op de bank. In België mogen 2 assistent-coaches op de bank zitten. Er is dus geen plaats voor een derde assistent-coach of trainer.

FIVB Volleyball Rules 2025-2028, rule 4.1.1.

SAMENSTELLING VAN DE PLOEG

Een ploeg kan samengesteld worden uit 12 spelers (+ 2 *liberos*), plus

- een coaching staf: 1 coach, een maximum van **2 assistent coachen**,
- een medische staf: 1 verzorger en 1 geneesheer.

Enkel diegenen die op het wedstrijdblad vermeld staan mogen de competitie controleruimte betreden en deelnemen aan de officiële opwarming en de wedstrijd.

a. Clarification concernant la présence d'un « entraîneur » en tant que cinquième personne sur le banc

Il existe une différence entre les règlements de Volley Belgium et ceux de la CEV/FIVB concernant le nombre de personnes autorisées sur le banc.

En Belgique, **deux entraîneurs adjoints** peuvent prendre place sur le banc. Il n'y a donc pas de place pour un troisième entraîneur adjoint ou un entraîneur supplémentaire.

FIVB Volleyball Rules 2025-2028, rule 4.1.1.

COMPOSITION DES ÉQUIPES

Pour le match, une équipe peut être composée de 12 joueurs au maximum (+ 2 *liberos*), plus

- Personnel d'entraîneurs: un entraîneur, deux entraîneurs adjoints au maximum,
- Personnel médical: un thérapeute d'équipe et un médecin.

Seules les personnes inscrites sur la feuille de match peuvent normalement entrer dans la zone de compétition/de contrôle et participer à l'échauffement officiel et au match.



CHALLENGE GUIDELINES

2025 - 2026



What has changed? – New ruling

Teams are entitled to request “Challenges” at the end of the rally concerning any action that occurred during the rally, including the service. A Mid-rally challenge is **no longer allowed**.

Overview possible challenges and decisions

Challenge	Specification	Decision
BALL IN/OUT	For side line and end line	✓ Ball IN ✓ Ball OUT
BLOCK TOUCH	contact with the ball by the player (i.e. the blocker) a) with the ball going out of play after the block action; b) with the ball remaining in play - i.e. block contact followed by 3 hits; - or no block contact followed by a fourth hit by the team (rebounds from the net band); - or a double hit by the same player	✓ Block touch ✓ No Block touch
NET FAULT	contact with the net between the antennae by the player during the action of playing the ball	✓ Net fault ✓ No Net fault
ANTENNA TOUCH	contact with the antenna by the player or by the ball	✓ Antenna touch ✓ No Antenna touch
FOOT FAULT	a) contact of the server's foot with the playing court (end line included) or the lateral free zone outside the service zone b) faulty contact of a player with the 3-meter attack line c) the complete crossing of the centerline by the player's foot or feet.	✓ Foot fault ✓ No Foot fault
FLOOR TOUCH	Ball touches the court surface - “pancake”	✓ Floor touch ✓ No Floor touch
LAST TOUCH	to identify during “simultaneous” contacts by opponents above the net, the player who made the final contact with the ball before it went “out”	✓ Last touch by, ✓ Decision inconclusive (Referee's decision remains)



CHALLENGE GUIDELINES

2025 - 2026



Challenge regulation – summary and key points

- Teams have seven (7) seconds after the rally is over to challenge ➔ **Flexibility with authority**
- Challenges for faults which cannot be challenged = incorrect Challenge ➔ not accepted
Subsequent/repeated requests of this nature ➔ **delay**
- Challenges take precedence over **all** other match actions
(Time outs, substitutions, libero replacement)
- Each team has a **maximum of 2 unsuccessful** challenges per set
- **Referee challenge:** At the end of any rally, the **1st Referee** has the right to request a video review about the **last action**
 - ! ○ **After a referee challenge**, the **team losing** the point has the right within the same interruption to **raise a challenge** for a previously suspected fault during the rally
- 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**.

SPECIAL CASE: Challenge for net-touch and the review shows reaching beyond the net

Procedure to follow:

- ! ○ 2nd referee informs scorer to wait
- 1st referee explains to the captains: team wins the point because of reaching beyond the net
- Show the broadcasting without outcome of the challenge review
- On the e-score: team is right and keeps its challenge

- **Only Challenge images** will be used to review.
Other images (Eg. TV images, images from tablets of coaches/scouts) will **NOT** be used!
- If the Challenge review shows that the **fault occurred but it is not the first fault** in the rally
➔ Team loses the rally but keeps its challenge
- Where the video evidence is **not judgeable**
➔ Referee's decision stands + the team does **NOT** lose its Challenge.
- If a **rally is interrupted** by the referee's whistle but the video challenge review shows **no fault occurred**
➔ **Replay** if the interruption prevented a team from having the opportunity to play the ball
➔ **No Replay** if the Referee's whistle did not influence the natural outcome of the rally



News Letter

Nationale Arbitrage National

2025 oct



CHALLENGE GUIDELINES

2025 - 2026



Refereeing guidelines

FIRST REFEREE

BEFORE the game	DURING the game	AFTER the game
➤ Briefing with the referee-team ➤ Inform coach about cancellation of mid-rally challenge	➤ Communication with team captains for special cases ➤ Only show result / handsignal AFTER broadcast.	➤ Debriefing with referee-team



CHALLENGE GUIDELINES

2025 - 2026



Refereeing guidelines

SECOND REFEREE

BEFORE the game	DURING the game	AFTER the game
➤ Briefing with the referee- team ➤ Inform coach of challenge procedure: what, when, who for fast process ➤ Inform scorer to mention "scorer ready" after each interruption	➤ Ask <u>ONLY the Coach</u> for confirmation or clarification of the challenge request. NOT any other staff member or player	➤ Debriefing with referee-team

Procedure during challenge request

- Clarify the **nature** of the request + **specify the moment** in the rally when the suspected fault took place
 - **What:** eg. net fault, foot fault,
 - **When:** eg. mid rally or last action
 - **Who:** eg. player in position 4

When **multiple situations** → review the whole action → go for the **first fault**.
- **Confirm** the nature of the request to **challenge referee + scorer**
- **Confirm outcome** of challenge to the scorer
 - **Team is wrong** → Team loses 1 challenge
 - **Team is right** → Check with scorer: Points change & rotation might change !!



CHALLENGE GUIDELINES

2025 - 2026



Refereeing guidelines

CHALLENGE REFEREE

BEFORE the game	DURING the game	AFTER the game
➤ Briefing with the referee-team ➤ Align with the operator the way of working (if applicable)	➤ Active following the game (as a referee) ➤ Mark possible challenge situations during a rally (via challenge app the nature and timing can be registered)	➤ After approval of the 1st referee, delete the images from the server ➤ Don't show any image to the teams immediately after the game ➤ Debriefing with referee-team

Actions following a challenge request

- **Take note / write down** following information concerning the challenge request. (use available template)

Before starting the review

- Score at the moment of the request
- Type of request
- **Confirm verbally via headset what you are going to review!**

After the review

- Team right/wrong
 - Outcome of the review/decision: eg. Bal in/out, no/block touch, ...
 - Score after review
 - **Communicate verbally via headset the result of the challenge review:** eg. team right/wrong + decision (bal in/out, no/blocktouch, ...)
 - Send the correct image to the broadcast screen
- If a clear fault - **other than what was challenged** => show it on the broadcast screen
 - Ask for **assistance from 2nd referee ONLY in special cases** (eg. end of set, unclear situations, ...)