Accepting the Challenge
Elaborating on R2 CRS Technique

PRE-MATCH

- The first and second referees should be courtside early for a CRS match – arrive about 50 minutes prior to match time.
- View all cameras and camera angles (in uniform).
- Check the location of the monitor; it should lay flat on the table if possible. Note the relative location of the monitor, scorer, and announcer.

NOTE: When a play is challenged, certain information is provided to the announcer and scorer BEFORE you review video. Communication with the announcer and scorers AFTER the review/decision is required. So, consider the order you will deliver that information depending on the seating order at the scorer’s table and which team is challenging. If communication with a coach or coaches is necessary, it must be brief.
- Get information from the review technician about who will manipulate the video during a review, and how. If you will be using a control device (for example, a shuttle), make sure you practice using it before the match.
- Ensure that event management has provided the announcer a copy of the announcer’s script. Tell the announcer that you will provide information to him/her to announce before and after each review. Ask the announcer to deliver the result of the challenge as you signal to the first referee (not before).
- If the match is televised, communicate with the TV announcers and/or timeout coordinator if they are near enough.

DURING THE MATCH

Step 1:

- Be prepared for and anticipate a potential challenge – try to avoid authorizing substitutions when you think a challenge may occur.
- There must be mutual agreement between the second referee and the coach as to what exactly is being challenged and when that action occurred in the rally. Repeat to the coach what he/she is challenging to be sure you understand the challenge precisely. Ensure it is a challengeable action.

Step 2:

- From a position that is visible to the first referee, double whistle, show the “Challenge Accepted” signal, followed by the “Challengeable Decision Category” signal. Be sure to use the arm on the side of the team that requested the challenge for both signals.
- If the challengeable decision is regarding a back-row player’s take-off point (on or in front of the attack line) or whether contact by a player affects a potential reach-over fault, or illegal (back-row) attack or block, make eye contact with the first referee (or communicate via headsets) to get their opinion on whether the position of the ball or player negates the challenge.
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Step 3:
- Quickly provide the necessary pre-review information to the review technician, scorer/assistant scorer, announcer, and timeout coordinator in the most logical and efficient order, repeating for each individual if needed.
  - Example: “(Team name) thinks that they were not in the net”,” OR, “(Team name) thinks that (Opponent’s team name) was in the net.” Give information that will help the review technician cue up the correct location in the video. Suggest the scorer place a finger on the scoresheet where the last action was recorded, so that changes can be made quickly at the end of the review, if needed.

Step 4:
- Go to monitor. Ensure that the coaches are not “hovering” to try to see the video; the first referee may need to help control that behavior, either with a whistle to the coach or through the captain. Match administration may also be of assistance in preventing coaches from watching the video.
- As you start to review the video, repeat to yourself what the original decision was and what the challenging coach believes actually occurred. For example, “We called a net fault on (Team name), they think they were not in the net,” OR “We called the ball ‘out’ on the (Team name) attack, but (Team name) thinks we missed a net fault on (Team name).” That process avoids some of the confusion if you later need to signal that the original call stands.
- If you must view the video(s) more than two or three times to determine whether the call was right/wrong, it is likely that there is not indisputable evidence to change the call. It may be helpful to have the assistant scorer quietly inform you when two minutes have passed, just to keep you aware of the time the review is taking.
- Formulate your decision.

Step 5:
- Communicate/confirm your decision to yourself, in some detail. For example, “(Team name) challenged the net fault we called; (Team name) was in the net instead, so I need to signal the (Team name) net fault and (Team name) gets the point,” OR “We originally called the ball ‘out’ on (Team name), the video didn’t show a net on (Team name), so the ‘out’ call stands.”

Step 6:
- Ensure that the score crew knows the result of the video review. The scorer only needs to know the facts that need to be recorded on the scoresheet. Either the original outcome stands, or it is reversed. If the original outcome is reversed, ensure the scorer uses the mind change notation to record either a point to the other team or a replay. If the original outcome stands, the assistant scorer needs to complete the information on the data sheet about whether your decision was because the original outcome was confirmed or the original outcome stands. If the original outcome was confirmed, but a different fault was found during the review, provide that information. Quickly ensure that the scorers have recorded the events, including any reversed substitutions and libero replacements.
- Quickly communicate your decision to the announcer. The announcer needs the decision and the result. For example: “The video showed that (Team name) was not in the net, but (Team name) was—the decision is reversed, and (Team name) gets the point,” OR, “There WAS a touch on the (Team name) block—the decision is reversed and (Team name) gets the point,” OR “Video showed that the ball did not contact the floor, the point will be replayed,” OR “There was not indisputable evidence to change the outcome, so the play stands. (Team name) will serve.”
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Step 7:

- When your communications to the table are complete, turn to the court, position yourself between the nearest attack line extended and the centerline, in clear view of the first referee, and communicate the decision to the first referee.

- Whistle (once) and:
  - If the original outcome is confirmed or stands, repeat the original point signal.
    - If the original outcome is confirmed (same team retains the point) but a different fault was found on the video, signal the new fault before repeating the point signal.
    - R1 mimics the point signal.
  - If the original outcome is reversed based on a fault seen in the review, signal that fault.
    - R1 awards the point.
    - R2 mimics the point signal.
  - If the review results in a replay based on a fault called that did not occur, signal replay.
    - R1 mimics replay signal.

- Before giving the game back to the first referee, ensure that the scoreboard reflects the correct score (but not before you communicate with all parties).

- If the original outcome is reversed, the coach that originally won the point may request more information or a description of what you saw on the video. That communication should be minimized; for example “The video confirmed that there was a touch by your blocker,” or, “The video confirmed that the ball hit the ground on the pancake attempt,” or, “The video did not show indisputable evidence of a touch, so the call stands.” Further details or descriptions of the video should be avoided.

- If the original outcome is confirmed, but a different fault was found, the coach that lost the challenge may request more information. That communication should be minimized, for example. “The video showed that your blocker did not touch the ball; however, the video showed that one of your blockers contacted the net during the final rally.”
EXPEDITED COMMUNICATION

Some conferences have elected to expedite communication with all involved parties once a challenge has been accepted. Use of these techniques is approved, but optional; check with your conference coordinator about his/her preferences.

One factor to be considered in the effort to expedite the communication on a challenge is the seating arrangement at the score table. If possible, seat the announcer on one side of the score crew, and the video technician(s) on the other side for the most efficient communication before and after a video review.

Conferences that use observers can integrate them into the expedited communication, even though observers are not involved in making the actual decision on the challenge.

The other steps of expedited communication protocols are:

- A reference card, ideally laminated, is on the score table.
- The five challengeable categories are listed on the reference card in this order:
  1 – Touch
  2 – In/Out
  3 – Net fault
  4 – Attack line fault
  5 – Service foot fault

- Note that the numbers assigned correspond to the frequency of that challenge category occurring, based on historic statistics.

- A good pre-match is essential, and should include the announcer, the timeout coordinator (TOC), and the TV commentators if they are at the score table. A copy of the laminated card should be provided to each, as it will assist them in their jobs.

- After accepting the challenge, the second referee goes directly to the scorers to verbally communicate the details of the challenge, while signaling the challengeable category to the announcer, TOC, and TV commentators by holding up the number of fingers on one hand that corresponds with the challenge category above (one through five).

- Observers can help the video technician cue up the appropriate action of the play in question while the second referee is communicating to the scorers.

- The second referee then goes to the monitor and reviews the video. No further verbal communication is given to the other personnel at the score table.

- After the review decision is made, only the scorers receive a verbal result of the challenge. The other personnel will receive the result by watching the second referee’s result signal.