

## 1. Introduction

This document will cover all features and usage procedures of team tablets. Team tablets will be provided to both teams in quantity of 1 per team. Team tablets can be used to perform the following actions:

- Providing starting lineups before the start of each set
- Requesting timeouts
- Requesting substitutions
- Requesting video challenges both during and after the rally (based on match rules)

Team tablets will be operated by the team's Head Coach or a nominated Team Official on the bench. Teams are responsible for the correctness and timely delivery of all requests.

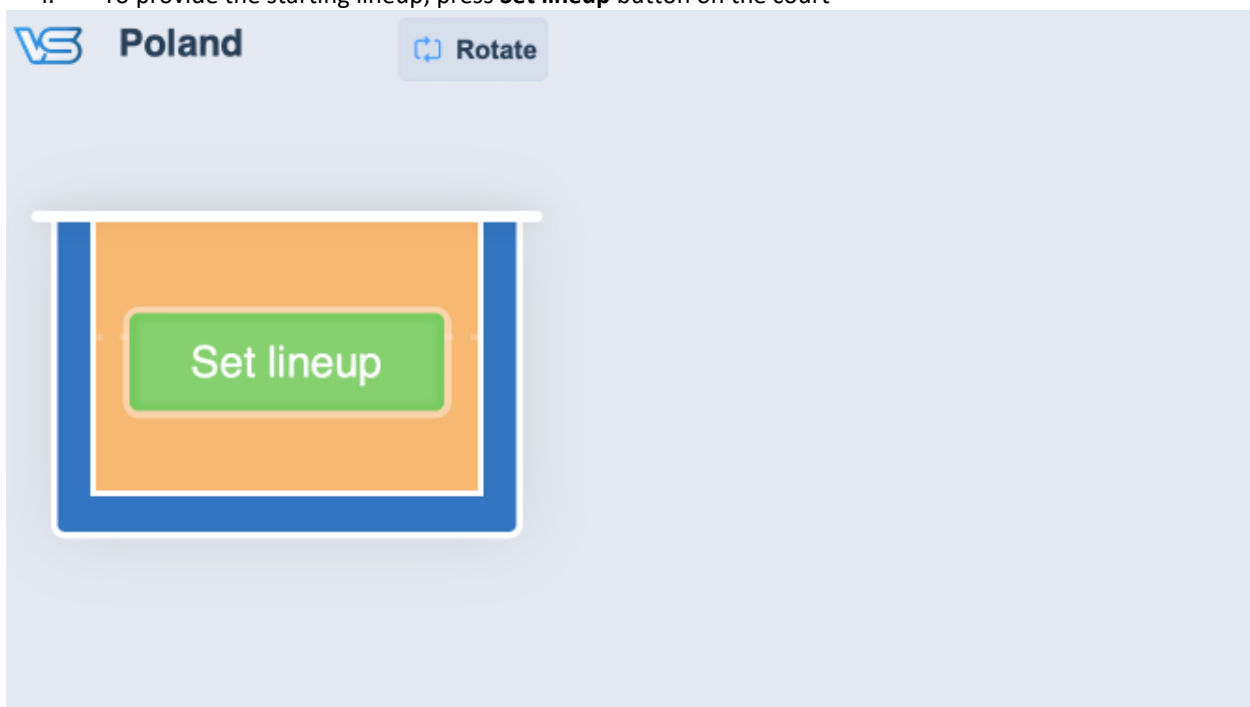
## 2. Starting lineups

Before the start of a match and before the start of every set, teams must provide their respective starting lineup. The starting lineup for the first set must be provided no later than -25 minutes before the start of the match. The starting lineup between sets must be provided immediately after the end of the previous set.

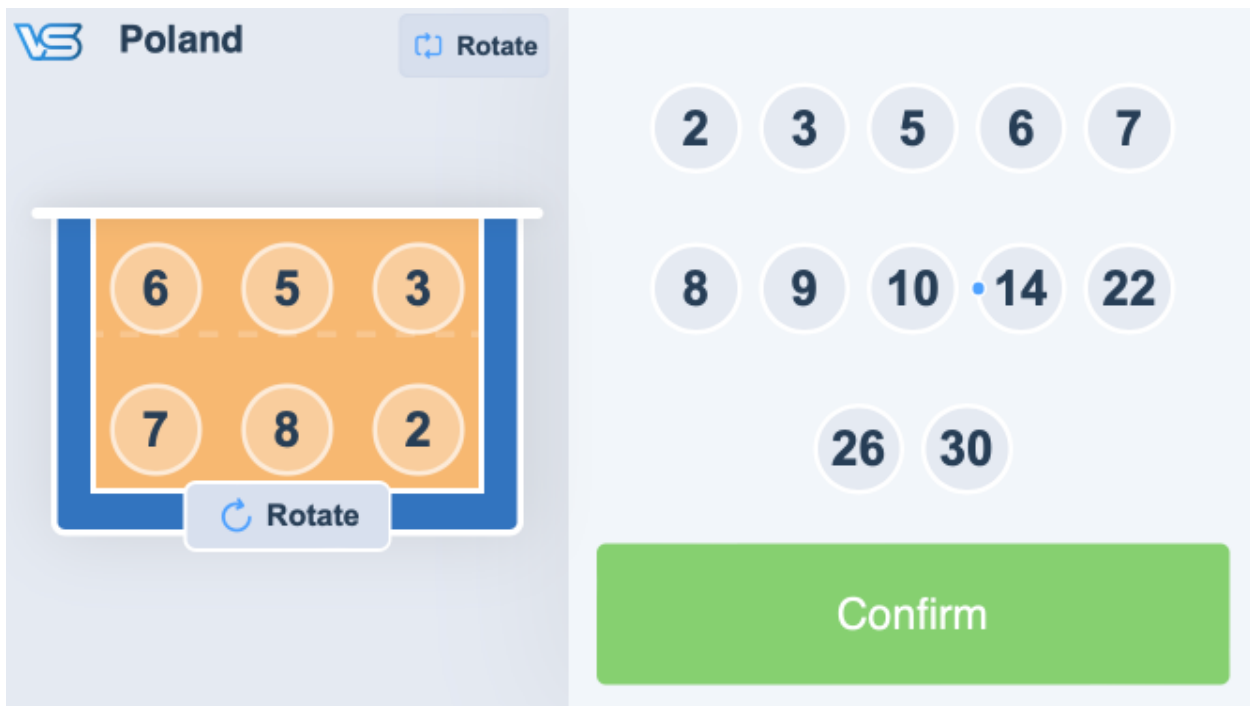
### Starting lineup procedure

#### Tablet

- I. To provide the starting lineup, press **Set lineup** button on the court

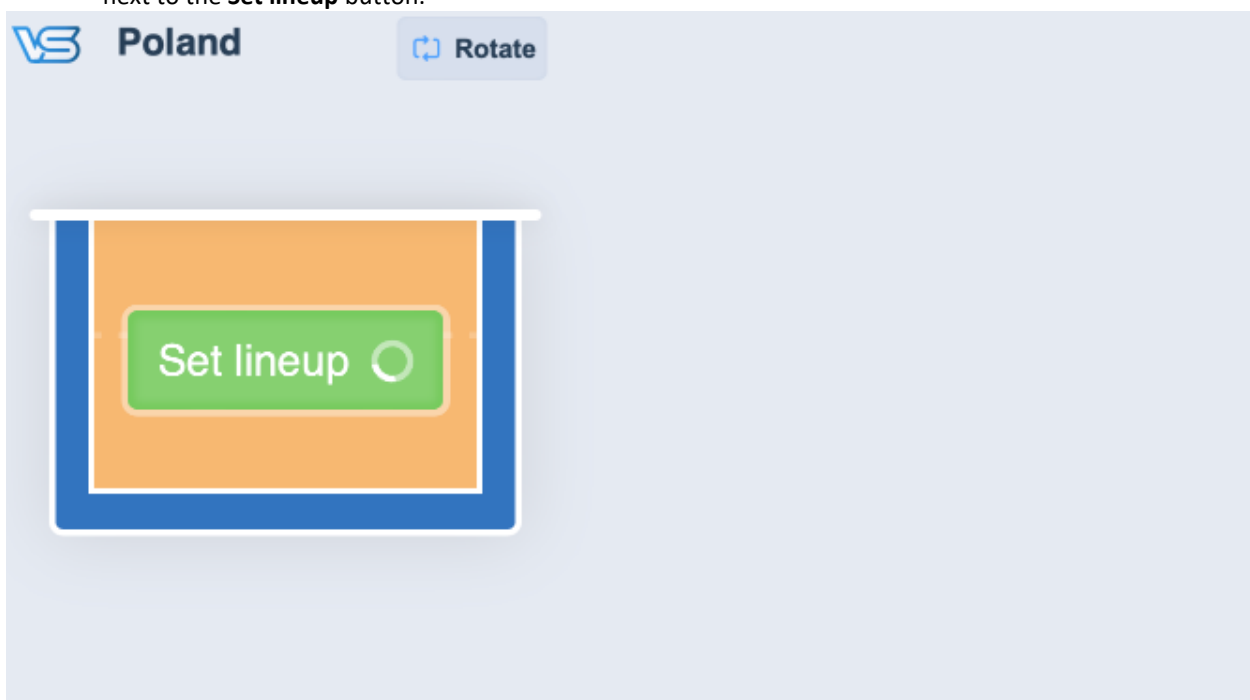


- II. Select players in the lineup by touching the player's number and then the desired position in the lineup until the lineup is complete. When the lineup is complete, the **Confirm** button will become active allowing the team to send data to the Scorer.



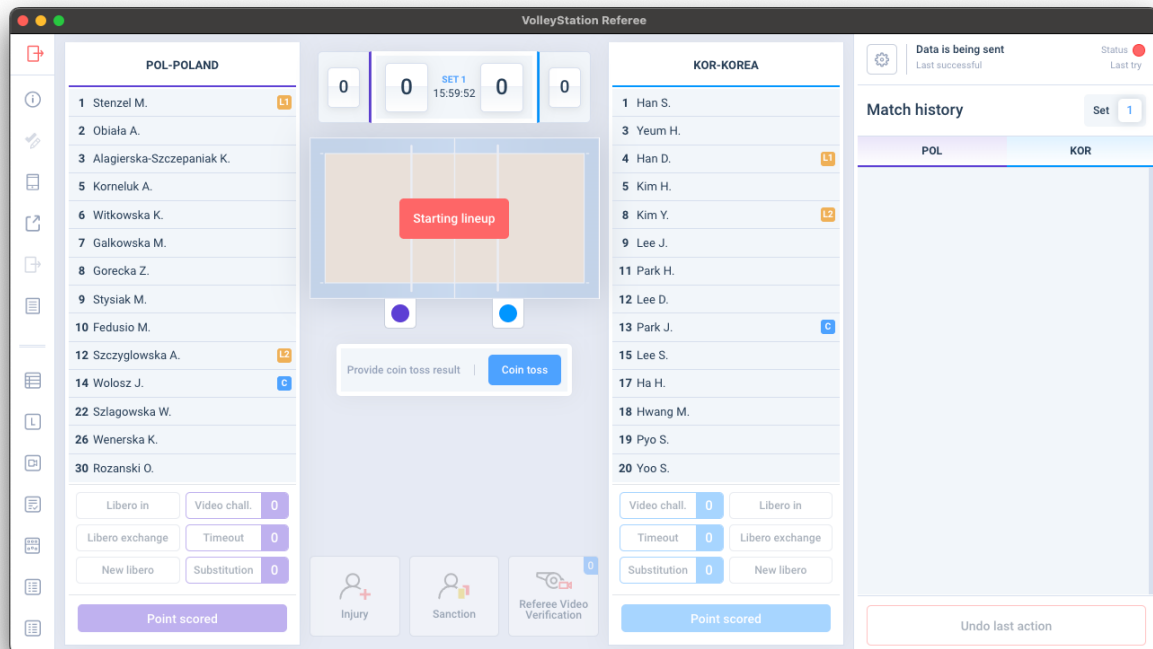
III. In case a team wants to submit the same lineup but in a different rotation, it can do so by using the **Rotate** button under the court. 1 touch of this button = 1 rotation. Rotating the lineup can be also done before all players are selected.

IV. After confirming the lineup it will be sent to the Scorer for approval. This will be indicated by the spinning circle next to the **Set lineup** button.

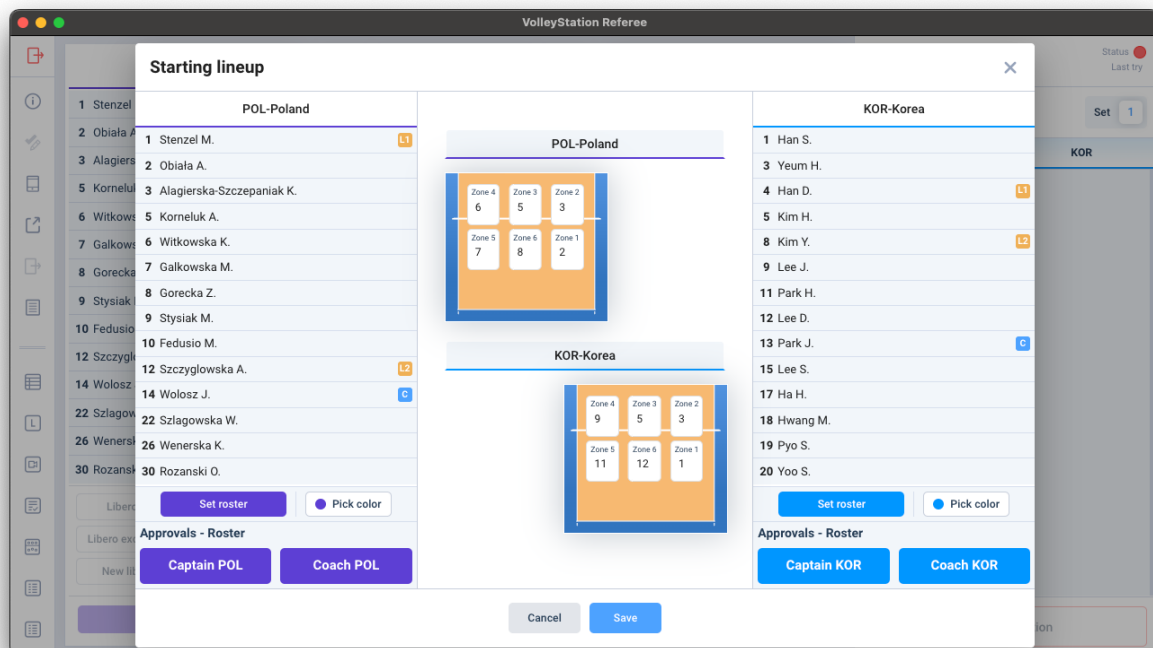


## Scoresheet

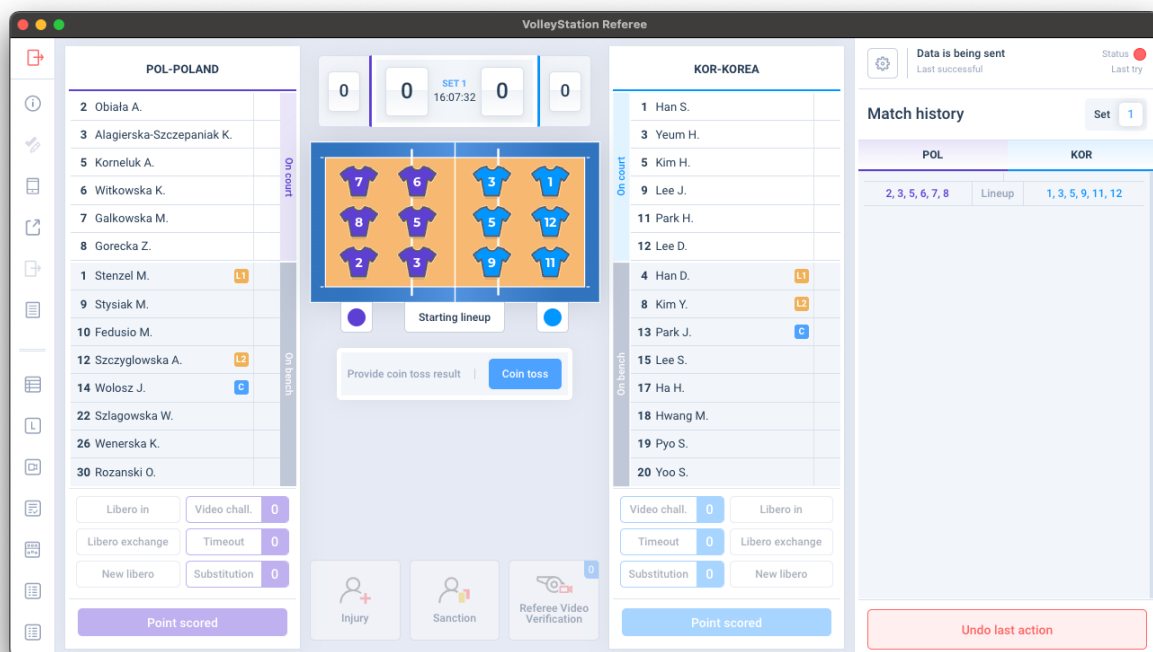
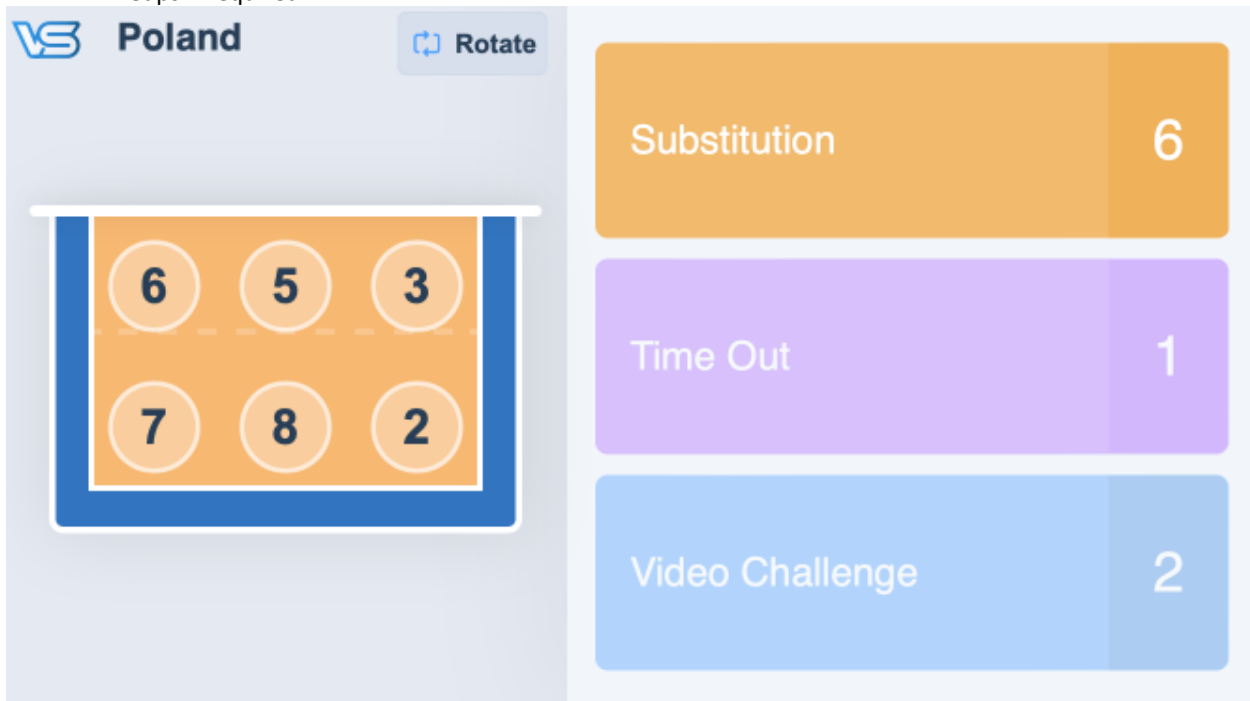
- I. After both teams confirmed their lineups, the **Starting lineup** button will turn red. At this point, the Scorer can press it to start the procedure of accepting lineups. The Scorer can manually define starting lineups by pressing the same button while it's still blue.



- II. When pressing the **Starting lineup** button, a popup window will appear displaying information provided by both teams. The Scorer can simply approve this data, or if needed, modify it before approval. This popup window also contains the buttons to collect roster signatures from both teams if those are enabled for the current match.



- III. Once the lineups are confirmed, the players' numbers will appear on the main court inside the desktop application and team tablets will switch to match mode. At this point, only the Scorer can modify the starting lineups if required.



## Additional information

Additional information and regulations to consider after the starting lineups are confirmed:

- I. The 2<sup>nd</sup> Referee will use his/her tablet before the match to check each team's lineup. Any modification required due to a mistake or a team's request must be in accordance with the FIVB Official Volleyball Rules.

- II. The 1<sup>st</sup> Referee can also check the lineups on his/her tablet.

0	POL	KOR	0
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7	6	3	1
8	5	5	12
2	3	9	11

Set 1			
0	0	VC	0
	0	T	0
	0	SUB	0
			0

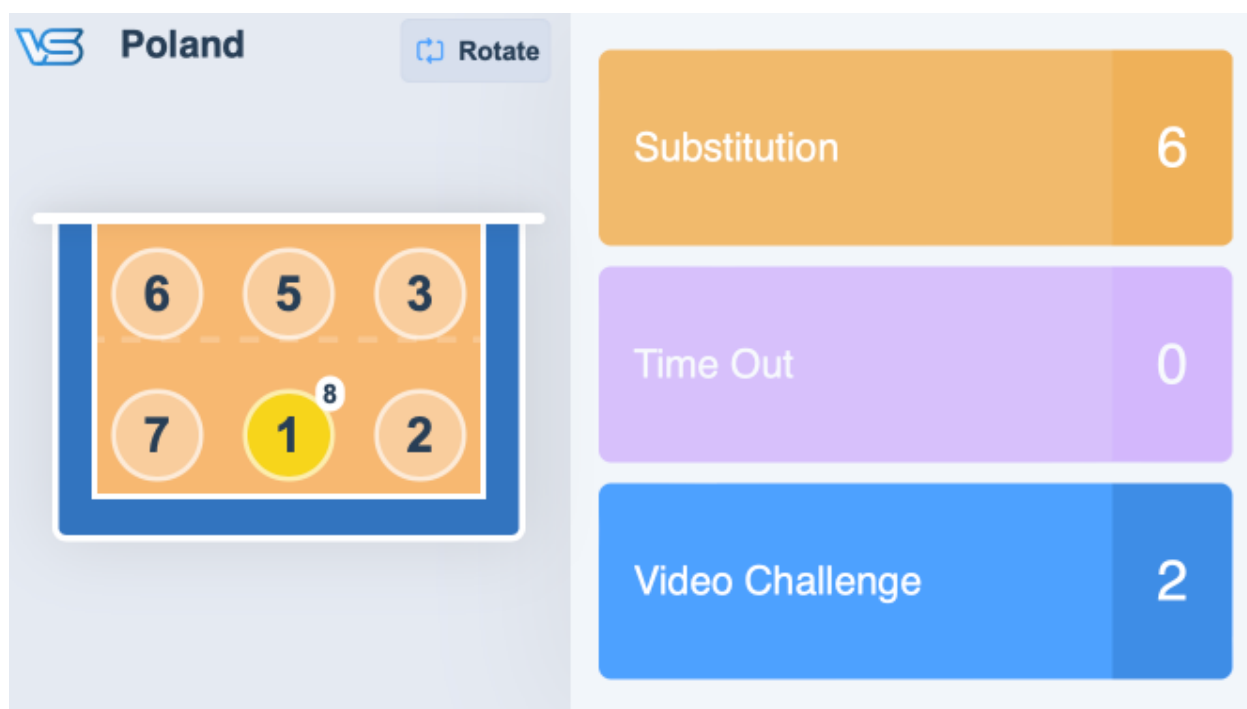
Status ●	↺	📱	VS
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- III. In case the 1<sup>st</sup> Referee needs to check a player's number, he/she can press the team name shortcuts on the tablet to display the full team roster.

0 POL		KOR 0	
1	Stenzel M.	1	Han S.
2	Obiała A.	3	Yeum H.
3	Alagierska-Szczepaniak K.	4	Han D.
5	Korneluk A.	5	Kim H.
6	Witkowska K.	8	Kim Y.
7	Galkowska M.	9	Lee J.
8	Gorecka Z.	11	Park H.
9	Stysiak M.	12	Lee D.
10	Fedusio M.	13	Park J.
12	Szczyglowska A.	15	Lee S.
14	Wolosz J.	17	Ha H.
22	Szlagowska W.	18	Hwang M.
26	Wenerska K.	19	Pyo S.
30	Rozanski O.	20	Yoo S.

### 3. Team Timeouts

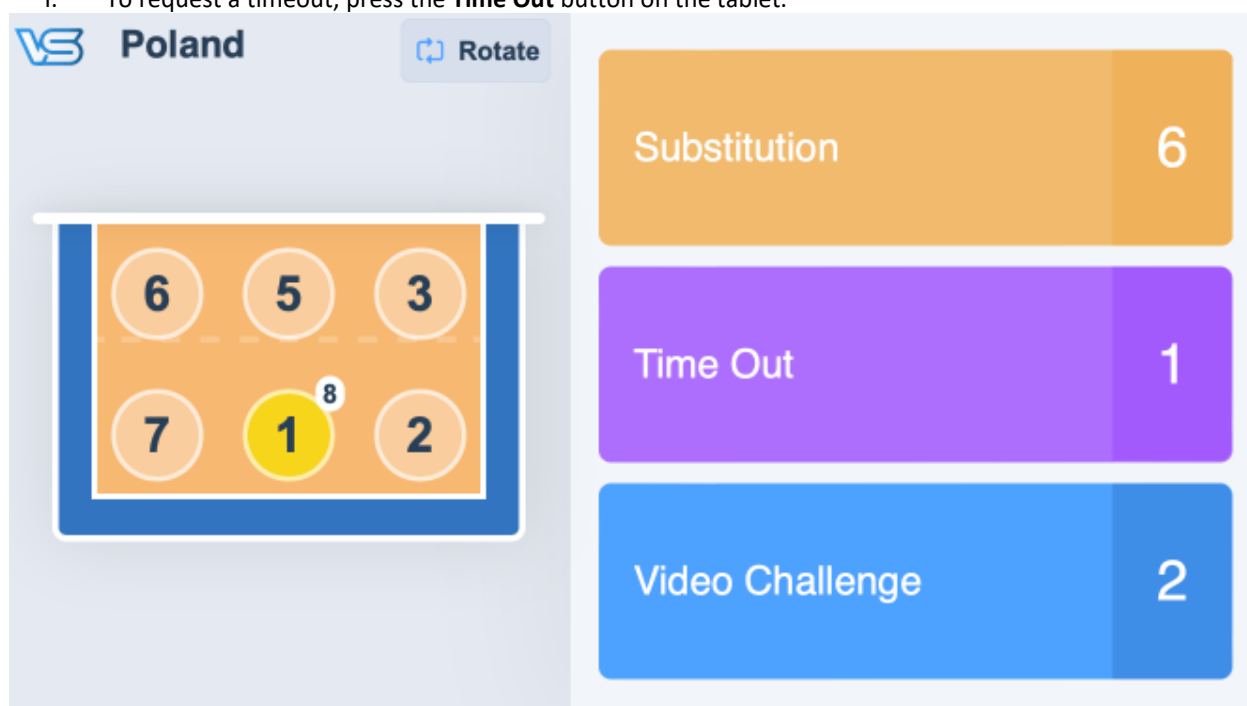
During the match between rallies and according to the Competition Regulations, teams can request a timeout using their respective tablet. During rallies, the **Time Out** button on the tablets will be invisible or deactivated. The button will also be deactivated if the team already used all its timeout requests. This will be indicated on the **Time Out** button displaying 0.



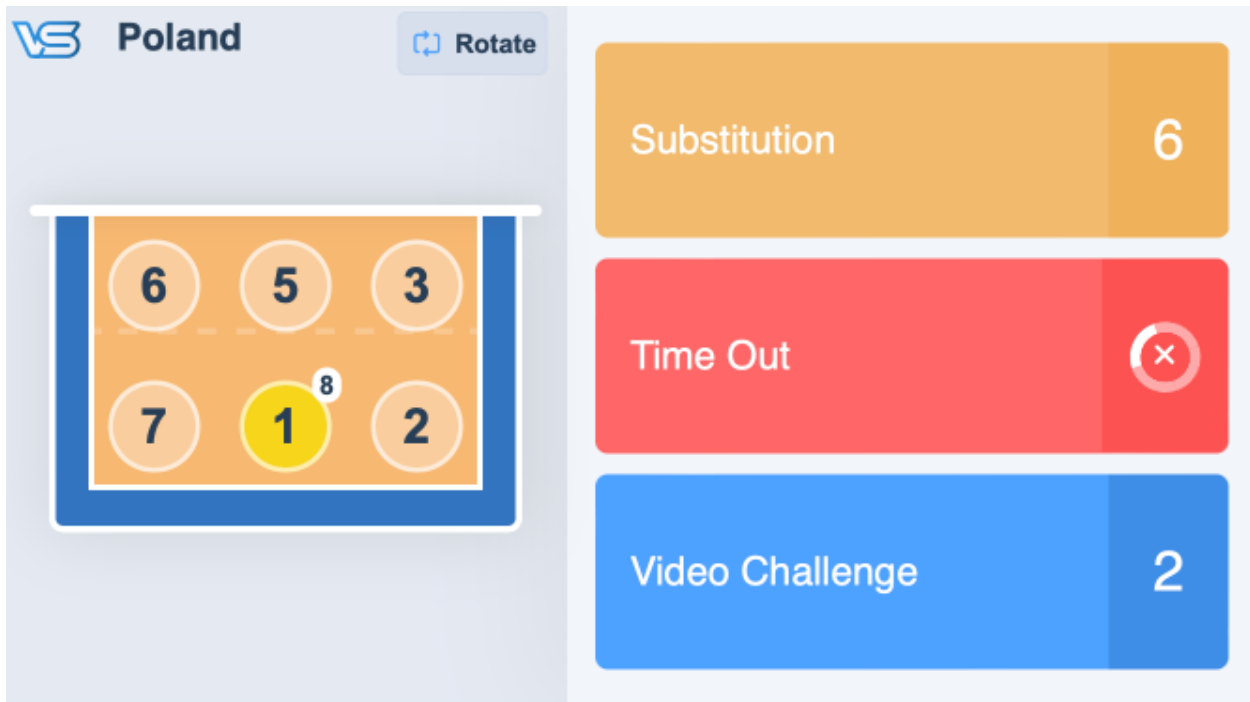
### Time out procedure

#### Tablet

- I. To request a timeout, press the **Time Out** button on the tablet.



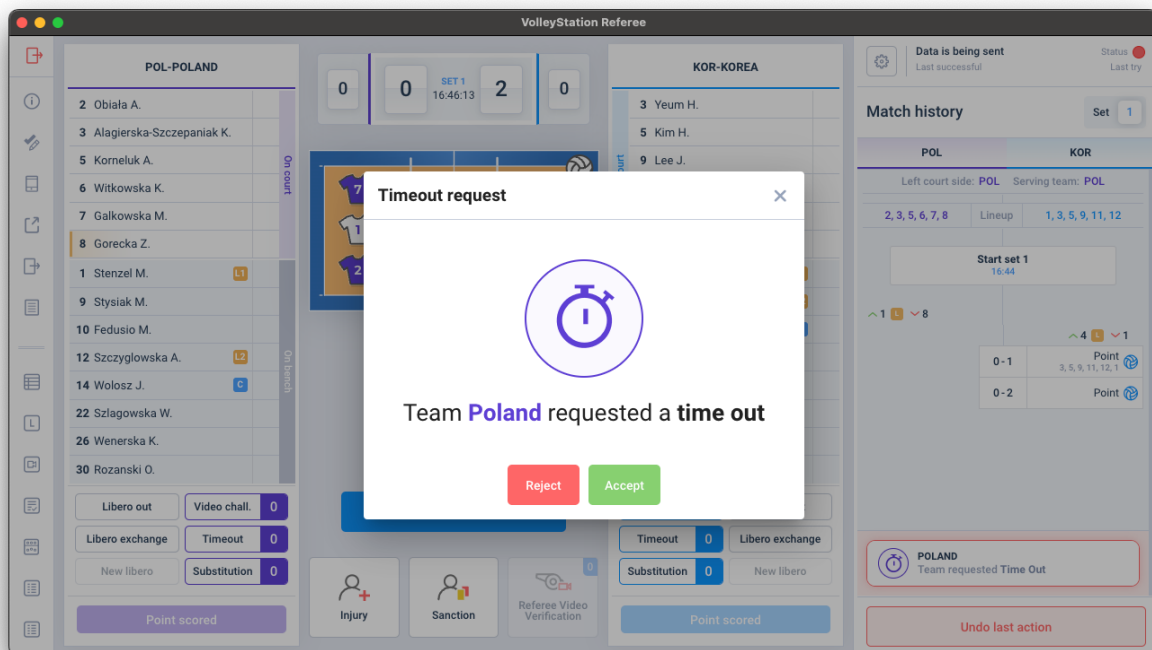
- II. After pressing the button, a timeout request will be immediately sent to the Scorer and displayed on the Referee tablets. The button will turn red and a spinning circle will be displayed.



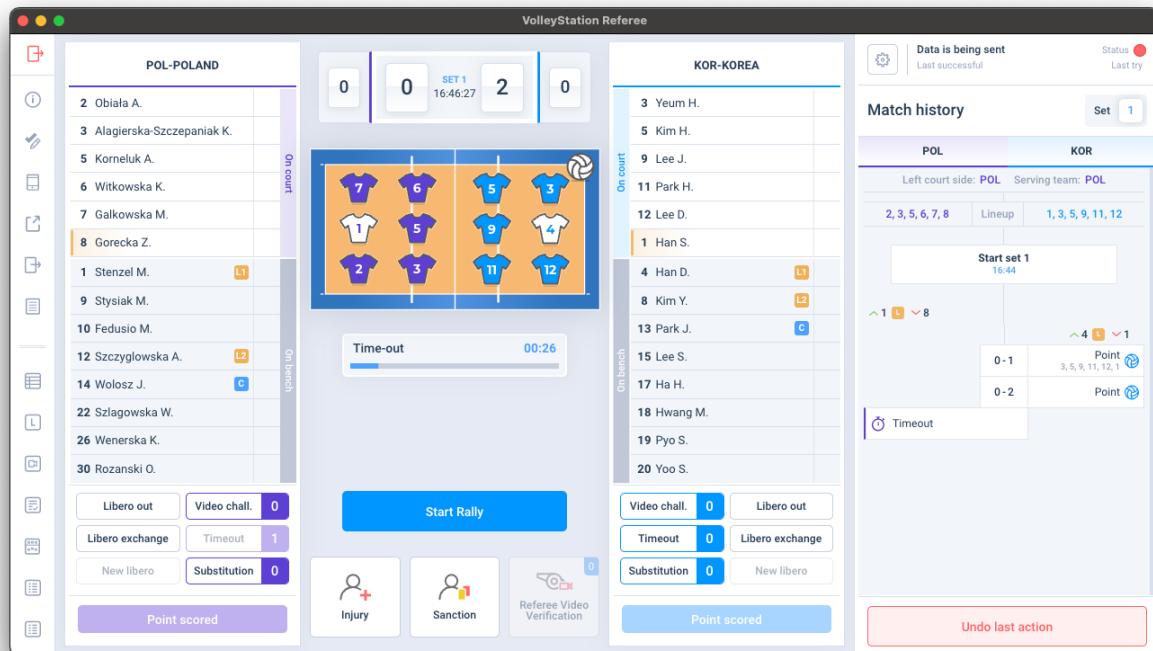
- III. Pressing the **Time Out** button again will cancel the request. This can be done if the button has been pressed by mistake.

## Scoresheet

- I. When a team requests a timeout, a popup window will appear on the screen.

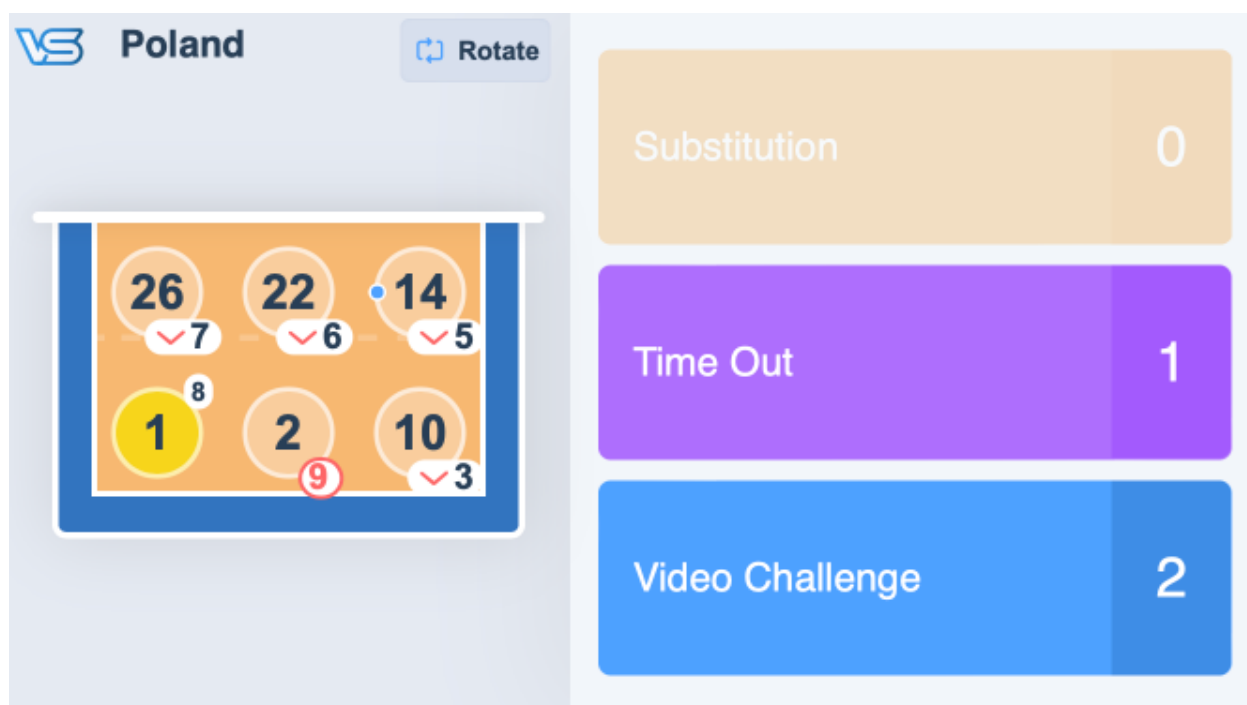


- II. The Scorer has then 3 options:
- To approve the timeout request by pressing **Accept**.
  - To reject the timeout request by pressing the **Reject** button.
  - To postpone the timeout request by clicking the X button in the top right corner of the popup window. The Scorer can later return to this request from the button below in the match history.
- III. If the timeout request is approved, a new timeout will be added to the match history and a countdown will start.



## 4. Substitutions

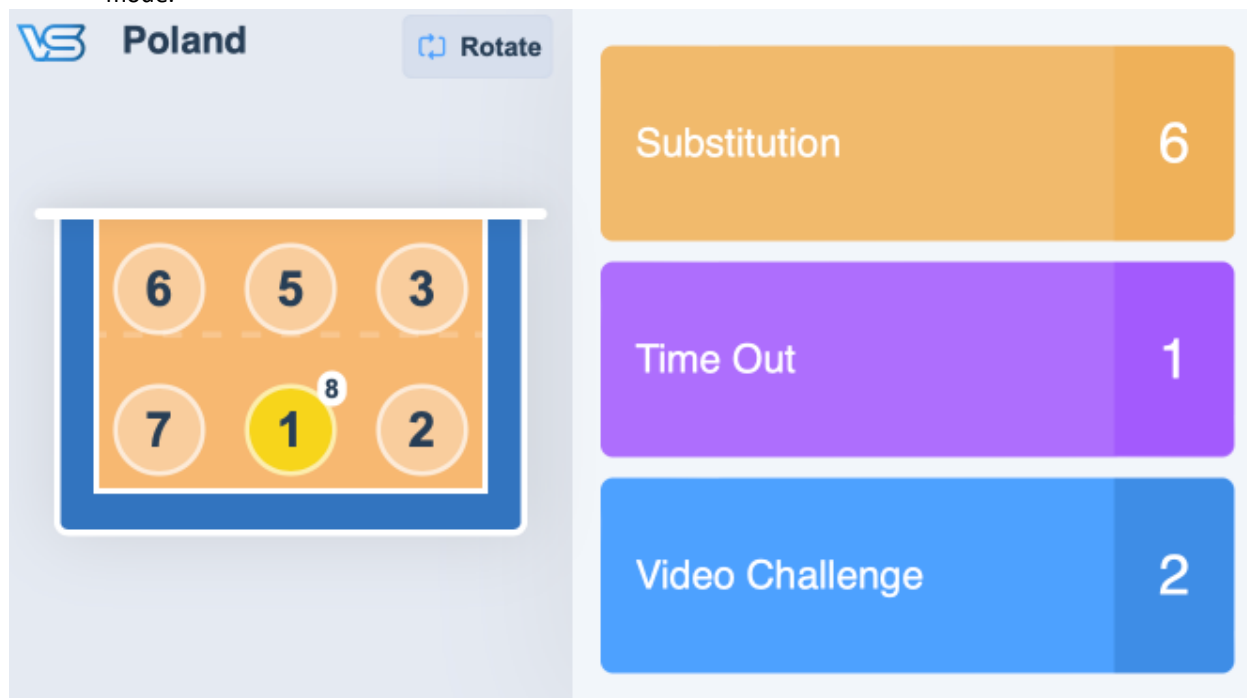
During the match and according to the Volleyball Rules of the Game, teams can request a substitution using their respective tablet. During rallies, the **Substitution** button on the tablet will be deactivated. The button will also be deactivated if the team has no more substitution left. This will be indicated on the **Substitution** button displaying 0.

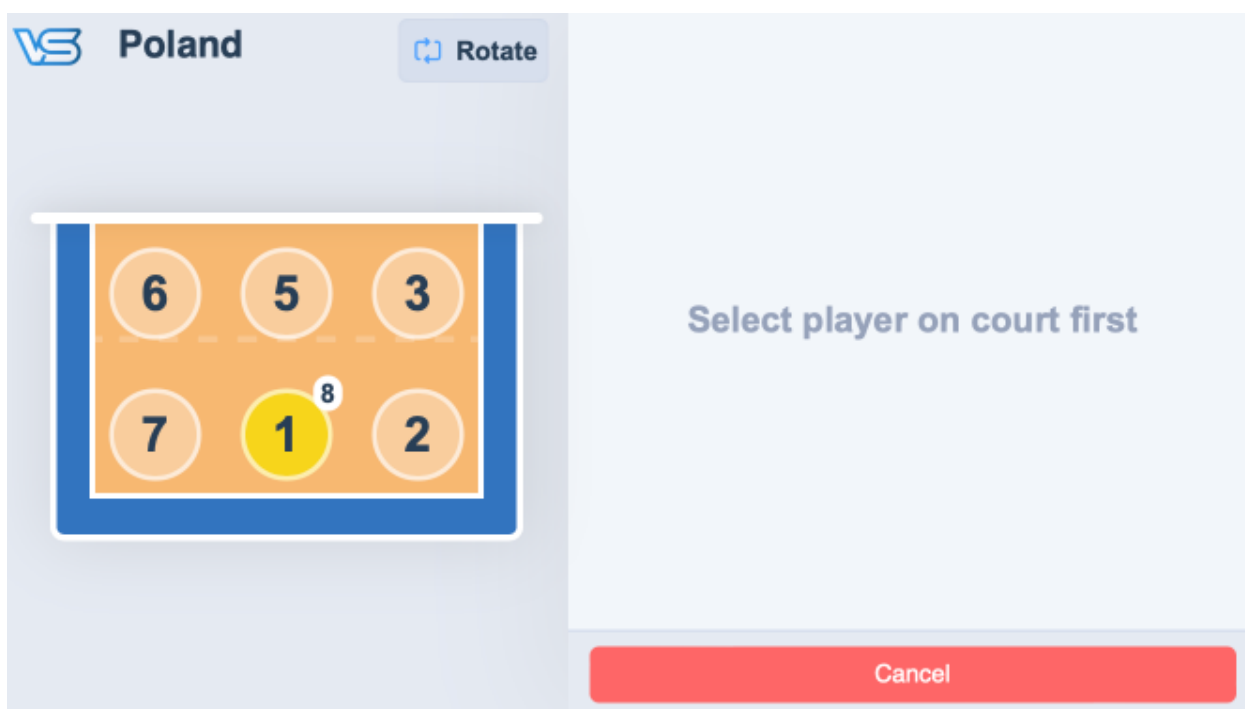


### Substitution procedure

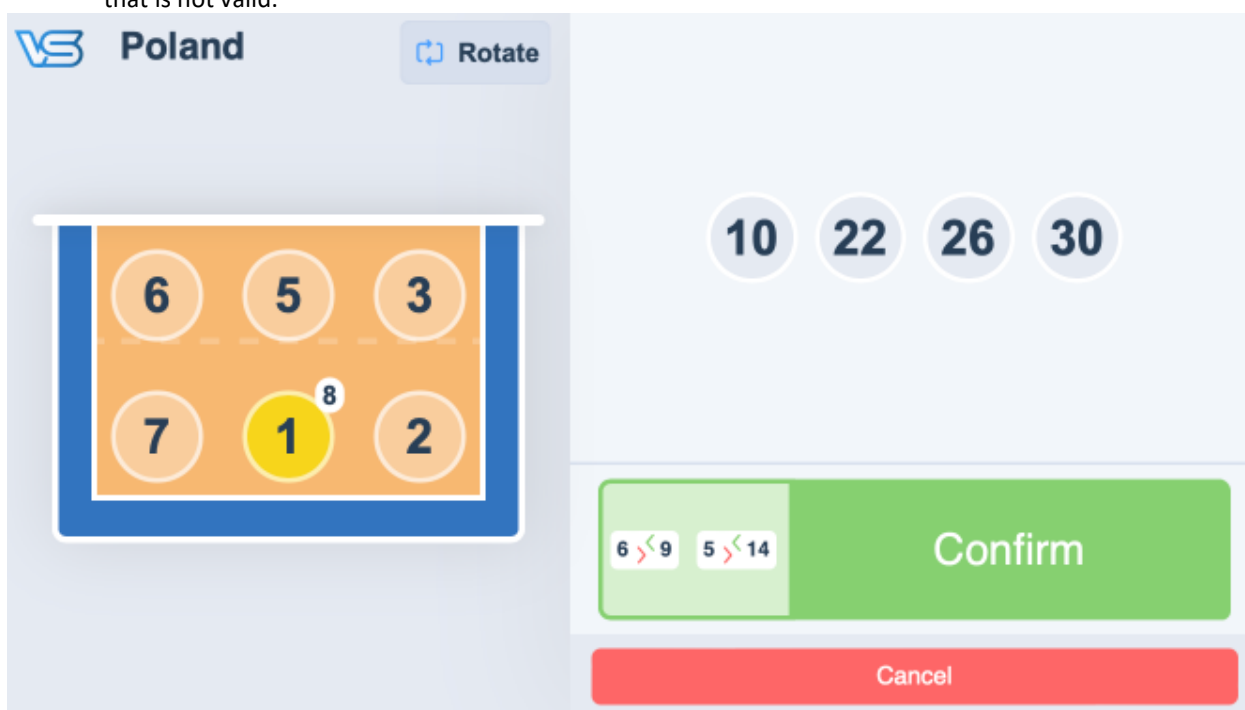
#### Tablet

- I. To request a substitution, press the **Substitution** button on the tablet. This will switch the tablet to substitution mode.

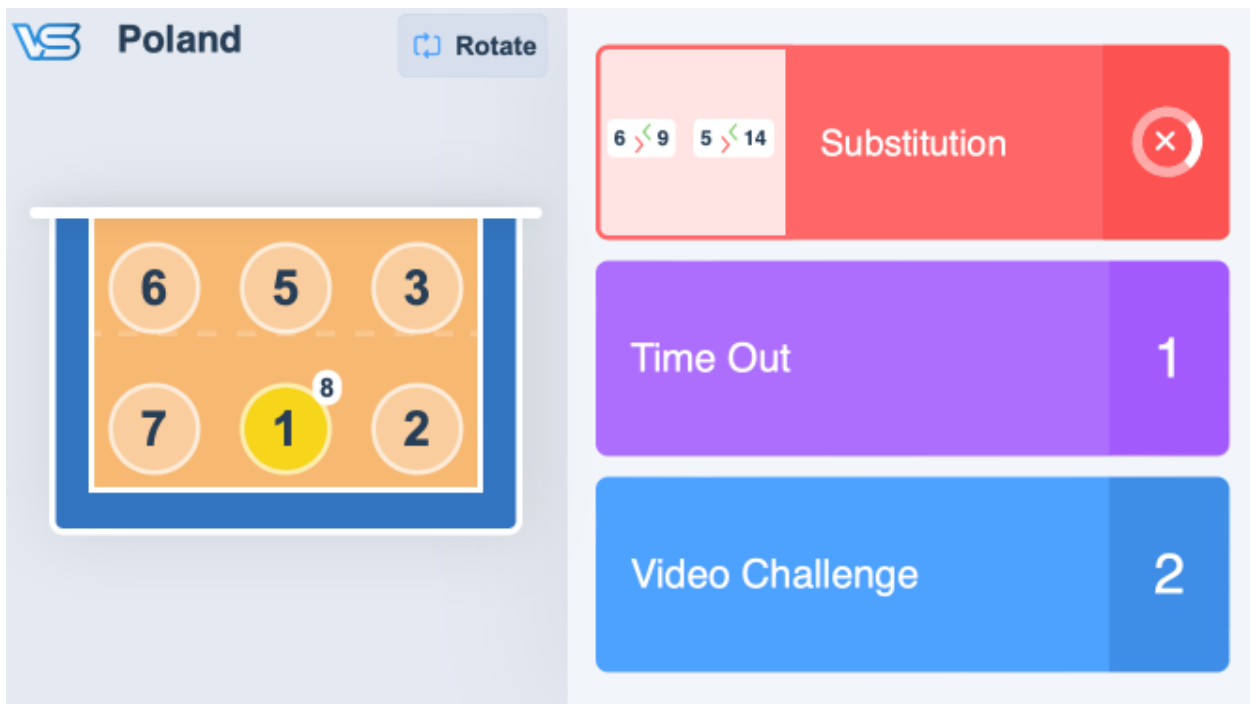




- II. In substitution mode, a team can request one or more substitutions by pressing on a player's number on the court, then on a player's number on the bench. The tablet will not allow a team to prepare a substitution request that is not valid.



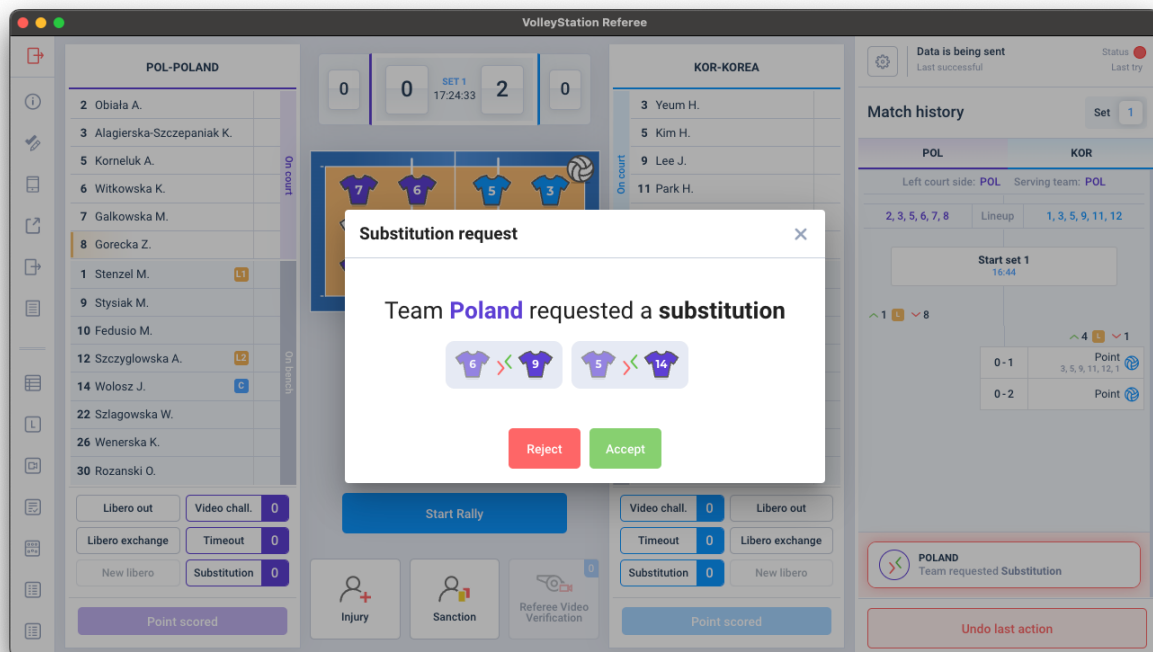
- III. After entering all substitutions, press **Confirm** to send the request to the Scorer. The button will turn red and a spinning circle will be displayed. All substitutions will be listed on the button and no additional requests can be entered.



- IV. Pressing the **Substitution** button again will cancel the request. This can be done if the button has been pressed by mistake.

## Scoresheet

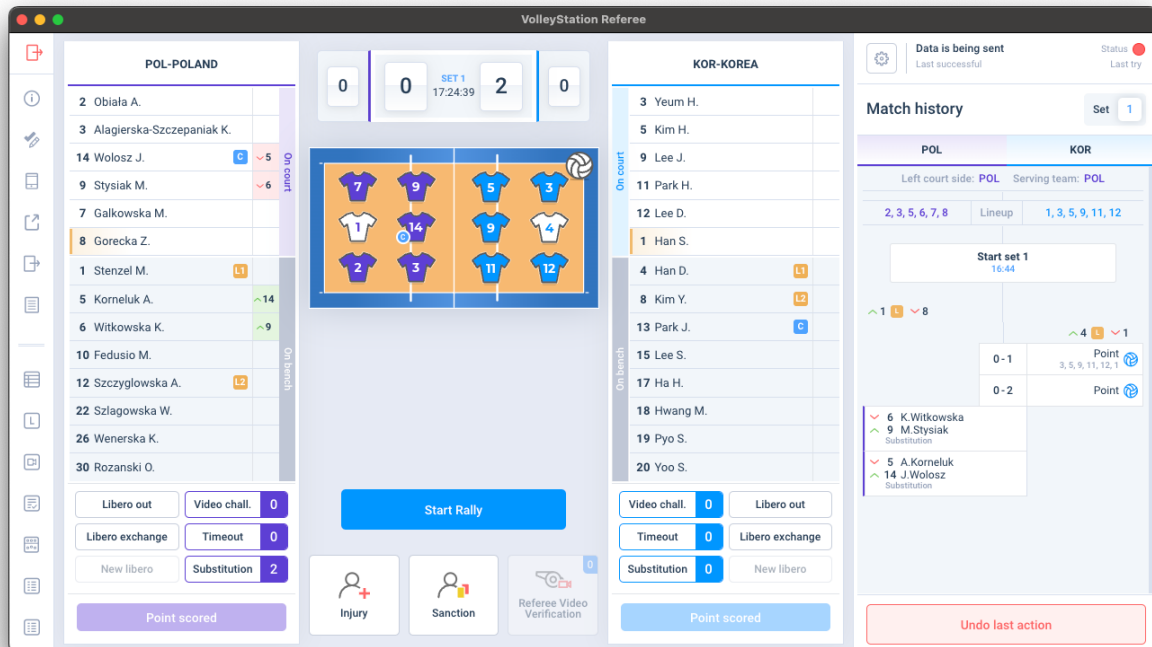
- I. When a team requests a substitution, a popup window will appear on the screen.



- II. The Scorer has then 3 options:

- To reject the substitution request by pressing the **Reject** button.
- To approve the substitution request by pressing **Accept**.
- To postpone the substitution request by clicking the X button in the top right corner of the popup window. The Scorer can later return to this request from the button below in the match history.

III. If the substitution request is approved, a new substitution will be added to the match history.



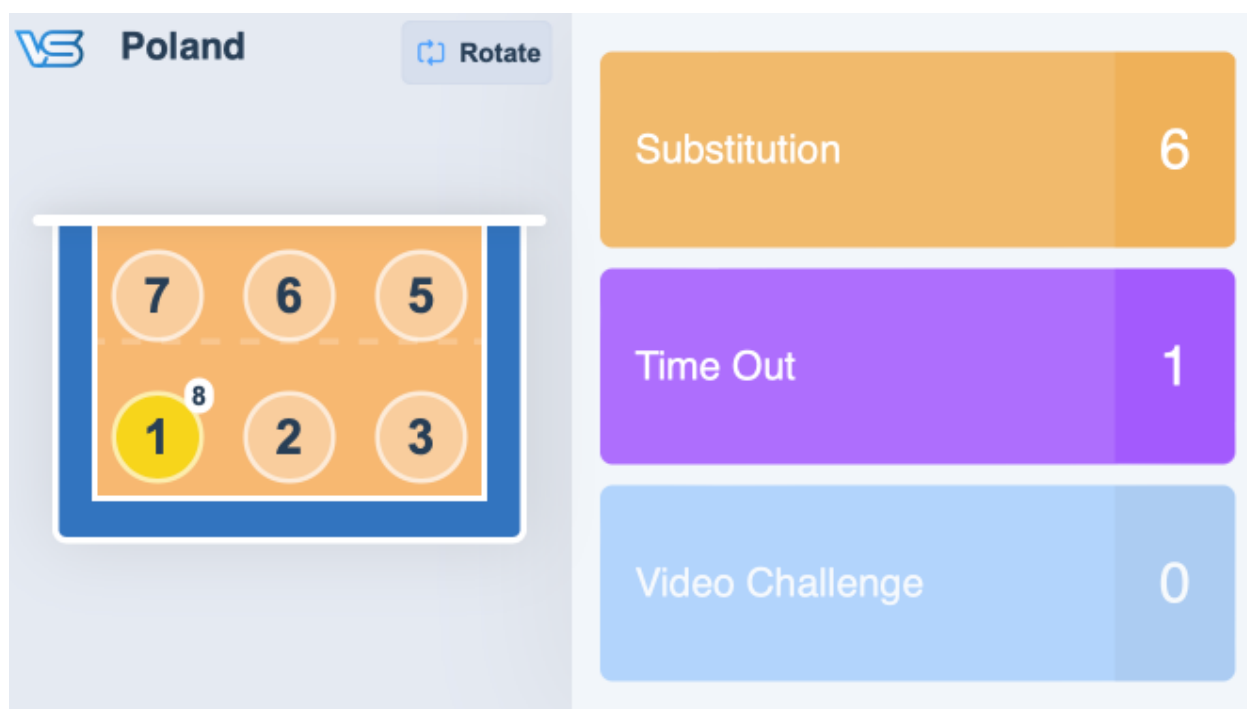
## Additional information

Additional information and regulations to consider for substitutions:

- During a rally, the **Video Challenge** button is displayed in full screen on the tablet. Therefore, preparing substitutions in advance is no longer available. Teams must enter the substitution requests between the rallies.

## 5. Video Challenge

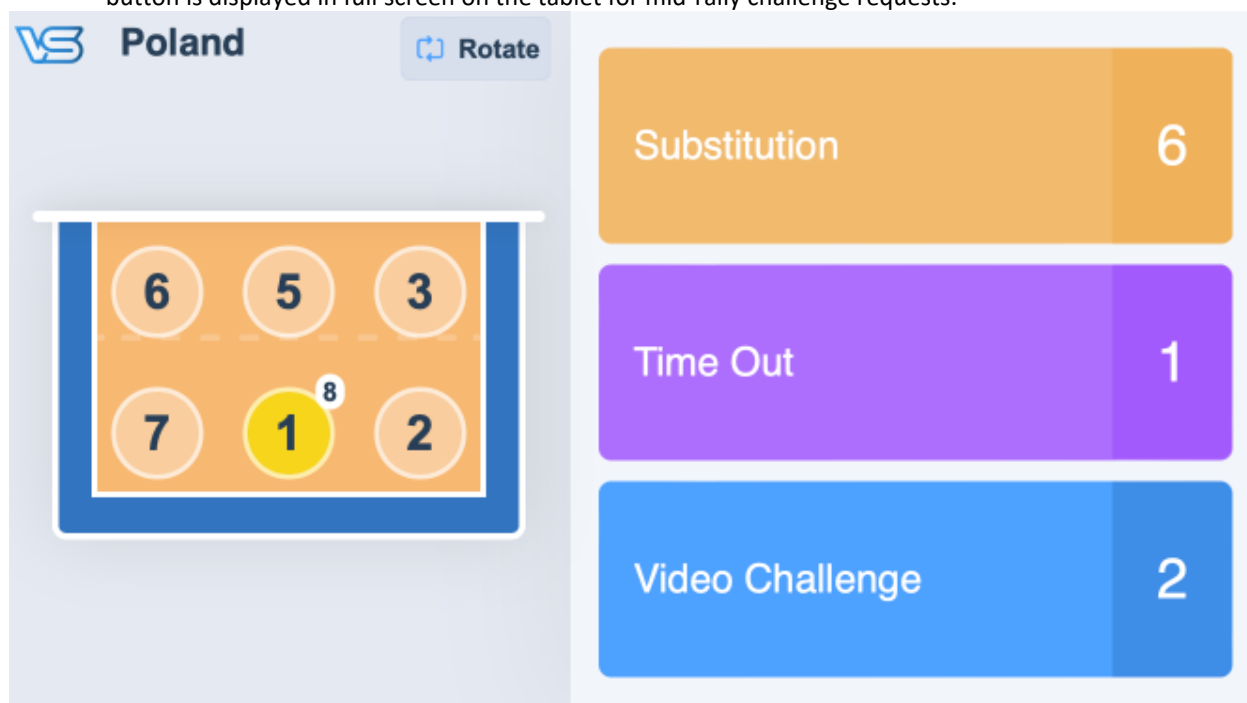
During the match, within 7 seconds after the end of the rally and according to the Competition Regulations, teams can request a challenge using their respective tablet. If not, the **Video Challenge** button on the tablet will be deactivated. The button will also be deactivated if the team has no more challenge left. This will be indicated on the **Video Challenge** button displaying 0.

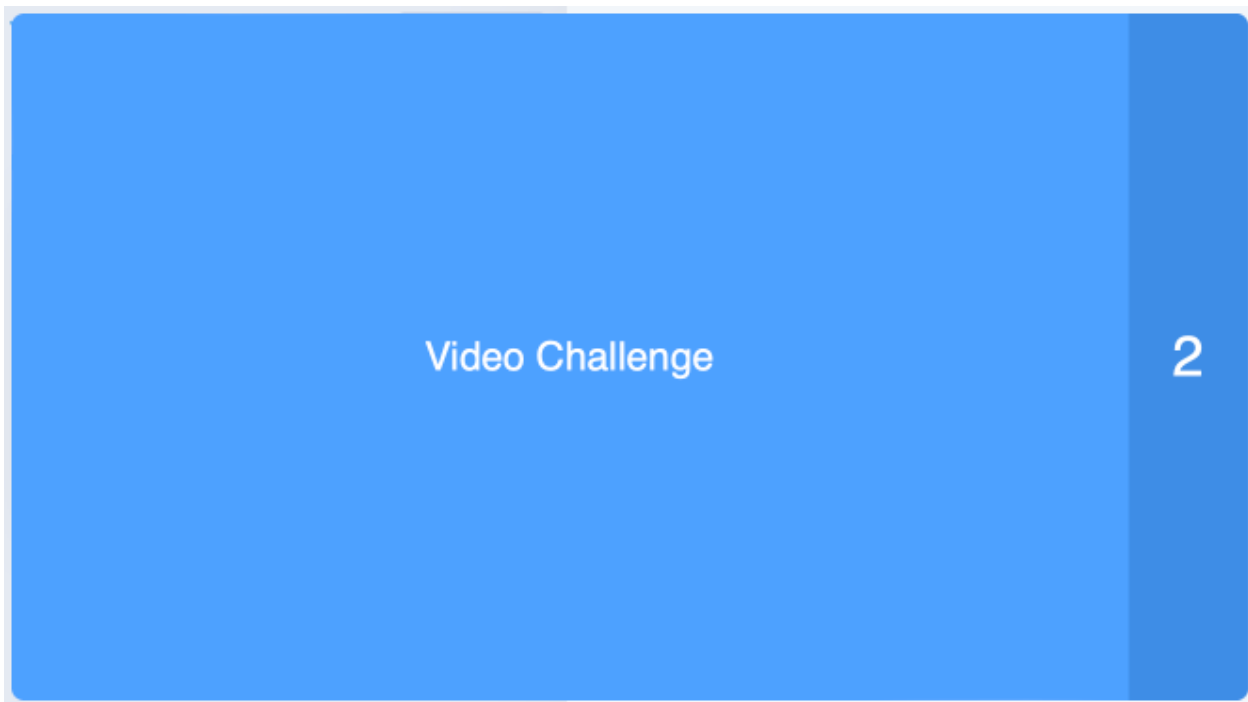


### Video Challenge procedure

#### Tablet

- I. To request a challenge, press the **Video Challenge** button on the tablet. During a rally, the **Video Challenge** button is displayed in full screen on the tablet for mid-rally challenge requests.





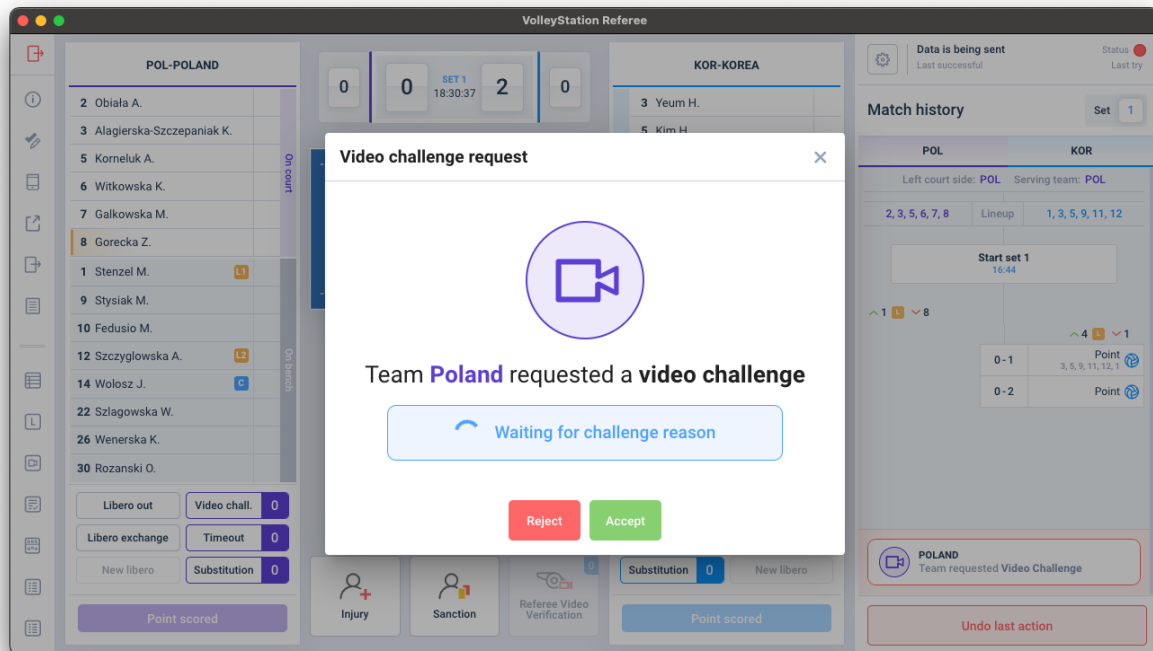
- II. After pressing the button, a challenge request will be immediately sent to the Scorer and displayed on the Referee tablets. If the challenge is requested mid-rally, a buzzer will be triggered and the Referees will interrupt the rally. The menu of challenges will appear on the tablet and the team has 7 seconds to select the challenge request.



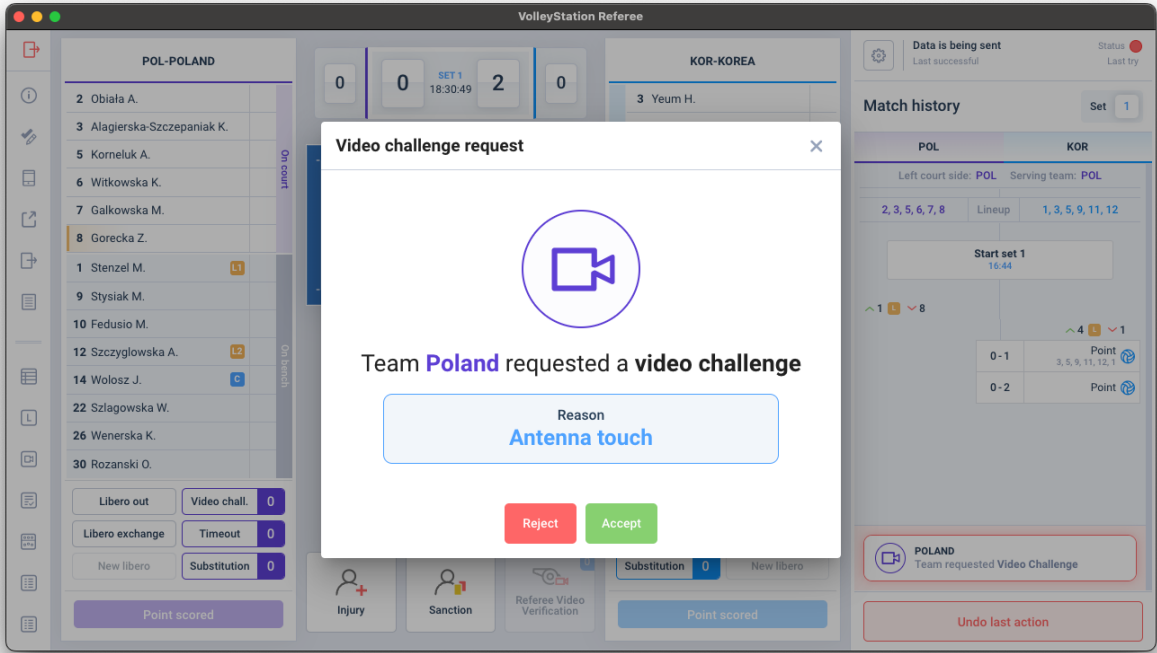
- III. After selecting the type of challenge, the challenge review process will start.

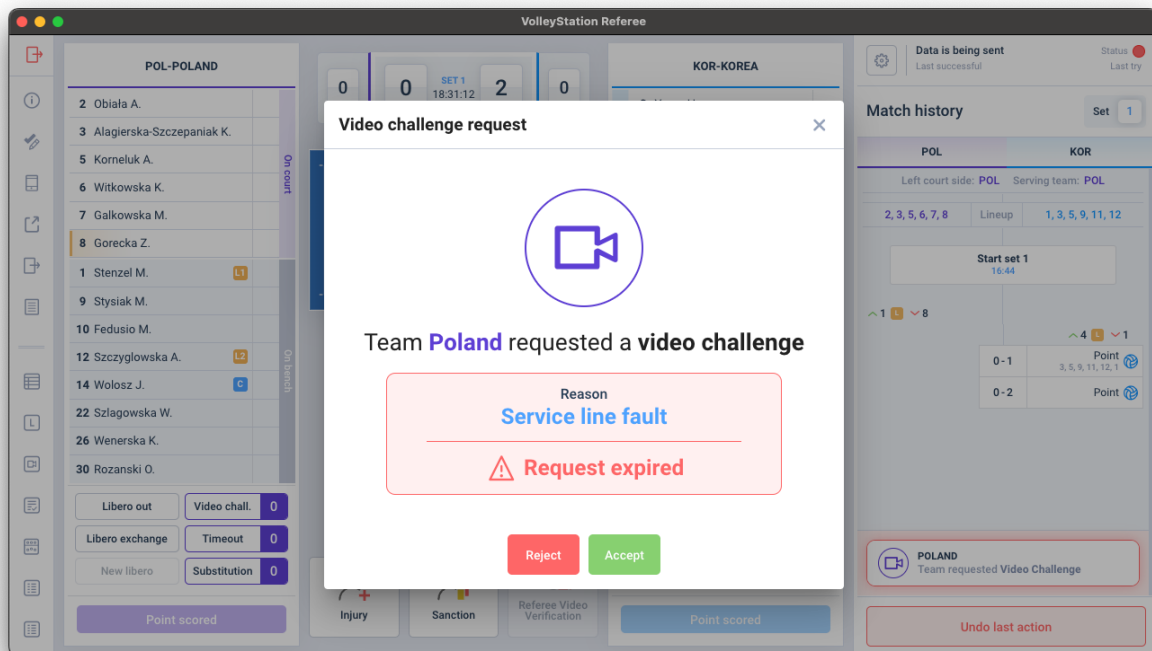
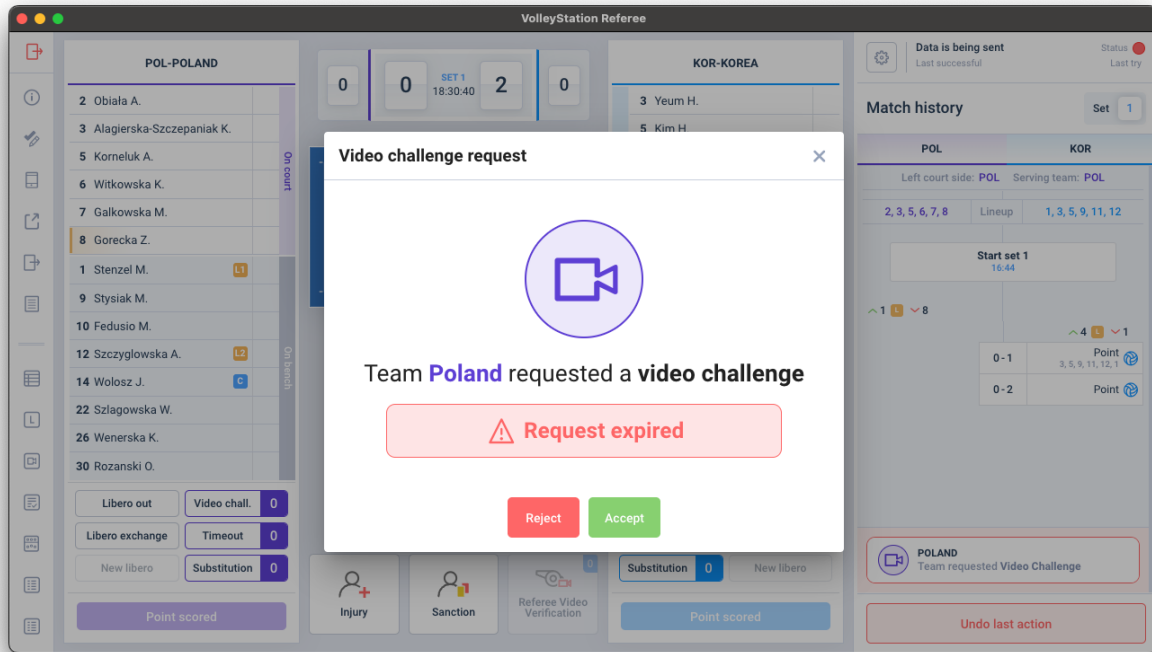
### Scoresheet

- I. When a team requests a challenge, a popup window will appear on the screen. For mid-rally challenges, the popup window will also appear immediately on the screen. Mid-rally challenges will also trigger the buzzer and interrupt the game immediately, regardless of the Scorer's action.
- II. First, the popup window will display **Waiting for challenge reason** on the screen. The team has 7 seconds to select the challenge request on their respective tablet.



- III. If the team selects the challenge request on time, the type of challenge will be displayed on the screen. If the team fails to select the challenge request in 7 seconds, the challenge request will expire.

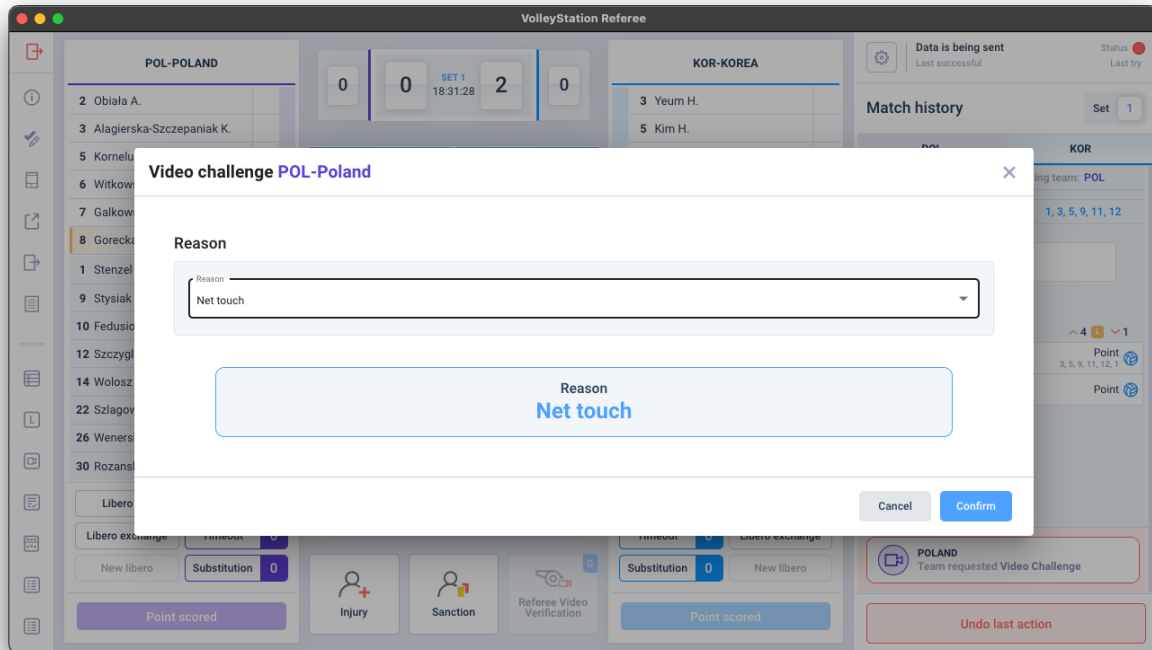




IV. The Scorer has then 3 options:

- To reject the challenge request by pressing the **Reject** button.
- To approve the challenge request by pressing **Accept**.
- To postpone the challenge request by clicking the X button in the top right corner of the popup window. The Scorer can later return to this request from the button below in the match history.

- V. If the challenge request is approved, the Scorer will confirm the challenge request in the popup window. The type of challenge can still be changed if needed.



- VI. After confirming the challenge request, the challenge review process will start. It will appear in the match history and on the screen allowing the Scorer to register the challenge result confirmed by the Referees. The software will then update the score automatically.

