



COACH & TEAM MANAGER INFORMATION PACK

Competition format · FIBA playing rules · Officiating · Team logistics

This pack is issued to the head coach and team manager of every participating school in the Top 10 Tournament. It sets out how the tournament is run, the playing rules in force, the officiating and scoring arrangements, and what each team must bring and complete before its first tip-off. Please read it with your coaching staff and keep a copy with you at the venue.

SECTION 1 · THE TOURNAMENT AT A GLANCE

Dates	Wednesday 2 to Friday 4 December 2026
Venue	Mandeville Sports Club, Johannesburg
Teams	10 invited U19 boys high school teams
Playing rules	Official FIBA Basketball Rules and Regulations
Game length	4 x 10-minute quarters, stop-start clock
Officials	Certified referees and certified table officials on every game
Statistics	Live digital scoring and box scores published to top10tournament.co.za
Squad size	Maximum 12 players in uniform

SECTION 2 · COMPETITION FORMAT

1. Ten teams are drawn into two pools of five. Each team plays a four-game round robin inside its pool across Wednesday and Thursday.
2. Standings points: two points for a win, one point for a loss, and no points for a forfeit or a withdrawal.
3. The top two teams in each pool advance to the semi-finals on Friday. The semi-finals are Pool A first against Pool B second, and Pool B first against Pool A second.
4. Friday closes with the third-place play-off and the championship final. There are no other classification games.
5. Pool ties are separated in this order: the head-to-head result between the tied teams, then the points difference in the games between the tied teams, then total points scored across all pool games.

Daily schedule

DAY	TIME	PROGRAMME
Wednesday 2 Dec	10:00 – 19:00	Pool games every hour on the hour (10 games); last game ends by about 20:30
Thursday 3 Dec	10:00 – 19:00	Pool games every hour on the hour (10 games); last game ends by about 20:30
Friday 4 Dec	10:00	Semi-final 1 · Winner Pool A v Runner-up Pool B
	12:00	Semi-final 2 · Winner Pool B v Runner-up Pool A
	14:00 – 16:00	Showcase: exhibition game or 3-point contest (to be confirmed)
	16:00	Third-place play-off
	18:00	Championship final

PROVISIONAL SCHEDULE — Pools and matchups are provisional until the final ten teams are confirmed and the official draw is made. The confirmed schedule is published at top10tournament.co.za/fixtures.

SECTION 3 · PLAYING RULES — FIBA

All matches are played under the current official FIBA Basketball Rules and Regulations. Where this pack is silent on a point of law, the FIBA rulebook applies.

3.1 Match timing

Court warm-up	10 minutes — both teams on court before tip-off
Quarter 1	10 minutes — stop-start clock
Break	2 minutes between quarters 1 and 2
Quarter 2	10 minutes — stop-start clock
Half-time	5 minutes — teams change ends
Quarter 3	10 minutes — stop-start clock
Break	2 minutes between quarters 3 and 4
Quarter 4	10 minutes — stop-start clock
Overtime	5 minutes, repeated until a winner is decided — no draws

3.2 The stop-start clock

- The game clock is stopped on every referee's whistle — fouls, violations, held balls, time-outs and all other dead-ball situations — and restarts only when the ball is legally touched on court. A ten-minute quarter therefore runs considerably longer than ten minutes of real time.
- In the last two minutes of the fourth quarter and in any overtime period, the clock also stops on a successful field goal.
- Coaches must plan rotations and substitutions around stopped-clock timing, not running time.

3.3 Shot clock, time-outs and fouls

- A 24-second shot clock operates on every possession, resetting to 14 seconds after an offensive rebound.
- Time-outs: two in the first half, three in the second half with a maximum of two in the last two minutes of the fourth quarter, and one per overtime period. Unused time-outs do not carry over.
- A team enters the bonus on its fifth team foul in a quarter; from then on every defensive foul gives two free throws.
- A player is disqualified on a fifth personal foul, on two unsportsmanlike fouls, or on a disqualifying foul.

- Substitutions may only be made during a dead ball and with the permission of the table officials.

SECTION 4 · OFFICIATING AND THE TABLE CREW

1. Every game is controlled by certified referees appointed by the tournament. Referee appointments are not disclosed in advance and may not be requested or objected to by teams.
2. Every game is run by a certified table crew: the scorer, the assistant scorer, the timekeeper and the shot-clock operator. The table crew is neutral and is appointed by the tournament.
3. The head coach or team manager must present the team's roster to the scorer's table at least 20 minutes before tip-off and sign the scoresheet before the game starts.
4. After the final buzzer the captain and the head coach sign the official scoresheet. Once signed, the result stands as the official record.
5. Protests must be signalled to the table crew immediately after the final buzzer and lodged in writing with the Tournament Director within 15 minutes. The tournament's ruling is final.
6. Only accredited coaching staff, players and the team manager may occupy the team bench. Dissent toward officials from the bench will be penalised under FIBA rules.

SECTION 5 · STATISTICS AND LIVE SCORING

- Every game is scored digitally and produces a full box score: points, rebounds, assists, steals, blocks, turnovers, fouls, shooting splits and minutes played.
- Game-by-game statistics are published to each player's public profile on top10tournament.co.za and remain online after the tournament as a lasting record for the athlete.
- Teams may request a printed copy of a box score from the scorer's table after any game.

SECTION 6 · REGISTRATION, ELIGIBILITY AND KIT

1. Squads are capped at 12 players in uniform per game. Squad lists are submitted through the team submission form on the tournament website and confirmed at registration.
2. Players must be registered students in good standing at the school they represent. The school warrants eligibility on entry.
3. A signed Athlete Consent Pack — indemnity, medical aid and doctor details, emergency treatment authorisation, code of conduct and media permissions — must be handed in for every player before the team's first game. A player without a signed form may not take the court.
4. The first-named team on the fixture wears light or white jerseys; the second-named team wears dark jerseys. Bring both sets where possible.
5. Jersey numbers must comply with FIBA numbering: 0, 00 and 1 to 99. Numbers must be identical front and back and must match the scoresheet.
6. No jewellery may be worn. Medical alert bracelets must be declared to the referees and taped.

SECTION 7 · MEDICAL, FIRST AID AND CONCUSSION PROTOCOL

1. Qualified medical personnel are on site for the duration of the tournament. Each team must still travel with its own basic first aid kit, strapping and ice.
2. Each player's medical aid details and family doctor contact are captured on the Athlete Consent Pack and held confidentially for emergency use only.
3. Concussion protocol: where a head injury is suspected, the tournament medic has sole authority to remove the player from the game. That decision may not be overruled by a coach, parent or school.
4. A player removed for a suspected concussion may not return to play at this tournament without written medical clearance from a registered practitioner.
5. Coaches must report any significant injury to the tournament desk so it can be logged.

SECTION 8 · CONDUCT AND VENUE LOGISTICS

1. Teams should arrive at the venue at least 45 minutes before their scheduled tip-off and report to the tournament desk.
2. A team not ready to play 5 minutes after the scheduled tip-off may forfeit the game at the tournament's discretion.
3. Coaches are responsible for the conduct of their players, staff and supporters. Abuse of officials, fighting, racism or unsporting conduct may lead to ejection from a game or removal from the tournament.
4. Change rooms and team areas are allocated at registration. Teams are responsible for their own valuables.
5. The tournament is alcohol, tobacco and vape free for all players and team staff at the venue.

SECTION 9 · TEAM MANAGER CHECKLIST

☐	Squad list of up to 12 players submitted online and confirmed at registration
☐	Signed Athlete Consent Pack for every player in the squad
☐	Light and dark jersey sets, numbered to FIBA specification
☐	Proof of school enrolment available on request
☐	Team first aid kit, strapping, ice and water
☐	Coaching staff accreditation collected at the tournament desk
☐	Team crest, team photo and player details supplied for the online profiles
☐	Participation invoice (R7,000) paid by Saturday 31 October 2026 to secure the team's slot

Questions — email info@top10tournament.co.za for more information. Follow @top10tournament on Instagram, Facebook, X and YouTube; TikTok is @top.10.tournament. Fixtures, standings, box scores and player profiles are published live at top10tournament.co.za.