








NBA OFFICIATING Last Two Minute Report




Below is the league's assessment of officiated events that occurred in the last two minutes of last night's games that were at or within three points during any point in the last two-minutes of the fourth quarter (and overtime, where applicable). The plays assessed include all calls (whistles) and notable non-calls. Notable non-calls will generally be defined as material plays directly related to the outcome of a possession. Similar to our instant replay standards, there must be clear and conclusive video evidence in order to make a determination that a play was incorrectly officiated. Events that are indirectly related to the outcome of a possession (e.g., a non-call on contact away from the play) and/or plays that are only observable with the help of a stop-watch, zoom or other technical support, are noted in brackets along with the explanatory comments but are not deemed to be incorrectly officiated. The league may change its view after further review. If you have any questions, please contact the NBA [here](#).

Pistons (111) @ Wizards (115) October 20, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	<div></div>					
	01:50.1 To 01:42.0					
Q4	01:43.0	Foul: Shooting	Marcin Gortat	Reggie Jackson	CNC	Video
Comment:	Gortat (WAS) maintains a legal guarding position on the driving shot attempt by Jackson (DET).					
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	01:20.1 To 01:07.0					
Q4	01:12.0	Foul: Offensive	Jon Leuer	Bradley Beal	CNC	Video
Comment:	Leuer (DET) sets the screen on Beal (WAS) and gives him room to avoid the contact.					
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	01:07.1 To 00:42.1					
Q4	00:47.4	Foul: Shooting	Jon Leuer	Bradley Beal	CNC	Video
Comment:	Leuer (DET) legally contests Beal's (WAS) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:43.4	Foul: Shooting	Otto Porter Jr.	Avery Bradley	INC	Video
Comment:	Porter Jr. (WAS) makes contact to Bradley's (DET) arm that affects his shot attempt in transition.					
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	00:42.2 To 00:42.0					
Q4	00:42.0	Instant Replay: Overturn Ruling			CC	Video
Comment:	After communicating with the Replay Center, the ruling on the floor of Pistons possession is overturned and the Wizards are awarded possession.					
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	00:42.1 To 00:07.1					
Q4	00:25.6	Foul: Personal	Avery Bradley	John Wall	CNC	Video
Comment:	Bradley (DET) maintains legal guarding position and makes incidental contact with Wall (WAS) that does not affect his SQBR.					
Q4	00:15.5	Foul: Shooting	John Wall	Reggie Jackson	CNC	Video
Comment:	Wall (WAS) cleanly blocks the shot attempt by Jackson (DET) and any contact is considered incidental.					
Q4	00:11.8	Foul: Personal	Avery Bradley	Otto Porter Jr.	CNC	Video
Comment:	Bradley (DET) cleanly deflects the ball away from Porter Jr. (WAS).					
Q4	00:10.1	Foul: Loose Ball	Mike Scott	Stanley Johnson	CNC	Video
Comment:	Scott (WAS) and Johnson (DET) make incidental contact with one another during the loose ball.					
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	00:07.2 To 00:05.0					
Q4	00:06.3	Foul: Personal	Reggie Jackson	Kelly Oubre Jr.	CNC	Video
Comment:	Jackson (DET) deflects the ball away from Oubre Jr. (WAS) and any contact is considered incidental.					



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Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	00:05.1 To 00:03.0					
	Q4	00:04.6 Foul: Loose Ball	Mike Scott	Reggie Jackson	INC	Video
	Comment:	Scott (WAS) makes body to body contact with Jackson (DET) that affects his ability to secure the loose ball.				
	Q4	00:03.0 Instant Replay: Support Ruling			CC	Video
	Comment:	After communicating with the Replay Center, the ruling on the floor of Wizards possession is confirmed.				
	00:03.1 To 00:01.0					
	Q4	00:01.0 Foul: Personal Take	Ish Smith	John Wall	CC	Video
	Comment:	Smith (DET) commits a take foul on Wall (WAS).				
	Q4	00:01.0 Foul: Personal	Ish Smith	John Wall	CC	Video
Comment:	Smith (DET) makes contact with Wall (WAS) that affects his FOM.					

Event Assessments: CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call

Common Play Abbreviations: SQBR - Speed, Quickness, Balance, Rhythm; POC - Point of Contact; OOB - Out of Bounds; FOM - Freedom of Movement

Common Camera Abbreviations: L/RHH - Left or Right Hand Held; L/RATR - Left or Right Above the Rim; L/RO - Slash - Left or Right Slash

For more information about the rules, go to <http://www.nba.com/news/officiating> for rule and case books, the NBA Video Rulebook, Misunderstood Rule Explanations and other information. [NBA Rules](#)