



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 which were within five points at the two-minute mark (and during 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](#).

Hawks (99) @ Wizards (103) (Apr 26, 2017)

(CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call)

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
Q4	01:59.0	Foul: Offensive	Marcin Gortat	Dennis Schroder	INC	Video
Comment:	Gortat (WAS) sets the screen on Schroder (ATL) and continues moving into him, affecting his ability to defend the play.					
Q4	01:56.0	Foul: Shooting	Kent Bazemore	Marcin Gortat	CC	Video
Comment:	Bazemore (ATL) makes contact to Gortat's (WAS) body that affects his dunk attempt.					
Q4	01:50.0	Foul: Offensive	Paul Millsap	Bradley Beal	CNC	Video
Comment:	Millsap (ATL) sets the screen on Beal (WAS) and gives him room to avoid the contact.					
Q4	01:40.0	Foul: Personal	Bradley Beal	Paul Millsap	CNC	Video
Comment:	Beal (WAS) makes incidental contact with Millsap (ATL) that does not affect his SQBR.					
Q4	01:38.0	Foul: Shooting	Bradley Beal	Paul Millsap	CNC	Video
Comment:	Beal (WAS) is in a legal guarding position and deflects the ball away from Millsap (ATL). Following the deflection, Beal makes incidental contact with Millsap's arm.					
Q4	01:24.0	Foul: Loose Ball	Tim Hardaway Jr.	Marcin Gortat	CNC	Video
Comment:	Hardaway Jr. (ATL) and Gortat (WAS) make incidental contact with one another during rebounding.					
Q4	01:16.0	Foul: Personal	Bradley Beal	Dennis Schroder	CNC	Video
Comment:	Beal (WAS) makes marginal contact with Schroder (ATL) that does not affect his SQBR.					
Q4	01:16.0	Turnover: Double Dribble	Dennis Schroder		CNC	Video
Comment:	Schroder (ATL) fumbles the ball but does not gather it with two hands before continuing his dribble.					
Q4	00:55.6	Foul: Offensive	Marcin Gortat	Dennis Schroder	CNC	Video
Comment:	Gortat (WAS) sets the screen on Schroder (ATL) and gives him room to avoid the contact.					
Q4	00:50.6	Foul: Offensive	Marcin Gortat	Tim Hardaway Jr.	CNC	Video
Comment:	Gortat (WAS) establishes a wide screening position and absorbs the contact from Hardaway, Jr. (ATL). He then moves in the same direction and path as Hardaway, Jr. and briefly engages with him, but the contact is marginal.					
Q4	00:42.3	Turnover: Traveling	Paul Millsap		CNC	Video
Comment:	Millsap (ATL) maintains his pivot foot.					
Q4	00:41.3	Foul: Shooting	Marcin Gortat	Paul Millsap	INC	Video
Comment:	Gortat (WAS) makes contact to the body of Millsap (ATL) that affects his drive to the basket and shot attempt.					
Q4	00:22.5	Foul: Offensive	Marcin Gortat	Dennis Schroder	CNC	Video
Comment:	Gortat (WAS) sets the screen on Schroder (ATL) and gives him room to avoid the contact.					
Q4	00:16.2	Foul: Shooting	Paul Millsap	John Wall	CNC	Video
Comment:	Millsap (ATL) makes marginal contact with Wall (WAS) that does not affect his shot attempt.					
Q4	00:12.9	Foul: Shooting	Taurean Prince	Marcin Gortat	CNC	Video
Comment:	Prince (ATL) makes incidental contact with Gortat's (WAS) body that does not affect his shot attempt.					
Q4	00:12.7	Foul: Shooting	Kent Bazemore	Marcin Gortat	INC	Video
Comment:	Bazemore (ATL) pushes Gortat (WAS) and the contact affects his shot attempt.					

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