



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. Calls that are indirectly related to the outcome (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, but have some merit in reporting, are denoted with an *. The league may change an opinion after further review, particularly when a new video angle becomes available. If you have any questions, please contact the NBA Communications Department.

Cavaliers @ Warriors (June 04, 2015)

(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: Personal	Andrew Bogut	Timofey Mozgov	CNC	Video
Comment: Bogut (GSW) is in a legal guarding position and contact with Mozgov (CLE) is incidental to his effort to defend him.						
Q4	01:58.0	Turnover: Traveling	Timofey Mozgov		CC	Video
Comment: L-Slash and RATR angles show that after receiving the ball, Mozgov (CLE) dribbles once and then lands with a jump stop where his R foot comes down first (Step 1) and then his L foot comes down (Step 2). The spin constitutes additional steps.						
Q4	00:31.9	Foul: Shooting	Andrew Bogut	Timofey Mozgov	CC	Video
Comment: Bogut (GSW) makes contact with Mozgov's (CLE) arm and the contact affects his shot.						
Q4	00:26.7	Foul: Shooting	Kyrie Irving	Stephen Curry	CNC	Video
Comment: Irving (CLE) cleanly blocks Curry's (GSW) shot.						
Q5	03:52.0	Foul: Shooting	Tristan Thompson	Draymond Green	CNC	Video
Comment: Thompson's (CLE) contact is incidental to his effort to defend Green's (GSW) shot.						
Q5	03:17.0	Foul: Shooting	Tristan Thompson	Stephen Curry	CC	Video
Comment: Thompson (CLE) is moving toward Curry (GSW) and makes contact on the jump shot.						
Q5	02:39.0	Foul: Shooting	Draymond Green	Timofey Mozgov	CNC	Video
Comment: Green (GSW) does not make contact with Mozgov (CLE).						
Q5	02:30.0	Foul: Shooting	Kyrie Irving	Stephen Curry	CC	Video
Comment: Irving (CLE) is moving toward Curry (GSW) and makes contact on the jump shot.						
Q5	02:30.0	Instant Replay: Support Ruling			CC	Video
Comment: After communicating with the Replay Center, the ruling on the court that Curry (GSW) was inside the three-point arc (attempting a two-point shot) when he was fouled was upheld.						
Q5	01:56.0	Foul: Personal	Stephen Curry	LeBron James	CNC	Video
Comment: Curry (GSW) cleanly strips the ball from James (CLE).						
Q5	01:52.0	Foul: Personal	James Jones	Andre Iguodala	CC	Video
Comment: Jones (CLE) grabs Iguodala's (GSW) arm as he attempts to secure the ball.						
Q5	01:40.0	Foul: Shooting	James Jones	Andre Iguodala	CC	Video
Comment: Jones (CLE) moves into Iguodala's (GSW) path after he has started his upward shooting motion.						
Q5	01:33.0	Foul: Offensive	Tristan Thompson	Stephen Curry	CNC	Video
Comment: Thompson (CLE) gets into a legal screening position before contact with Curry (GSW).						
Q5	01:16.0	Foul: Personal	J.R. Smith	Draymond Green	CC	Video
Comment: Smith (CLE) commits a take foul on Green (GSW).						
Q5	00:52.5	Foul: Personal	James Jones	Harrison Barnes	CNC	Video
Comment: Jones (CLE) gets tangled with Barnes (GSW) and makes incidental contact as both stumble to the floor.						

Common Play Abbreviations: RSBQ - Rhythm, Speed, Balance, Quickness; 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