








# 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](#).

## Nets (108) @ Thunder (109) January 23, 2018

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	<div></div> <div>02:01.1 To 01:37.0</div>					
Q4	01:49.0	Foul: Defense 3 Second	Russell Westbrook		INC	<a href="#">Video</a>
Comment:	Westbrook (OKC) is in the paint for longer than three seconds without actively guarding an opponent.					
Q4	01:48.0	Foul: Offensive	DeMarre Carroll	Andre Roberson	CNC	<a href="#">Video</a>
Comment:	Carroll (BKN) sets the screen on Roberson (OKC) and gives him room to avoid the contact.					
Q4	01:43.0	Foul: Shooting	Steven Adams	Spencer Dinwiddie	CNC	<a href="#">Video</a>
Comment:	Adams (OKC) legally contests Dinwiddie's (BKN) driving shot attempt.					
Q4	01:42.0	Foul: Shooting	Andre Roberson	Jarrett Allen	CNC	<a href="#">Video</a>
Comment:	Roberson (OKC) makes clean contact with the ball when Allen (BKN) grabs the rebound.					
	<div></div> <div>01:37.1 To 01:31.0</div>					
Q4	01:32.0	Foul: Shooting	Jarrett Allen	Steven Adams	CNC	<a href="#">Video</a>
Comment:	Allen (BKN) makes marginal contact with Adams (OKC) that does not affect his shot attempt.					
	<div></div> <div>01:31.1 To 01:15.0</div>					
Q4	01:22.0	Foul: Personal	DeMarre Carroll	Carmelo Anthony	INC	<a href="#">Video</a>
Comment:	Anthony (OKC) grabs and holds Carroll's (BKN) arm, affecting his ability to set the screen.					
Q4	01:21.0	Foul: Offensive	DeMarre Carroll	Andre Roberson	CNC	<a href="#">Video</a>
Comment:	Carroll (BKN) sets the screen on Roberson (OKC) and gives him room to avoid the contact.					
	<div></div> <div>01:15.1 To 01:03.0</div>					
Q4	01:03.0	Foul: Personal	Spencer Dinwiddie	Russell Westbrook	CC	<a href="#">Video</a>
Comment:	Dinwiddie (BKN) makes body to body contact with Westbrook (OKC) that affects his SQBR.					
	<div></div> <div>01:03.1 To 00:48.1</div>					
Q4	00:55.4	Foul: Offensive	Jarrett Allen	Andre Roberson	CNC	<a href="#">Video</a>
Comment:	Allen (BKN) sets the screen on Roberson (OKC) and gives him room to avoid the contact.					
Q4	00:53.8	Foul: Offensive	DeMarre Carroll	Steven Adams	CNC	<a href="#">Video</a>
Comment:	Carroll (BKN) sets the screen on Adams (OKC) and gives him room to avoid the contact.					
Q4	00:49.6	Foul: Loose Ball	Paul George	DeMarre Carroll	CNC	<a href="#">Video</a>
Comment:	George (OKC) makes marginal contact with Carroll (BKN) that does not affect his ability to retrieve the rebound.					



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Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video	
	<div></div> <b>00:48.2 To 00:22.7</b>						
	Q4	00:34.4	Foul: Defense 3 Second	Jarrett Allen	Steven Adams	INC	<a href="#">Video</a>
	Comment:	Allen (BKN) is in the paint for longer than three seconds without actively guarding an opponent.					
	Q4	00:28.6	Turnover: 3 Second Violation	Steven Adams	Jarrett Allen		<a href="#">Video</a>
	Comment:	[Detectable with stop watch] Adams (OKC) is in the paint for longer than three seconds.					
	Q4	00:27.0	Foul: Shooting	DeMarre Carroll	Carmelo Anthony	CNC	<a href="#">Video</a>
	Comment:	Carroll (BKN) makes incidental contact with Anthony (OKC) during his follow-through that does not affect his jump shot attempt.					
	<div></div> <b>00:22.8 To 00:07.8</b>						
	Q4	00:08.6	Foul: Shooting	Andre Roberson	Spencer Dinwiddie	INC	<a href="#">Video</a>
	Comment:	LHH shows Roberson (OKC) makes contact to Dinwiddie's (BKN) arm that affects his driving shot attempt.					
	Q4	00:07.8	Foul: Offensive	Steven Adams	Spencer Dinwiddie	CNC	<a href="#">Video</a>
Comment:	Adams (OKC) sets the screen on Dinwiddie (BKN) and gives him room to avoid the contact.						
	<div></div> <b>00:07.9 To 00:03.3</b>						
	Q4	00:06.7	Foul: Offensive	Paul George	Spencer Dinwiddie	INC	<a href="#">Video</a>
	Comment:	George (OKC) delivers contact to Dinwiddie (BKN) and affects his ability to defend the play.					
	Q4	00:05.2	Foul: Shooting	Jarrett Allen	Russell Westbrook	CNC	<a href="#">Video</a>
	Comment:	Allen (BKN) obtains a legal guarding position and jumps vertically as he contests Westbrook's (OKC) driving shot attempt.					
	<div></div> <b>00:03.4 To 00:00.0</b>						
	Q4	00:03.2	Turnover: 5 Second Inbound	Joe Harris		CNC	<a href="#">Video</a>
	Comment:	The Nets are awarded a timeout during the inbound within five seconds.					
	Q4	00:00.4	Foul: Shooting	Andre Roberson	Spencer Dinwiddie	CNC	<a href="#">Video</a>
	Comment:	Roberson (OKC) legally contests Dinwiddie's (BKN) jump shot attempt. Any "high-five" contact after the release is considered incidental.					

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

Common Play Abbreviations: S/QBR - 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](#)