



# 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](#).

## Rockets (107) @ Trail Blazers (117) (Mar 30, 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	01:51.0	Foul: Loose Ball	Patrick Beverley	Damian Lillard	INC	<a href="#">Video</a>
<b>Comment:</b>	RATR shows that Beverley (HOU) dislodges Lillard (POR) and affects his ability to retrieve the rebound.					
Q4	01:44.0	Foul: Personal	Patrick Beverley	Damian Lillard	CNC	<a href="#">Video</a>
<b>Comment:</b>	Beverley (HOU) makes incidental contact with Lillard (POR) during rebounding.					
Q4	01:42.0	Turnover: Stepped out of Bounds	Patrick Beverley			<a href="#">Video</a>
<b>Comment:</b>	[Observable in enhanced video] LHH shows that Beverley (HOU) steps out of bounds while he still has possession of the ball.					
Q4	01:32.0	Foul: Shooting	James Harden	CJ McCollum	CC	<a href="#">Video</a>
<b>Comment:</b>	Harden (HOU) makes contact to McCollum's (POR) arm that affects his driving shot attempt.					
Q4	01:26.0	Foul: Shooting	Allen Crabbe	James Harden	CNC	<a href="#">Video</a>
<b>Comment:</b>	Crabbe (POR) legally contests Harden's (HOU) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	01:24.0	Foul: Loose Ball	Patrick Beverley	Jusuf Nurkic	CNC	<a href="#">Video</a>
<b>Comment:</b>	Beverley (HOU) makes incidental contact with Nurkic (POR) during rebounding.					
Q4	01:20.0	Foul: Personal	Trevor Ariza	Damian Lillard	CC	<a href="#">Video</a>
<b>Comment:</b>	Ariza (HOU) makes body to body contact with Lillard (POR) that affects his SQBR.					
Q4	01:17.0	Foul: Personal	Allen Crabbe	James Harden	CNC	<a href="#">Video</a>
<b>Comment:</b>	Crabbe (POR) cleanly strips the ball from Harden (HOU).					
Q4	01:11.0	Foul: Offensive	Nene	Maurice Harkless	CNC	<a href="#">Video</a>
<b>Comment:</b>	Nene (HOU) sets the screen on Harkless (POR) and gives him room to avoid the contact.					
Q4	01:08.0	Foul: Offensive	Nene	Maurice Harkless	CNC	<a href="#">Video</a>
<b>Comment:</b>	Nene (HOU) sets the screen on Harkless (POR) and gives him room to avoid the contact.					
Q4	01:06.0	Turnover: Traveling	Patrick Beverley			<a href="#">Video</a>
<b>Comment:</b>	[Observable in enhanced video] Beverley (HOU) moves his pivot foot.					
Q4	01:04.0	Foul: Shooting	Damian Lillard	Patrick Beverley	CNC	<a href="#">Video</a>
<b>Comment:</b>	Lillard (POR) maintains legal guarding position and makes incidental contact with Beverley (HOU) that does not affect his drive to the basket and shot attempt.					
Q4	00:36.5	Foul: Shooting	Maurice Harkless	James Harden	CNC	<a href="#">Video</a>
<b>Comment:</b>	Harkless (POR) legally contests Harden's (HOU) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:22.6	Foul: Shooting	Eric Gordon	Damian Lillard	CNC	<a href="#">Video</a>
<b>Comment:</b>	Gordon (HOU) makes incidental contact with Lillard (POR) that does not affect his driving 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