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 noted in brackets along with the explanatory comments. 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 @ Pistons (Apr 24, 2016)

(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	01:50.0	Foul: Personal	Stanley Johnson	LeBron James	CNC	Video
Comment:	Johnson (DET) and James (CLE) briefly engage and separate away from the ball.					
Q4	01:41.0	Foul: Loose Ball	Tobias Harris	Kevin Love	CNC	Video
Comment:	Harris (DET) and Love (CLE) briefly engage during rebounding.					
Q4	01:39.0	Foul: Loose Ball	Reggie Jackson	Matthew Dellavedova	CNC	Video
Comment:	Jackson (DET) and Dellavedova (CLE) make incidental contact with one another as they dive for the loose ball.					
Q4	01:20.0	Foul: Personal	Reggie Jackson	LeBron James	INC	Video
Comment:	LHH shows that Jackson (DET) hooks James's (CLE) arm and affects his RSBQ at the start of his spin move.					
Q4	01:13.0	Foul: Offensive	Kentavious Caldwell-Pope	Tristan Thompson	CNC	Video
Comment:	Caldwell-Pope (DET) sets the screen on Thompson (CLE) and gives him room to avoid the contact.					
Q4	01:11.0	Foul: Offensive	Marcus Morris	Tristan Thompson	CNC	Video
Comment:	Morris (DET) firms up as he sets the screen on Thompson (CLE) and gives him room to avoid the contact.					
Q4	00:53.6	Foul: Personal	Stanley Johnson	Kyrie Irving	CC	Video
Comment:	Johnson (DET) trips Irving (CLE) and affects his RSBQ.					
Q4	00:44.1	Foul: Shooting	Reggie Jackson	Kyrie Irving	CNC	Video
Comment:	Jackson (DET) legally contests Irving's (CLE) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:42.6	Instant Replay: Support Ruling			CC	Video
Comment:	After communicating with the Replay Center, the ruling on the court that Irving (CLE) was behind the three point line on his field goal was upheld.					
Q4	00:25.0	Foul: Offensive	Matthew Dellavedova	Kentavious Caldwell-Pope	CNC	Video
Comment:	Dellavedova (CLE) sets the screen on Caldwell-Pope (DET) and gives him room to avoid the contact.					
Q4	00:17.7	Foul: Personal	Reggie Jackson	Kyrie Irving	INC	Video
Comment:	Jackson (DET) makes body contact with Irving (CLE) that affects his RSBQ.					
Q4	00:15.8	Foul: Offensive	Kyrie Irving	Reggie Jackson	CNC	Video
Comment:	Irving (CLE) makes incidental contact with Jackson (DET) that does not affect his ability to defend.					
Q4	00:13.1	Foul: Loose Ball	Tristan Thompson	Marcus Morris	CNC	Video
Comment:	Thompson (CLE) and Morris (DET) briefly engage and separate during rebounding.					
Q4	00:05.0	Foul: Personal	Kyrie Irving	Reggie Jackson	CNC	Video
Comment:	Irving (CLE) makes incidental contact with Jackson (DET) that does not affect his RSBQ.					
Q4	00:02.9	Foul: Personal	Kyrie Irving	Reggie Jackson	CNC	Video
Comment:	Irving (CLE) maintains legal guarding position and makes incidental contact with Jackson (DET) that does not affect his RSBQ.					
Q4	00:01.5	Foul: Shooting	Kyrie Irving	Reggie Jackson	CNC	Video
Comment:	Irving (CLE) maintains legal guarding position and makes no contact with Jackson (DET) as he initially reaches in for the steal. Jackson then initiates contact with Irving as he jumps sideways on his shot attempt.					

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