



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](#).

Nuggets (121) @ Magic (113) (Dec 10, 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	01:47.0	Foul: Offensive	Bismack Biyombo	Danilo Gallinari	CNC	Video
Comment:	<i>Biyombo (ORL) sets the screen on Gallinari (DEN) and gives him room to avoid the contact.</i>					
Q4	01:43.0	Foul: Shooting	Will Barton	Evan Fournier	CNC	Video
Comment:	<i>Barton (DEN) legally contests Fournier's (ORL) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	01:12.0	Foul: Personal	Jameer Nelson	Evan Fournier	CNC	Video
Comment:	<i>Nelson (DEN) makes incidental contact with Fournier (ORL) that does not affect his SQBR.</i>					
Q4	00:47.8	Foul: Shooting	Jeff Green	Will Barton	CC	Video
Comment:	<i>RHH shows that Green (ORL) makes contact with Barton's (DEN) body that affects his driving shot attempt.</i>					
Q4	00:40.6	Foul: Personal	Will Barton	Evan Fournier	CNC	Video
Comment:	<i>Barton (DEN) and Fournier (ORL) make incidental contact.</i>					
Q4	00:40.4	Foul: Offensive	Bismack Biyombo	Will Barton	CNC	Video
Comment:	<i>Biyombo (ORL) sets the screen on Barton (DEN) and gives him room to avoid the contact.</i>					
Q4	00:33.3	Foul: Personal	Kenneth Faried	Jodie Meeks	CNC	Video
Comment:	<i>Faried (DEN) makes incidental contact with Meeks (ORL) on the perimeter.</i>					
Q4	00:33.3	Turnover: 5 Second Inbound	D.J. Augustin			Video
Comment:	<i>[Detectable with stop watch] Augustin (ORL) does not inbound the ball within 5 seconds.</i>					
Q4	00:33.3	Foul: Loose Ball	Will Barton	Serge Ibaka	CC	Video
Comment:	<i>Barton (DEN) clamps the arm of Ibaka (ORL), affecting his ability to retrieve the rebound.</i>					
Q4	00:28.0	Foul: Shooting	Darrell Arthur	Jeff Green	CNC	Video
Comment:	<i>Arthur (DEN) legally contests Green's (ORL) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	00:23.9	Foul: Personal	D.J. Augustin	Will Barton	CC	Video
Comment:	<i>Augustin (ORL) commits a take foul on Barton (DEN).</i>					
Q4	00:22.0	Foul: Offensive	Serge Ibaka	Will Barton	CNC	Video
Comment:	<i>Ibaka (ORL) sets the screen on Barton (DEN) and gives him room to avoid the contact.</i>					
Q4	00:15.8	Turnover: Traveling	Elfrid Payton		CC	Video
Comment:	<i>Payton (ORL) jumps to make a pass but lands prior to releasing the ball.</i>					
Q4	00:14.5	Foul: Personal	Serge Ibaka	Will Barton	CC	Video
Comment:	<i>Ibaka (ORL) commits a take foul on Barton (DEN).</i>					
Q4	00:10.8	Foul: Personal	Will Barton	Evan Fournier	CNC	Video
Comment:	<i>Barton (DEN) cleanly deflects the ball.</i>					

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