



# 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](#).

## Clippers (98) @ Jazz (93) (Apr 28, 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	01:54.0	Foul: Personal	Marreese Speights	George Hill	CNC	<a href="#">Video</a>
<b>Comment:</b>	Speights (LAC) makes incidental contact with Hill (UTA) that does not affect his SQBR.					
Q4	01:31.0	Turnover: Stepped out of Bounds	Austin Rivers		CNC	<a href="#">Video</a>
<b>Comment:</b>	Rivers (LAC) does not step out of bounds.					
Q4	01:29.0	Foul: Personal	Luc Mbah a Moute	Joe Johnson	CNC	<a href="#">Video</a>
<b>Comment:</b>	Mbah a Moute (LAC) makes incidental contact with Johnson (UTA) that does not affect his FOM.					
Q4	01:27.0	Foul: Offensive	Derrick Favors	Austin Rivers	CNC	<a href="#">Video</a>
<b>Comment:</b>	Favors (UTA) firms up his position and sets the screen on Rivers (LAC).					
Q4	01:26.0	Foul: Personal	JJ Redick	George Hill	CNC	<a href="#">Video</a>
<b>Comment:</b>	Redick (LAC) makes incidental contact with Hill (UTA) that does not affect his FOM.					
Q4	01:24.0	Foul: Shooting	DeAndre Jordan	Gordon Hayward	CC	<a href="#">Video</a>
<b>Comment:</b>	Jordan (LAC) jumps from point A to point B and makes contact with Hayward (UTA) that affects his drive to the basket and shot attempt.					
Q4	01:17.0	Foul: Personal	Joe Ingles	Chris Paul	CNC	<a href="#">Video</a>
<b>Comment:</b>	Ingles (UTA) makes incidental contact with Paul (LAC) that does not affect his SQBR.					
Q4	01:08.0	Foul: Personal	Joe Johnson	JJ Redick	CNC	<a href="#">Video</a>
<b>Comment:</b>	Johnson (UTA) legally defends Redick (LAC) on the pass.					
Q4	01:07.0	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	After communicating with the Replay Center, the ruling on the floor of UTA possession is confirmed.					
Q4	00:58.7	Foul: Personal	Chris Paul	Joe Ingles	CNC	<a href="#">Video</a>
<b>Comment:</b>	Paul (LAC) and Ingles (UTA) briefly engage and separate during the inbound.					
Q4	00:51.9	Foul: Offensive	Derrick Favors	Austin Rivers	CNC	<a href="#">Video</a>
<b>Comment:</b>	Favors (UTA) sets the screen on Rivers (LAC) and gives him room to avoid the contact.					
Q4	00:50.2	Foul: Shooting	DeAndre Jordan	Gordon Hayward	CNC	<a href="#">Video</a>
<b>Comment:</b>	Jordan (LAC) legally contests Hayward's (UTA) jump shot attempt.					
Q4	00:48.7	Foul: Loose Ball	Austin Rivers	Derrick Favors	CNC	<a href="#">Video</a>
<b>Comment:</b>	Rivers (LAC) and Favors (UTA) briefly engage and separate during rebounding.					
Q4	00:48.4	Violation: Defensive Goaltending	Chris Paul		CNC	<a href="#">Video</a>
<b>Comment:</b>	Paul (LAC) makes contact with the ball when it is outside of the cylinder.					
Q4	00:22.6	Foul: Shooting	George Hill	Chris Paul	CNC	<a href="#">Video</a>
<b>Comment:</b>	Hill (UTA) legally contests Paul's (LAC) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:21.1	Foul: Loose Ball	DeAndre Jordan	Derrick Favors	CNC	<a href="#">Video</a>
<b>Comment:</b>	Jordan (LAC) and Favors (UTA) briefly engage and separate during rebounding.					
Q4	00:20.1	Foul: Shooting	Derrick Favors	DeAndre Jordan	INC	<a href="#">Video</a>
<b>Comment:</b>	Favors (UTA) makes contact to the body of Jordan (LAC) that affects his putback attempt.					
Q4	00:08.0	Foul: Offensive	Joe Johnson	DeAndre Jordan	CNC	<a href="#">Video</a>
<b>Comment:</b>	Johnson (UTA) makes incidental contact with Jordan (LAC) that does not affect his ability to defend the play.					
Q4	00:07.0	Foul: Shooting	DeAndre Jordan	Joe Johnson	CNC	<a href="#">Video</a>
<b>Comment:</b>	Jordan (LAC) legally contests Johnson's (LAC) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:04.8	Foul: Loose Ball	Gordon Hayward	Austin Rivers	INC	<a href="#">Video</a>
<b>Comment:</b>	Hayward (UTA) dislodges Rivers (LAC) and affects his ability to retrieve the rebound.					

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

## Clippers (98) @ Jazz (93) (Apr 28, 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	00:03.9	Foul: Loose Ball	JJ Redick	George Hill	CNC	<a href="#">Video</a>
<b>Comment:</b> Redick (LAC) and Hill (UTA) briefly engage and separate during the loose ball.						
Q4	00:01.0	Foul: Personal	Joe Ingles	Chris Paul	CC	<a href="#">Video</a>
<b>Comment:</b> Ingles (UTA) commits a take foul on Paul (LAC).						

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