



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](#).

Lakers (108) @ Wizards (116) (Feb 02, 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	01:57.0	Foul: Personal	Markieff Morris	Jordan Clarkson	CNC	Video
Comment:	<i>Morris (WAS) makes incidental contact with Clarkson (LAL) that does not affect his SQBR.</i>					
Q4	01:51.0	Foul: Defense 3 Second	Marcin Gortat			Video
Comment:	<i>[Detectable with stop watch] Gortat (WAS) is in the paint without actively guarding an opponent for longer than three seconds.</i>					
Q4	01:49.0	Violation: Defensive Goaltending	Markieff Morris		CC	Video
Comment:	<i>Morris (WAS) makes contact with the ball after it has reached its apex and is on its downward flight toward the basket.</i>					
Q4	01:36.0	Foul: Offensive	Markieff Morris	D'Angelo Russell	CNC	Video
Comment:	<i>Morris (WAS) makes marginal contact with Russell (LAL) and does not affect his ability to defend the play.</i>					
Q4	01:21.0	Foul: Offensive	Tarik Black	John Wall	CNC	Video
Comment:	<i>Black (LAL) sets the screen on Wall (WAS) and gives him room to avoid the contact.</i>					
Q4	01:20.0	Foul: Personal	John Wall	Tarik Black	CNC	Video
Comment:	<i>Wall (WAS) makes incidental contact with Black (LAL) that does not affect his SQBR.</i>					
Q4	01:09.0	Foul: Offensive	Marcin Gortat	Tarik Black	CNC	Video
Comment:	<i>Gortat (WAS) sets the screen on Black (LAL) and gives him room to avoid the contact.</i>					
Q4	01:04.0	Foul: Offensive	Lou Williams	John Wall	CNC	Video
Comment:	<i>Williams (LAL) stops and changes directions and does not drive through Wall (WAS) on his move toward the basket.</i>					
Q4	01:02.0	Violation: Delay of Game			CC	Video
Comment:	<i>LAL are assessed a delay of game following the timeout.</i>					
Q4	01:02.0	Foul: Shooting	Markieff Morris	Tarik Black	CC	Video
Comment:	<i>Morris (WAS) makes contact to Black's (LAL) arm that affects his shot attempt.</i>					
Q4	00:38.0	Foul: Offensive	Tarik Black	Kelly Oubre Jr.	CNC	Video
Comment:	<i>Black (LAL) sets the screen on Oubre Jr. (WAS) and gives him room to avoid the contact.</i>					
Q4	00:38.0	Foul: Personal	Kelly Oubre Jr.	Jordan Clarkson	CNC	Video
Comment:	<i>Oubre Jr. (WAS) makes incidental contact with Clarkson (LAL) that does not affect his FOM.</i>					
Q4	00:33.0	Foul: Loose Ball	John Wall	Luol Deng	CNC	Video
Comment:	<i>Wall (WAS) and Deng (LAL) make incidental contact with one another during rebounding.</i>					
Q4	00:29.0	Foul: Loose Ball	Tarik Black	Bradley Beal	CNC	Video
Comment:	<i>Black (LAL) and Beal (WAS) make incidental contact with one another during rebounding.</i>					
Q4	00:22.0	Foul: Personal Take	D'Angelo Russell	John Wall	CC	Video
Comment:	<i>Russell (LAL) commits the take foul on Wall (WAS).</i>					
Q4	00:22.0	Foul: Personal	Otto Porter	Tarik Black	CNC	Video
Comment:	<i>Porter (WAS) makes incidental contact with Black (LAL) that does not affect his FOM.</i>					
Q4	00:16.8	Foul: Personal	Lou Williams	John Wall	CC	Video
Comment:	<i>Williams (LAL) makes contact to Wall's (WAS) arm that affects his SQBR.</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