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.

Heat (108) @ Celtics (112) (Mar 26, 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	01:50.0 Foul: Personal	Hassan Whiteside	Al Horford		Video				
Comment:	[Incidental or immaterial] Whiteside (MIA) grabs Horford's (BOS) jersey.								
Q4	01:45.0 Foul: Personal	Josh Richardson	Isaiah Thomas	CNC	Video				
Comment:	Richardson (MIA) makes incidental contact with Thomas (BOS) that does not affect his SQBR.								
Q4	01:36.0 Turnover: 24 Second Violation			СС	Video				
Comment:	Correctly called 24 second violation.								
Q4	01:23.0 Foul: Shooting	Jae Crowder	James Johnson	CC	Video				
Comment:	Crowder (BOS) jumps from point A to point B into Joh	nnson (MIA) and the contact to the body affects his jump sho	t attempt.						
Q4	01:08.0 Foul: Loose Ball	Goran Dragic	Marcus Smart	INC	Video				
Comment:	RO SLA shows Dragic (MIA) clamp Smart's (BOS) arm and affect his ability to retrieve the rebound.								
Q4	01:05.0 Foul: Personal	Goran Dragic	Marcus Smart	CNC	Video				
Comment:	Dragic (MIA) makes marginal contact with Smart (BOS) that does not affect his SQBR.								
Q4	01:01.0 Foul: Shooting	Hassan Whiteside	Isaiah Thomas	CNC	Video				
Comment:	Whiteside (MIA) obtains a legal guarding position an	nd jumps vertically as he contests Thomas' (BOS) driving shot	attempt.						
Q4	00:57.4 Foul: Shooting	Jae Crowder	James Johnson	CC	Video				
Comment:	Crowder (BOS) makes contact to Johnson's (BOS) hed	nd that affects his driving shot attempt.							
Q4	00:44.0 Foul: Shooting	Hassan Whiteside	Isaiah Thomas	INC	Video				
Comment:	Whiteside (MIA) makes contact to Thomas' (BOS) arm that affects his driving shot attempt.								
Q4	00:22.9 Foul: Shooting	Avery Bradley	James Johnson	CNC	Video				
Comment:	Bradley (BOS) legally contests Johnson's (MIA) jump shot attempt. Any "high five" contact after the release is considered incidental.								
Q4	00:20.6 Foul: Loose Ball	Goran Dragic	Marcus Smart	CC	Video				
Comment:	Dragic (MIA) dislodges Smart (BOS), affecting his ability to retrieve the rebound.								
Q4	00:20.6 Violation: Defensive Goaltending	Hassan Whiteside		CC	Video				
Comment:	Whiteside (MIA) makes contact with the ball while part of it still remains in the cylinder above the basket ring.								
Q4	00:20.6 Instant Replay: Support Ruling CC								
Comment:	After communicating with the Replay Center, the ruling on the floor of a goaltending violation on Whiteside (MIA) stands.								
Q4	00:14.8 Foul: Shooting	Al Horford	James Johnson	CNC	Video				
Comment:	Horford (BOS) maintains legal guarding position and	makes incidental contact with Johnson (BOS) that does not o	affect his drive to the basket and shot attempt	:					
Q4	00:13.7 Foul: Loose Ball	Hassan Whiteside	Marcus Smart	CNC	Video				
Comment:	Whiteside (MIA) makes incidental contact with Smar	t (BOS) during rebounding.							
Q4	00:11.5 Foul: Personal	Marcus Smart	Hassan Whiteside	IC	Video				
Comment:	Smart (BOS) makes contact with the ball as Whitesid	e (MIA) gathers the rebound.							
Q4	00:11.5 Foul: Personal	James Johnson	Al Horford	CNC	Video				
Comment:	Johnson (MIA) makes incidental contact with Horford	d (BOS) during the inbound.							
Q4	00:08.1 Foul: Personal Take	Rodney McGruder	Jae Crowder	CC	Video				
Comment:	McGruder (MIA) commits a take foul on Crowder (BC								
Q4	00:07.4 Foul: Personal	Al Horford	Tyler Johnson	CNC	Video				
Comment:	Horford (BOS) makes marginal contact with Johnson (MIA) that does not affect his SQBR.								
Q4	00:05.7 Foul: Shooting	Al Horford	Tyler Johnson	CNC	Video				
Comment:	Horford (BOS) maintains legal guarding position and	makes incidental contact with Johnson (MIA) that does not a	affect his drive to the basket and shot attempt						

Common Plav Abbreviations: SOBR - Speed, Quickness, Balance, Rhythm: POC - Point of Contact: OOB - Out of Bounds: FOM - Freedom of Movement

 $Common \ Camera \ Abbreviations: \ L/RHH - Left \ or \ Right \ Hand \ Held; \ L/RATR - Left \ or \ Right \ Above \ the \ Rim; \ L/RO - Slash - Left \ or \ Right \ Slash \ Slash - Left \ or \ Right \ Slash \ S$

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

Page 1 of 2 03/27/2017 02:59:58PM

Heat (108) @ Celtics (112) (Mar 26, 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	00:04.8	Foul: Offensive	Hassan Whiteside	Jae Crowder	CNC	Video			
Comment:	Whiteside (I	Whiteside (MIA) and Crowder (BOS) briefly engage and separate off ball.							
Q4	00:03.5	Foul: Shooting	Marcus Smart	James Johnson	CNC	Video			
Comment:	Smart (BOS)	Smart (BOS) legally contests Johnson's (MIA) jump 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

Page 2 of 2 03/27/2017 02:59:58PM