



# 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 Communications Department.

## Rockets @ Pistons (Nov 21, 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	01:52.0	Foul: Shooting	James Harden	Marcus Morris	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Harden (HOU) legally contests Morris' (DET) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	01:39.0	Stoppage: Out-of-Bounds			CC	<a href="#">Video</a>
<b>Comment:</b>	<i>The ball is last touched by Smith (DET) before going OOB.</i>					
Q4	01:39.0	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	<i>After communicating with the Replay Center, the ruling on the court was upheld.</i>					
Q4	01:35.0	Foul: Personal	Kentavious Caldwell-Pope	James Harden	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Caldwell-Pope (DET) cleanly strips the ball from Harden (HOU).</i>					
Q4	01:33.0	Foul: Personal	Kentavious Caldwell-Pope	James Harden	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Caldwell-Pope (DET) makes incidental contact with Harden (HOU) after Harden regains possession.</i>					
Q4	01:08.0	Foul: Offensive	James Harden	Jon Leuer	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Harden (HOU) does not dislodge Leuer (DET) from his defensive position.</i>					
Q4	00:56.2	Turnover: Traveling	Kentavious Caldwell-Pope			<a href="#">Video</a>
<b>Comment:</b>	<i>[Observable in enhanced video] Caldwell-Pope (DET) moves his pivot foot.</i>					
Q4	00:51.8	Foul: Shooting	Clint Capela	Kentavious Caldwell-Pope	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Capela (HOU) maintains legal guarding position and makes incidental contact with Caldwell-Pope (DET) that does not affect his drive to the basket and shot attempt.</i>					
Q4	00:28.6	Foul: Personal	James Harden	Kentavious Caldwell-Pope	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Harden (HOU) makes incidental contact with Caldwell-Pope (DET) that does not affect his ability to make the pass.</i>					
Q4	00:22.1	Foul: Shooting	Clint Capela	Ish Smith	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Capela (HOU) maintains legal guarding position and does not make contact with Smith (DET) during the shot attempt.</i>					
Q4	00:19.8	Foul: Personal	Ish Smith	James Harden	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Smith (DET) dislodges Harden (HOU) during rebounding.</i>					
Q4	00:15.4	Foul: Personal	Jon Leuer	James Harden	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Leuer (DET) commits a take foul on Harden (HOU).</i>					
Q4	00:11.9	Foul: Personal	James Harden	Marcus Morris	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Harden (HOU) pushes Morris (DET) into Ariza (HOU).</i>					
Q4	00:11.9	Foul: Offensive	Andre Drummond	Trevor Ariza	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Drummond (DET) sets the screen on Ariza (HOU) and gives him room to avoid the contact.</i>					
Q4	00:09.0	Foul: Shooting	Clint Capela	Kentavious Caldwell-Pope	IC	<a href="#">Video</a>
<b>Comment:</b>	<i>LATR shows that Drummond (DET) pushes Capela (HOU) into Caldwell-Pope (DET).</i>					
Q4	00:06.8	Turnover: 5 Second Inbound	Trevor Ariza		INC	<a href="#">Video</a>
<b>Comment:</b>	<i>Ariza (HOU) does not inbound the ball within 5 seconds.</i>					
Q4	00:06.8	Foul: Personal	Marcus Morris	Ryan Anderson	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Morris (DET) and Anderson (HOU) make incidental contact during the inbound.</i>					
Q4	00:06.8	Foul: Away from Play	Kentavious Caldwell-Pope	James Harden	INC	<a href="#">Video</a>
<b>Comment:</b>	<i>Caldwell-Pope (DET) holds Harden (HOU) and affects his FOM during the inbound.</i>					
Q4	00:05.9	Foul: Personal	Kentavious Caldwell-Pope	James Harden	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Caldwell-Pope (DET) makes contact with Harden (HOU) that affects his SQBR.</i>					
Q4	00:04.6	Foul: Personal	Clint Capela	Andre Drummond	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Capela (HOU) commits a take foul on Drummond (DET).</i>					

Common Play Abbreviations: RSQB - 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

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Q4	00:03.4	Foul: Personal	Stanley Johnson	James Harden	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Johnson (DET) commits a take foul on Harden (HOU).</i>					
Q4	00:01.6	Foul: Offensive	Andre Drummond	Trevor Ariza	INC	<a href="#">Video</a>
<b>Comment:</b>	<i>Drummond (DET) sets the screen on Ariza (HOU) without giving him room to avoid the contact.</i>					
Q4	00:00.9	Foul: Shooting	Kentavious Caldwell-Pope	James Harden	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Harden (HOU) legally contests Caldwell-Pope's (DET) shot attempt. Any "high-five" contact after the release is considered incidental.</i>					

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