



# 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 (108) @ Jazz (114) (Mar 13, 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	Austin Rivers	Gordon Hayward	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Rivers (LAC) makes marginal contact with Hayward (UTA) that does not affect his SQBR.</i>					
Q4	01:38.0	Turnover: 24 Second Violation			CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Correctly called 24 second violation.</i>					
Q4	01:21.0	Foul: Personal	DeAndre Jordan	George Hill	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Jordan (LAC) and Hill (UTA) make incidental contact with one another during the loose ball.</i>					
Q4	01:15.0	Foul: Personal	Chris Paul	Rudy Gobert	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Paul (LAC) makes incidental contact with Gobert (UTA) that does not affect his FOM.</i>					
Q4	01:11.0	Foul: Personal	Chris Paul	George Hill	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Paul (LAC) maintains legal guarding position on Hill's (UTA) drive toward the basket.</i>					
Q4	00:55.3	Foul: Loose Ball	DeAndre Jordan	Rudy Gobert	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Jordan (LAC) and Gobert (UTA) briefly engage and separate during rebounding.</i>					
Q4	00:47.3	Foul: Personal	Chris Paul	George Hill	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Paul (LAC) makes contact with Hill (UTA) that affects his SQBR.</i>					
Q4	00:43.8	Foul: Personal	Chris Paul	George Hill	INC	<a href="#">Video</a>
<b>Comment:</b>	<i>Paul (LAC) makes body to body contact with Hill (UTA) that affects his SQBR.</i>					
Q4	00:26.5	Foul: Personal	Chris Paul	Rudy Gobert	INC	<a href="#">Video</a>
<b>Comment:</b>	<i>Paul (LAC) pushes Gobert (UTA) and the contact affects his FOM off ball.</i>					
Q4	00:23.7	Foul: Personal	Chris Paul	Rudy Gobert	INC	<a href="#">Video</a>
<b>Comment:</b>	<i>Paul (LAC) pushes Gobert (UTA) while the ball is in flight.</i>					
Q4	00:22.7	Foul: Technical	Chris Paul		CC	<a href="#">Video</a>
<b>Comment:</b>	<i>All technical fouls are reviewed after each game by League Operations.</i>					
Q4	00:19.3	Foul: Loose Ball	George Hill	Blake Griffin	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Hill (UTA) clamps the arm of Griffin (LAC), affecting his ability to retrieve the rebound.</i>					
Q4	00:14.7	Foul: Offensive	DeAndre Jordan	Joe Johnson	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Jordan (LAC) makes marginal contact with Johnson (UTA) while setting the screen.</i>					
Q4	00:09.0	Foul: Personal	Chris Paul	Gordon Hayward	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Paul (LAC) commits a take foul on Hayward (UTA).</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