



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](#).

Hornets (109) @ Lakers (104) (Feb 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	02:00.0	Foul: Personal	Julius Randle	Kemba Walker	CNC	Video
Comment:	Randle (LAL) makes incidental contact with Walker (CHA) that does not affect his SQBR.					
Q4	01:49.0	Foul: Personal	Kemba Walker	D'Angelo Russell	CNC	Video
Comment:	Walker (CHA) makes incidental contact with Russell (LAL) that does not affect his SQBR.					
Q4	01:47.0	Foul: Shooting	Frank Kaminsky	D'Angelo Russell	CNC	Video
Comment:	Kaminsky (CHA) maintains legal guarding position and makes incidental contact with Russell (LAL) that does not affect his drive to the basket and shot attempt.					
Q4	01:46.0	Foul: Loose Ball	Jordan Clarkson	Marvin Williams	CNC	Video
Comment:	Clarkson (LAL) makes incidental contact with Williams (CHA) during rebounding.					
Q4	01:36.0	Turnover: Traveling	Kemba Walker			Video
Comment:	[Observable in enhanced video] Walker (CHA) moves his pivot foot.					
Q4	01:12.0	Foul: Personal	Nick Young	Kemba Walker	CNC	Video
Comment:	Young (LAL) makes marginal contact with Walker (CHA) on the drive.					
Q4	01:00.0	Foul: Shooting	Nicolas Batum	Jordan Clarkson	CNC	Video
Comment:	Batum (CHA) cleanly blocks the shot attempt by Clarkson (LAL).					
Q4	00:45.2	Foul: Offensive	Frank Kaminsky	Jordan Clarkson	CNC	Video
Comment:	Kaminsky (CHA) sets the screen on Clarkson (LAL) and gives him room to avoid the contact.					
Q4	00:40.1	Foul: Shooting	Julius Randle	Kemba Walker	CNC	Video
Comment:	Randle (LAL) legally contests Walker's (CHA) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:30.2	Foul: Personal	Jordan Clarkson	Kemba Walker	CNC	Video
Comment:	Clarkson (LAL) and Young (LAL) maintain legal guarding position on Walker (CHA).					
Q4	00:27.2	Foul: Personal	Brandon Ingram	Frank Kaminsky	CC	Video
Comment:	Ingram (LAL) commits a take foul on Kaminsky (CHA).					
Q4	00:23.9	Turnover: Traveling	D'Angelo Russell		INC	Video
Comment:	Russell (LAL) moves his pivot foot.					
Q4	00:19.8	Foul: Personal	Nick Young	Kemba Walker	CC	Video
Comment:	Young (LAL) commits a take foul on Walker (CHA).					
Q4	00:09.2	Foul: Personal	Jordan Clarkson	Kemba Walker	CC	Video
Comment:	Clarkson (LAL) commits a take foul on Walker (CHA).					
Q4	00:09.2	Foul: Inbound	Julius Randle	Michael Kidd-Gilchrist	CNC	Video
Comment:	Randle (LAL) sets the screen on Kidd-Gilchrist (CHA) and firms up his position upon contact. The two players briefly engage and separate following the screen.					

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