



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](#).

Warriors (108) @ Cavaliers (109) (Dec 25, 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	01:57.0	Foul: Shooting	Richard Jefferson	Kevin Durant	CNC	Video
Comment:	<i>Jefferson (CLE) allows Durant (GSW) to land following the jump shot attempt.</i>					
Q4	01:43.0	Foul: Shooting	Draymond Green	LeBron James	CC	Video
Comment:	<i>Green (GSW) makes contact with James' (CLE) arms that affects his shot attempt.</i>					
Q4	01:43.0	Foul: Technical	LeBron James		INC	Video
Comment:	<i>James (CLE) deliberately hangs on the rim after the dunk.</i>					
Q4	01:33.0	Foul: Offensive	Stephen Curry	Kevin Love	CNC	Video
Comment:	<i>Curry (GSW) sets the screen on Love (CLE) and gives him room to avoid the contact.</i>					
Q4	01:06.0	Foul: Personal	Stephen Curry	LeBron James	CNC	Video
Comment:	<i>Curry (GSW) makes incidental contact with James (CLE) that does not affect his SQBR.</i>					
Q4	01:00.0	Foul: Loose Ball	LeBron James	Stephen Curry	CNC	Video
Comment:	<i>James (CLE) makes incidental contact with Curry (GSW) while attempting to retrieve the loose ball.</i>					
Q4	00:22.8	Foul: Personal	Richard Jefferson	Kevin Durant	CNC	Video
Comment:	<i>Jefferson (CLE) maintains legal guarding position and does not affect Durant's (GSW) FOM off ball.</i>					
Q4	00:16.5	Turnover: Traveling	Draymond Green			Video
Comment:	<i>[Observable in enhanced video] RATR shows Green (GSW) moves his pivot foot.</i>					
Q4	00:13.8	Foul: Personal	Kyrie Irving	Andre Iguodala	CNC	Video
Comment:	<i>Although Irving (CLE) makes contact with Iguodala (GSW) prior to the expiration of the shot clock, he does not extend his arms or dislodge Iguodala until after the shot clock has expired.</i>					
Q4	00:13.5	Turnover: 24 Second Violation			CC	Video
Comment:	<i>Correctly called 24 second violation.</i>					
Q4	00:13.5	Instant Replay: Support Ruling			CC	Video
Comment:	<i>After communicating with the Replay Center, the ruling on the court (24 second violation) is confirmed. Substitutions are permissible due to the violation and the clock is set to 00:13.5.</i>					
Q4	00:06.7	Foul: Personal	Klay Thompson	Kyrie Irving	CNC	Video
Comment:	<i>Thompson (GSW) maintains legal guarding position on Irving (CLE) and makes incidental contact that does not affect his drive to the basket.</i>					
Q4	00:03.1	Foul: Personal	Richard Jefferson	Kevin Durant	INC	Video
Comment:	<i>LATR shows Jefferson (CLE) makes foot to foot contact with Durant (GSW) 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