



# 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](#).

## Celtics (91) @ Wizards (92) (May 12, 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	01:54.0	Foul: Offensive	Marcin Gortat	Avery Bradley	CNC	<a href="#">Video</a>
<b>Comment:</b>	Gortat (WAS) sets the screen on Bradley (BOS) and the contact following the screen is marginal.					
Q4	01:51.0	Foul: Loose Ball	Avery Bradley	Marcin Gortat	CNC	<a href="#">Video</a>
<b>Comment:</b>	Bradley (BOS) and Gortat (WAS) briefly engage and separate during rebounding.					
Q4	01:34.0	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	After communicating with the Replay Center, the ruling on the floor of a 3pt field goal is confirmed.					
Q4	01:30.0	Foul: Personal	Marcus Smart	Marcin Gortat	CNC	<a href="#">Video</a>
<b>Comment:</b>	Smart (BOS) and Gortat (WAS) briefly engage and separate off ball.					
Q4	01:25.0	Foul: Offensive	John Wall	Marcus Smart	CC	<a href="#">Video</a>
<b>Comment:</b>	Smart (BOS) establishes a legal guarding position outside of the restricted area prior to the contact with Wall (WAS).					
Q4	01:25.0	Instant Replay: Overturn Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	After communicating with the Replay Center, the ruling on the floor of a blocking foul is overturned to an offensive foul.					
Q4	01:17.0	Foul: Personal	Markieff Morris	Isaiah Thomas	CNC	<a href="#">Video</a>
<b>Comment:</b>	Morris (WAS) makes contact with the ball as Thomas (BOS) attempts the pass.					
Q4	01:11.0	Foul: Offensive	Marcin Gortat	Avery Bradley	CNC	<a href="#">Video</a>
<b>Comment:</b>	Gortat (WAS) sets the screen on Bradley (BOS) and gives him room to avoid the contact.					
Q4	00:56.0	Foul: Personal	John Wall	Marcus Smart	CNC	<a href="#">Video</a>
<b>Comment:</b>	Wall (WAS) makes marginal contact with Smart (BOS) that does not affect his FOM off ball.					
Q4	00:53.0	Foul: Personal	John Wall	Isaiah Thomas	CNC	<a href="#">Video</a>
<b>Comment:</b>	Wall (WAS) makes incidental contact with Thomas (BOS) that does not affect his SQBR.					
Q4	00:49.3	Foul: Shooting	John Wall	Isaiah Thomas	CNC	<a href="#">Video</a>
<b>Comment:</b>	Wall (WAS) legally contests Thomas' (BOS) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:41.2	Foul: Shooting	Isaiah Thomas	John Wall	CC	<a href="#">Video</a>
<b>Comment:</b>	Thomas (BOS) makes contact with Wall's (WAS) arm that affects his driving shot attempt.					
Q4	00:41.2	Foul: Offensive	Al Horford	Bradley Beal	INC	<a href="#">Video</a>
<b>Comment:</b>	Horford (BOS) establishes a wide screening position and extends his arms into Beal (WAS), delivering the contact.					
Q4	00:37.2	Foul: Offensive	Marcin Gortat	Isaiah Thomas	CNC	<a href="#">Video</a>
<b>Comment:</b>	Gortat (WAS) sets the screen on Thomas (BOS) and gives him room to avoid the contact.					
Q4	00:33.0	Foul: Defense 3 Second	Al Horford		INC	<a href="#">Video</a>
<b>Comment:</b>	Horford (BOS) is in the paint without actively guarding an opponent for longer than three seconds.					
Q4	00:30.0	Foul: Shooting	Kelly Olynyk	Bradley Beal	CNC	<a href="#">Video</a>
<b>Comment:</b>	Olynyk (BOS) maintains legal guarding position and makes incidental contact with Beal (WAS) that does not affect his drive to the basket and shot attempt.					
Q4	00:13.5	Foul: Personal	Marcin Gortat	Al Horford	CNC	<a href="#">Video</a>
<b>Comment:</b>	Gortat (WAS) makes incidental contact with Horford (BOS) that does not affect his SQBR.					
Q4	00:09.3	Foul: Shooting	John Wall	Al Horford	CNC	<a href="#">Video</a>
<b>Comment:</b>	Wall (WAS) legally contests Horford's (BOS) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:07.7	Turnover: 5 Second Inbound	Otto Porter Jr.			<a href="#">Video</a>
<b>Comment:</b>	[Detectable with stop watch] Porter Jr. (WAS) inbounds the ball within 5 seconds.					
Q4	00:05.9	Foul: Offensive	Marcin Gortat	Marcus Smart	CNC	<a href="#">Video</a>
<b>Comment:</b>	Gortat (WAS) sets the screen on Smart (BOS) and gives him room to avoid the contact.					

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

## Celtics (91) @ Wizards (92) (May 11, 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	00:01.7	Foul: Personal	Kelly Oubre Jr.	Kelly Olynyk	CC	<a href="#">Video</a>
<b>Comment:</b>	<i>Oubre Jr. (WAS) makes contact with Olynyk (BOS) that affects his FOM.</i>					
Q4	00:01.7	Other				<a href="#">Video</a>
<b>Comment:</b>	<i>The foul is whistled with approximately 2.7 seconds on the clock, but the clock runs to 1.7 seconds before stopping. The clock should have been stopped earlier automatically on the whistle or by the neutral clock operator. Instant replay is not permitted in this situation.</i>					
Q4	00:01.7	Foul: Offensive	Al Horford	John Wall	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Horford (BOS) sets the screen on Wall (WAS) and gives him room to avoid the contact.</i>					
Q4	00:01.0	Foul: Shooting	Markieff Morris	Isaiah Thomas	CNC	<a href="#">Video</a>
<b>Comment:</b>	<i>Morris (WAS) legally contests Thomas' (BOS) jump shot attempt.</i>					

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