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.

Cavaliers (99) @ Celtics (103) (Mar 01, 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: Personal	Avery Bradley	Kyrie Irving	CC	Video
Comment:	Bradley (BOS) makes body to body contact with Irving (CLE) that affects his SQBR.					
Q4	01:45.0	Foul: Loose Ball	Isaiah Thomas	Tristan Thompson	CNC	Video
Comment:	Thomas (BOS) and Thompson (CLE) make incidental contact with one another during rebounding.					
Q4	01:34.0	Foul: Defense 3 Second	Al Horford		INC	Video
Comment:	Horford (BOS) is in the paint without actively guarding an opponent for longer than three seconds.					
Q4	01:29.0	Foul: Shooting	Avery Bradley	Kyrie Irving	CC	Video
Comment:	Bradley (BOS) makes contact with Irving's (CLE) arms that affects his driving shot attempt.					
Q4	01:19.0	Foul: Defense 3 Second	LeBron James			Video
Comment:	[Detectable with stop watch] James (CLE) is in the paint without actively guarding an opponent for longer than three seconds.					
Q4	01:15.0	Foul: Personal	Kyle Korver	Isaiah Thomas	CNC	Video
Comment:	Korver (CLE) makes incidental contact with Thomas (BOS) that does not affect his SQBR.					
Q4	00:59.9	Foul: Offensive	Tristan Thompson	Marcus Smart	CNC	Video
Comment:	Thompson (CLE) sets the screen on Smart (BOS) and gives him room to avoid the contact.					
Q4	00:53.8	Foul: Offensive	Al Horford	Iman Shumpert	CNC	Video
Comment:	Horford (BOS) sets the screen on Shumpert (CLE) and gives him room to avoid the contact.					
Q4	00:42.4	Foul: Personal	Isaiah Thomas	Kyrie Irving	CNC	Video
Comment:	Thomas (BOS) makes incidental contact with Irving (CLE) that does not affect his SQBR.					
Q4	00:40.1	Foul: Shooting	Al Horford	Kyrie Irving	CNC	Video
Comment:	Horford (BOS) legally contests the driving shot attempt by Irving (CLE) and any contact is incidental.					
Q4	00:28.1	Foul: Shooting	Deron Williams	Isaiah Thomas	CC	Video
Comment:	Williams (CLE) makes contact with Thomas' (BOS) body that affects his driving shot attempt.					
Q4	00:23.0	Foul: Offensive	Deron Williams	Avery Bradley	CNC	Video
Comment:	Williams (CLE) sets the screen on Bradley (BOS) and gives him room to avoid the contact.					
Q4	00:18.5	Foul: Personal	Avery Bradley	Kyrie Irving	CNC	Video
Comment:	Bradley (BOS) makes incidental contact with Irving (CLE) that does not affect his SQBR.					
Q4	00:15.0	Foul: Shooting	Avery Bradley	Kyrie Irving	CNC	Video
Comment:	Bradley (BOS) allows Irving (CLE) to land following the jump shot attempt.					
Q4	00:14.1	Foul: Loose Ball	Tristan Thompson	Al Horford	CNC	Video
Comment:	Thompson (CLE) and Horford (BOS) briefly engage and separate during rebounding.					
Q4	00:04.2	Foul: Personal	LeBron James	Jae Crowder	CC	Video
Comment:	James (CLE) commits a take foul on Crowder (BOS).					
Q4	00:02.5	Foul: Shooting	Marcus Smart	Kyrie Irving	CNC	Video
Comment:	Smart (BOS) legally contests Irving's (CLE) jump shot attempt.					

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

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