









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 that were at or within three points during any point in the last two-minutes of the fourth quarter (and 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](#).

Wizards (112) @ Clippers (113) December 9, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video		
	<div></div> <div>01:58.1 To 01:38.0</div>							
	Q4	01:52.0	Foul: Offensive	DeAndre Jordan	Bradley Beal	CNC	Video	
	Comment:	Jordan (LAC) and Beal (WAS) briefly engage and separate following the screen.						
	Q4	01:42.0	Turnover: Traveling	Danilo Gallinari			Video	
	Comment:	[Observable in enhanced video] Gallinari (LAC) splits his feet on the perimeter.						
	Q4	01:41.0	Foul: Personal	Ian Mahinmi	DeAndre Jordan	CNC	Video	
	Comment:	Mahinmi (WAS) briefly grasps Jordan's (LAC) shorts, but does not affect his FOM.						
	Q4	01:40.0	Foul: Personal	Mike Scott	Danilo Gallinari	CNC	Video	
	Comment:	Scott (WAS) beats Gallinari (LAC) to the spot at the end of his drive and absorbs the contact.						
	Q4	01:39.0	Turnover: 3 Second Violation	DeAndre Jordan			Video	
	Comment:	[Observable in enhanced video] Jordan (LAC) fails to clear and is in the paint for longer than three seconds.						
	Q4	01:38.0	Foul: Shooting	Ian Mahinmi	Danilo Gallinari	CC	Video	
	Comment:	Mahinmi (WAS) reaches in and makes contact with Gallinari's (LAC) arm that affects his shot attempt.						
		<div></div> <div>01:38.1 To 01:20.0</div>						
Q4		01:25.0	Turnover: Traveling	Bradley Beal		INC	Video	
Comment:		Beal (WAS) ends his dribble and takes more than two steps after his gather.						
Q4		01:23.0	Foul: Personal	Danilo Gallinari	Mike Scott	CNC	Video	
Comment:		Gallinari (LAC) absorbs the contact from Scott (WAS) and maintains legal guarding position.						
Q4		01:20.0	Foul: Offensive	DeAndre Jordan	Bradley Beal	CNC	Video	
Comment:		Jordan (LAC) sets the screen on Beal (WAS) and gives him room to avoid the contact.						
	<div></div> <div>01:20.1 To 01:17.0</div>							
	Q4	01:18.0	Foul: Offensive	Ian Mahinmi	Lou Williams	CNC	Video	
	Comment:	Williams (LAC) makes incidental contact with Mahinmi (WAS) that does not affect his ability to defend.						
		<div></div> <div>01:17.1 To 01:01.0</div>						
		Q4	01:03.0	Foul: Shooting	DeAndre Jordan	Ian Mahinmi	CNC	Video
		Comment:	Jordan (LAC) makes marginal body contact with Mahinmi (WAS) that does not affect his shot attempt.					
			<div></div> <div>01:01.1 To 00:51.9</div>					
Q4			00:58.3	Foul: Offensive	DeAndre Jordan	Bradley Beal	CNC	Video
Comment:			Jordan (LAC) sets the screen on Beal (WAS) and gives him room to avoid the contact.					
Q4			00:51.9	Instant Replay: Support Ruling			CC	Video
Comment:	After communicating with the Replay Center, it was determined that the foul by Satoransky (WAS) did not meet the criteria for a clear path foul and a common foul is assessed.							
Q4	00:51.9		Foul: Personal Take	Lou Williams	Tomas Satoransky	CC	Video	
Comment:	Williams (LAC) commits a take foul on Satoransky (WAS).							



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Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	 00:48.9 To 00:45.7					
Q4	00:45.7	Foul: Shooting	Ian Mahinmi	Lou Williams	CC	Video
Comment:	Mahinmi (WAS) makes contact to Williams' (LAC) hand and the contact affects his driving shot attempt.					
	 00:45.8 To 00:27.6					
Q4	00:36.2	Foul: Personal	Danilo Gallinari	Mike Scott	CNC	Video
Comment:	Gallinari (LAC) makes incidental contact with Scott (WAS) during the screen.					
	 00:27.7 To 00:12.2					
Q4	00:25.4	Foul: Offensive	Danilo Gallinari	Bradley Beal	CNC	Video
Comment:	Gallinari (LAC) sets the screen on Beal (WAS) and gives him room to avoid the contact.					
Q4	00:17.4	Foul: Loose Ball	DeAndre Jordan	Marcin Gortat	CNC	Video
Comment:	Jordan (LAC) and Gortat (WAS) briefly engage and separate without affecting each other's ability to retrieve the rebound.					
	 00:12.3 To 00:08.6					
Q4	00:08.6	Foul: Personal	Bradley Beal	Lou Williams	CNC	Video
Comment:	Beal (WAS) briefly engages with Williams (LAC) off ball but does not affect his FOM.					
Q4	00:08.6	Foul: Shooting	Wesley Johnson	Bradley Beal	CC	Video
Comment:	Johnson (LAC) jumps into and makes contact with Bradley's (WAS) body during his driving shot attempt.					
	 00:08.7 To 00:01.2					
Q4	00:02.5	Foul: Shooting	Bradley Beal	Lou Williams	CNC	Video
Comment:	Beal (WAS) legally contests Williams' (LAC) jump shot attempt.					
	 00:01.3 To 00:00.0					
Q4	00:01.1	Instant Replay				Video
Comment:	After communicating with the Replay Center, it is determined that 0.1 seconds ran off the clock prior to the ball being legally touched. Since the basket by Beal (WAS) was scored after the game clock expired, the Wizards retain possession on the sideline nearest the point of interruption and the game clock is incorrectly reset to 00:01.1 instead of 00:00.1, which is the amount of lost time.					
Q4	00:01.1	Foul: Personal	Austin Rivers	Bradley Beal	CNC	Video
Comment:	Rivers (LAC) makes incidental contact with Beal (WAS) that does not affect his FOM.					
Q4	00:00.8	Foul: Shooting	Austin Rivers	Marcin Gortat	CNC	Video
Comment:	Rivers (LAC) legally contests Gortat's (WAS) jump shot attempt.					

Event Assessments: CC = Correct Call, IC = Incorrect Call, CNC = Correct Non-Call, INC = Incorrect Non-Call

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. NBA Rules