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.

Trail Blazers (102) @ Heat (95) December 13, 2017

Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	01:57.1 To 01:40.0					
Q4	01:55.0	Foul: Shooting	James Johnson	CJ McCollum	INC	Video
Comment:	LHH shows Johnson (MIA) makes contact to McCollum's (POR) arm that affects his driving shot attempt.					
Q4	01:40.0	Foul: Shooting	Goran Dragic	Damian Lillard	CC	Video
Comment:	Dragic (MIA) makes contact to Lillard's (POR) arm that affects his driving shot attempt.					
	01:40.1 To 01:16.0					
Q4	01:31.0	Foul: Offensive	Goran Dragic	CJ McCollum	CNC	Video
Comment:	Dragic (MIA) sets the screen on McCollum (POR) and gives him room to avoid the contact.					
Q4	01:23.0	Foul: Offensive	Bam Adebayo	CJ McCollum	CNC	Video
Comment:	Adebayo (MIA) sets the screen on McCollum (POR) and gives him room to avoid the contact.					
	01:16.1 To 01:02.0					
Q4	01:02.0	Foul: Shooting	Bam Adebayo	Damian Lillard	CC	Video
Comment:	Adebayo (MIA) makes contact to Lillard's (POR) body that affects his driving shot attempt.					
	01:02.1 To 00:48.8					
Q4	01:00.0	Foul: Offensive	Kelly Olynyk	CJ McCollum	CNC	Video
Comment:	Olynyk (MIA) firms up his position and sets the screen on McCollum (POR).					
Q4	00:57.5	Foul: Personal	Al-Farouq Aminu	Dion Waiters	CNC	Video
Comment:	Aminu (POR) makes incidental contact with Waiters (MIA) that does not affect his SQBR.					
Q4	00:53.1	Foul: Loose Ball	Ed Davis	Kelly Olynyk	CNC	Video
Comment:	Davis (POR) and Olynyk (MIA) briefly engage and separate during rebounding.					
	00:48.9 To 00:14.3					
Q4	00:35.7	Foul: Personal	Kelly Olynyk	Damian Lillard	CNC	Video
Comment:	Olynyk (MIA) makes incidental contact with Lillard (POR) that does not affect his SQBR.					
Q4	00:32.8	Turnover: Traveling	Damian Lillard		CNC	Video
Comment:	Johnson (MIA) dislodges the ball away from Lillard (POR), who regathers and takes a legal amount of steps.					
Q4	00:20.8	Turnover: Traveling	CJ McCollum			Video
Comment:	[Observable in enhanced video] McCollum (POR) splits his feet on the perimeter.					
Q4	00:18.6	Foul: Offensive	CJ McCollum	Goran Dragic	CNC	Video
Comment:	McCollum (POR) makes incidental contact with Dragic (MIA) off ball.					
Q4	00:14.3	Foul: Personal	James Johnson	Evan Turner	CC	Video
Comment:	Johnson (MIA) commits a take foul on Turner (POR).					
Q4	00:14.3	Foul: Offensive	Goran Dragic	Al-Farouq Aminu	CNC	Video
Comment:	Dragic (MIA) sets the screen on Aminu (POR) and gives him room to avoid the contact.					

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Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
	00:14.4 **To** 00:09.1					
Q4	00:12.9	Foul: Shooting	Al-Farouq Aminu	Kelly Olynyk	CNC	**Video**

Comment: Aminu (POR) legally contests Olynyk's (MIA) jump shot attempt. Any "high-five" contact after the release is considered incidental.

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