



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](#).

Grizzlies (106) @ Clippers (115) (Jan 04, 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	01:51.0	Foul: Shooting	Austin Rivers	Mike Conley	CC	Video
Comment:	<i>Rivers (LAC) makes contact with Conley's (MEM) body that affects his driving shot attempt.</i>					
Q4	01:22.0	Turnover: Traveling	Mike Conley			Video
Comment:	<i>[Observable in enhanced video] Conley (MEM) moves his pivot foot.</i>					
Q4	01:22.0	Turnover: 3 Second Violation	Tony Allen			Video
Comment:	<i>[Incidental or immaterial] Allen (MEM) is in the paint for longer than three seconds.</i>					
Q4	01:15.0	Instant Replay: Support Ruling			CC	Video
Comment:	<i>After communicating with the Replay Center, the ruling on the court (LAC ball) is confirmed.</i>					
Q4	00:51.3	Foul: Shooting	Mike Conley	Austin Rivers	CC	Video
Comment:	<i>Conley (MEM) makes contact with Rivers' (LAC) arm that affects his jump shot attempt.</i>					
Q4	00:46.0	Foul: Personal	Raymond Felton	Mike Conley	CNC	Video
Comment:	<i>Felton (LAC) makes incidental contact with Conley (MEM) that does not affect his SQBR.</i>					
Q4	00:44.5	Foul: Personal	James Ennis III	Jamal Crawford	CC	Video
Comment:	<i>Ennis III (MEM) makes contact with Crawford (LAC) that affects his SQBR.</i>					
Q4	00:37.6	Foul: Shooting	Raymond Felton	Mike Conley	CC	Video
Comment:	<i>Felton (LAC) makes contact with Conley's (MEM) arm that affects his jump shot attempt.</i>					
Q4	00:36.9	Foul: Personal	Mike Conley	JJ Redick	IC	Video
Comment:	<i>Conley (MEM) makes marginal contact with Redick (LAC) that does not affect his SQBR.</i>					
Q4	00:31.9	Foul: Personal Take	Andrew Harrison	Marreese Speights	CC	Video
Comment:	<i>Harrison (MEM) commits take foul on Speights (LAC)</i>					
Q4	00:19.7	Foul: Offensive	JJ Redick	Troy Daniels	CNC	Video
Comment:	<i>Redick (LAC) makes marginal contact to Daniels (MEM) that does not affect his ability to defend the play.</i>					
Q4	00:18.6	Foul: Personal Take	Troy Daniels	JJ Redick	CC	Video
Comment:	<i>Daniels (MEM) commits take foul on Reddick (LAC)</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