



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](#).

Trail Blazers (113) @ Pistons (120) (Feb 28, 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	01:58.0	Foul: Shooting	Allen Crabbe	Stanley Johnson	CNC	Video
Comment:	Crabbe (POR) legally contests Johnson's (DET) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	01:56.0	Instant Replay: Support Ruling			CC	Video
Comment:	After communicating with the Replay Center, the ruling on the floor that Johnson's (DET) field goal attempt hit the rim is confirmed.					
Q4	01:46.0	Foul: Loose Ball	Marcus Morris	Jusuf Nurkic	CC	Video
Comment:	Morris (DET) clamps the arm of Nurkic (POR), affecting his ability to retrieve the rebound.					
Q4	01:33.0	Turnover: Traveling	Marcus Morris			Video
Comment:	[Observable in enhanced video] Morris (DET) moves his pivot foot heel to toe.					
Q4	01:22.0	Foul: Personal	Kentavious Caldwell-Pope	Damian Lillard	CNC	Video
Comment:	Caldwell-Pope (DET) makes marginal contact with Lillard (POR) at the start of his drive to the basket.					
Q4	01:20.0	Foul: Shooting	Marcus Morris	Damian Lillard	CNC	Video
Comment:	Morris (DET) obtains a legal vertical position contesting the driving shot attempt by Lillard (POR).					
Q4	01:00.0	Stoppage: Out-of-Bounds			CC	Video
Comment:	Correctly called out of bounds.					
Q4	00:53.4	Foul: Offensive	Jusuf Nurkic	Marcus Morris	CC	Video
Comment:	Nurkic (POR) extends his arm into Morris (DET) on the play at the basket.					
Q4	00:35.3	Foul: Shooting	Maurice Harkless	Marcus Morris	CNC	Video
Comment:	Harkless (POR) legally contests Morris' (DET) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:31.9	Instant Replay: Overturn Ruling			CC	Video
Comment:	After communicating with the Replay Center, the ruling on the floor of POR possession is overturned and DET is awarded possession.					
Q4	00:14.6	Foul: Shooting	CJ McCollum	Kentavious Caldwell-Pope	INC	Video
Comment:	LO SLA shows that McCollum (POR) makes contact with Caldwell-Pope's (DET) arm during his upward shooting motion.					
Q4	00:10.8	Foul: Technical	Kentavious Caldwell-Pope		CC	Video
Comment:	All technical fouls are reviewed after each game by League Operations.					
Q4	00:05.7	Foul: Offensive	Jusuf Nurkic	Kentavious Caldwell-Pope	CNC	Video
Comment:	Nurkic (POR) sets the screen on Caldwell-Pope (DET) and gives him room to avoid the contact.					
Q4	00:04.8	Foul: Personal	Andre Drummond	Damian Lillard	CNC	Video
Comment:	Drummond (DET) makes incidental contact with Lillard (POR) that does not affect his SQBR.					
Q4	00:02.0	Foul: Shooting	Maurice Harkless	Marcus Morris	CNC	Video
Comment:	Harkless (POR) legally contests Morris' (DET) jump shot attempt.					
Q5	01:43.0	Foul: Personal	Al-Farouq Aminu	Marcus Morris	CNC	Video
Comment:	Aminu (POR) and Morris (DET) briefly engage and separate off ball.					
Q5	01:36.0	Stoppage: Out-of-Bounds			CC	Video
Comment:	Correctly called out of bounds.					
Q5	01:22.0	Turnover: 3 Second Violation	Andre Drummond		INC	Video
Comment:	Drummond (DET) is in the paint for longer than three seconds.					
Q5	01:17.0	Foul: Personal	Al-Farouq Aminu	Marcus Morris	CNC	Video
Comment:	Aminu (POR) maintains legal guarding position on Morris (DET) and the contact does not affect his FOM.					
Q5	01:05.0	Foul: Offensive	Jusuf Nurkic	Kentavious Caldwell-Pope	CNC	Video
Comment:	Nurkic (POR) sets the screen on Caldwell-Pope (DET) 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

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Period	Time	Call Type	Committing Player	Disadvantaged Player	Review Decision	Video
Q5	01:03.0	Foul: Shooting	Andre Drummond	Damian Lillard	CC	Video
Comment:	<i>Drummond (DET) makes contact with Lillard's (POR) body that affects his driving shot attempt.</i>					
Q5	00:53.0	Turnover: 3 Second Violation	Aron Baynes		INC	Video
Comment:	<i>Baynes (DET) is in the paint for longer than three seconds.</i>					
Q5	00:52.6	Foul: Personal	Damian Lillard	Ish Smith	CNC	Video
Comment:	<i>Lillard (POR) makes incidental contact with Smith (DET) that does not affect his SQBR.</i>					
Q5	00:44.1	Foul: Personal	Al-Farouq Aminu	Ish Smith	CNC	Video
Comment:	<i>Aminu (POR) makes incidental contact with Smith (DET) that does not affect his SQBR.</i>					
Q5	00:27.8	Foul: Shooting	Marcus Morris	Al-Farouq Aminu	CNC	Video
Comment:	<i>Morris (DET) maintains legal guarding position and makes incidental contact with Aminu (POR) that does not affect his shot attempt.</i>					
Q5	00:02.4	Turnover: 24 Second Violation			CC	Video
Comment:	<i>Correctly called 24 second violation.</i>					

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