



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](#).

Wizards (112) @ Pistons (113) (Jan 21, 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	01:40.0	Foul: Offensive	Markieff Morris	Reggie Jackson	CNC	Video
Comment:	<i>Morris (WAS) sets the screen on Jackson (DET) and gives him room to avoid the contact.</i>					
Q4	01:23.0	Foul: Shooting	Markieff Morris	Reggie Jackson	CNC	Video
Comment:	<i>Morris (WAS) maintains legal guarding position and makes incidental contact with Jackson (DET) that does not affect his drive to the basket and shot attempt.</i>					
Q4	01:22.0	Foul: Loose Ball	John Wall	Andre Drummond	CNC	Video
Comment:	<i>Wall (WAS) and Drummond (DET) make incidental contact with one another during rebounding.</i>					
Q4	01:20.0	Foul: Loose Ball	John Wall	Andre Drummond	CNC	Video
Comment:	<i>Wall (WAS) makes contact with the ball and does not dislodge Drummond's (DET) hand off of the ball.</i>					
Q4	01:19.0	Foul: Shooting	Bradley Beal	Andre Drummond	CNC	Video
Comment:	<i>Beal (WAS) makes clean contact with the ball prior to making contact with Drummond's (DET) arm.</i>					
Q4	01:13.0	Foul: Shooting	Tobias Harris	Bradley Beal	CC	Video
Comment:	<i>Harris (DET) makes contact with the ball, but also with Beal's (WAS) arm and the contact affects his driving shot attempt.</i>					
Q4	00:56.6	Turnover: 3 Second Violation	Andre Drummond		INC	Video
Comment:	<i>RATR shows Drummond (DET) is in the paint for longer than three seconds.</i>					
Q4	00:54.4	Foul: Shooting	Otto Porter	Tobias Harris	CNC	Video
Comment:	<i>Porter (WAS) legally contests Harris' (DET) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	00:51.0	Instant Replay: Overturn Ruling			CC	Video
Comment:	<i>After communicating with the Replay Center, the ruling on the floor of a defensive goaltending is overturned.</i>					
Q4	00:38.3	Foul: Personal	Reggie Jackson	John Wall	CNC	Video
Comment:	<i>Jackson (DET) makes incidental contact with Wall (WAS) that does not affect his SQBR.</i>					
Q4	00:36.4	Foul: Offensive	Markieff Morris	Reggie Jackson	CNC	Video
Comment:	<i>Morris (WAS) sets the screen on Jackson (DET) and gives him room to avoid the contact.</i>					
Q4	00:34.2	Foul: Defense 3 Second	Marcus Morris			Video
Comment:	<i>[Detectable with stop watch] Morris (DET) is in the paint without actively guarding an opponent for longer than three seconds.</i>					
Q4	00:29.9	Foul: Shooting	Reggie Jackson	John Wall	CNC	Video
Comment:	<i>Jackson (DET) legally contests Wall's (WAS) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	00:27.0	Foul: Loose Ball	Bradley Beal	Reggie Bullock	CNC	Video
Comment:	<i>Beal (WAS) makes incidental contact with Bullock (DET) during rebounding.</i>					
Q4	00:11.5	Foul: Shooting	Markieff Morris	Reggie Jackson	CNC	Video
Comment:	<i>Morris (WAS) legally contests Jackson's (DET) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	00:09.6	Foul: Loose Ball	Kelly Oubre Jr.	Andre Drummond	CNC	Video
Comment:	<i>Oubre Jr. (WAS) makes marginal contact with Drummond (DET) during rebounding.</i>					
Q4	00:04.1	Foul: Shooting	Bradley Beal	Tobias Harris	CNC	Video
Comment:	<i>Beal (WAS) cleanly blocks Harris' (DET) jump shot attempt.</i>					
Q4	00:01.7	Foul: Shooting	Otto Porter	Tobias Harris	CNC	Video
Comment:	<i>Porter (WAS) maintains legal guarding position and makes incidental contact with Harris (DET) that does not affect his drive to the basket and shot attempt.</i>					
Q4	00:00.2	Foul: Shooting	Markieff Morris	Marcus Morris	CNC	Video
Comment:	<i>Morris (WAS) makes incidental contact with Morris (DET) during rebounding.</i>					
Q4	00:00.0	Instant Replay: Support Ruling			CC	Video
Comment:	<i>After communicating with the Replay Center, the ruling on the floor that Morris (DET) released his field goal before the game clock expired is confirmed.</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