



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](#).

Kings (94) @ Lakers (98) (Apr 07, 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	01:59.0	Foul: Shooting	Larry Nance Jr.	Ben McLemore	CC	Video
Comment:	Nance Jr. (LAL) makes contact to McLemore's (SAC) arm on the dunk.					
Q4	01:46.0	Foul: Shooting	Georgios Papagiannis	Julius Randle	CC	Video
Comment:	Papagiannis (SAC) makes contact to Randle's (LAL) arm that affects his shot attempt.					
Q4	01:24.0	Foul: Offensive	D'Angelo Russell	Skal Labissiere	CNC	Video
Comment:	Russell (LAL) makes marginal contact with Labissiere (SAC) while setting the screen.					
Q4	01:19.0	Foul: Shooting	Skal Labissiere	Julius Randle	CNC	Video
Comment:	Labissiere (SAC) maintains legal guarding position and makes incidental contact with Randle (LAL) that does not affect his drive to the basket and shot attempt.					
Q4	01:04.0	Foul: Defense 3 Second	Julius Randle		INC	Video
Comment:	Randle (LAL) is in the paint without actively guarding an opponent for longer than three seconds.					
Q4	00:58.2	Foul: Offensive	Georgios Papagiannis	Corey Brewer	CNC	Video
Comment:	Papagiannis (SAC) sets the screen on Brewer (LAL) and gives him room to avoid the contact.					
Q4	00:48.4	Foul: Offensive	Larry Nance Jr.	Ben McLemore	CNC	Video
Comment:	Nance Jr. (LAL) makes marginal contact with McLemore (SAC) while setting the screen.					
Q4	00:48.0	Foul: Offensive	D'Angelo Russell	Georgios Papagiannis	CNC	Video
Comment:	Russell (LAL) sets the screen on Papagiannis (SAC) and gives him room to avoid the contact.					
Q4	00:42.6	Foul: Shooting	Ben McLemore	D'Angelo Russell	CNC	Video
Comment:	McLemore (SAC) maintains legal guarding position and makes incidental contact with Russell (LAL) that does not affect his drive to the basket and shot attempt.					
Q4	00:33.8	Foul: Offensive	Georgios Papagiannis	D'Angelo Russell	CNC	Video
Comment:	Papagiannis (SAC) sets the screen on Russell (LAL) and gives him room to avoid the contact.					
Q4	00:08.6	Foul: Shooting	Buddy Hield	Corey Brewer	CNC	Video
Comment:	Hield (SAC) legally contests Brewer's (LAL) jump shot attempt. Any "high-five" contact after the release is considered incidental.					
Q4	00:05.0	Foul: Shooting	Georgios Papagiannis	Larry Nance Jr.	CC	Video
Comment:	Papagiannis (SAC) makes contact with Nance Jr.'s (LAL) body that affects his shot attempt.					
Q4	00:04.1	Foul: Personal	Langston Galloway	Corey Brewer	CC	Video
Comment:	Galloway (SAC) commits a take foul on Brewer (LAL).					
Q4	00:04.1	Turnover: 5 Second Inbound	Langston Galloway			Video
Comment:	[Detectable with stop watch] Galloway (SAC) does not inbound the ball within 5 seconds.					
Q4	00:00.2	Foul: Personal	Buddy Hield	D'Angelo Russell	CC	Video
Comment:	Hield (SAC) commits a take foul on Russell (LAL).					

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