



# 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. Calls that are indirectly related to the outcome (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, but have some merit in reporting, are denoted with an \*. The league may change an opinion after further review, particularly when a new video angle becomes available. If you have any questions, please contact the NBA Communications Department.

## Rockets @ Hawks (Mar 03, 2015)

(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	01:37.0	Foul: Personal	Paul Millsap	Terrence Jones	CNC	<a href="#">Video</a>
<b>Comment:</b>	Millsap (ATL) cleanly knocks the ball away from Jones (HOU).					
Q4	01:32.0	Foul: Shooting	Al Horford	Terrence Jones	CNC	<a href="#">Video</a>
<b>Comment:</b>	Horford (ATL) contests the hook shot by Jones (HOU), making "high-five" contact with his hand after the release of the shot, which is legal.					
Q4	01:26.0	Foul: Personal	Patrick Beverley	Jeff Teague	CNC	<a href="#">Video</a>
<b>Comment:</b>	Teague (ATL) loses control of the ball as he tries to avoid Beverley (HOU) in transition.					
Q4	01:19.0	Foul: Shooting	Al Horford	Trevor Ariza	CNC	<a href="#">Video</a>
<b>Comment:</b>	Horford (ATL) contests the jump shot by Ariza (HOU), making "high-five" contact with his hand after the release of the shot, which is legal, and he gives Ariza room to land .					
Q4	01:15.0	Foul: Shooting	DeMarre Carroll	Terrence Jones	CC	<a href="#">Video</a>
<b>Comment:</b>	Carroll (ATL) grabs Jones (HOU) preventing him from attempting the layup.					
Q4	00:59.6	Foul: Shooting	Donatas Motiejunas	Paul Millsap	CNC	<a href="#">Video</a>
<b>Comment:</b>	Motiejunas (HOU) jumps vertically while in the restricted area to contest the dunk attempt by Millsap (ATL).					
Q4	00:58.6	Instant Replay: Support Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	Referees communicated with the Replay Center to determine if the shot clock should be reset after Millsap's (ATL) FGA. The referees' decision that the ball did not hit the rim was upheld. Clocks adjusted accordingly.					
Q4	00:58.6	Foul: Personal	Trevor Ariza	DeMarre Carroll	CC	<a href="#">Video</a>
<b>Comment:</b>	Correct call on the foul. Question of timing for common foul (after release) vs away-from-play (before). Players may engage prior to an inbound pass, but a foul occurs when FOM is restricted. Carroll (ATL) is creating space when the ball is OOB. Then Ariza (HOU) affects his FOM as the pass is released. Correct call. However, we have reinforced the need to use replay when plays are close.					
Q4	00:51.7	Foul: Personal	Patrick Beverley	Paul Millsap	CC	<a href="#">Video</a>
<b>Comment:</b>	Beverley (HOU) grabs the arm of Millsap (ATL), preventing him from catching the entry pass into the post.					
Q4	00:33.5	Foul: Personal	Corey Brewer	Jeff Teague	CC	<a href="#">Video</a>
<b>Comment:</b>	Brewer (HOU) commits a take foul on Teague (ATL).					
Q4	00:15.8	Foul: Personal	Jason Terry	Dennis Schroder	CC	<a href="#">Video</a>
<b>Comment:</b>	Terry (HOU) commits a take foul on Schröder (ATL)					

Common Play Abbreviations: RSBQ - Rhythm, Speed, Balance, Quickness; 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