



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](#).

Raptors (99) @ Grizzlies (101) (Jan 25, 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: Personal	Cory Joseph	Mike Conley	CC	Video
Comment:	<i>Joseph (TOR) makes contact with Conley (MEM) that affects his SQBR.</i>					
Q4	01:38.0	Foul: Offensive	Norman Powell	Vince Carter	INC	Video
Comment:	<i>Powell's (TOR) off arm makes contact with Carter's (MEM) head on the drive to the basket.</i>					
Q4	01:37.0	Foul: Shooting	Tony Allen	Norman Powell	CNC	Video
Comment:	<i>Allen (MEM) makes contact with the ball on the drive to the basket by Powell (TOR).</i>					
Q4	01:37.0	Foul: Shooting	Mike Conley	Norman Powell	CNC	Video
Comment:	<i>Conley (MEM) makes contact with the ball and with the part of Powell's (TOR) hand that is on the ball.</i>					
Q4	01:32.0	Foul: Shooting	Tony Allen	Kyle Lowry	CNC	Video
Comment:	<i>Allen (MEM) legally contests Lowry's (TOR) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	01:20.0	Foul: Offensive	James Ennis III	Cory Joseph	CNC	Video
Comment:	<i>Ennis III (MEM) makes marginal contact with Joseph (TOR) off ball.</i>					
Q4	01:16.0	Foul: Offensive	Marc Gasol	Jonas Valanciunas	CNC	Video
Comment:	<i>Gasol (MEM) and Valanciunas (TOR) briefly engage and separate.</i>					
Q4	01:13.0	Turnover: Traveling	Marc Gasol			Video
Comment:	<i>[Observable in enhanced video] RHH shows Gasol (MEM) move his pivot foot on the spin move.</i>					
Q4	00:53.9	Foul: Offensive	Jonas Valanciunas	Tony Allen	CNC	Video
Comment:	<i>Valanciunas (TOR) sets the screen on Allen (MEM) and gives him room to avoid the contact.</i>					
Q4	00:36.3	Foul: Shooting	Jonas Valanciunas	Marc Gasol	CC	Video
Comment:	<i>Valanciunas (TOR) makes contact with Gasol's (MEM) body that affects his driving shot attempt.</i>					
Q4	00:32.4	Turnover: Traveling	Cory Joseph		CNC	Video
Comment:	<i>RHH shows that Joseph (TOR) fumbles the ball and never regains possession.</i>					
Q4	00:30.3	Foul: Shooting	James Ennis III	Terrence Ross	CNC	Video
Comment:	<i>Ennis III (MEM) legally contests Ross' (TOR) jump shot attempt. Any "high-five" contact after the release is considered incidental.</i>					
Q4	00:08.2	Foul: Shooting	Jonas Valanciunas	Mike Conley	CNC	Video
Comment:	<i>Valanciunas (TOR) maintains legal guarding position and makes incidental contact with Conley (MEM) that does not affect his drive to the basket and shot attempt.</i>					
Q4	00:05.7	Other			CNC	Video
Comment:	<i>TOR gains possession of the ball and is awarded a timeout.</i>					
Q4	00:01.3	Foul: Shooting	Marc Gasol	Kyle Lowry	CNC	Video
Comment:	<i>Gasol (MEM) legally contests Lowry's (TOR) jump shot attempt. Any "high-five" contact after the release is considered incidental.</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