



# 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](#).

## Hawks (113) @ Rockets (108) (Feb 02, 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	01:48.0	Foul: Loose Ball	Dwight Howard	Clint Capela	CNC	<a href="#">Video</a>
<b>Comment:</b>	Howard (ATL) and Capela (HOU) briefly engage and separate during rebounding.					
Q4	01:35.0	Foul: Personal	Trevor Ariza	Tim Hardaway Jr.	CC	<a href="#">Video</a>
<b>Comment:</b>	Ariza (HOU) makes contact with Hardaway Jr. (ATL) that affects his SQBR.					
Q4	01:26.0	Foul: Offensive	Clint Capela	DeAndre' Bembry	CNC	<a href="#">Video</a>
<b>Comment:</b>	Capela (HOU) sets the screen on Bembry (ATL) and gives him room to avoid the contact.					
Q4	01:11.0	Foul: Shooting	Clint Capela	Tim Hardaway Jr.	CNC	<a href="#">Video</a>
<b>Comment:</b>	Capela (HOU) makes incidental contact with Hardaway Jr. (ATL) that does not affect his jump shot attempt.					
Q4	00:58.0	Foul: Shooting	Dwight Howard	James Harden	INC	<a href="#">Video</a>
<b>Comment:</b>	Howard (ATL) makes contact to Harden's (HOU) face that affects his shot attempt.					
Q4	00:57.3	Instant Replay: Overturn Ruling			CC	<a href="#">Video</a>
<b>Comment:</b>	After communicating with the Replay Center, the ruling on the floor of HOU possession is overturned. ATL is awarded possession.					
Q4	00:50.0	Foul: Personal	Patrick Beverley	Malcolm Delaney	CNC	<a href="#">Video</a>
<b>Comment:</b>	Beverley (HOU) makes incidental contact with Delaney (ATL) that does not affect his SQBR.					
Q4	00:49.0	Foul: Offensive	Dwight Howard	James Harden	CNC	<a href="#">Video</a>
<b>Comment:</b>	Howard (ATL) sets the screen on Harden (HOU) 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