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.

Magic (116) @ Celtics (117) (Mar 31, 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	01:53.0	Foul: Offensive	Nikola Vucevic	Jae Crowder	CNC	**Video**
Comment:	*Vucevic (ORL) sets the screen on Crowder (BOS) and gives him room to avoid the contact.*					
Q4	01:43.0	Foul: Offensive	Amir Johnson	Elfrid Payton	CNC	**Video**
Comment:	*Johnson (BOS) sets the screen on Payton (ORL) and gives him room to avoid the contact.*					
Q4	01:42.0	Foul: Shooting	Elfrid Payton	Isaiah Thomas	CNC	**Video**
Comment:	*Payton (ORL) legally contests Thomas' (BOS) jump shot attempt.*					
Q4	01:27.0	Foul: Offensive	Evan Fournier	Al Horford	CNC	**Video**
Comment:	*Fournier (ORL) sets the screen on Horford (BOS) and gives him room to avoid the contact.*					
Q4	01:22.0	Foul: Shooting	Aaron Gordon	Al Horford	CC	**Video**
Comment:	*Gordon (ORL) jumps from point A to point B into the body of Horford (BOS) and the contact affects his shot attempt.*					
Q4	01:17.0	Foul: Offensive	Nikola Vucevic	Jae Crowder	CNC	**Video**
Comment:	*Vucevic (ORL) makes marginal contact with Crowder (BOS) following the screen.*					
Q4	01:10.0	Foul: Loose Ball	Nikola Vucevic	Amir Johnson	CNC	**Video**
Comment:	*Vucevic (ORL) and Johnson (BOS) briefly engage and separate during rebounding.*					
Q4	00:56.4	Foul: Personal	Aaron Gordon	Isaiah Thomas	CNC	**Video**
Comment:	*Gordon (ORL) makes incidental contact with Thomas (BOS) that does not affect his SQBR.*					
Q4	00:50.3	Foul: Shooting	Aaron Gordon	Isaiah Thomas	CNC	**Video**
Comment:	*Gordon (ORL) maintains legal guarding position and makes incidental contact with Thomas (BOS) that does not affect his drive to the basket and shot attempt.*					
Q4	00:38.4	Foul: Shooting	Marcus Smart	Terrence Ross	CNC	**Video**
Comment:	*Smart (BOS) legally contests Ross' (ORL) jump shot attempt.*					
Q4	00:15.9	Foul: Shooting	Evan Fournier	Isaiah Thomas	CNC	**Video**
Comment:	*Fournier (ORL) legally contests Thomas' (BOS) jump shot attempt. Any "high-five" contact after the release is considered incidental.*					
Q4	00:03.0	Foul: Offensive	Nikola Vucevic	Marcus Smart	CNC	**Video**
Comment:	*Vucevic (ORL) and Smart (BOS) make incidental contact with one another off ball.*					
Q4	00:02.6	Foul: Shooting	Amir Johnson	Elfrid Payton	CNC	**Video**
Comment:	*Johnson (BOS) maintains legal guarding position and makes incidental contact with Payton (ORL) that does not affect his drive to the basket and shot attempt.*					

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

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