



# 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](#).

## Wizards (105) @ Pistons (101) (Apr 10, 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	01:52.0	Foul: Offensive	Ish Smith	Bradley Beal	CNC	<a href="#">Video</a>
<b>Comment:</b>	Smith (DET) makes incidental contact with Beal (WAS) that does not affect his ability to defend the play.					
Q4	01:43.0	Foul: Personal	Kelly Oubre Jr.	Stanley Johnson	CNC	<a href="#">Video</a>
<b>Comment:</b>	Oubre Jr. (WAS) maintains legal guarding position on the drive to the basket by Johnson (DET).					
Q4	01:43.0	Foul: Offensive	Stanley Johnson	Kelly Oubre Jr.	CNC	<a href="#">Video</a>
<b>Comment:</b>	Johnson (DET) makes incidental contact with Oubre Jr. (WAS) that does not affect his ability to defend the play.					
Q4	01:38.0	Foul: Personal	Tobias Harris	Jason Smith	CNC	<a href="#">Video</a>
<b>Comment:</b>	Harris (DET) makes incidental contact with Smith (WAS) that does not affect his ability to control the pass.					
Q4	01:30.0	Foul: Offensive	Jon Leuer	Bradley Beal	CNC	<a href="#">Video</a>
<b>Comment:</b>	Leuer (DET) sets the screen on Beal (WAS) and absorbs the contact.					
Q4	01:14.0	Foul: Personal	Jon Leuer	Markieff Morris	CC	<a href="#">Video</a>
<b>Comment:</b>	Leuer (DET) makes contact to Morris (WAS) that affects his SQBR.					
Q4	01:13.0	Turnover: Traveling	Brandon Jennings			<a href="#">Video</a>
<b>Comment:</b>	[Observable in enhanced video] Jennings (WAS) lifts and moves his pivot foot prior to the start of his dribble.					
Q4	01:06.0	Turnover: Traveling	Markieff Morris			<a href="#">Video</a>
<b>Comment:</b>	[Observable in enhanced video] Morris (WAS) lifts and moves his pivot foot prior to the start of his dribble.					
Q4	01:04.0	Foul: Shooting	Jon Leuer	Markieff Morris	CNC	<a href="#">Video</a>
<b>Comment:</b>	Leuer (DET) gives Morris (WAS) room to land following the jump shot attempt.					
Q4	00:34.1	Foul: Shooting	Stanley Johnson	Bradley Beal	CC	<a href="#">Video</a>
<b>Comment:</b>	Johnson (DET) makes contact to Beal's (WAS) body on the dunk.					
Q4	00:31.6	Foul: Personal	Brandon Jennings	Tobias Harris	CNC	<a href="#">Video</a>
<b>Comment:</b>	Jenning (WAS) makes marginal contact with Harris (DET) that does not affect his SQBR.					
Q4	00:19.0	Foul: Shooting	Jason Smith	Boban Marjanovic	CNC	<a href="#">Video</a>
<b>Comment:</b>	Smith (WAS) makes marginal contact with Marjanovic (DET) on the dunk.					
Q4	00:16.0	Foul: Personal	Stanley Johnson	Bradley Beal	CC	<a href="#">Video</a>
<b>Comment:</b>	Johnson (DET) commits a take foul on Beal (WAS).					

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